Intro To Game Audio

Notable Credits:
- Blackwell Episohany- End Credits Theme
- Maya Breaker (with Mike Thal)
- The Backlog (theme song- Now part of Retroware

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What You Will Learn Today

- **PROLOGUE**- You will learn about the importance of audio in your project.

- **SOUND TEST**- You'll learn about different terms pertaining to audio.

- **INVENTORY**- You'll learn about some equipment you may need if you want to make your own game audio!

- **TUTORIAL MODE**- You'll get a chance to create your own music using basic software.

The Importance of Audio

- Music and sound effects are very important in video games, but often, this is the aspect left to the last minute in a game's production.

- Without audio, a game would feel empty.

- Audio works hand-in-hand with the visuals to tell a story.

- Sound is a super important asset in a game, like art.

Garageband (Mac)- Comes with every Mac Computer. Also available on the iPad (as a paid app).

Acid Xpress- A free, 10-track version of ACID for the PC.

Aria Maestosa- Open Source Software for Mac OS, Windows, and Linux.

Audacity- Available for PC and Mac- Great for recording sound effects.

Some Equipment You'll Need To Get Started

Pictured above is a MIDI Input- by pressing the keys on the keyboard, you can play notes on your computer. This makes recording music much either. This is my M-Audio Keystation- it has 49 Keys and costs $99.

You'll need headphones- it's much easier to hear the music you're writing that way. These are my Audio-Technica ATH-M40fs headphones. They cost $49 and provide a sonically balanced sound when I record and edit music.

Pictured here are some field recorders. These are great for recording sound effects outside of your studio. Shown is the Tascam brand- they range in price from $75-$200+. They are great for recording ambient sounds because of their condenser mikes (that record in multiple directions).

Here is a basic dynamic mike, great for voice overs and recording sound effects. It only records sound in one direction (going directly in). My mike cost me $39. I also have an adapter that plugs into my field recorder in case I need to record non-ambient sounds.

All About Sound Effects

- Sound effects, in addition to music, will help your game's world come alive.

- Everything makes sounds- from footsteps to weapons, animals, to ambient sounds such as wind and rain.

- Think about all the sounds in your game's world (breaking it down by scenario or level) and make a comprehensive list.

- Sound effects can be recorded live, staged and recorded (foley sounds), synthesized, recorded outside the studio, voice over work, anything really!

Be sure to keep in contact!

If you have any other questions, please feel free to reach out!

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