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Sound and Music Technology,
Animation and Game Design



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Ireland*

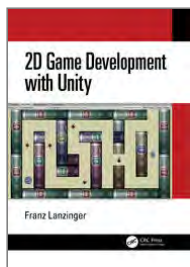
Mobile: +44 (0) 7860 633 156

Email: lucy.pink@tandf.co.uk

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2D Game Development with Unity



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 2020:444
Hb: 978-0-367-34911-0: £130
Pb: 978-0-367-34907-3: £56.99
eBook: 978-0-429-32866-4

* For full contents and more information, visit: www.routledge.com/9780367349073

AI for Games



Ian Millington

Series: AI for Everything

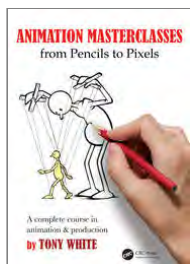
What is artificial intelligence? How is artificial intelligence used in game development? Game development lives in its own technical world. It has its own idioms, skills, and challenges. That's one of the reasons games are so much fun to work on. Each game has its own rules, its own aesthetic, its own 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).

CRC Press
November 2021:84
Hb: 978-0-367-64344-7: £120
Pb: 978-0-367-64343-0: £22.99
eBook: 978-1-003-12404-7

* For full contents and more information, visit: www.routledge.com/9780367643430

Animation Masterclasses: From Pencils to Pixels

A Complete Course in Animation & Production



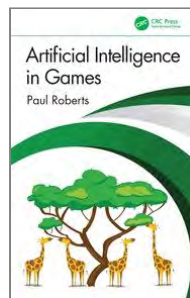
Tony White

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 2022:828
Hb: 978-1-032-34884-1: £120
Pb: 978-1-032-34586-4: £44.99
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 2022:310
Hb: 978-1-032-30595-0: £130
Pb: 978-1-032-03322-8: £54.99
eBook: 978-1-003-30583-5

* 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 2019:236
Hb: 978-0-815-36543-3: £130
Pb: 978-0-815-36539-6: £46.99
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

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.

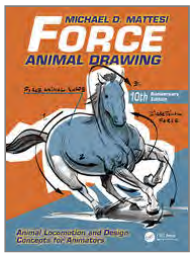
Routledge
October 2019:400
Hb: 978-1-138-31864-9: £170
Pb: 978-1-138-31865-6: £44.99
eBook: 978-0-429-45294-9

* For full contents and more information, visit: www.routledge.com/9781138318656

2ND EDITION

Force: Animal Drawing

Animal Locomotion and Design Concepts for Animators

**Mike Mattesi***Series: Force Drawing Series*

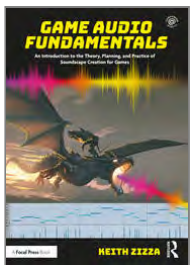
This second edition of Force: Animal Drawing Animal locomotion and design concepts for animators offers readers an enlarged and enhanced selection of images that apply FORCE to animals.

CRC Press
August 2021:232
Hb: 978-0-367-77156-0: **£125**
Pb: 978-0-367-63707-1: **£35.99**
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**

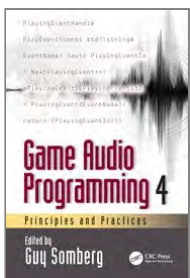
Game Audio Fundamentals takes the reader on a journey through game audio design: from analog and digital audio basics, to the art and execution of sound effects, soundtracks, and voice production, as well as learning how to make sense of a truly effective soundscape. This is essential reading for any 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 2023:280
Hb: 978-1-032-11196-4: **£130**
Pb: 978-1-032-11195-7: **£39.99**
eBook: 978-1-003-21882-1

* For full contents and more information, visit: www.routledge.com/9781032111957

Game Audio Programming 4

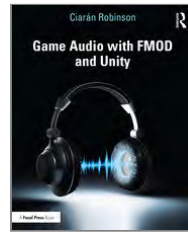
Principles and Practices

*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 2023:356
Hb: 978-1-032-36239-7: **£120**
Pb: 978-1-032-36107-9: **£44.99**
eBook: 978-1-003-33093-6

* 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.

