Intro Desarrollo de Videojuegos 2024- UNQ v.I

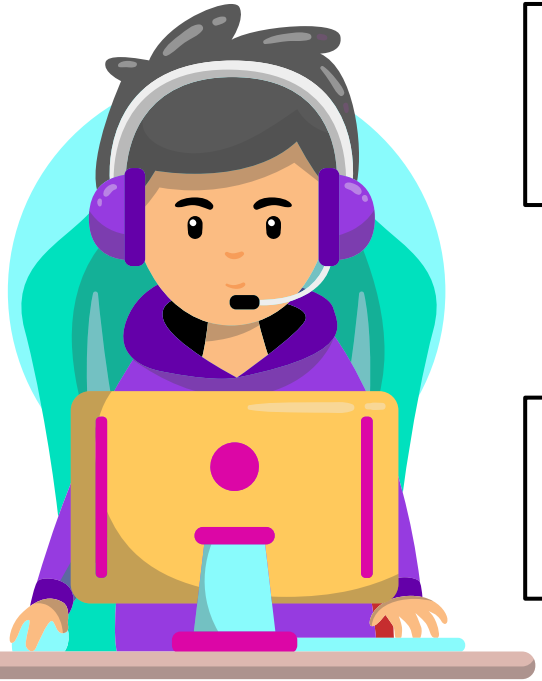
Universidad Nacional de Quilmes

7 | Sonido

Sonido en Vjs

Crea atmósfera

Define el espacio

