

CMP Game Group Game Developers Conference Game Developer Magazine Gamasutra.com

The Art & Science of Making Games

join | contact us | advertise | write



news | features | companies | jobs | resumes | education | product guide | projects | sto

Game Development Gallery

Music and Sound Effects

Browse The Galleries:

- ▶ [Gallery Homepage](#)
- ▶ [Visual Art Gallery](#)
- ▶ [Music & SFX Gallery](#)
- ▶ [Student Gallery](#)

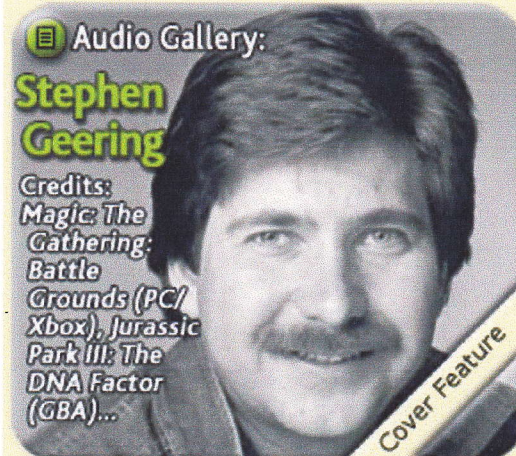
Get In The Gallery:

- ▶ [Visual Art Gallery](#)
- ▶ [Music & SFX Gallery](#)
- ▶ [Student Gallery](#)

Audio Gallery:

Stephen Geering

Credits:
Magic: The Gathering: Battle Grounds (PC/ Xbox), Jurassic Park III: The DNA Factor (GBA)...



Cover Feature

Stephen Geering

Stephen Geering's most recent work includes a full 5.1 score for *Magic: The Gathering Battle Grounds* and enjoyed taking full advantage of surround sound capabilities on PC platform.

Previously Featured Artists



Rom Di Prisco

Rom is a classically trained musician (Royal Conservatory of Music), and has composed for both film and tv, but has been squarely on the game industry--best illustrated by his work on over 15 game consoles and 500 games.



Rob King & Paul Romero

Rob and Paul have been creating music for games for a decade, and each has had been serious about music from a young age--Rob having been in bands since the age of 12 and Paul has been composing since age 7. Their first project together was the score for *Heroes of Might and Magic*.



Steve Kirk

Steve Kirk is a composer, arranger, guitarist and producer who has created music for games such as *Second Life* and *World of Warcraft*.