

# Creating Music And Sound For Games By G. W. Childs

By G. W. Childs

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G.W. Childs has worn many hats. Beginning in the U.S. Army back in 1991, at the age of 18, or sound designer, even sometimes as an actor. G.W.

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G.W. Childs IV. Sound Designer He has written the titles 'Creating Music and Sound for Video Games AskAudio Magazine is your ultimate daily resource

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G.W. Childs IV is the author of Going Pro with Reason 6.5 (4.50 avg rating, 4 ratings, 0 reviews, published 2012), Creating Music and Sound for Games (2

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