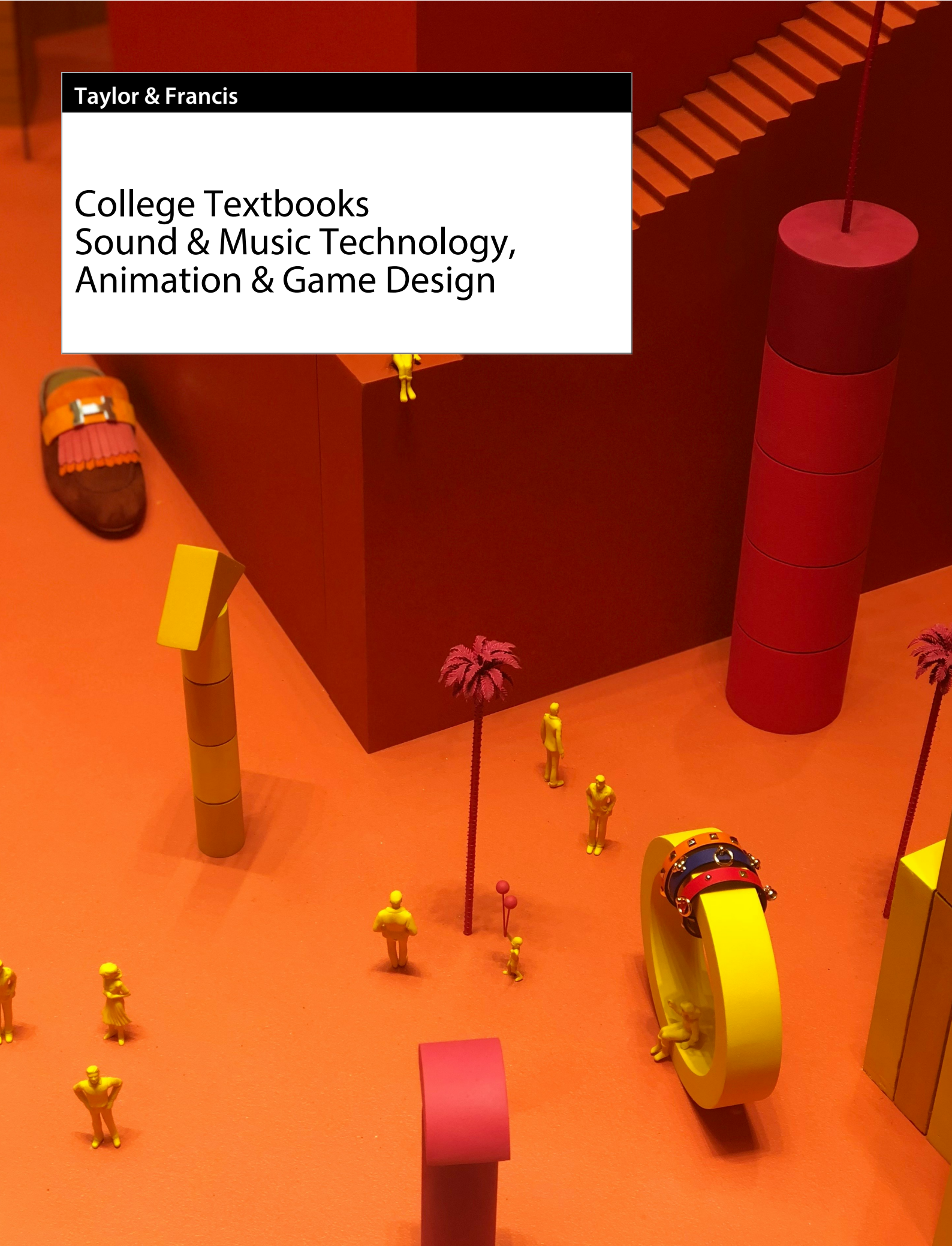# College Textbooks
# Sound & Music Technology,
# Animation & Game Design

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## Contacts

**Lucy Pink**
*Area Sales Manager and College Representative UK and Ireland*
Mobile: +44 (0) 7860 633 156
Email: lucy.pink@tandf.co.uk

# Contents

## 2D Game Development with Unity
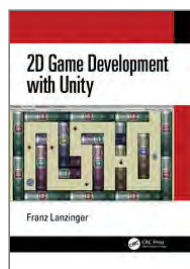
**Franz Lanzinger** Franz Lanzinger

This book teaches beginners and aspiring game developers how to develop 2D games with Unity. Thousands of commercial games have been built with Unity. The reader will learn the complete process of 2D game development, step by step with the theory behind each step fully explained and reinforced with exercises, quizzes and larger projects. The book contains numerous color illustrations and access to companion videos.

CRC Press
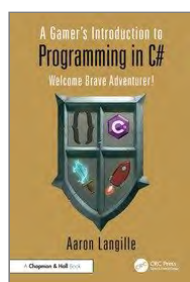December 2020 : 444pp
Pb: 978-0-367-34907-3 : **£56.99**
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eBook: 978-0-429-32866-4
* For **full contents** and more information, visit: **www.routledge.com/9780367349073**

## A Gamer's Introduction to Programming in C#

Welcome Brave Adventurer!

**Aaron Langille**

The first in an ongoing series designed to take readers from zero experience to writing their own video games and interactive digital experiences using industry standard languages and tools, this book is a great way to turn a love of video games into a new love of programming. It teaches the coding ins-and-outs of how we keep track of high scores, what video game heroes and loot boxes are made of, how the dreaded RNG or, random number generation works, and much, much more. Engaging and concise, this book is appealing to both a general readership as well as course convenors and students of programming.

