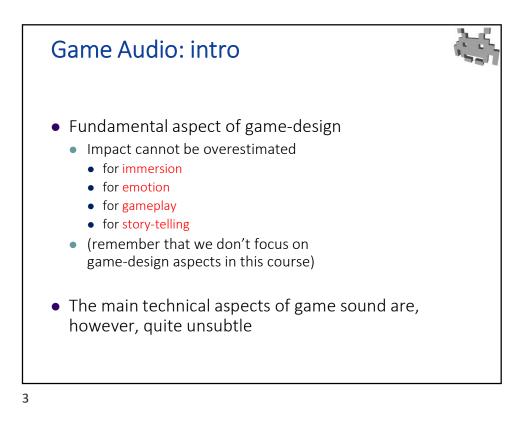
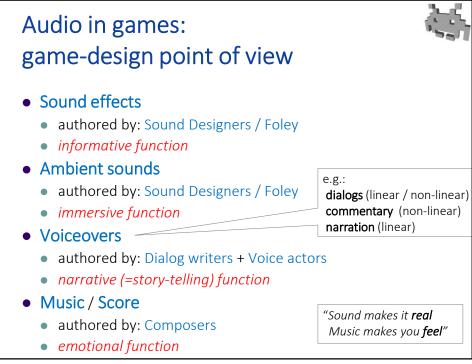
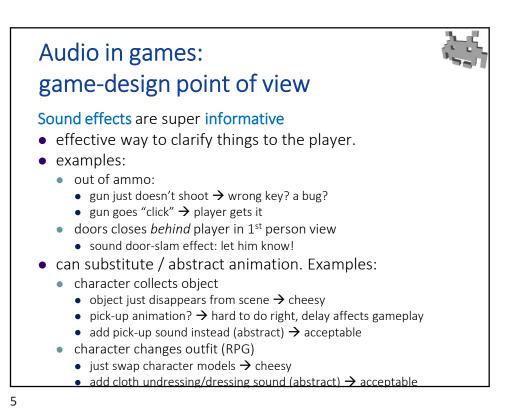


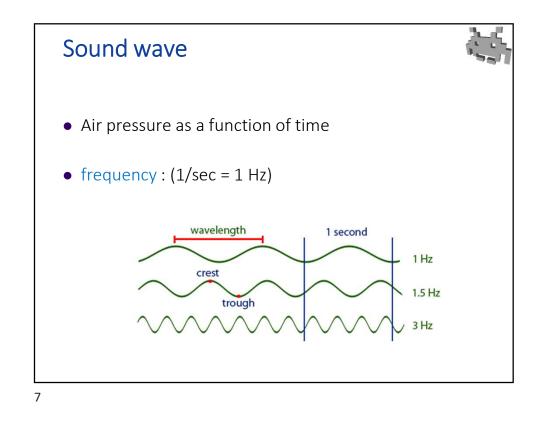
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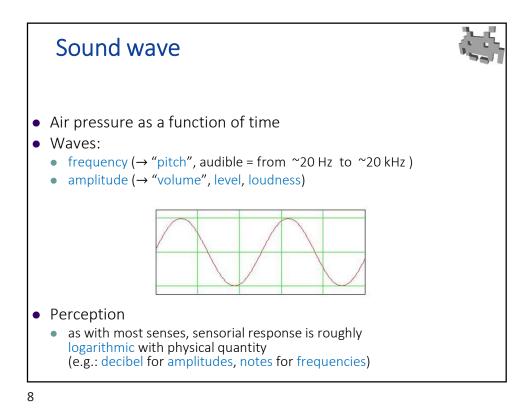


