

## **Automation of Wwise project creation from Excel**

# **Product Overview**

Xlsx to Wwise is a tool designed to simplify and automate the creation of Wwise projects from a production Excel (.xlsx) file. It is a robust and flexible solution, built to accelerate audio pipelines while ensuring data reliability and consistency.

Thanks to this automation, tedious manual tasks are a thing of the past: configuring audio objects and their interactions in Wwise happens in the blink of an eye.

Xlsx2Wwise
Spreadsheet
GEN
Sound Objects & Events
GameSyncs
Auto Folders Creation
Audio Ready
Sfx Placeholder Voice Generator
Auto Set Audio to Soundobject & Originals Folder Sort
Auto Rename Audio Work folder
Auto Write Retake Orginals Folders
@Alexandre Baranger

State
Switch
RTPC
RTPC
Bus Volume
RTPC Volume
Voice Volume
RTPC Pitch
Voice Pitch
RTPC HP
Voice HP
RTPC LP
Voice LP

State-Switch-RTPC

# **Key Features**

#### Robust and Reliable Production

All generated naming conventions are 100% compliant with the data from the production spreadsheet.

### Significant Time Savings

No more manually connecting events or entering information by hand in Wwise — the tool takes care of everything.

### • Fully Automated Generation

- Audio objects and their associated events are created automatically
- Containers are generated and structured within the Actor-Mixer hierarchy
- Play and Stop events preconfigured
- Automatic setup of RTPCs (Bus Volume, Voice Volume, High-Pass Filter, Low-Pass Filter, Pitch)
- Generation of State Groups, Switch Groups, along with their respective States and Switches

## Versatility

The tool supports both SFX and voice assets, ensuring maximum adaptability.

#### • Ready-to-use Project

All that's left for you to do is:

- Copy the Work Units from the provided archive into the corresponding folders of your Wwise project
- Routing to the generated buses
- Organizing the containers into the appropriate Work Units

This solid foundation, adaptable to each team and pipeline, enables a fast and structured start to any Wwise project.

## Customizable

If you have specific needs not covered by the standard version, and the features are available via WAAPI, I can develop tailor-made solutions suited to your production workflow.

### **Service Details**

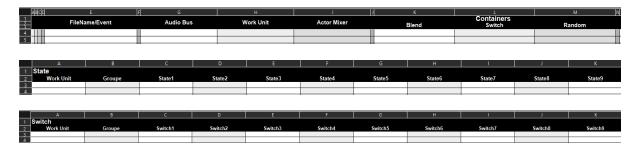
Two collaboration modes are offered to you:

### 1. Assisted Conversion

- You provide a non-compliant Excel file
- I will bring it into compliance with the tool's standards, then generate the Wwise project

### 2. Direct Conversion

- You use my predefined Excel templates
- Immediate project generation with no further intervention required



#### **Delivery**:

The project is provided to you as Work Units archives, ready to be integrated into the Wwise directories. Minor adjustments may be required depending on your project architecture, but the main structure is turnkey.

Note: Music management is not yet supported.



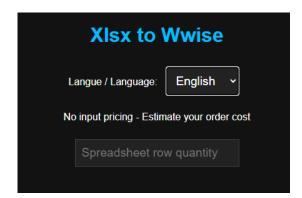
# **Demonstration Videos**

- Overview (x4): https://youtu.be/y9ePZdw56c4
- Real-time Demonstration: https://youtu.be/ORI9UqksyUw
- Complete Overview of My Workflow: https://youtu.be/fxZfvVOIIiA

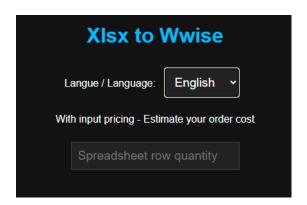
# **Pricing**

Billing is done per line, with a differentiated rate depending on whether there is data entry and adaptation for the setup of the generation. To find the price based on the number of lines, simply visit the online estimation.

Pricing with your data already entered in the spreadsheet I provide. The price includes the generation as well as the delivery of the Work Units to be migrated into your project: https://alexandrebaranger.github.io/XlsxToWwise/xlsx2wwisepriceNO.html



Pricing with data entry into my spreadsheet: the price includes data entry, generation, and the delivery of the Work Units to be migrated into your project: https://alexandrebaranger.github.io/XlsxToWwise/xlsx2wwisepriceS.html



# **Contact**

Email: baranger.alexandre@orange.fr

LinkedIn: https://www.linkedin.com/in/alexandrebaranger/