Chapman & Hall
September 2024 : 342pp
Pb: 978-1-032-39122-9 : **£47.99**
Hb: 978-1-032-39123-6 : **£125**
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* For **full contents** and more information, visit: **www.routledge.com/9781032391229**

## AI for Games

**Ian Millington** Gwent, UK

*Series: AI for Everything*

What is artificial intelligence? How is artificial intelligence used in game development? Game development lives in its own technical world. It has its own idioms, skills, and challenges. That's one of the reasons games are so much fun to work on. Each game has its own rules, its own aesthetic, its own trade-offs, and the hardware it will run on keeps changing. AI for Games is designed to help you understand one element of game development: artificial intelligence (AI).
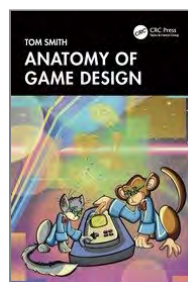
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## Anatomy of Game Design

**Tom Smith**

Anatomy of Game Design takes some of the most popular and beloved games of all time and dissects them to see what makes them tick. By breaking down the systems and content of each game, the underlying systems of game design are laid bare. Each game is discussed in detail, using the same methods for each game. What are the verbs of the game that give the player agency? How do those verbs fit together to form a core loop that makes the game engaging? What are the systems that power the gameplay? What is the larger flow that makes the game interesting over and over again?

CRC Press
October 2024 : 274pp
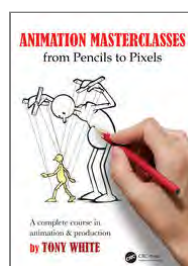Pb: 978-1-032-38738-3 : **£36.99**
Hb: 978-1-032-38755-0 : **£94.99**
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## Animation Masterclasses: From Pencils to Pixels

A Complete Course in Animation & Production

**Tony White**

Award-winning animator Tony White brings you the ultimate book for digital animation. Here you will find the classic knowledge of many legendary techniques revealed, paired with information relevant to today's capable, state-of-the-art technologies.
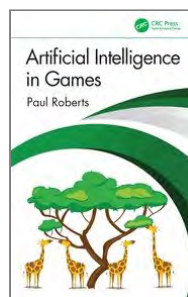
CRC Press
November 2022 : 828pp
Pb: 978-1-032-34586-4 : **£44.99**
Hb: 978-1-032-34884-1 : **£115**
eBook: 978-1-003-32428-7
* For **full contents** and more information, visit: **www.routledge.com/9781032345864**

## Artificial Intelligence in Games

**Paul Roberts**

This book covers all the necessary topics that a professional game AI programmer needs to know, from math and steering behaviours to terrain analysis, pathfinding, decision making, and more. Written to be easily accessible, each topic is accompanied by an example game, where the reader can add their own code to see the effects their changes have. This book will be suitable for students and aspiring games programmers looking to gain a grounding in game AI techniques.

CRC Press
July 2022 : 310pp
Pb: 978-1-032-03322-8 : **£54.99**
Hb: 978-1-032-30595-0 : **£125**
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* For **full contents** and more information, visit: **www.routledge.com/9781032033228**

**2ND EDITION**

# Creative Character Design 2e

### Bryan Tillman

Create compelling, original characters using archetypes and design elements such as shadows and line with the tips and techniques found in this image-packed book. Bryan Tillman bridges the gap between the technique of drawing characters and the theory of good character design by using case studies, examples of professional art, and literary and pop culture references to teach you how to develop a character, not just draw one. The book also features Character Model Sheets that will guide you through the creation of new and unique characters. Finally, Bryan will break down established character archetypes to show you why and how the different aspects of good character design work.

CRC Press
February 2019 : 236pp
Pb: 978-0-815-36539-6 : **£46.99**
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eBook: 978-1-351-26168-5
* For **full contents** and more information, visit: **www.routledge.com/9780815365396**

**2ND EDITION**

# Design for Motion

## Fundamentals and Techniques of Motion Design

### Austin Shaw Savannah College of Art and Design, USA

In this updated second edition, Austin Shaw explores the principles of motion design, teaching readers how to harness essential techniques to create compelling style frames, design boards, and motion design products. Combining art and design principles with creative storytelling and professional savvy, Shaw covers everything a serious motion designer needs to make their artistic visions a reality and confidently produce compositions for clients. Industry leaders, pioneers, and rising stars contribute professional perspectives and provide visual examples of their work. A companion website features video tutorials, a student showcase, and much more.
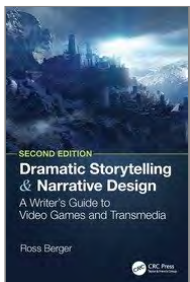
Routledge
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**2ND EDITION**

# Dramatic Storytelling and Narrative Design

## A Writer's Guide to Video Games and Transmedia

### Ross Berger

This book provides an industry professional's first-hand perspective on narrative design's practical usage, day-to-day roles and responsibilities, and keys to breaking in and succeeding. The book delves into the foundations of compelling storytelling through structural analysis and character archetype breakdowns. This book will be of great interest to all those interested in the craft of storytelling, narrative design, and game writing.
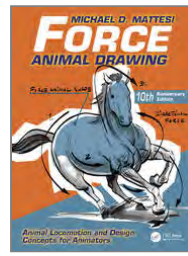
CRC Press
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**2ND EDITION**

# Force: Animal Drawing

## Animal Locomotion and Design Concepts for Animators

### Mike Mattesi

*Series: Force Drawing Series*

This second edition of Force: Animal Drawing Animal locomotion and design concepts for animators offers readers an enlarged and enhanced selection of images that apply FORCE to animals.

CRC Press
August 2021 : 232pp
Pb: 978-0-367-63707-1 : **£36.99**
Hb: 978-0-367-77156-0 : **£130**
eBook: 978-1-003-17004-4
* For **full contents** and more information, visit: **www.routledge.com/9780367637071**

# Game Audio Fundamentals

## An Introduction to the Theory, Planning, and Practice of Soundscape Creation for Games
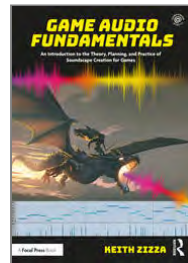
### Keith Zizza

Game Audio Fundamentals takes the reader on a journey through game audio design: from analog and digital audio basics, to the art and execution of sound effects, soundtracks, and voice production, as well as learning how to make sense of a truly effective soundscape. This is essential reading for any aspiring game audio designer, as well as students and professionals from a range of backgrounds, including music, audio engineering, and game design.

