

Announcements

- ***WELCOME!***
- ***Game Jam***
 - ***21st 6pm - 23rd 6pm!***
 - At Newman Library
- ***Indie Game Showcase***
 - ***April 27th at 2pm***



Indie Game
Showcase





Symphonic

13 inch PERSONAL TELEVISION

MENU

▽

VOLUME △

▽

CHANNEL ▲

▲

POWERED



ICE BREAKER

*When does
emulation become
immoral?*



Symphonic

13 inch PERSONAL TELEVISION





ALEX

50 %





Sound Design

and its role in games



Symphonic

YOUR PERSONAL MUSIC



MENU ▽ VOLUME △ ▽ CHANNEL ▲ POWERED



What is Sound Design?

Naive

- *Action:* Adding sounds to a piece of media
- *Goal:* Telling the audience what the game sounds like

Accurate

- *Action:* Describe the actions and behaviors of the entire universe
- *Goal:* Giving the user quickly understandable audio to make the game more enjoyable!



Sound Design v Implementation

Design

- All about creating the actual sound, working with ADSR, using sound libraries, etc.
 - Should I use synth or foley?

Implementation

- Going about making the sound more interactive and fitting for the game itself
 - Random pitch variations
 - 2D v 3D sound



Sound Design Purposes

Gameplay Cues

- Tells the player the state of the world around them
 - Have you hit an enemy? Did you collect a coin?

Reward/Punishment Feedback

- Telling the player when actions will reward and punish them!
 - Falling into spikes = punishment, levelling up = reward



Sound Design Purposes

Emotional Depth

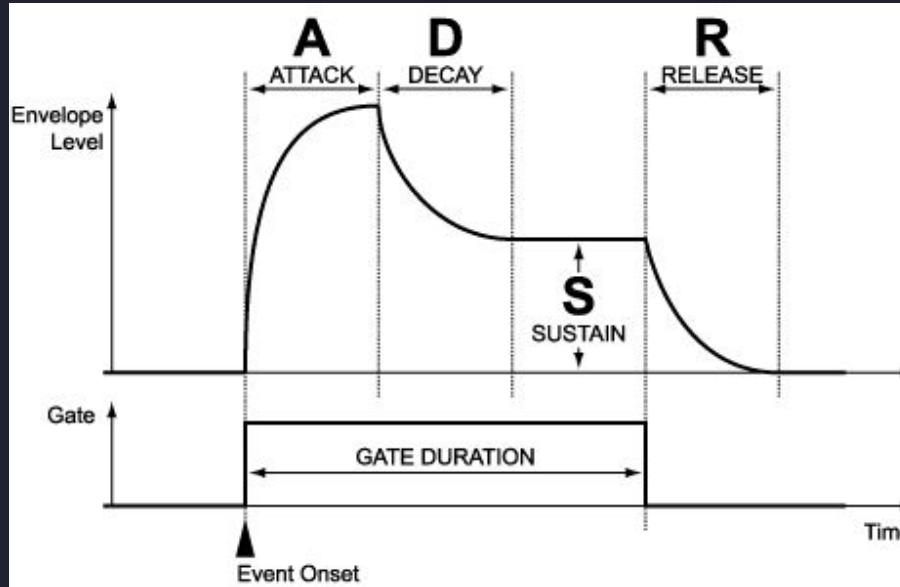
- Establishing the atmosphere of the environment around you
 - Are you in a creepy cabin? Are you in a fantastical crystal world? Perhaps climbing a dangerous mountain?



