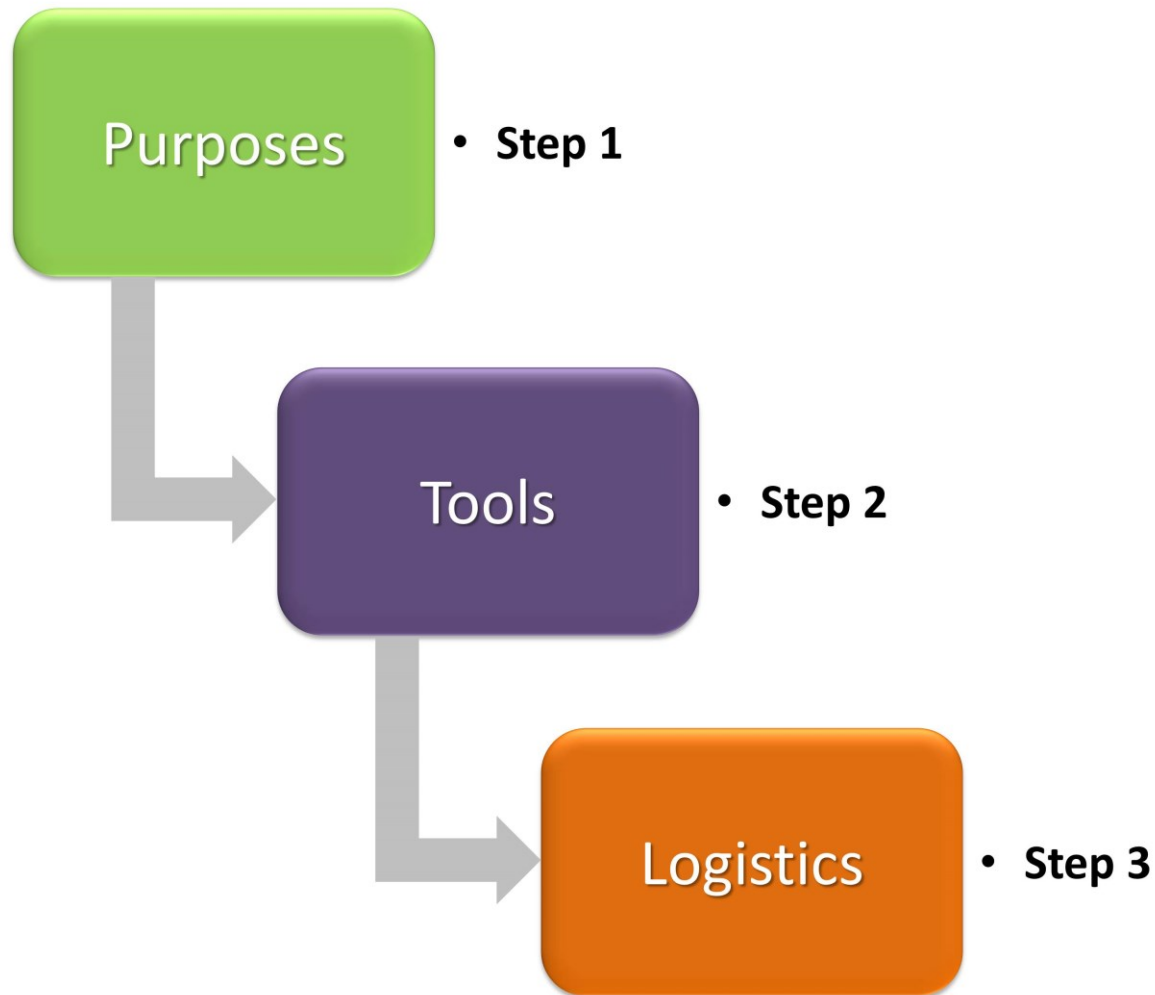


# Steps of Music Design Analysis



From the Book, *COMPOSING MUSIC FOR GAMES*

by Chance Thomas

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