Focal Press
July 2023 : 280pp
Pb: 978-1-032-11195-7 : **£43.99**
Hb: 978-1-032-11196-4 : **£135**
eBook: 978-1-003-21882-1
* For **full contents** and more information, visit: **www.routledge.com/9781032111957**

# Game Audio Mixing

## Insights to Improve Your Mixing Performance

### Alex Riviere

Game Audio Mixing offers a holistic view of the mixing process for games, from philosophical and psychological considerations to the artistic considerations and technical processes behind acoustic rendering, interactive mixing, mastering, and much more. Providing a comprehensive overview of many game audio mix techniques, processes, and workflows, with advice from Audio Directors and Sound Supervisors, this book is essential reading for all game audio professionals, including those new to the industry, as well as experienced professionals working on AAA and indie titles, in addition to aspiring professionals and hobbyists.

Focal Press
July 2023 : 166pp
Pb: 978-1-032-39735-1 : **£33.99**
Hb: 978-1-032-39738-2 : **£140**
eBook: 978-1-003-35114-6
* For **full contents** and more information, visit: **www.routledge.com/9781032397351**

## Game Audio Programming 4

Principles and Practices
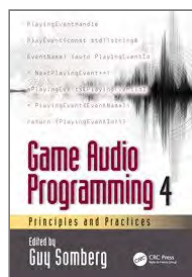
*Edited by* **Guy Somberg**

Welcome to the fourth volume of Game Audio Programming: Principles and Practices—the first series of its kind dedicated to the art, science, and craft of game audio programming. This volume contains 17 chapters from some of the top game audio programmers in the industry, and dives into subjects that apply to diverse game genres and from low-level topics such as thread-safe command buffers and pitch detection to high-level topics such as object management, music systems, and audio tools.

CRC Press
December 2023 : 356pp
Pb: 978-1-032-36107-9 : **£44.99**
Hb: 978-1-032-36239-7 : **£130**
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\* For **full contents** and more information, visit: **www.routledge.com/9781032361079**

## Game Audio with FMOD and Unity
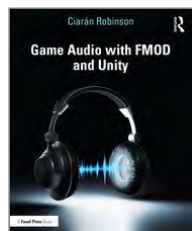
**Ciarán Robinson**

This book introduces readers to the principles and practice of game audio through the process of creating their own First Person Shooter (FPS) game. All the basics are covered, as well as a simple introduction to coding. Using the free software Unity and FMOD audio middleware, the reader will be able to create a game of their own and develop a portfolio that demonstrates their capacities in interactive sound design. Perfect for classroom use or independent study, this book also comes with a full suite of audio assets provided on a companion website.

Routledge
March 2019 : 278pp
Pb: 978-1-138-31597-6 : **£52.99**
Hb: 978-1-138-31596-9 : **£185**
eBook: 978-0-429-45597-1
\* For **full contents** and more information, visit: **www.routledge.com/9781138315976**

## Game Design Deep Dive

Shooters

**Joshua Bycer**

*Series: Game Design Deep Dive*

This entry in the Game Design Deep Dive series takes a look at the shooter genre. One that has grown with the times and whose influence can be felt from indie teams to major studios. Josh Bycer discusses 30 plus year history of one of games industry's most popular genres to talk about how to design one your own. This book is perfect for students and designers to learn about one of the most popular genres on the market.
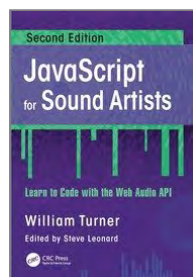
CRC Press
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Hb: 978-1-032-58410-2 : **£125**
eBook: 978-1-003-44995-9
\* For **full contents** and more information, visit: **www.routledge.com/9781032581163**

## JavaScript for Sound Artists

Learn to Code with the Web Audio API

**William Turner , Steve Leonard**

The context of teaching JavaScript for the creative audio community in this manner does not exist anywhere else in the market; this book uses example-based teaching to show the basics of JavaScript language programing so readers can learn how to build browser based audio applications, such as music synthesizers and drum machines. The teaching will be done through a series of annotated examples and explanations with downloadable code examples and links to additional reference material included on the books companion website. This book makes learning programming more approachable to nonprofessional programmers.

CRC Press
August 2022 : 276pp
Pb: 978-1-032-06272-3 : **£41.99**
Hb: 978-1-032-06273-0 : **£130**
eBook: 978-1-003-20149-6
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## Principles of Game Audio and Sound Design

Sound Design and Audio Implementation for Interactive and Immersive Media

**Jean-Luc Sinclair** New York University, Berklee College of Music

A comprehensive introduction to the art of sound for games and interactive media using Unity. Beginning with basic techniques, including linear and interactive sound design, before moving on to advanced techniques, such as procedural audio, this book is supplemented by a host of digital resources, including a library of ready-to-use, adaptable scripts. This thorough introduction provides the reader with the skills and tools to combat the potential challenges of game audio independently. The perfect primer for readers with a basic understanding of audio production and Unity who want to learn how to gain a foothold in the exciting world of game and interactive audio.

Focal Press
April 2020 : 312pp
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Hb: 978-1-138-73896-6 : **£150**
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## Producing Animation 3e
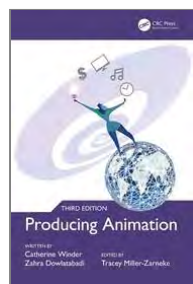
**Catherine Winder , Tracey Miller-Zarneke , Zahra Dowlatabadi**

Producing Animation is a comprehensive guide to the production industry. Already a relied upon resource by professionals and students alike, this book covers the process from script to screen while defining the role of the producer at each phase. The second edition features new content such as sidebars on key topics from industry experts, discussions on CG, 2D and stereoscopic production processes, and an overview on marketing and distributing your project. The companion website provides access to sample tables, templates and workflow outlines for CG and 2D animation production.

CRC Press
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eBook: 978-0-429-49052-1
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## Professional Techniques for Video Game Writing

**Wendy Despain**

No-nonsense guide to the professional craft of writing the story, narrative, dialogue, tutorials, manuals, strategy guides, and anything else that needs to be written for modern-day video games. All contributors are themselves seasoned video game writers; they give the down and dirty on how to break into the business, what it means to be part of a writing team, principles of narrative design, and much, much more. Script samples offer illuminating examples that enhance this absolute ""must-have"" for anyone contemplating or pursuing a career in video game writing or technical writing, even (or especially) if the already have experience in crafting standard prose.