Sound Design Storytelling

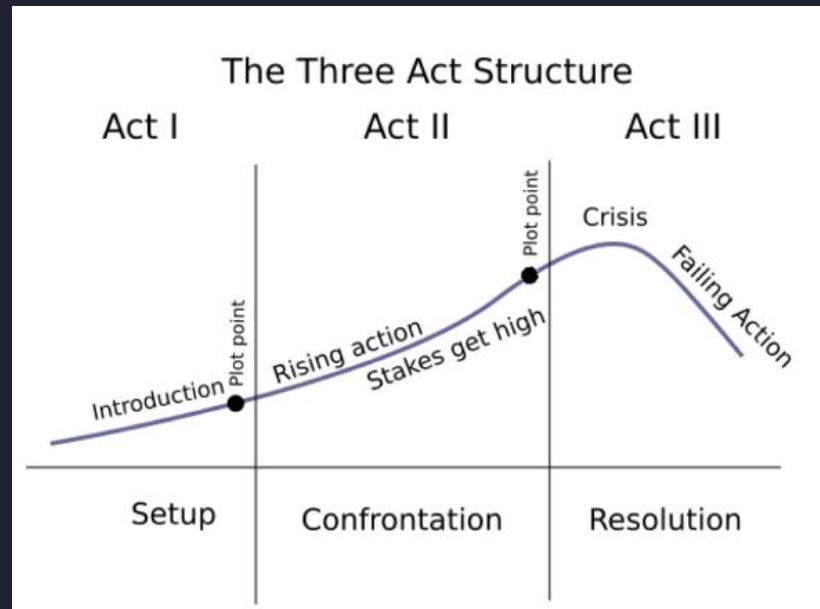
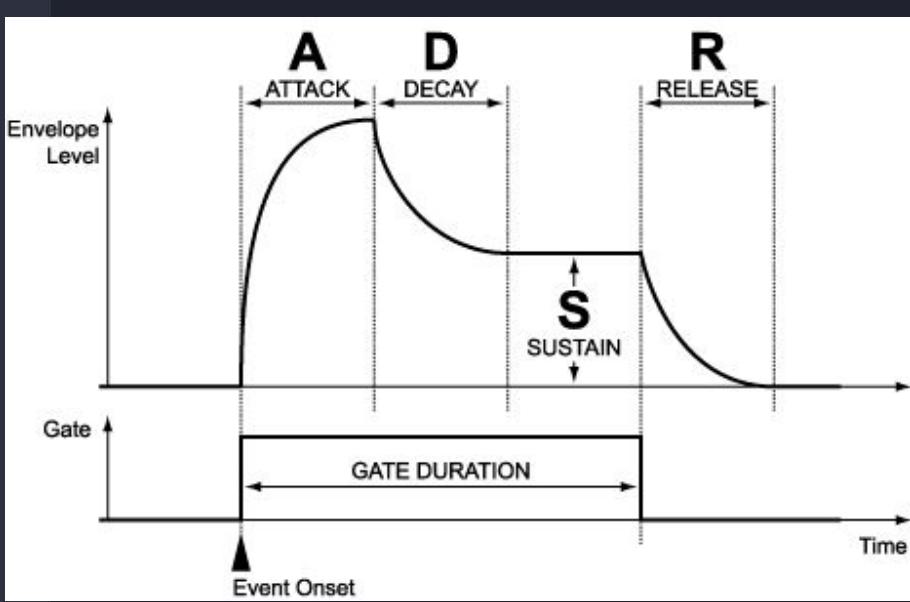
Every sound has a story to tell

