

## Writing Interactive Music For Video Games A Composers Guide Game Design And Development

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Chapter 8. Horizontal Resequencing Horizontal resequencing is a method of interactive composition where the music is dynamically pieced together based on the actions of the player. For example. when the ... - Selection from Writing Interactive Music for Video Games: A Composer's Guide [Book]

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This is the first complete guide to composing interactive scores for video games. Authored by the developer of Berklee College of Music's pioneering Game Audio program, it covers everything professional composers and music students need to know, and contains exclusive tools for interactive scoring previously available only at Berklee.

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