CRC Press
April 2020 : 338pp
Pb: 978-0-367-18477-3 : **£44.99**
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eBook: 978-0-429-19653-9
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## Secrets of the Animator

**Julia Peguet** Main Point of Contact: Celis Revechids of Editions Pyramyd

Written based on the author's own notes compiled over 18 years, this work is intended for both animation students and professionals. This manual is a learning tool focusing exclusively on the work of animators. It provides all the keys to understanding the principles of motion and how to transfer them to characters, whether drawn or modeled, 2D or 3D, human or animal.

CRC Press
March 2023 : 240pp
Pb: 978-0-367-25200-7 : **£35.99**
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## Storytelling for Interactive Digital Media and Video Games

**Nicholas B. Zeman**

Storytelling for Interactive Digital Media and Video Games lays out the construct of the story, and how it can be manipulated by the storyteller through sound, video, lighting, graphics, and color. This book is the perfect guide to aspiring storytellers as it illustrates the different manner of how and why stories are told, and how to make them "interactive." Storytelling features heavy game development as a method of storytelling and delivery, and how to develop compelling plots, characters, settings, and actions inside a game. The concept of digital storytelling will be explored, and how this differs from previous incarnations of mediums for stories.

A K Peters/CRC Press
April 2017 : 296pp
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Hb: 978-1-138-62883-0 : **£125**
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## Storytelling for Virtual Reality

### Methods and Principles for Crafting Immersive Narratives

**John Bucher**

Storytelling For Virtual Reality serves as a bridge for students of new media and professionals alike, between the new world of VR technology and the art form of classical storytelling. Rather than examining technology, the work focuses purely on story and how stories can best be structured, created, and then told in the medium. Author John Bucher examines all elements of production as well as post-production and how story is impacted by each of these elements in the world of Virtual Reality. Interviews, conversations, and case studies with both pioneers and innovators in VR storytelling are featured, including industry professionals.
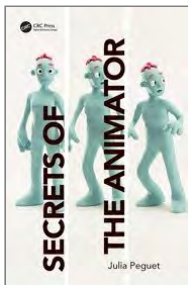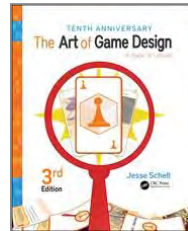
Routledge
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eBook: 978-1-315-21030-8
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## Technical Animation in Video Games

**Matthew Lake**

This book provides a comprehensive overview of video game technical animation, covering the next generation pipelines that industry developers utilize to create their games. It covers the technical animation workflow from start to finish, looking at both software and hardware, as well as the industry standard processes that all technical animators need to know. This book will be essential reading for early-career game technical animators as well as those studying on games animation courses. It will also appeal to technical animators working within the film industry.

CRC Press
December 2023 : 270pp
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Hb: 978-1-032-20340-9 : **£115**
eBook: 978-1-003-26325-8
* For **full contents**  and more information, visit: **www.routledge.com/9781032203270**

## The Art of Game Design

### A Book of Lenses, Third Edition

**Jesse Schell** Carnegie Mellon University and Schell Games, Pittsburgh, Pennsylvania, USA

Presents 100+ sets of questions, or different lenses, for viewing a game's design. Written by one of the world's top game designers, this book describes the deepest and most fundamental principles of game design, demonstrating how tactics used in board, card, and athletic games also work in video games. It provides practical instruction on creating world-class games that will be played again and again. New to this edition: many great examples from new VR and AR platforms as well as examples from modern games such as Uncharted 4 and The Last of Us, Free to Play games, hybrid games, transformational games, and more.

A K Peters/CRC Press
August 2019 : 652pp
Pb: 978-1-138-63205-9 : **£56.99**
Hb: 978-1-138-63209-7 : **£125**
eBook: 978-1-315-20843-5
* For **full contents**  and more information, visit: **www.routledge.com/9781138632059**

## The Game Audio Strategy Guide

A Practical Course

**Gina Zdanowicz , Spencer Bambrick**

The Game Audio Strategy Guide is a comprehensive text designed to turn both novices and experienced audio designers into technical game audio pros. Providing both a theoretical foundation and practical insights, The Game Audio Strategy Guide offers a thorough look at the tools and methods needed to create industry-quality music and sound design for games. Supported by an extensive companion website, featuring numerous practical tutorials and exercises, which allow the reader to gain hands-on experience creating and implementing audio assets for games. This is the essential manual for anyone interested in creating audio for games, inside or outside the classroom.

## The Game Music Toolbox

Composition Techniques and Production Tools from 20 Iconic Game Soundtracks

**Marios Aristopoulos**

The Game Music Toolbox provides readers with the tools, models and techniques to create and expand a compositional toolbox, through a collection of 20 iconic case studies taken from different eras of game music. This book is crucial reading for game music composers and audio professionals of all backgrounds, as well as undergraduates looking to forge a career in the video game industry.

## The Game Writing Guide

Get Your Dream Job and Keep It

**Anna Megill**

This comprehensive guide walks readers through the entire process of getting and keeping a writing job in the games industry. It outlines exactly what a beginner needs to know about education requirements, finding opportunities, applying for roles, and acing studio interviews. Professional writers will learn how to navigate studio hierarchies, transfer roles and companies, work overseas, and keep developing their careers. This book will be of great interest to all beginner and aspiring games writers and narrative designers, as well as more experienced writers looking to hone their skills.

## The Psychology of Video Games

**Celia Hodent**

*Series: The Psychology of Everything*

The Psychology of Video Games introduces the curious reader to the relationship between psychology and video games from the perspective of both game makers and players. Assuming no specialist knowledge, this concise, approachable guide is a starter book for anyone intrigued by what makes video games engaging and what is their psychological impact on gamers. It digests the research exploring the benefits gaming can have on players in relation to education and healthcare, considers the concerns over potential negative impacts such as pathological gaming, and concludes with some ethics considerations.

## Writing for Games

Theory and Practice
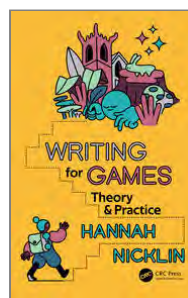
**Hannah Nicklin**

Focussing on the independent videogames sector, this book provides readers with a vocabulary to articulate and build their games writing practice; whether studying games or coming to games from another storytelling discipline. Writing for Games offers resources for communication, collaboration, reflection, and advocacy, inviting the reader to situate their practice in a centuries-long heritage of storytelling, as well as considering the material affordances of videogames, and the practical realities of working in game development processes. Writing for Games: Theory & Practice is an approachable and entry-level text for anyone interested in the craft of writing for videogames.

## Audio Mastering

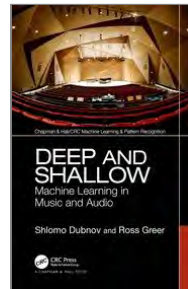Separating the Science from Fiction
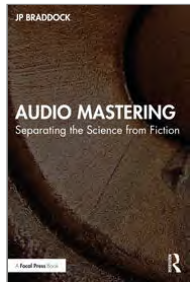
**JP Braddock**

Audio Mastering: Separating the Science from Fiction is an ideal guide to tangible development as a mastering engineer. This book offers a comprehensive overview of mastering processes, teaching the reader to link critical listening skills with analysis to comprehend the processing required to improve the quality of their audio. This is a thorough and practical textbook for audio engineers, artists, producers and students on music production, music technology and music performance courses, as well as aspiring and developing mastering engineers.

Focal Press
February 2024 : 264pp
Pb: 978-1-032-35902-1 : **£38.99**
Hb: 978-1-032-35903-8 : **£145**
eBook: 978-1-003-32925-1
* For **full contents** and more information, visit: **www.routledge.com/9781032359021**

## Become a Competent Music Producer in 365 Days

**Sam George**

Become a Competent Music Producer in 365 Days is a comprehensive, step-by-step guide to the fundamentals of music production. Over the course of a year, this book takes the reader through ten chapters covering mixing, equalization, compression, reverb, delay and modulation, automation, vocals, synthesis, and mastering. Offering an ideal introduction for beginners of all backgrounds, and students in further and higher education music production classes, as well as aspiring professionals, hobbyists, and self-taught producers, who wish to have a thorough grasp on all the fundamental topics that any experienced music producer should know.

Focal Press
June 2023 : 246pp
Pb: 978-1-032-44611-0 : **£32.99**
Hb: 978-1-032-44614-1 : **£135**
eBook: 978-1-003-37304-9
* For **full contents** and more information, visit: **www.routledge.com/9781032446110**

## Classical Recording

A Practical Guide in the Decca Tradition

**Caroline Haigh , John Dunkerley , Mark Rogers , Caroline Haigh , John Dunkerley , Mark Rogers**

*Series: Audio Engineering Society Presents*

Classical Recording is the authoritative guide to all aspects of recording acoustic classical music. Offering detailed descriptions, diagrams and photographs of fundamental recording techniques such as the Decca tree, this book offers a comprehensive overview of the essential skills involved in successfully producing a classical recording. Written by engineers with years of experience working for Decca, Abbey Road Studios and as freelancers, the book equips the student, the interested amateur and the practising professional with the required knowledge and confidence to tackle everything from solo piano to opera.

Focal Press
October 2020 : 410pp
Pb: 978-0-367-31280-0 : **£42.99**
Hb: 978-0-367-32133-8 : **£145**
eBook: 978-0-429-31685-2
* For **full contents** and more information, visit: **www.routledge.com/9780367312800**

## Deep and Shallow

Machine Learning in Music and Audio
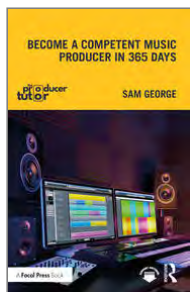
**Shlomo Dubnov , Ross Greer**

*Series: Chapman & Hall/CRC Machine Learning & Pattern Recognition*

Providing an essential and unique bridge between the theories of signal processing, machine learning and artificial intelligence (AI) in music, this book provides a holistic overview of foundational ideas in music, from the physical and mathematical properties of sound to symbolic representations. Surveying state of the art methods in applications of deep neural networks to audio and sound computing, as well as offering a research perspective that suggests future challenges in music and AI research, this book appeals to both students of AI and music, as well as industry professionals in the fields of machine learning, music and AI.

Chapman & Hall
December 2023 : 344pp
Pb: 978-1-032-13391-1 : **£45.99**
Hb: 978-1-032-14618-8 : **£120**
eBook: 978-1-003-24019-8
* For **full contents** and more information, visit: **www.routledge.com/9781032133911**

## Electronic Visual Music

The Elements of Audiovisual Creativity

**Dave Payling**

*Series: Sound Design*

Electronic Visual Music is a comprehensive guide to the composition and performance of visual music, and an essential text for those wanting to explore the history, performance strategies, compositional methodologies and practical techniques for conceiving and creating electronic visual music. This book is a valuable resource for artists and practitioners, as well as students and researchers working in disciplines such as music composition, music production, video arts, animation and related media arts, who are interested in informing their own work and learning new strategies and techniques for exploration and creative expression of electronic visual music.

Focal Press
September 2023 : 164pp
Pb: 978-1-032-32663-4 : **£32.99**
Hb: 978-1-032-32671-9 : **£135**
eBook: 978-1-003-31613-8
* For **full contents** and more information, visit: **www.routledge.com/9781032326634**

## Finding Your Career in the Modern Audio Industry

**April Tucker**

Finding Your Career in the Modern Audio Industry equips the reader with the skills they need to turn an interest in audio, sound, or music technology into a career. Including international case studies and interviews with diverse professionals, this book is essential reading for anyone taking their first steps into an audio-related field.

Focal Press
July 2022 : 530pp
Pb: 978-0-367-50555-4 : **£38.99**
Hb: 978-0-367-50557-8 : **£145**
eBook: 978-1-003-05034-6
* For **full contents** and more information, visit: **www.routledge.com/9780367505554**

# Finding Your Voice in Radio, Audio, and Podcast Production

### Rob Quicke

This book provides a unique identity-centered approach to radio, audio, and podcast production which encourages readers to build their confidence and create audio content that matters to them. Supported by exercises and interviews with audio practitioners throughout, Finding Your Voice in Radio, Audio, and Podcast Production is a key resource for anyone approaching radio, audio, or podcasting for the first time.

Routledge
December 2023 : 306pp
Pb: 978-1-032-20476-5 : **£39.99**
Hb: 978-1-032-20478-9 : **£145**
eBook: 978-1-003-26373-9
* For **full contents**  and more information, visit: **www.routledge.com/9781032204765**

# Making It Happen

How to Create a Sustainable Career in the Music Industry
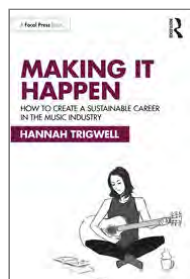
### Hannah Trigwell

Making It Happen is a comprehensive guide to navigating the modern music industry, that redefines what 'Making It' means for musicians in the modern music industry, and inspires and educates musicians on the different options for generating revenue from their art. This book offers unique insights into the innovations and technologies available to contemporary music makers, making it essential reading for independent musicians, music business students, music producers and marketers.

Focal Press
November 2023 : 282pp
Pb: 978-1-032-15588-3 : **£35.99**
Hb: 978-1-032-15590-6 : **£135**
eBook: 978-1-003-24484-4
* For **full contents**  and more information, visit: **www.routledge.com/9781032155883**

**4TH EDITION**

# Marketing Recorded Music

How Music Companies Brand and Market Artists
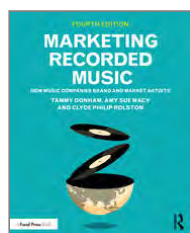
### Tammy Donham , Amy Sue Macy , Clyde Philip Rolston

This fourth edition of Marketing Recorded Music is the essential resource to help you understand how recorded music is professionally marketed. Fully revised to reflect international marketing issues, this book is accompanied by a companion website with additional online resources, including PowerPoints, quizzes and lesson plans, making it the go-to manual for students, as well as aspiring and experienced professionals.

Focal Press
June 2022 : 518pp
Pb: 978-0-367-69394-7 : **£44.99**
Hb: 978-0-367-72117-6 : **£150**
eBook: 978-1-003-15351-1
* For **full contents**  and more information, visit: **www.routledge.com/9780367693947**

**2ND EDITION**

# Mic It!

Microphones, Microphone Techniques, and Their Impact on the Final Mix

### Ian Corbett

Capture great sound in the first place and spend less time "fixing it in the mix" with Ian Corbett's Mic It! With this expanded second edition, you'll understand essential audio concepts as they relate to microphones and mic techniques and learn how to apply them to your recording situation. Mic It! gives you the background to explore, discover and design your own solutions, enabling you to record great source tracks that can be developed into anything from ultra-clean mixes to massive, organic soundscapes. Whatever your situation, with Mic It! you'll learn how to make the most of the tools you have.

Routledge
December 2020 : 440pp
Pb: 978-0-367-47036-4 : **£39.99**
Hb: 978-0-367-47044-9 : **£150**
eBook: 978-0-367-72373-6 : **£37.99**
* For **full contents**  and more information, visit: **www.routledge.com/9780367470364**

**4TH EDITION**

# Mixing Audio

Concepts, Practices, and Tools

### Roey Izhaki

Mixing Audio: Concepts, Practices, and Tools is a vital read for anyone wanting to succeed in the field of mixing - covering the entire mixing process, from fundamental concepts to advanced techniques. Packed full of photos, graphs, diagrams, and audio samples, it teaches the importance of a mixing vision, how to craft and evaluate your mix, and then take it a step further. The new edition includes: an extension of the discussion on mastering which now includes the loudness war, LUFS targets, and DIY mastering; updated figures and illustrations throughout; and a new section covering console emulation.

Focal Press
July 2023 : 604pp
Pb: 978-1-032-21944-8 : **£52.99**
Hb: 978-1-032-30019-1 : **£140**
eBook: 978-1-003-30307-7
* For **full contents**  and more information, visit: **www.routledge.com/9781032219448**

**10TH EDITION**

# Modern Recording Techniques

A Practical Guide to Modern Music Production

### David Miles Huber Freelance Recording Engineer; Consultant; Contributor, EQ magazine, Seattle, WA, USA, Emiliano Caballero , Robert Runstein

*Series: Audio Engineering Society Presents*

Modern Recording Techniques is the bestselling, authoritative guide to sound and music recording. Whether you're just starting out or are looking to improve your skills, this book provides an in-depth guide to the art and technologies of music production and is a must-have reference for all audio bookshelves. This text is also supported by a host of video tutorials which provide additional listening and visual examples, making this essential reading for students, instructors and professionals.

Focal Press
October 2023 : 680pp
Pb: 978-1-032-19715-9 : **£41.99**
Hb: 978-1-032-19716-6 : **£140**
eBook: 978-1-003-26053-0
* For **full contents**  and more information, visit: **www.routledge.com/9781032197159**

# Music Technology in Live Performance

## Tools, Techniques, and Interaction
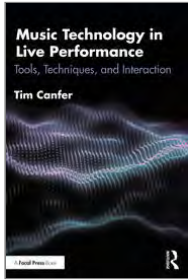
**Tim Canfer**

Music Technology in Live Performance explores techniques to augment live musical performance and represents a comprehensive guide to best practices in music technology for live performance. This book is an ideal introduction for students of music performance, music production and music technology, and a vital resource to professional musicians, producers, and technology developers.
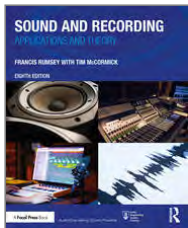
Focal Press
December 2023 : 252pp
Pb: 978-1-032-44089-7 : **£38.99**
Hb: 978-1-032-44091-0 : **£135**
eBook: 978-1-003-37040-6
* For **full contents**  and more information, visit: **www.routledge.com/9781032440897**

8TH EDITION

# Sound and Recording

## Applications and Theory

**Francis Rumsey** Professor of Sound Recording at the University of Surrey (UK); Fellow of the AES and contributor to the AES Journal

*Series: Audio Engineering Society Presents*

Providing vital reading for audio students and trainee engineers, Sound and Recording is the essential guide for anyone who wants a solid grounding in both theory and industry practices in audio, sound and recording. This bestselling book introduces you to the principles of sound, perception, audio technology and systems. Sound and Recording is the ideal audio engineering text for students, an accessible reference for professionals, and a comprehensive introduction for hobbyists.

