



MASTERCLASS

# Musica applicata

## VIDEO GAMES

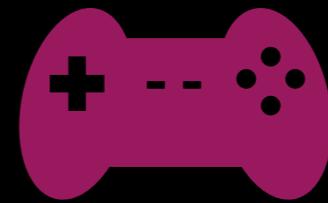
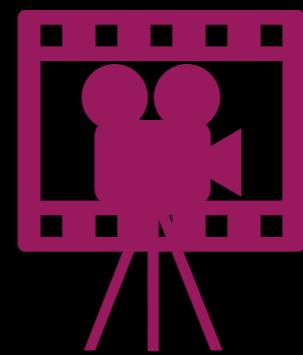
PRODUZIONE MUSICALE - IMPLEMENTAZIONE

*Prof.*  
Giuseppe Samaritano





QUAL È LA DIFFERENZA?



# PRODUZIONE MUSICALE

## DIFFERENZE

CINEMA

Musica lineare



GAME

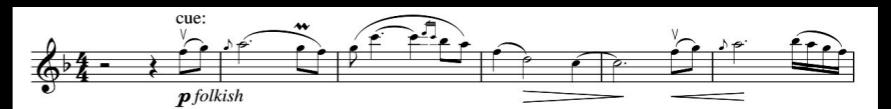
Musica adattiva



A



B





## IMPLEMENTAZIONE

 CUBASE



Logic Pro

 FMOD®

 Unity®



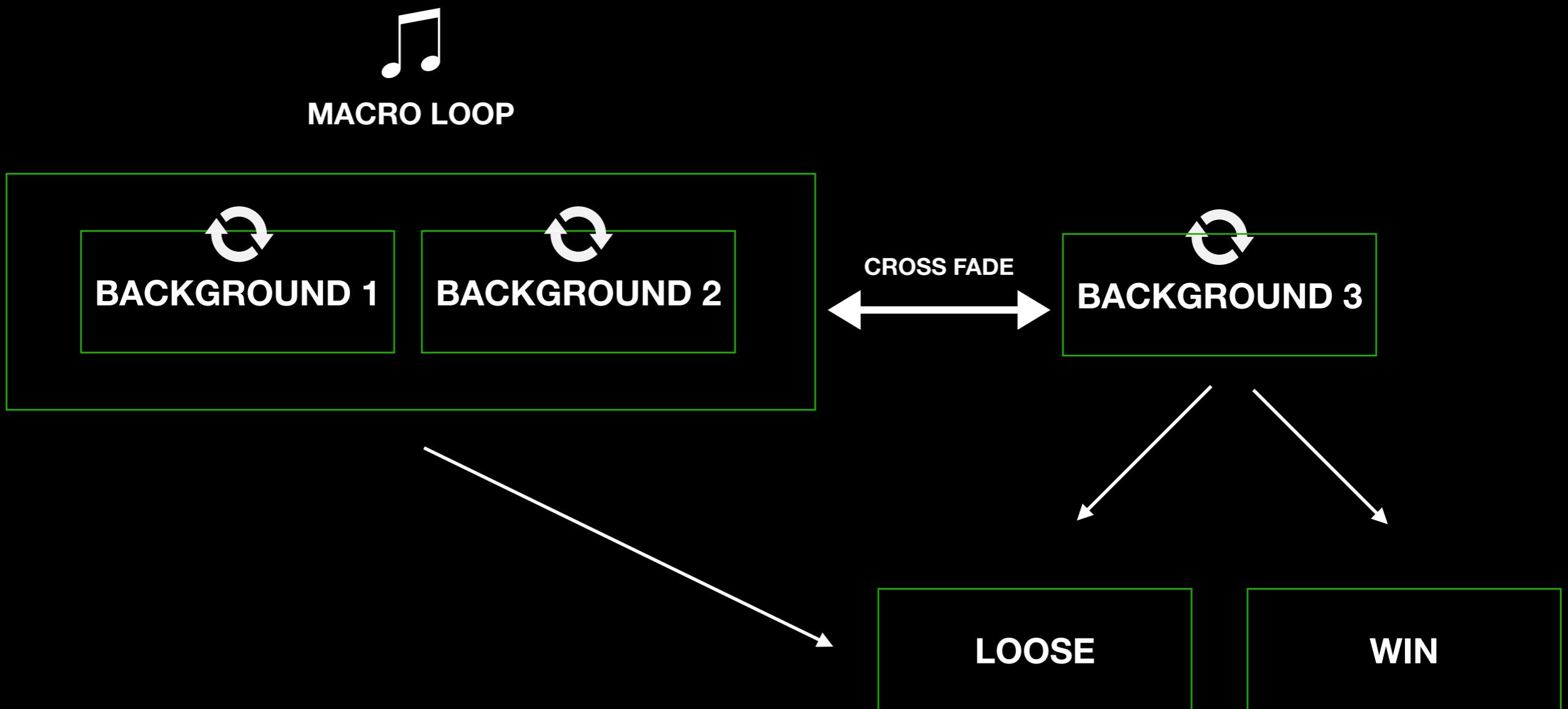
# JOHN LEMON

# HAUNTED HOUSE

## PIANO DI FUGA



### 3. HORIZONTAL RESEQUENCING



# ZONE DI TRIGGER