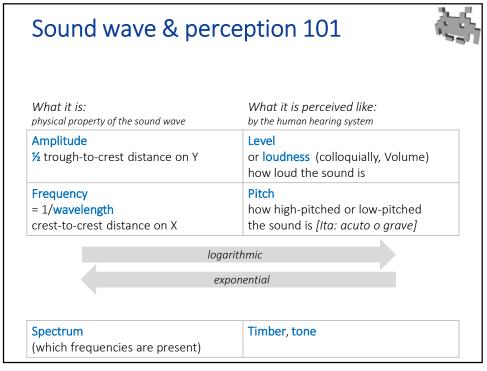


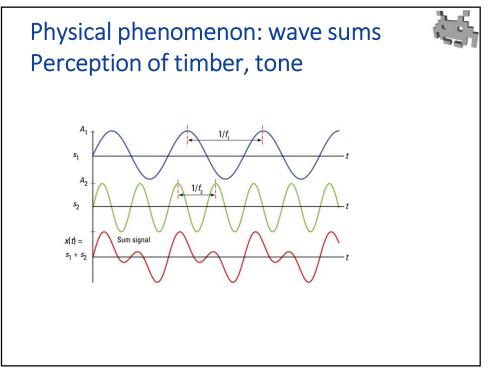


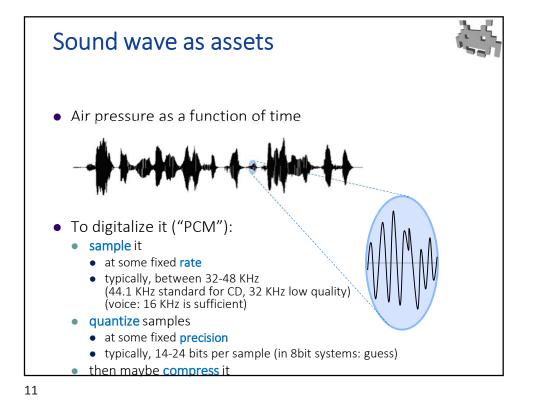
Audio in games: dev-team roles
Composer
Sound Design
Foley
Sound Integrator
Audio Programmer (for audio related tasks)

