



Sztuka Dźwięku: Aktywne Podejście do Kreacji Dźwiękowej w Rozwoju Gier Wideo

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Opis

Leading with Sound: Proactive Sound Practices in Video Game Development

Producent: Focal Press

- **temat:** Games development & programming, Games development & programming, Music recording & reproduction, The arts - general issues, Theory of music & musicology, The arts: general topics, Theory of music and musicology, Music recording and reproduction, Digital animation, Games development and programming, Audio processing, The arts - general issues, Theory of music & musicology, Music recording & reproduction, Games development & programming, COMPUTERS / Design, Graphics & Media / General, COMPUTERS, Design, Graphics & Media, General, COMPUTERS / Design, Graphics & Media / Audio, Audio, GAMES & ACTIVITIES / Video & Mobile, GAMES & ACTIVITIES, Video & Mobile, MUSIC / Recording & Reproduction, MUSIC, Recording & Reproduction, TECHNOLOGY & ENGINEERING / Acoustics & Sound, TECHNOLOGY & ENGINEERING, Acoustics & Sound, Playback;Sound design;Game Development;Active override mixing systems;Paused;Video game development;Game Developer;Game industry;Sound Designers;Automated mixing systems;Follow;Tv;Wo;Game Audio;Dense;Audio Team;Eq;Game Development Team;Non-diegetic Spaces;Character POV;Final Mix;Dolby Atmos;Home Theatre;Daw;Ambiguous Sounds;HRTF;Re-recording Mixers;Video Game Sound;Offscreen Sound;Sound Event, COMPUTERS / Design, Graphics & Media / Audio, COMPUTERS / Design, Graphics & Media / General, Computers/Design, Graphics & Media - Audio, GAMES & ACTIVITIES / Video & Mobile, Games & Activities/Video & Mobile, MUSIC / Recording & Reproduction, Music/Instruction & Study - Theory, Music/Recording & Reproduction, TECHNOLOGY & ENGINEERING / Acoustics & Sound, Technology & Engineering/Acoustics & Sound, Audio processing, Digital animation, Games development and programming, Music recording and reproduction, The arts: general topics, Theory of music and musicology
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- **słowo kluczowe tematu:** COMPUTER, Games & Puzzles, Non-Fiction, Playback;Sound design;Game Development;Active override mixing systems;Paused;Video game development;Game Developer;Game industry;Sound Designers;Automated mixing systems;Follow;Tv;Wo;Game Audio;Dense;Audio Team;Eq;Game Development Team;Non-diegetic Spaces;Character POV;Final Mix;Dolby Atmos;Home Theatre;Daw;Ambiguous Sounds;HRTF;Re-recording Mixers;Video Game Sound;Offscreen Sound;Sound Event, Sound design; Active override mixing systems; Video game development; Game industry; Automated mixing systems; Playback; Game Development; Paused; Game Developer; Sound Designers; Follow; Tv; Wo; Game Audio; Dense; Audio Team; Eq; Game Development Team; Non-diegetic Spaces; Character POV; Final Mix; Dolby Atmos; Home Theatre; Daw; Ambiguous Sounds; HRTF; Re-recording Mixers; Video Game Sound; Offscreen Sound; Sound Event
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