|  | | |
| --- | --- | --- |
| **Chapter 9 – Audio: Creating the Atmosphere**  The Importance of Game Audio  Formats & Tools  Sound Effects  Voiceovers  Music   * Game vs. Film Scoring * Looping Music * Adaptive Music * Events   Audio: A New Dimension | | |
|  |  | **© 2022 Jeannie Novak** |