



# Audio for Games: Planning, Process, and Production

*Alexander Brandon*

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## **Audio for Games: Planning, Process, and Production** Alexander Brandon

Tired of video games in which the sound lags far behind the rest of the user's experience? If so, and if you're ready to do better, you need this forward-looking volume! In these pages, sound artist extraordinaire **Alexander Brandon** provides a broad-ranging exploration of how game audio is created today and how it should be done in the future in order to create groundbreaking audio. After providing a map of the audio development process in Chapter 1, Alexander discusses the basic preproduction, workflow, production, post-production, and technology issues audio designers must address today. Then, after a post-mortem analysis of the audio development process for a game that's currently on the market, Alexander takes a good, hard look at the heights to which video-game audio can be taken in chapters on ideal workflow, technology, and production. Throughout, the focus is on the practical advice you need to create better (and better!) sound!



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