- This is best shown through the idea of **ADSR**



Sound Design Storytelling

Has parallels to cinematic storytelling



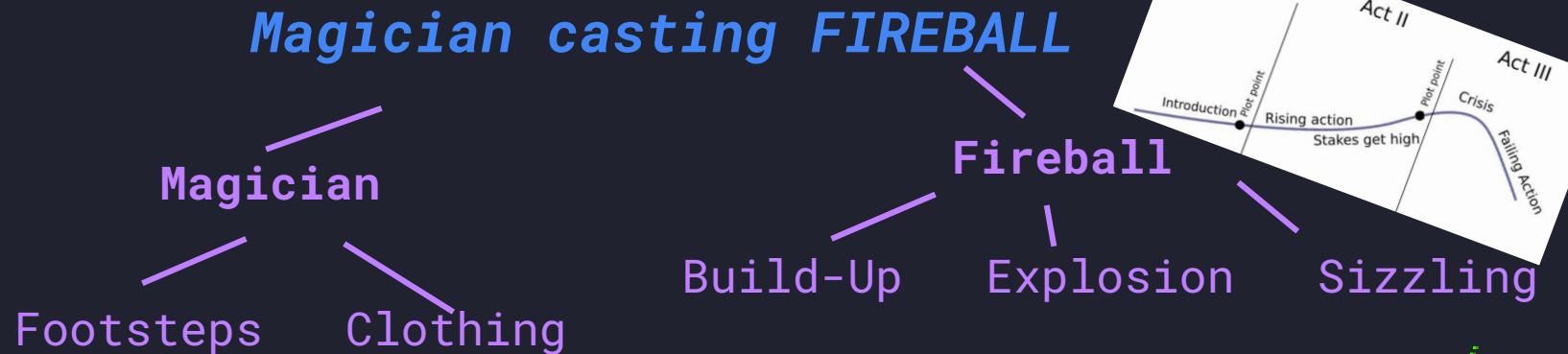
Making Sounds



How to Make Sounds??

1) Plan the sound

Divide the final ‘vision’ into distinct parts



How to Make Sounds??

2) Gather Sounds/Capturing Audio

Determine how to capture audio

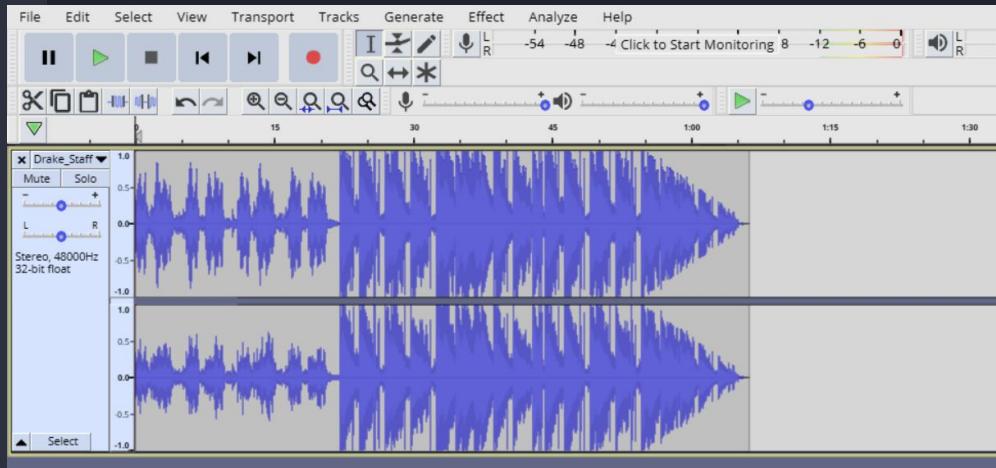
- Foley room?
- Sound libraries?
- Phone recording?



How to Make Sounds??

3) Arrange the Audio

Drop the sounds into a timeline



Mess around with
timing, pitch, ADSR,
etc



How to Make Sounds??

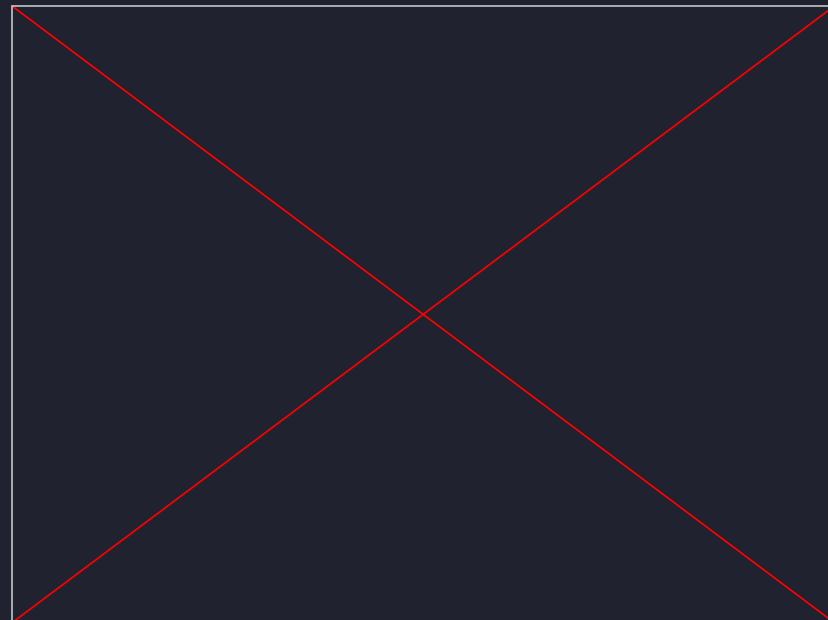
4) The BIGGER picture

Listen to the whole thing... revise as needed!