Routledge
July 2021 : 618pp
Pb: 978-0-367-55302-9 : **£52.99**
Hb: 978-0-367-55306-7 : **£155**
eBook: 978-1-003-09291-9
* For **full contents**  and more information, visit: **www.routledge.com/9780367553029**

# Sound for Moving Pictures

## The Four Sound Areas
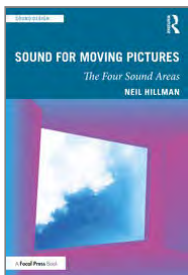
**Neil Hillman**

*Series: Sound Design*

Sound for Moving Pictures presents a new and original sound design theory called the Four Sound Areas framework, offering a conceptual template for constructing, deconstructing, and communicating all types of motion picture soundtracks; and a way for academics and practitioners to better understand and utilize the deeper, emotive capabilities available to all filmmakers through the thoughtful use of sound design. This book also provides valuable insight for others interested in the subject; such as those involved with teaching soundtrack analysis, or those researching the wider topics of film studies and screen writing.

Focal Press
April 2021 : 220pp
Pb: 978-0-367-51778-6 : **£37.99**
Hb: 978-0-367-51779-3 : **£145**
eBook: 978-1-003-05518-1
* For **full contents**  and more information, visit: **www.routledge.com/9780367517786**

# Sound Reinforcement for Audio Engineers
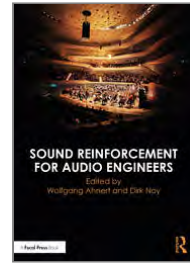
*Edited by* **Wolfgang Ahnert , Dirk Noy**

Sound Reinforcement for Audio Engineers illustrates the current state of the art in sound reinforcement. Ending with a comprehensive appendix packed with references and a historical overview of sound reinforcement design, this is the essential reference book for both students of acoustics and electrical engineering, but also for engineers looking to expand their knowledge of designing sound reinforcement systems.

Focal Press
August 2022 : 450pp
Pb: 978-1-032-11517-7 : **£59.99**
Hb: 978-1-032-11518-4 : **£145**
eBook: 978-1-003-22026-8
* For **full contents**  and more information, visit: **www.routledge.com/9781032115177**

4TH EDITION

# The MIDI Manual

## A Practical Guide to MIDI within Modern Music Production

**David Miles Huber** Freelance Recording Engineer; Consultant; Contributor, EQ magazine, Seattle, WA, USA

*Series: Audio Engineering Society Presents*

The MIDI Manual: A Practical Guide to MIDI within Modern Music Production is a complete reference on MIDI. Written by David Miles Huber (a 4X Grammy-nominated musician, producer and author), this best-selling guide provides a clear explanation of what MIDI 1.0 and 2.0 is, acting as a guide for electronic instruments, the DAW, MIDI sequencing and how to make best use of them. You will learn how to set up an efficient MIDI system and how to get the most out of your production room and ultimately … your music. Illustrated throughout with helpful photos and screenshots, this new edition is the most readable and clearly explained book on MIDI available.

Routledge
October 2020 : 290pp
Pb: 978-0-367-54998-5 : **£34.99**
Hb: 978-0-367-54997-8 : **£145**
eBook: 978-1-315-67083-6
* For **full contents**  and more information, visit: **www.routledge.com/9780367549985**

# The Music Business for Music Creators

## Industry Mechanics for Contemporary Creators
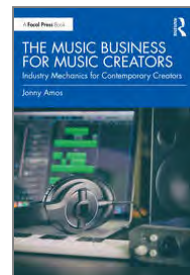
**Jonny Amos**

The Music Business for Music Creators is a roadmap to understanding the traditional and modern income streams that define the modern music industry, by offering definitions of the key components that underpin the business behind them, with an emphasis on educating and empowering the next generation of music creators with the knowledge they require to build a career out of their creative pursuits. This book is core reading for students of music business and music creation in contemporary music education, and provides an essential resource for those on music, music production, and music performance courses, as well as aspiring and early career professionals.
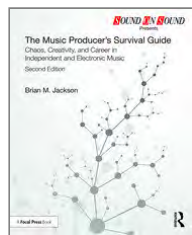
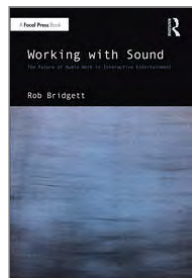Focal Press
June 2024 : 368pp
Pb: 978-1-032-58912-1 : **£38.99**
Hb: 978-1-032-58913-8 : **£145**
eBook: 978-1-003-45211-9
* For **full contents**  and more information, visit: **www.routledge.com/9781032589121**

2ND EDITION

## The Music Producer's Survival Guide

Chaos, Creativity, and Career in Independent and Electronic Music

**Brian M. Jackson**

*Series: Sound On Sound Presents...*

Spanning topics of music technology, production, career planning, and more, this book will help music producers at every level integrate creative passion, lifestyle, and technical know-how. The new edition includes industry and technological updates, as well as adding in extra useful tools for classroom use. The book includes extensive interviews with fascinating industry personalities.

Routledge
March 2018 : 500pp
Pb: 978-1-138-69785-0 : **£52.99**
Hb: 978-0-415-79095-6 : **£185**
eBook: 978-1-315-51977-7
* For **full contents** and more information, visit: **www.routledge.com/9781138697850**

## The Python Audio Cookbook

Recipes for Audio Scripting with Python

**Alexandros Drymonitis**

The Python Audio Cookbook offers an introduction to Python for sound and multimedia applications, with chapters that cover writing your first Python programs, controlling Pyo with physical computing, and writing your own GUI, among many others. This book is an essential introductory guide to Python for sound and multimedia practitioners, as well as programmers interested in audio applications.

Focal Press
December 2023 : 318pp
Pb: 978-1-032-48011-4 : **£33.99**
Hb: 978-1-032-48014-5 : **£140**
eBook: 978-1-003-38696-4
* For **full contents** and more information, visit: **www.routledge.com/9781032480114**

## Working with Sound

The Future of Audio Work in Interactive Entertainment

**Rob Bridgett**

Working with Sound is an exploration of the ever-changing working practices of audio development in the era of hybrid collaboration in the games industry. This book is an essential guide for professionals working in dynamic audio teams of all sizes, as well as the designers, producers, artists, animators and programmers who collaborate closely with their colleagues working on game audio and sound.

Focal Press
June 2023 : 228pp
Pb: 978-1-032-40693-0 : **£33.99**
Hb: 978-1-032-40695-4 : **£140**
eBook: 978-1-003-35435-2
* For **full contents** and more information, visit: **www.routledge.com/9781032406930**

**2ND EDITION**

## Academic Writing for International Students of Science
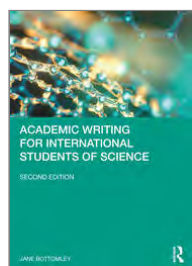
**Jane Bottomley** University of Manchester

This second edition is an accessible companion designed to help science and technology students develop the knowledge, skills and strategies needed to produce clear and coherent academic writing in their university assignments. Using authentic texts to explore the nature of scientific writing, the book covers key areas such as scientific style, effective sentence and paragraph structure, and coherence in texts and arguments. Throughout the book, a range of tasks offers the opportunity to put theory into practice. This is an invaluable tool for the busy science or technology student looking to improve their writing and reach their full academic potential.

Routledge
October 2021 : 220pp
Pb: 978-0-367-63272-4 : **£28.99**
Hb: 978-0-367-63271-7 : **£145**
eBook: 978-1-003-11857-2
* For **full contents**  and more information, visit: **www.routledge.com/9780367632724**

## An Introduction to Human–Animal Relationships

A Psychological Perspective

**Clive R. Hollin**

An Introduction to Human-Animal Relationships is a comprehensive introduction to the field of human-animal interaction from a psychological perspective across a wide range of themes. This key text brings an important perspective to the field of human-animal studies and will be useful to students and scholars in the fields of psychology, sociology, animal welfare, anthrozoology, veterinary science, and zoology.

Routledge
May 2021 : 208pp
Pb: 978-0-367-27759-8 : **£35.99**
Hb: 978-0-367-27757-4 : **£135**
eBook: 978-0-429-29773-1
* For **full contents**  and more information, visit: **www.routledge.com/9780367277598**

**3RD EDITION**

## Study Skills for Foundation Degrees

**Dorothy Bedford , Elizabeth Wilson**

Study Skills for Foundation Degrees offers a step-by-step guide to the skills needed to successfully complete a Foundation Degree. Filled with activities and useful tips, it will help students to move from nervous novice to confident expert and provide them with the necessary tools to accomplish this.This third edition has been fully updated and features new chapters on e-learning, dissertations as well as expanded sections on ethics, feedback and referencing. Each chapter includes practical guidance as well as student perspectives that will help students through their course of study.

Routledge
December 2019 : 200pp
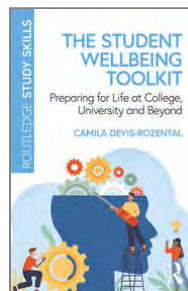Pb: 978-0-367-33135-1 : **£17.99**
Hb: 978-0-367-33134-4 : **£145**
eBook: 978-0-429-31810-8
* For **full contents**  and more information, visit: **www.routledge.com/9780367331351**

## The Psychology of Effective Studying

How to Succeed in Your Degree

**Paul Penn** Independent Scholar, UK

This book provides a vital guide for students to key study skills that are instrumental in success at university. It uses a combination of research from cognitive psychology, humour and practical examples to convey where students often go fundamentally wrong in their studying practices and provides clear and concise advice on how they can improve. The book covers time management, academic integrity, writing essays, team work, and other key required skills for academic study. Written in a humorous and irreverent tone, and including illustrations and examples from popular culture, this is the ideal alternative and accessible study skills resource for any student at undergraduate level.

Routledge
August 2019 : 244pp
Pb: 978-1-138-57092-4 : **£21.99**
Hb: 978-1-138-57090-0 : **£130**
eBook: 978-0-203-70311-3
* For **full contents**  and more information, visit: **www.routledge.com/9781138570924**

**2ND EDITION**

## The Researcher's Toolkit

The Complete Guide to Practitioner Research

**David Wilkinson** Research Fellow within the Work-Based Learning Unit at the University of Leeds**, Dennis Dokter**

Designed for those undertaking research for the first time, the second edition of The Researcher's Toolkit is a practical and accessible guide for all those partaking in small-scale research. Jargon-free and assuming no prior knowledge, it covers the entire research process, from defining a research topic or question through to its completion. This book is a must-read guide for students and budding researchers as well as educators seeking to explain academic research and writing to their pupils. It will benefit anyone looking to complete a research project whether inside academia or beyond.

Routledge
May 2023 : 178pp
Pb: 978-1-032-01810-2 : **£26.99**
Hb: 978-1-032-01809-6 : **£135**
eBook: 978-1-003-18015-9
* For **full contents**  and more information, visit: **www.routledge.com/9781032018102**

## The Student Wellbeing Toolkit

Preparing for Life at College, University and Beyond

**Camila Devis-Rozental** Bournemouth University, UK

*Series: Routledge Study Skills*

The Student Wellbeing Toolkit puts wellbeing at the centre of your journey into university and beyond. By encouraging self-efficacy and a focus on the things you can control. it provides clear guidance to enhance wellbeing and opportunities for self-reflection that help develop self-awareness and prosocial skills for life. Drawing on research evidenced theories around positive psychology, theories of learning, motivation, and self-development, the book explores what, how, and why these areas are key to our wellbeing and the rationale for taking them into account to enable you to flourish and thrive at university.

Routledge
June 2023 : 286pp
Pb: 978-1-032-32966-6 : **£17.99**
Hb: 978-1-032-32965-9 : **£145**
eBook: 978-1-003-31754-8
* For **full contents**  and more information, visit: **www.routledge.com/9781032329666**