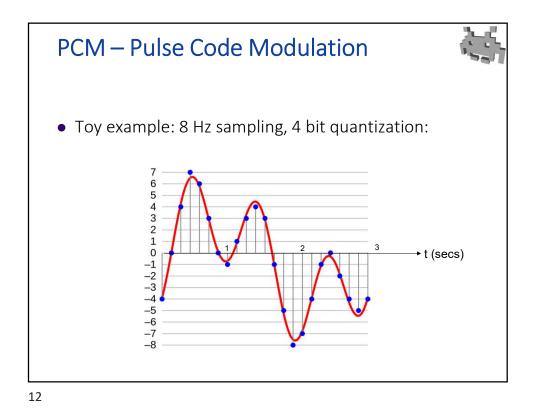


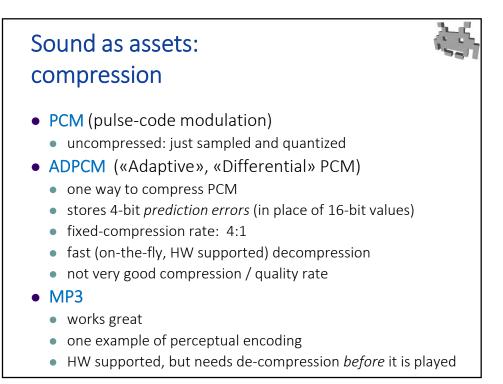


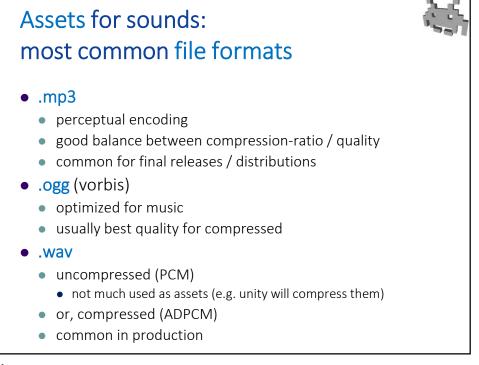


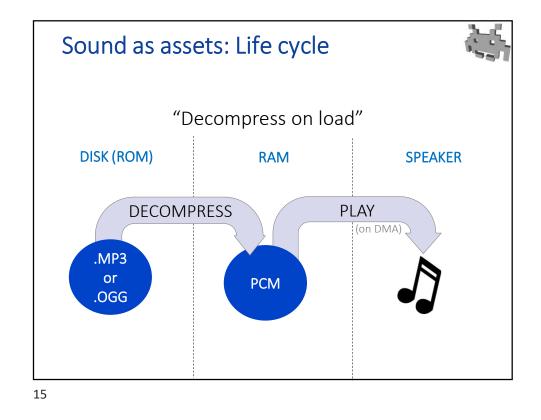


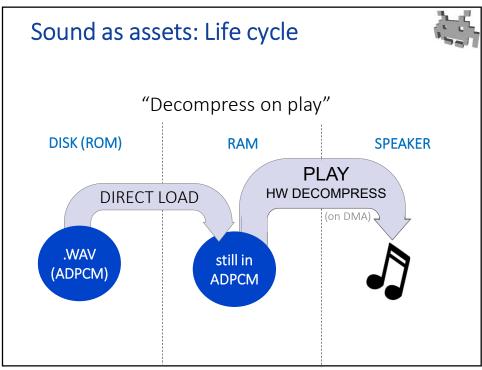


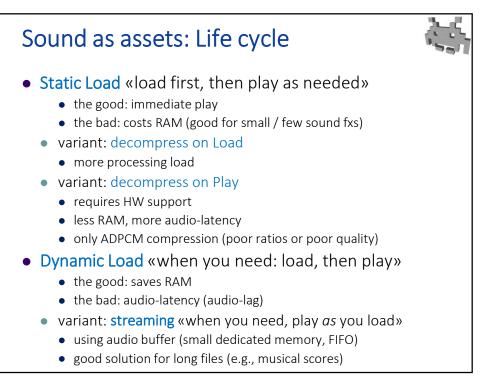


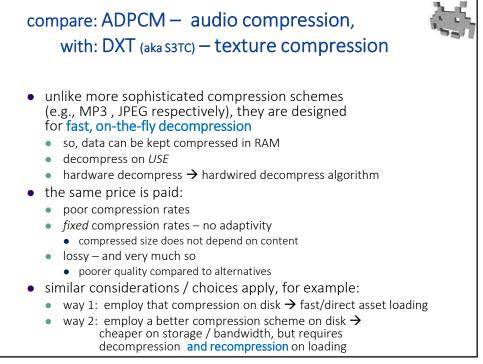


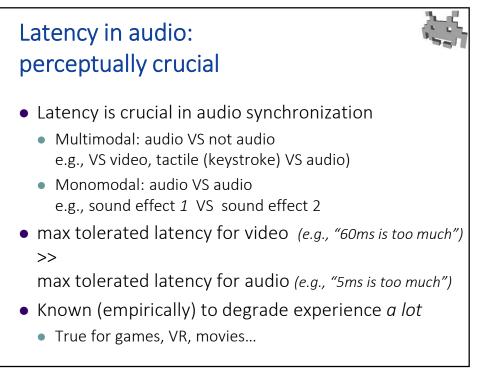