Final Tips

- *Layering* is CRUCIAL
- Best sounds combine *reality with fiction*
- *If it works, it works!*
Doesn't need to be clean or make sense
 - Cooking bacon makes for great rain sounds
- Add *random pitch variations* to reduce repetition
- Dialogue > Music > SFX > Background



Practice!!



Sound Design Video

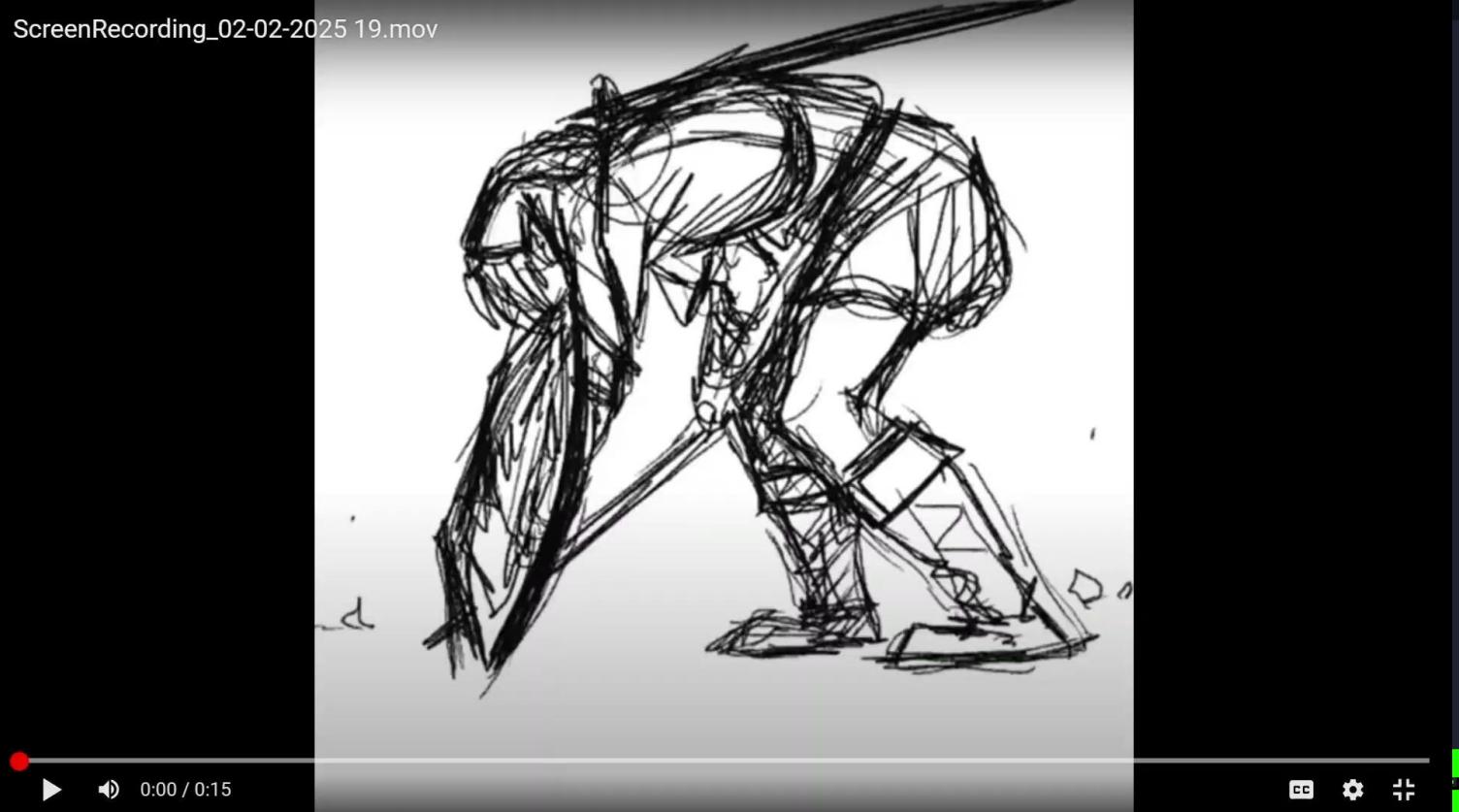


@Txikimorin

www.reddit.com/r/zelda/comments/9kegqc/2d_animation/#lightbox

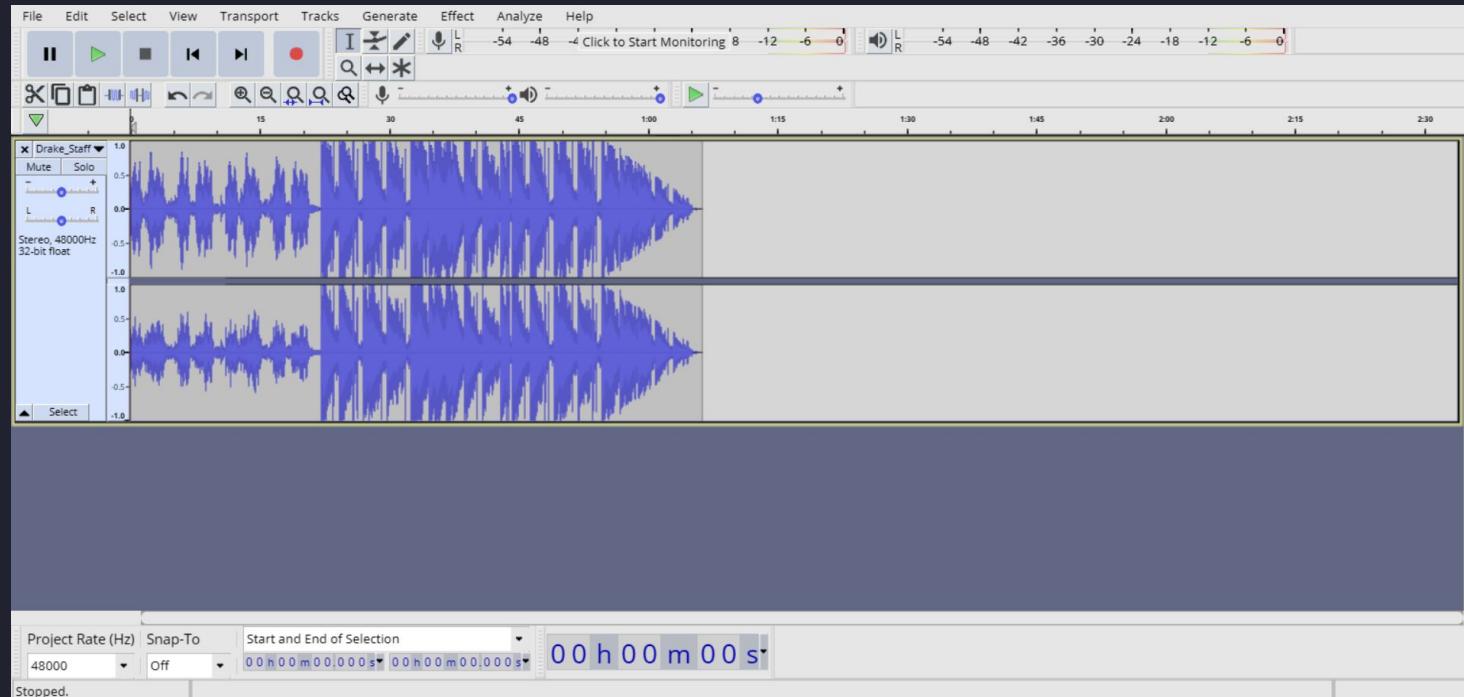


Sound Design Video FINAL



Wavacity Tutorial

www.wavacity.com



Present!



Citations

www.youtube.com/watch?v=WICx3pINNOE (*Power of Sound, NakeyJakey*)

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frost.ics.uci.edu/ics62/BasicsofSoundDesignforVideoGames-MichaelCullen.pdf (*Sound Design 101, Michael Cullen*)

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www.youtube.com/watch?v=0biAgn2ct0A&t=3s (*Layering, Marshall McGee*)