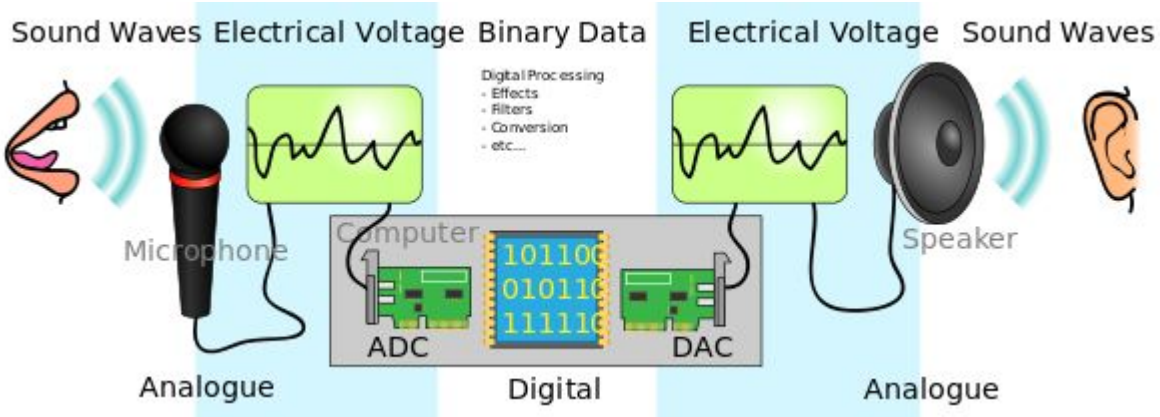


Punto de atención

Contextual/

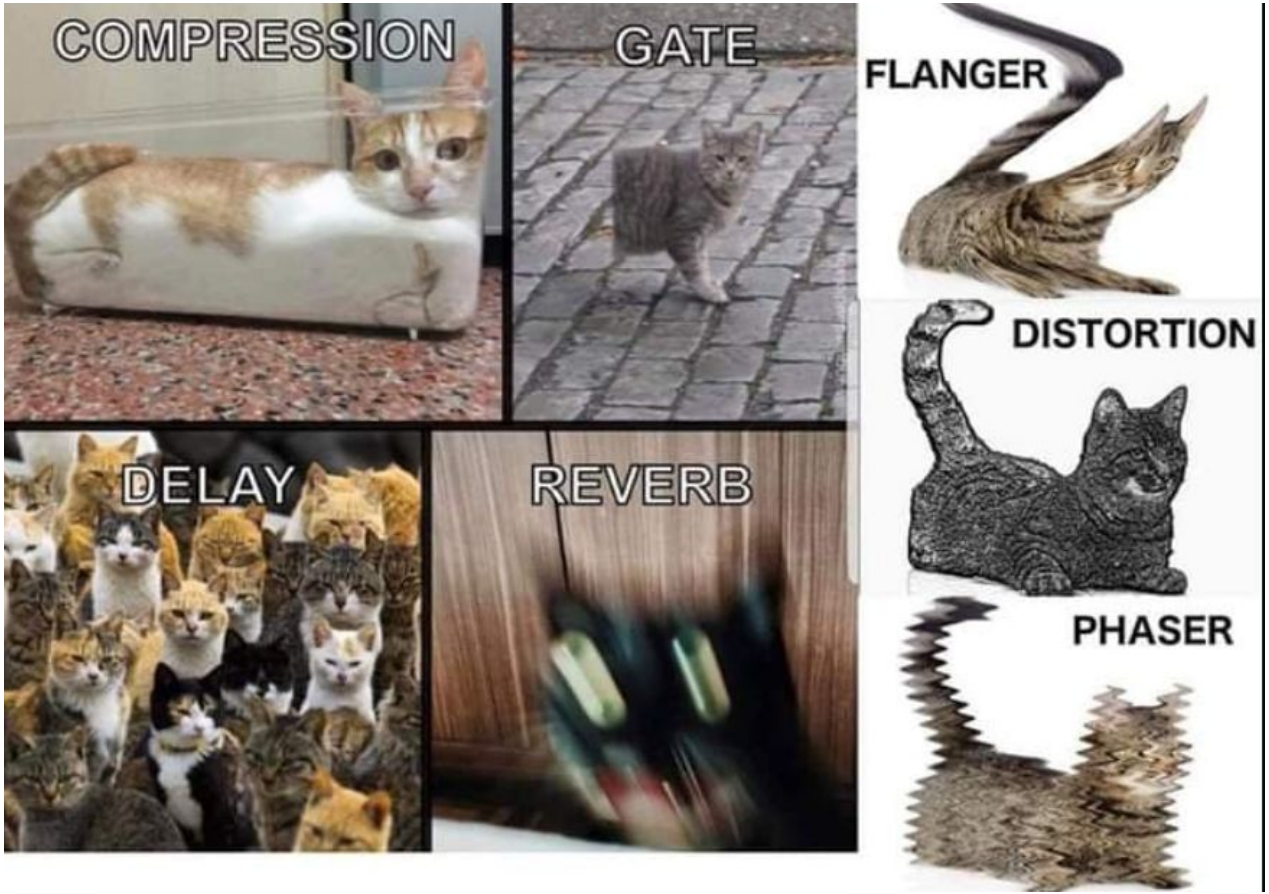
narrativo

Sonido en videoJuegos



Primeros Pasos

Efectos en el sonido