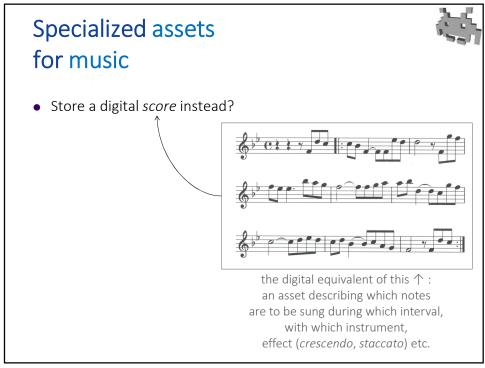


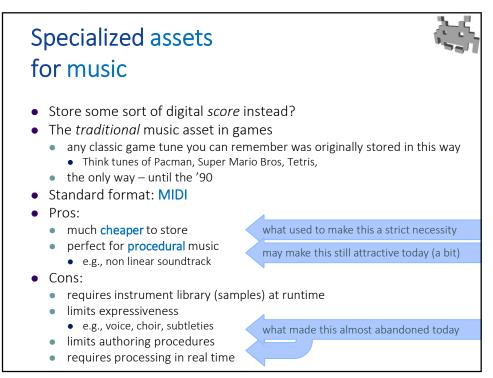


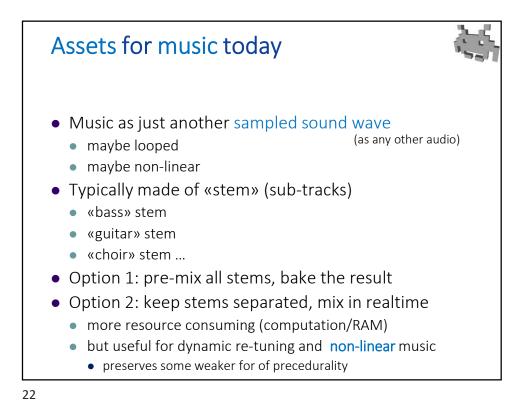


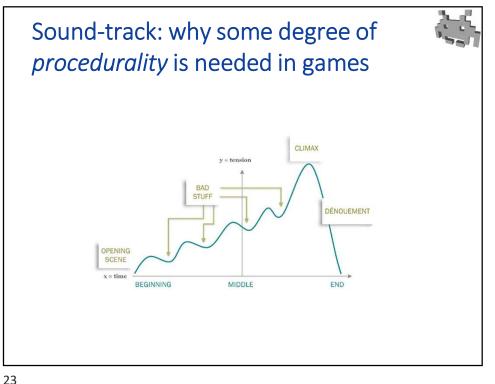


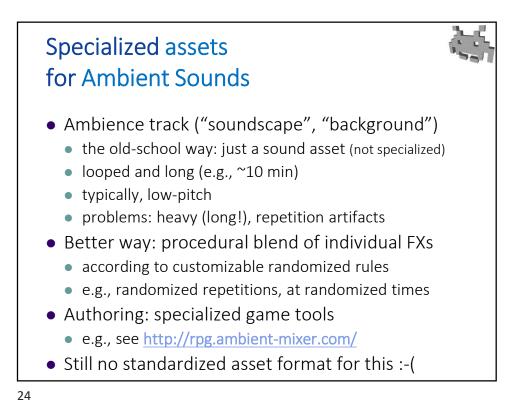


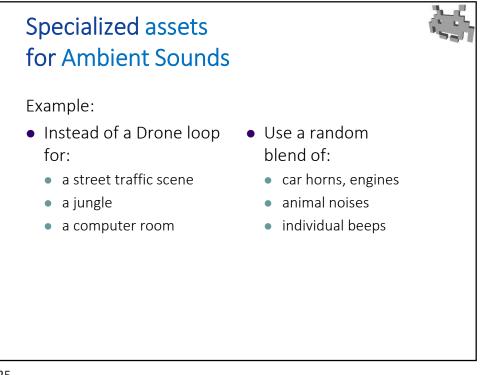




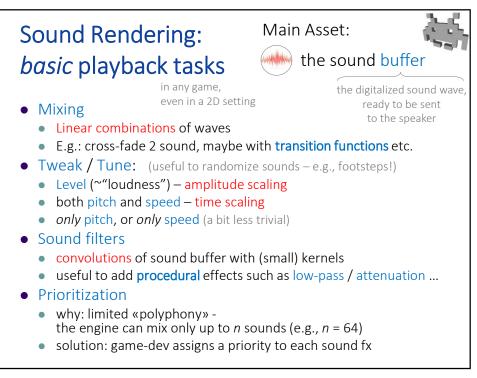


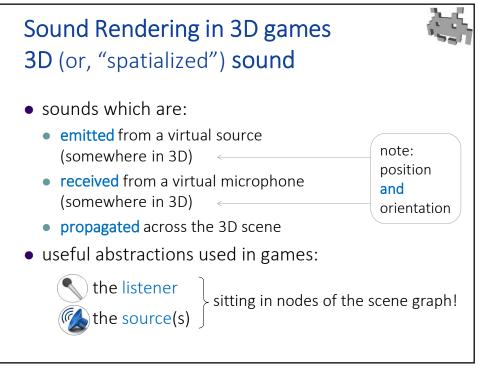


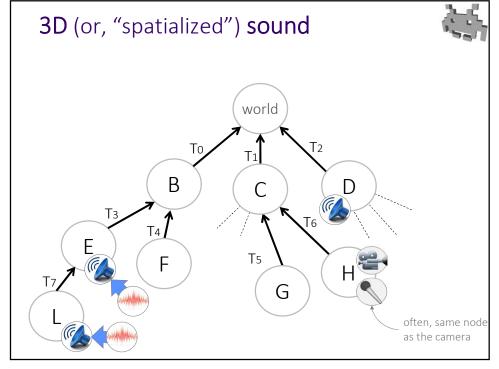


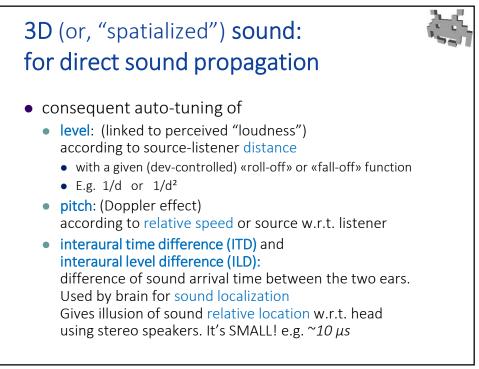


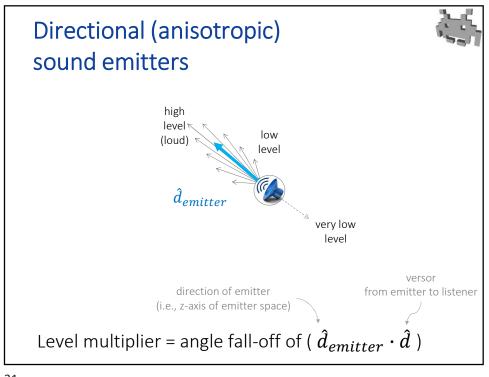


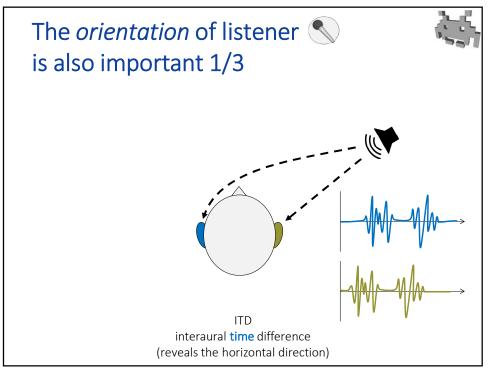


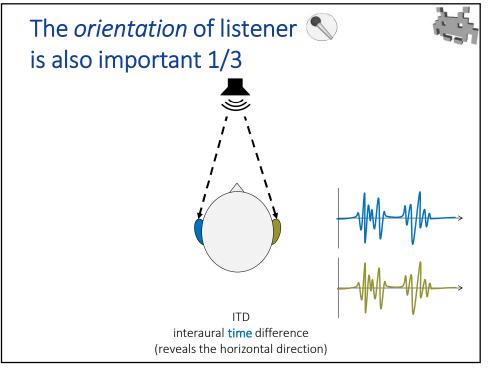


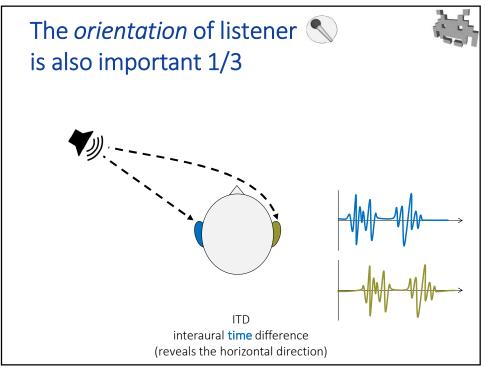


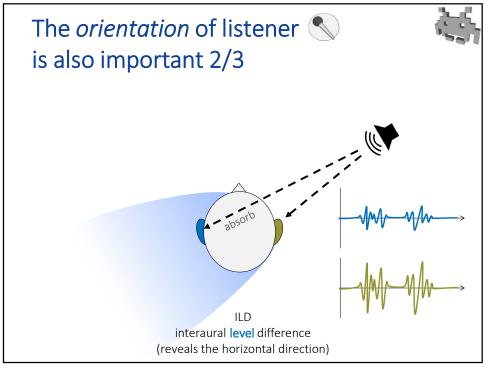