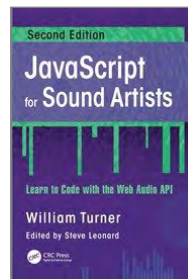
Routledge
March 2019:278
Hb: 978-1-138-31596-9: **£170**
Pb: 978-1-138-31597-6: **£48.99**
eBook: 978-0-429-45597-1

* For full contents and more information, visit: www.routledge.com/9781138315976

2ND EDITION

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 programming 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 2022:276
Hb: 978-1-032-06273-0: **£125**
Pb: 978-1-032-06272-3: **£39.99**
eBook: 978-1-003-20149-6

* For full contents and more information, visit: www.routledge.com/9781032062723

Principles of Game Audio and Sound Design

Sound Design and Audio Implementation for Interactive and Immersive Media

**Jean-Luc Sinclair**

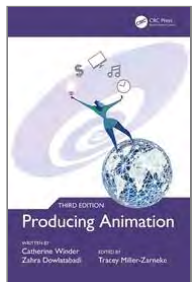
A comprehensive introduction to the art of sound for games and interactive media using Unity. Beginning with basic techniques, including linear and interactive sound design, before moving on to advanced techniques, such as procedural audio, this book is supplemented by a host of digital resources, including 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 2020:312
Hb: 978-1-138-73896-6: **£130**
Pb: 978-1-138-73897-3: **£34.99**
eBook: 978-1-315-18443-2

* For full contents and more information, visit: www.routledge.com/9781138738973

3RD EDITION

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

January 2020:388

Hb: 978-1-138-59128-8: £130

Pb: 978-1-138-59126-4: £48.99

eBook: 978-0-429-49052-1

* For full contents and more information, visit: www.routledge.com/9781138591264

2ND EDITION

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 2020:338

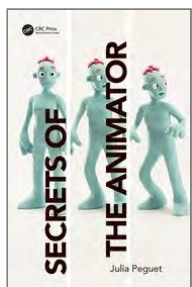
Hb: 978-0-367-18478-0: £130

Pb: 978-0-367-18477-3: £44.99

eBook: 978-0-429-19653-9

* For full contents and more information, visit: www.routledge.com/9780367184773

Secrets of the Animator



Julia Peguet

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 2023:240

Hb: 978-1-032-11929-8: £115

Pb: 978-0-367-25200-7: £36.99

eBook: 978-0-429-33060-5

* For full contents and more information, visit: www.routledge.com/9780367252007

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 2017:296

Hb: 978-1-138-62883-0: £130

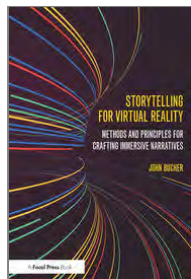
Pb: 978-1-498-70384-0: £48.99

eBook: 978-1-315-38209-8

* For full contents and more information, visit: www.routledge.com/9781498703840

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

July 2017:346

Hb: 978-1-138-62965-3: £145

Pb: 978-1-138-62966-0: £39.99

eBook: 978-1-315-21030-8

* For full contents and more information, visit: www.routledge.com/9781138629660

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 2023:270

Hb: 978-1-032-20340-9: £120

Pb: 978-1-032-20327-0: £44.99

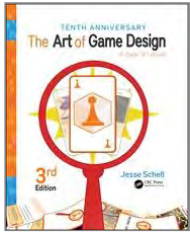
eBook: 978-1-003-26325-8

* For full contents and more information, visit: www.routledge.com/9781032203270

3RD EDITION

The Art of Game Design

A Book of Lenses, Third Edition



Jesse Schell

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 2019:652

Hb: 978-1-138-63209-7: **£130**

Pb: 978-1-138-63205-9: **£56.99**

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.

