

Complex System:   
Game Audio

Objectives:  
To design and implement one of more complex systems in an application demonstrating knowledge of the chosen complex system.

Using game audio, I plan to create a small scene in which the user/player will be able to see visual representations of sounds, in the way of “ripple effects”, emitting from objects as the make sounds.

Mesh simplification algorithms will be need to be keep performance up, as meshes will need to be created a second time using FMOD’s Geometry library. Using this library will make Occlusion and Reverberation much easier to implement.

Plan of Action:

* Make scene with sounds
* Add effects to sounds
* Create sound interactive geometry

Management Plan:

Conclusion:

References: