

Game Audio

CREATE. **CONCEIVE.** CONQUER



QUESTION

What is the main purpose of game audio?

QUESTION

To ellicit an **emotional response** in the audience.

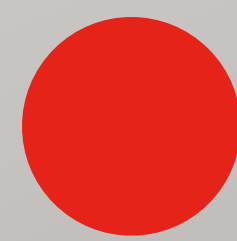
NO EXCEPTIONS.

Music

Finding
Work

Sound
Design

Software



Having a solid musical foundation is **essential**.

Learning an **instrument** is a fantastic way to gain a musical background.

Strong technological skills are also **essential**.

MUSIC TECHNOLOGY

Digital Audio Workstations (DAWs)



LOGIC



REASON



PRO TOOLS



CUBASE



REAPER

Music Notation Software



SIBELIUS



FINALE

Audio Middleware



FMOD



WWISE



BUILDING YOUR FOUNDATION

Music Theory

Start simple: Music Theory for Computer Musicians

More advanced: Harmony and Voice Leading

Music Technology

Start Simple: Home Recording for Musicians for Dummies

More advanced: Sound FX

Learn by doing

Find a mentor

WHAT IS SOUND DESIGN?

Involves the creation and/or manipulation of audio.

Can be just as much a storytelling tool as music.

COMMON TOOLS

DAWs

Third party plugins (Native Instruments, Waves, Omnisphere, Zebra, etc.)

Sound Libraries such as Boom Library & Blastwave FX.

Portable recording devices (field recorders).



INTERACTIVITY AND MIDDLEWARE

Looping

Crossfading

Branching

Layering

Middleware allows for the implementation
of interactive audio

FMOD & Wwise

Finding Work

Finding great work is based around two things:

being at the **RIGHT PLACE**

at the **RIGHT TIME**



RIGHT TIME





SOME LAST WORDS

While your level of skill matters, your passion makes all the difference.

Play games and love them.

ABC: *Always Be Listening*

With dedication and hard work, *anyone* can do this.



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