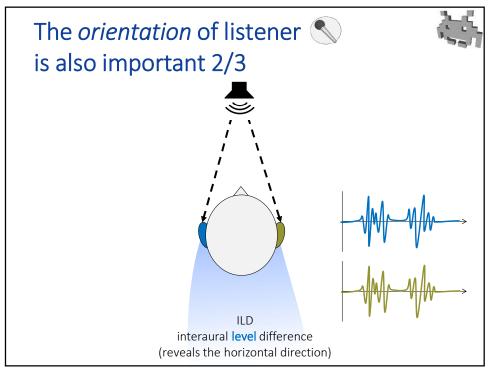


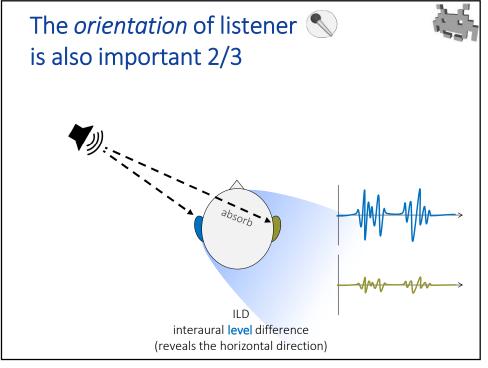


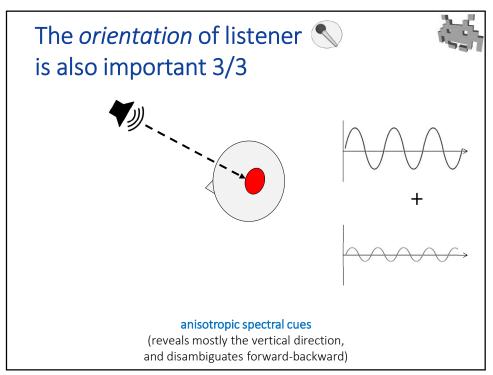


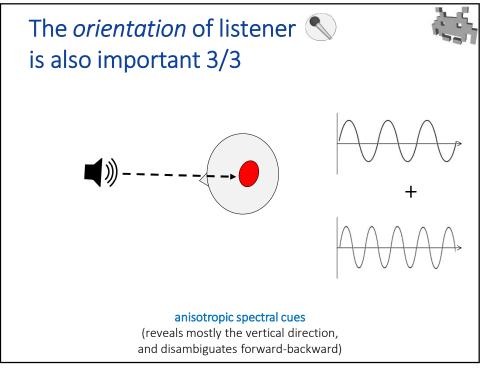


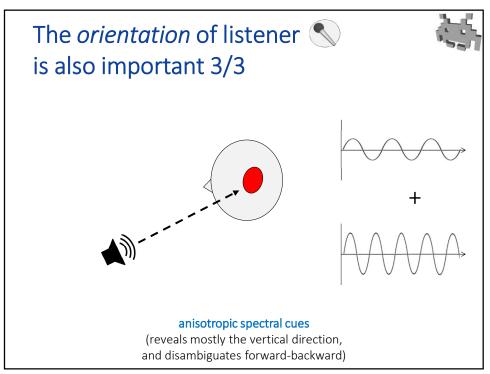


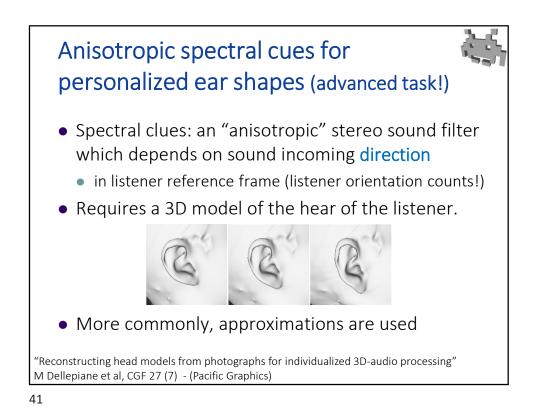


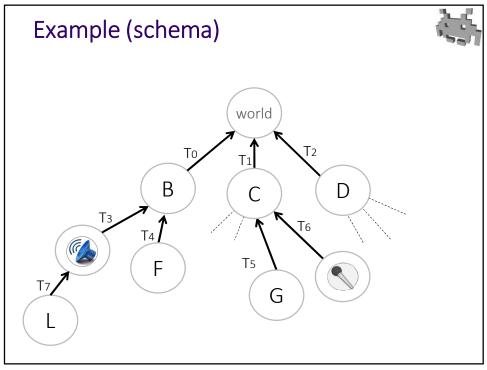


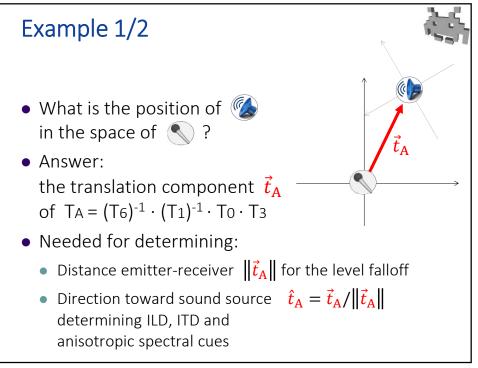