Focal Press

December 2019:416

Hb: 978-1-138-49833-4: **£190**

Pb: 978-1-138-49834-1: **£66.99**

eBook: 978-1-351-01643-8

* For full contents and more information, visit: www.routledge.com/9781138498341

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.

Focal Press

May 2023:212

Hb: 978-0-367-70550-3: **£120**

Pb: 978-0-367-70549-7: **£32.99**

eBook: 978-1-003-14687-2

* For full contents and more information, visit: www.routledge.com/9780367705497

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.

CRC Press

May 2023:286

Hb: 978-1-032-25238-4: **£120**

Pb: 978-1-032-25236-0: **£42.99**

eBook: 978-1-003-28223-5

* For full contents and more information, visit: www.routledge.com/9781032252360

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.

Routledge

October 2020:116

Hb: 978-0-367-49312-7: **£130**

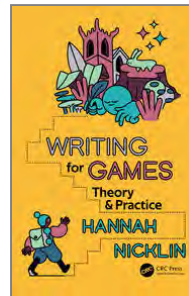
Pb: 978-0-367-49313-4: **£12.99**

eBook: 978-1-003-04567-0

* For full contents and more information, visit: www.routledge.com/9780367493134

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.

CRC Press

May 2022:300

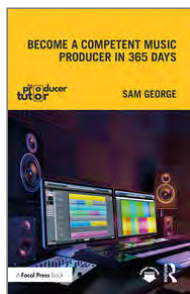
Hb: 978-1-032-02306-9: **£130**

Pb: 978-1-032-02305-2: **£44.99**

eBook: 978-1-003-18283-2

* For full contents and more information, visit: www.routledge.com/9781032023052

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 2023:246
Hb: 978-1-032-44614-1: £130
Pb: 978-1-032-44611-0: £31.99
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

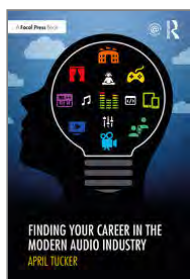
Series: Audio Engineering Society Presents

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 2020:410
Hb: 978-0-367-32133-8: £130
Pb: 978-0-367-31280-0: £39.99
eBook: 978-0-429-31685-2

* For full contents and more information, visit: www.routledge.com/9780367312800

Finding Your Career in the Modern Audio Industry



April Tucker

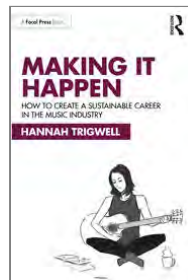
Finding Your Career in the Modern Audio Industry equips the reader with the skills they need to turn an interest in audio, sound, or music technology into a career. Including international case studies and interviews with diverse professionals, this book is essential reading for anyone taking their first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

Focal Press
July 2022:530
Hb: 978-0-367-50557-8: £130
Pb: 978-0-367-50555-4: £35.99
eBook: 978-1-003-05034-6

* For full contents and more information, visit: www.routledge.com/9780367505554

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 2023:282
Hb: 978-1-032-15590-6: £130
Pb: 978-1-032-15588-3: £32.99
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 2022:518
Hb: 978-0-367-72117-6: £130
Pb: 978-0-367-69394-7: £39.99
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.

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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 2023:604
Hb: 978-1-032-30019-1: **£130**
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* 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, Emiliano Caballero, Robert Runstein***Series: Audio Engineering Society Presents*

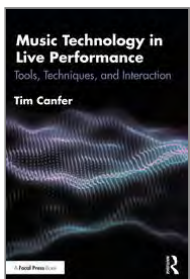
Modern Recording Techniques is the bestselling, authoritative guide to sound and music recording. Whether you're just starting out or are looking to improve your skills, this book provides an in-depth guide to the art and technologies of music production and is a must-have reference for all audio bookshelves. 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.

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October 2023:680
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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.