Sonido Diegético y extradiegético

https://vimeo.com/131014644

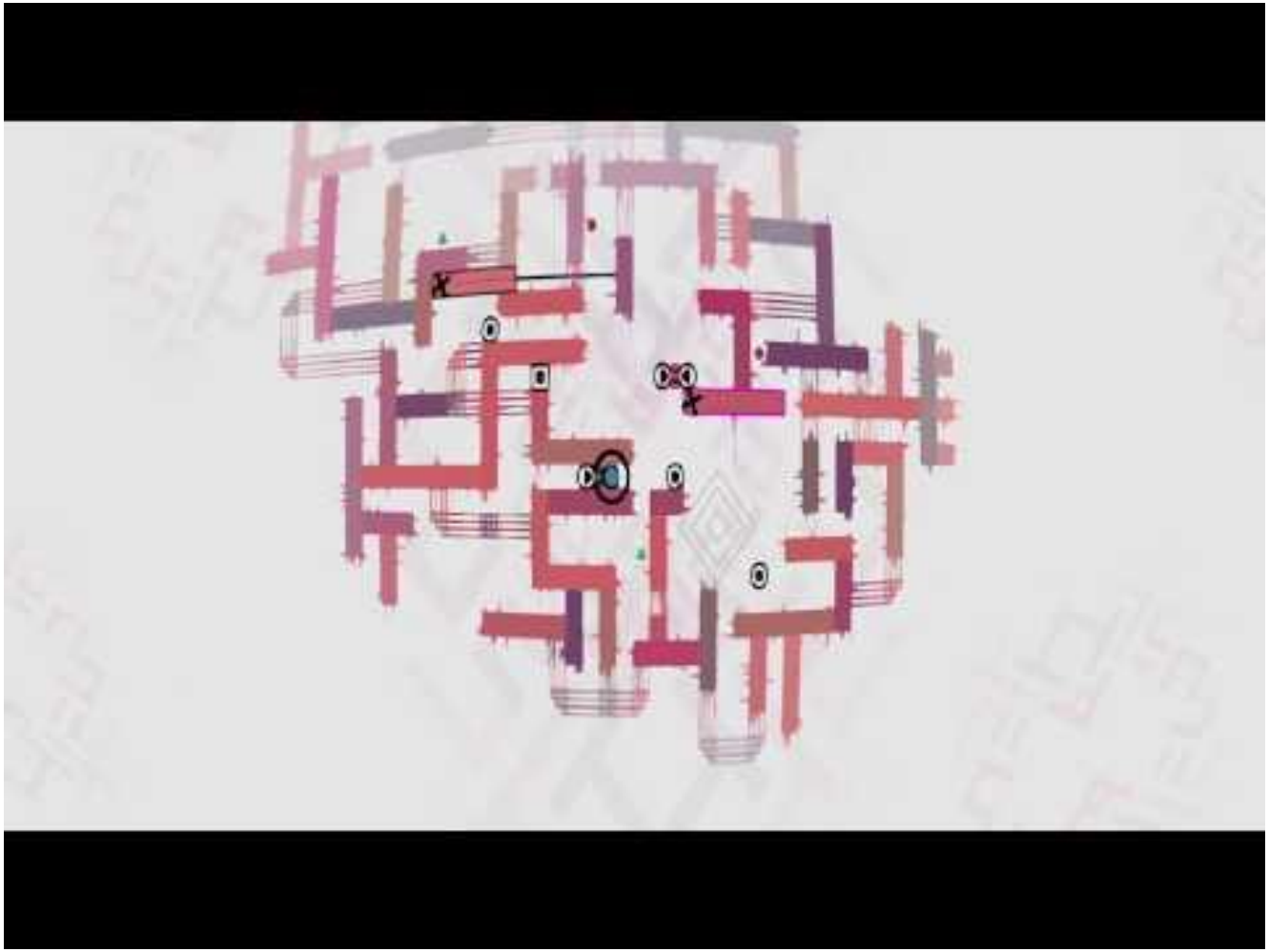
https://sonidocesde.webnode.com.co/news/sonido-diegetico-y-extradiegetico/

Reconocen?