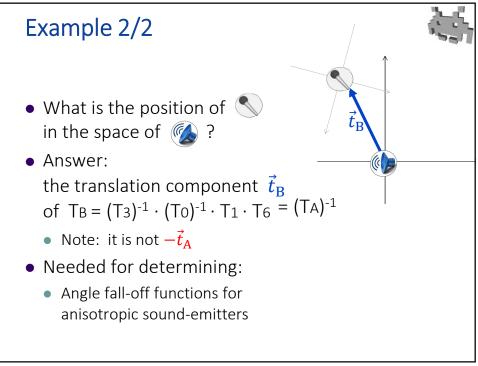


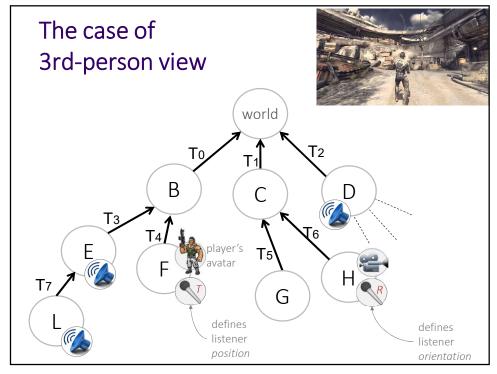


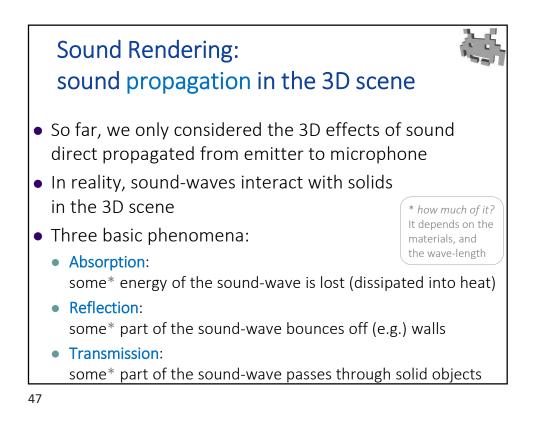


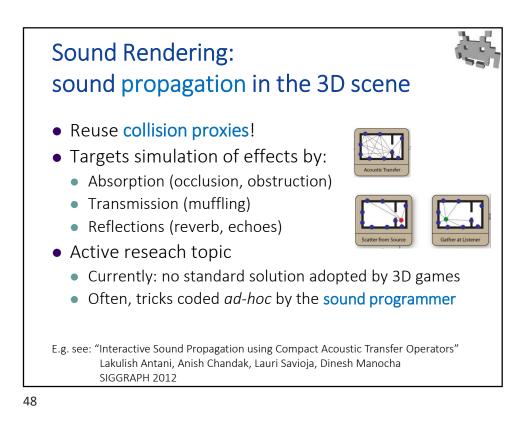


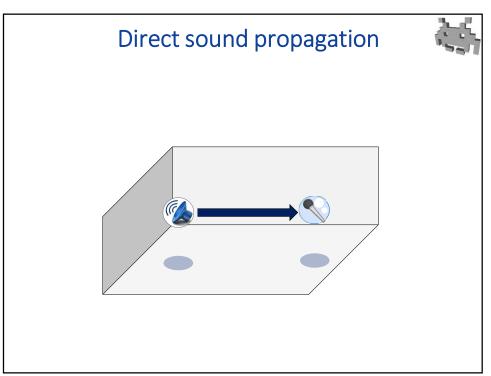


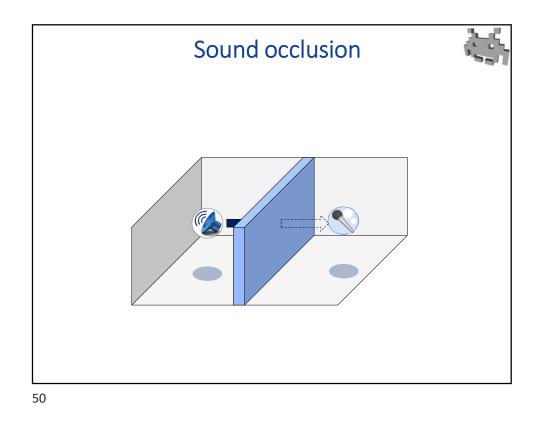












Sound obstruction

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