

2017-18 COMP120 Tinkering Audio Contracts

Contract #1 - Music Splicing

You are working on the tools team of a well know FPS Developer, you have been asked to augment the existing soundtrack of the game and mix it with another track. At the moment this new track doesn't need to be saved but should be previewed when the splicing has been complete.

Contract #2 - Sound Effect Generation

You are currently been tasked with creating a tool which will generate sound effects, the target for these sounds in an 8-bit style game. You have to generate a pickup, jump, death and laser.

Contract #3 - Music Generation

A small Indie Developer has asked you to create a tool which generates music tracks, the style of music is up to you as the developer just needs a proof of concept.

Contract #4 - Ambient Audio Generation

You are working on a RPG which is based in a Fantasy setting. It has been decided that you need a tool which will generate ambient audio tracks to make the player feel like they are in the environment. The player will visit forests, towns and caves.