Soundtracks in games

Music composition in games –

Soundtracks

Sound Designers are an essential role in game production. They have one of the most important jobs in the design team, which is designing all the sound in a game. Their role will vary depending on the size of the team and sometimes they can take on more important roles such as sound lead. They can also specialise in certain areas of sound design such as soundtracks, animation, character, mechanics and narrative. Sound Designers work produce the soundtracks for a game as well as all the sound effects included in the game. They create, mix and record sounds to implement into the game. All these sounds must be very specific, created or recorded to suit the mood and theme of the game, and to enhance the gameplay. Sound designers use and design sound to make the game more exciting by adding depth, tempo and emotion to gameplay. They make sure that the sounds work functionally as part of the gameplay too. Sound designers start by creating a sound library recording the sounds in person. Sound designers also work very closely with composers to create game sound tracks – one of the most important part of sound design.

https://www.screenskills.com/job-profiles/browse/games/audio/sound-designer-games/