### Audio Bible

Name: Adrián Mirabel Tutor: Ramon Santamaria

Project 2

# Who is responsible for the creation of the Audio Bible?

Designers will want to absorb it, programmers will demand it, and producers, along with just anyone else who is involved on the project,

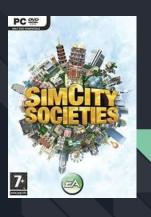
will want to at least skim it.

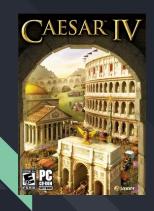
Whether it's one page or one hundred,

it should be as descriptive as it needs to be for you and for your development team.

The end result, hopefully, is a harmonious one... working with and enhancing graphics,

writing, game design, and the overall gaming experience. (Keith Ziza 2000).







- Director
- Audio Director
- Sound Designer & Composer
- Other Teams



https://www.aramshahbazians.com/







## How it affects the creation of audio?



GAME AUDIO & MUSIC PRODUCTION







#### Audio Pillars Music

- Genre
- Style
- Instrumentation
- Implementation

#### Effects

- Ambience
- Player
- Creatures/Enemies
- UI

#### Voice Over

- Style
- Visualizations
- Player/Creatures/Enemies

Technology References

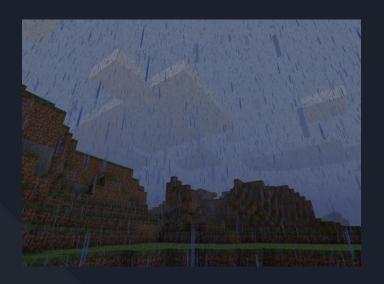




### Exercise



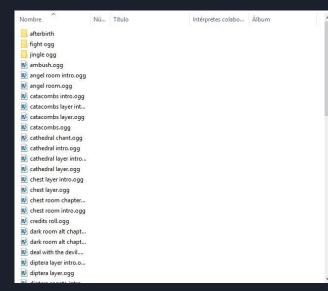
Minecraft
Music
Effects
Voice Over



#### <u>Audio</u> <u>Organization</u>



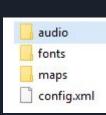
#### Naming

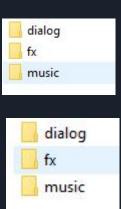


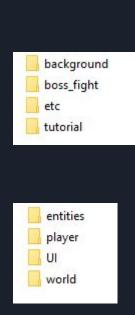
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bird flap.wav			
blobby wiggle 2.v	vav		
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blood fire 2.wav			
blood fire 3.wav			
blood fire 4.way			
blood fire.way			
blood laser long.	wav		
blood laser short	2		
N David Land	100		Y

#### <u>Audio</u> <u>Organization</u>

#### Folder Organization









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Custom	27/06/2019 16:46	Carpeta de archiv	os	
Camera.xnb	27/06/2019 16:45	Archivo XNB	73 KB	
Chat.xnb	27/06/2019 16:45	Archivo XNB	128 KB	
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Coin_1.xnb	27/06/2019 16:45	Archivo XNB	10 KB	
Coin_2.xnb	27/06/2019 16:45	Archivo XNB	13 KB	
Coin_3.xnb	27/06/2019 16:45	Archivo XNB	140 KB	
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Drown.xnb	27/06/2019 16:45	Archivo XNB	124 KB	
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### **Exercise**

## THE END

