

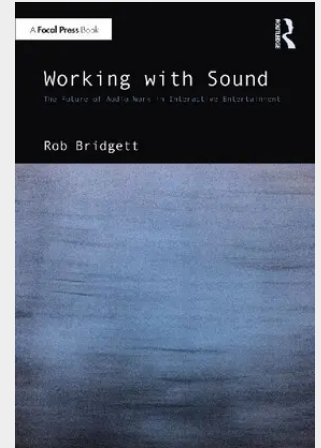
Bridgett

Working with Sound

The Future of Audio Work in Interactive Entertainment

Working with Sound is an exploration of the ever-changing working practices of audio development in the era of hybrid collaboration in the games industry. Through learnings from the pre-pandemic remote and isolated worlds of audio work, sound designers, composers, and dialogue designers find themselves equipped uniquely to thrive in the hybrid, remote, and studio-based realms of today's fast-evolving working landscapes. With unique insights into navigating the worlds of isolation and collaboration, this book explores ways of thinking and working in this world, equipping the reader with inspiration to sustainably tackle the many stages of the development process. Working with Sound is an essential guide for professionals working in dynamic audio teams of all sizes, as well as the designers, producers, artists, animators, and programmers who collaborate closely with their colleagues working on game audio and sound.

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51,90 €

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Lieferfrist: bis zu 10 Tage

Artikelnummer: 9781032406930

Medium: Buch

ISBN: 978-1-032-40693-0

Verlag: Focal Press

Erscheinungstermin: 01.06.2023

Sprache(n): Englisch

Auflage: 1. Auflage 2023

Produktform: Kartoniert

Gewicht: 357 g

Seiten: 228

Format (B x H): 156 x 234 mm

