*David Poirier-Quinot*
*davipoir@limsi.fr*

# *Audio Gaming Training session*

**Objectives:**

- Explore game creation design through Blender
- Use PureData as a sound rendering engine
- Propose and build your own game, expose your pipeline
- Dig further into Blender features for game creation

## I. Gaming – Blender

1. Scene components
2. Handling game logic: logic blocks
3. Further game logic: dive into python
4. Good practice of game creation

## II. Audio – PureData

1. Spatial Audio: Binaural rendering
2. Receiving & Routing OSC messages

## III. Game Design - Brainstorming

Gather your team, propose and audio game design

1. Game description
2. Gameplay and game sequencer
3. Ambiance & storyboard
4. Required features, potential implementation issues
   *(Texture, material, nodes | lights, mist | levels, HUD | change sounds in Pd | collision triggered events | etc.)*

## IV. Dig into Blender – Keynotes

Select one(s) of the following Blender subjects:

1. Textures, normal maps, backing, lowpoly
2. Armature, IK constraints
3. Animations, IPO curves
4. GLSL Shaders, Lighting
5. Logic blocks overview (Sensors, Controllers, Actuators)
6. Advanced python (Blender API overview)
7. Blender Physics (physical object types, optimization, proxy, etc.)
8. Nodes vs Textures