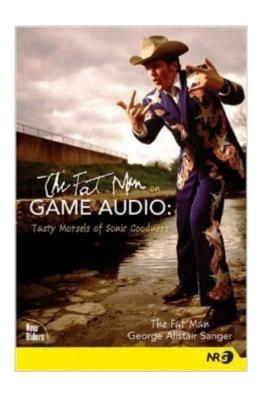
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The Fat Man On Game Audio: Tasty Morsels Of Sonic Goodness (New Riders Games)





Synopsis

The guidance provided in this book is badly needed by the industry and can only come from someone who really knows and understands the intricacies, history, and challenges of game audio. George "Fatman" Sanger reveals both his soul and talent in this documented journey of what it takes and means to be successful with game audio. Much like big screen movies, audio can leave an audience with either a sense of intense emotion or it can destroy their overall experience. The same is true of games. Audio is a key component of game design but there are a select few who have truly mastered the art and technique of enhancing a game players overall game experience. Read this book and learn from the master. This book will reveal what it takes to be a highly successful audio developer. It reveals the unique problems facing the audio developer and then teaches them the most useful, efficient, and direct ways to overcome these problems. This book is unlike any other in that it not only gives readers the know-how on but it also teaches the reader how to add soul and life into their game audio by examining their personal lessons in music, science, politics, philosophy, and other life experiences. This book is an inspiration to all audio developers.

Book Information

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Photography > Music > Theory, Composition & Performance > MIDI, Mixers, etc.

Customer Reviews

This book is categorized under games and audio and for this reason anyone looking to get into game audio may mistake it for a how-to (although George does offer a how-to section later in the book.) Said duped person would be disappointed to find out that The Fat Man's book is more of a

living history of the industry, rather than one of the "extreme" technical guides. On the other hand, those who read it will be delighted how George communicates his acquired philosophy and knowledge in such a fun and practical manner. The book is kind of like a career survival guide. Sounds confusing, eh? Being a musician and a game dev enthusiast, I really enjoyed the book. He nailed the attitude that you should have (or adopt) to be successful at doing something you love to do. Anyone interested in music, interactive entertainment or making a living in a fledgling industry should seek it out and soak it up.

Don't buy this book if you think it will tell you how to create great audio for computer games. That ain't what it's all about. George Sanger, the Fat Man, the Myth, the Legend, is tricking you all. You only think you're reading about game audio, when in fact the book is really chock full of hidden messages and secret codes about the meaning of life, the universe, and everything. In short, it's trying to get us all to be good to each other. How subversive!Seriously (no, not really), I've known George personally for many years as a great musician, savvy entrepreneur, attention-grabbing huckster, sage philosopher, playful papa, and all around swell guy. What I didn't appreciate until now is what a great writer and storyteller he is.So, buy the book already. You'll learn how to make great game audio. You'll learn how to win friends and influence people. You'll learn where those outrageous suits come from. You'll learn the important secrets of life. And you'll smile. A lot.

Chock-full of great tales from the game industry as well as the audio biz, The Fatman's book will make you feel like an insider. Well-written, fun & outrageous, this pick will doubtless become dog-eared for favorite bits of advice & sheer audacity. A must for anyone who thinks they know games. There's only one Fatman...and this is PURE Fat!

Sanger's passion for his work shines through the text of his book. It is a useful glimpse into the history of game audio during the 90's and is seasoned with humorous insights into a life lived vigorously (and loudly at times). I can say that this should be required reading towards developing a good attitude towards a career in the industry.

I found this book in the bargain bin at a local book store. I play music and am interested in recording. I found the book entertaining mostly because the character of the author really shines through. He seems like a kind of Hunter S. Thompson of this small and fairly obscure musical niche. He drops lots of names and there are many inside jokes. One can get a bit lost in all of the

people who pass through the book. I found some nuggets of wisdom about music and dealing with people and mostly I was entertained. I think Mr. Sanger would be an entertaining person to have a drink with.

My current audio career is primarily doing audio for games. I occupy a small niche on the periphery of the industry doing mostly online Shockwave games. In the industry there is one name that looms (pun intended) above all others, that name is The Fat Man. A.k.a. as George Sanger, The Fat Man has simply done more than anyone else in the audio for games. Sure there are several other greats like Tom Tallarico and Aaron Marks but take my word for it. Fat is The MAN!What does this have to do with you, you ask? If you are a musician, composer. engineer or somehow try to make money from sound or computers you need to read the book "The Fat Man on Game Audio: Tasty Morsels of Sonic Goodness" While this book is about game audio, it is more about art, life, the universe, and everything. sort of like "Zen and the Art of Motorcycle Maintenance" without the morose bits. If The Fat Man is a great white shark then I am a hungry remora fish feeding on the "tasty morsels." And tasty they are. He is a philosopher, (learn to travel between the pillars of fear and desire) he is pragmatic, (build equipment racks from 2X4s) he is a swaggering, cowboy hat wearing, Rolls Royce driving, jester in the court of "golden eared" Audiots. Oh. and BTW I've met him and call him friend. Buy the book NOW!.

This is a thoroughly entertaining and useful read. Great advice from a guy who has spent more time in the industry than most of us have been alive, that is still relevant today. And not just to people in audio, either; I'm a designer, and I still found many useful nuggets of goodness in here.

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