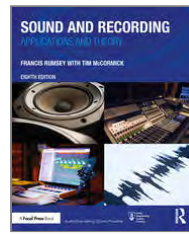
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8TH EDITION

Sound and Recording

Applications and Theory

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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.

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Sound for Moving Pictures

The Four Sound Areas

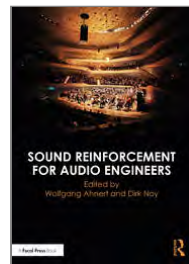
**Neil Hillman***Series: Sound Design*

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 2021:220
Hb: 978-0-367-51779-3: **£130**
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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 2022:450
Hb: 978-1-032-11518-4: **£130**
Pb: 978-1-032-11517-7: **£54.99**
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4TH EDITION

The MIDI Manual

A Practical Guide to MIDI within Modern Music Production



David Miles Huber

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 2020:290

Hb: 978-0-367-54997-8: **£130**

Pb: 978-0-367-54998-5: **£31.99**

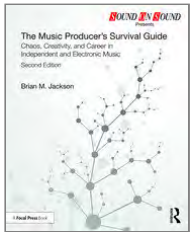
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2ND EDITION

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

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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 2023:318

Hb: 978-1-032-48014-5: **£130**

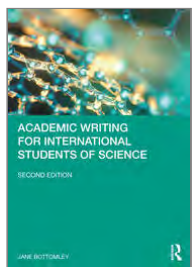
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2ND EDITION

Academic Writing for International Students of Science



Jane Bottomley

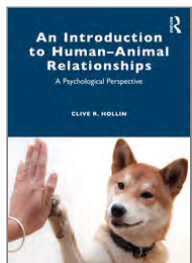
This second edition is an accessible companion designed to help science and technology students develop the knowledge, skills and strategies needed to produce clear and coherent academic writing in their university assignments. Using authentic texts to explore the nature of scientific writing, the book 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 2021:220
Hb: 978-0-367-63271-7: £130
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eBook: 978-1-003-11857-2

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An Introduction to Human–Animal Relationships

A Psychological Perspective



Clive R. Hollin

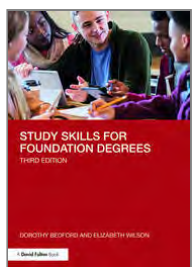
An Introduction to Human-Animal Relationships is a comprehensive introduction to the field of human-animal interaction from a psychological perspective across a wide range of themes. This key text brings an important perspective to the field of human-animal studies and will be useful to students and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

Routledge
May 2021:208
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3RD EDITION

Study Skills for Foundation Degrees



Dorothy Bedford, Elizabeth Wilson

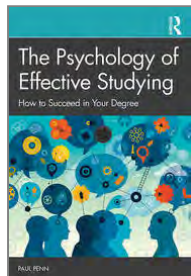
Study Skills for Foundation Degrees offers a step-by-step guide to the skills needed to successfully complete a Foundation Degree. Filled with activities and useful tips, it will help students to move from nervous novice to confident expert and provide them with the necessary tools to accomplish this. 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 2019:200
Hb: 978-0-367-33134-4: £130
Pb: 978-0-367-33135-1: £16.99
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The Psychology of Effective Studying

How to Succeed in Your Degree



Paul Penn

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 2019:244
Hb: 978-1-138-57090-0: £115
Pb: 978-1-138-57092-4: £19.99
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, Dennis Dokter

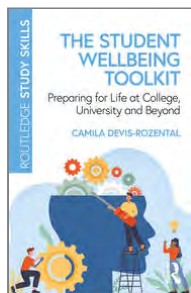
Designed for those undertaking research for the first time, the second edition of The Researcher's Toolkit is a practical and accessible guide for all those partaking in small-scale research. Jargon-free and assuming no prior knowledge, it covers the entire research process, from defining a research 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 2023:178
Hb: 978-1-032-01809-6: £120
Pb: 978-1-032-01810-2: £24.99
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

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 2023:286
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