

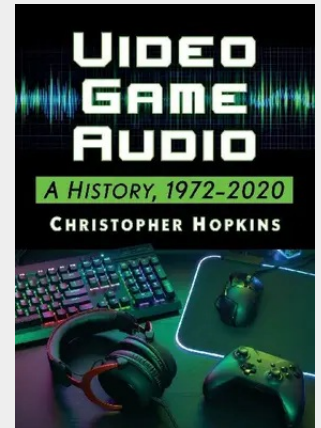
McFarland

Video Game Audio

A History, 1972-2020

From the one-bit beeps of Pong to the 3D audio of PlayStation 5, this book examines historical trends in video game sound and music. A range of game systems sold in North America, Europe and Japan are evaluated by their audio capabilities and industry competition. Technical fine points are explored, including synthesized v. sampled sound, pre-recorded v. dynamic audio, backward compatibility, discrete and multifunctional soundchips, storage media, audio programming documentation, and analog v. digital outputs. A timeline chronicles significant developments in video game sound for PC, NES, Dreamcast, Xbox, Wii, Game Boy, PSP, iOS and Android devices and many others.

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58,20 €

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Lieferfrist: bis zu 10 Tage

Artikelnummer: 9781476674353

Medium: Buch

ISBN: 978-1-4766-7435-3

Verlag: McFarland

Erscheinungstermin: 31.08.2022

Sprache(n): Englisch

Auflage: Erscheinungsjahr 2022

Produktform: Kartoniert

Gewicht: 489 g

Seiten: 277

Format (B x H): 178 x 254 mm

