

Pro Tools 10 for Game Audio: The Ultimate Guide to Audio Production for Games

Audio is an essential part of any game, and Pro Tools is the industry-standard software for audio production. In this book, you'll learn everything you need to know to use Pro Tools for game audio, from basic concepts to advanced techniques.



Pro Tools 10 for Game Audio by Anne Oliver

★★★★☆ 4.2 out of 5

Language : English
File size : 8269 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Word Wise : Enabled
Print length : 315 pages



What's Inside?

This book covers everything you need to know to produce high-quality audio for games, including:

- The basics of Pro Tools, including the interface, tools, and workflow
- How to record, edit, and mix audio for games
- Advanced techniques for sound design and music production
- Tips and tricks for optimizing your workflow

- Case studies from real-world game audio projects

Who is this book for?

This book is for anyone who wants to learn how to use Pro Tools for game audio. Whether you're a beginner or a seasoned pro, you'll find something to learn in this book.

If you're a beginner, this book will teach you everything you need to know to get started with Pro Tools. You'll learn the basics of the software, how to record, edit, and mix audio, and how to create sound effects and music for games.

If you're a seasoned pro, this book will help you take your game audio skills to the next level. You'll learn advanced techniques for sound design and music production, and you'll get tips and tricks for optimizing your workflow.

About the Author

The author of this book is a veteran game audio professional with over 15 years of experience. He has worked on a wide range of game projects, from small indie games to AAA blockbusters.

The author is also a certified Pro Tools trainer, and he has taught Pro Tools to hundreds of students. He is passionate about teaching others how to use Pro Tools for game audio, and he is committed to providing the highest quality training possible.

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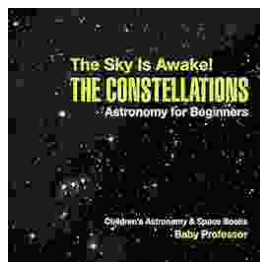
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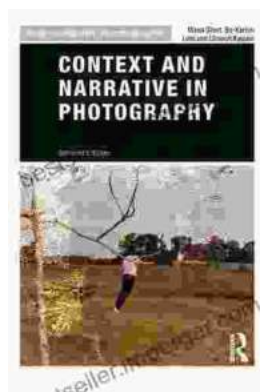
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