

## The Game Audio Tutorial: A Practical Guide To Creating And Implementing Sound And Music For Interactive Games

Jul 15, 2020

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[The trigger for this music was the game's 'threat level'. As the threat increases, this triggers an increase in the intensity of music across 6 levels \(although in the video it looks as though it's cross-fading horizontally, this is just for the sake of showing the 6 levels colour-coded within a DAW project\).](#)

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[One of the biggest goals of this project is to create a user experience such that users can easily go into the application and create their music without having to spend all of their time trying to learn how to use the application.](#)

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