DOOM
WIRED


NB
PART 1

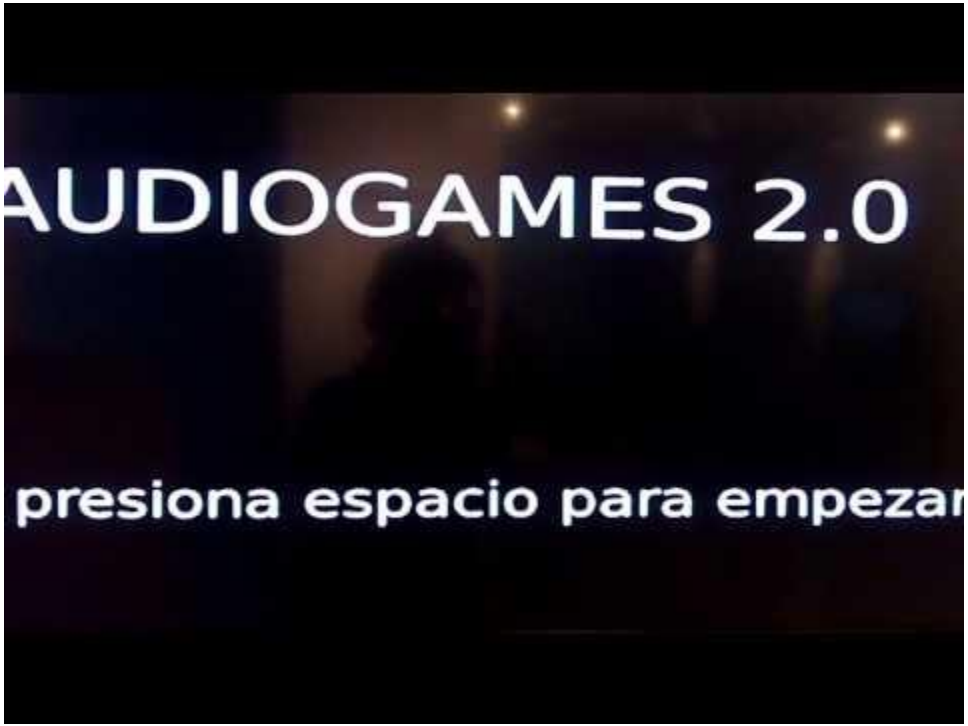
Sonido Binaural




GETTING
STARTED AS
A SOUND
DESIGNER

En el min 20. A mother's inferno

Inclusion instalacion

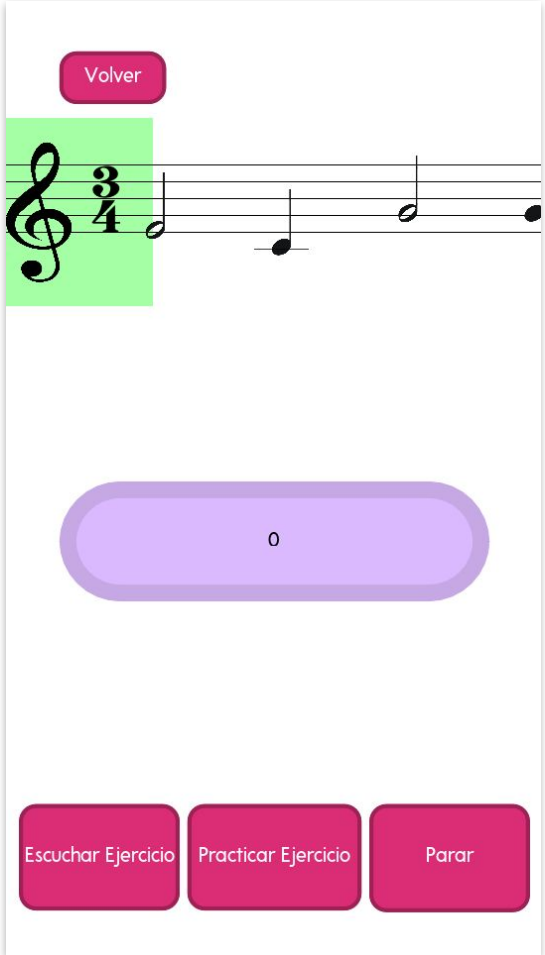


https://www.audiogames.arsgames.net/

Audio Como input

Audio Como input


```
notes_ranges = {
    "Do2":{"min_frec":62,   "max_frec":67},
    "Re2":{"min_frec":70,   "max_frec":75},
    "Mi2":{"min_frec":80,   "max_frec":84},
    "Fa2":{"min_frec":85.5, "max_frec":89},
    "Sol2":{"min_frec":95,  "max_frec":101},
    "La2":{"min_frec":107,  "max_frec":113},
    "Si2":{"min_frec":121,  "max_frec":126},
    "Do3":{"min_frec":129.2,"max_frec":132},
    "Re3":{"min_frec":142,  "max_frec":150},
    "Mi3":{"min_frec":160,  "max_frec":168},
    "Fa3":{"min_frec":173,  "max_frec":176},
    "Sol3":{"min_frec":192, "max_frec":200},
    "La3":{"min_frec":217,  "max_frec":223},
    "Si3":{"min_frec":245,  "max_frec":250},
    "Do4":{"min_frec":258,  "max_frec":265},
    "Re4":{"min_frec":290,  "max_frec":296.5},
    "Mi4":{"min_frec":326,  "max_frec":333},
    "Fa4":{"min_frec":346,  "max_frec":353},
    "Sol4":{"min_frec":388, "max_frec":394},
    "La4":{"min_frec":437,  "max_frec":443},
    "Si4":{"min_frec":490,  "max_frec":497},
    "Do5":{"min_frec":520,  "max_frec":527},
}
```



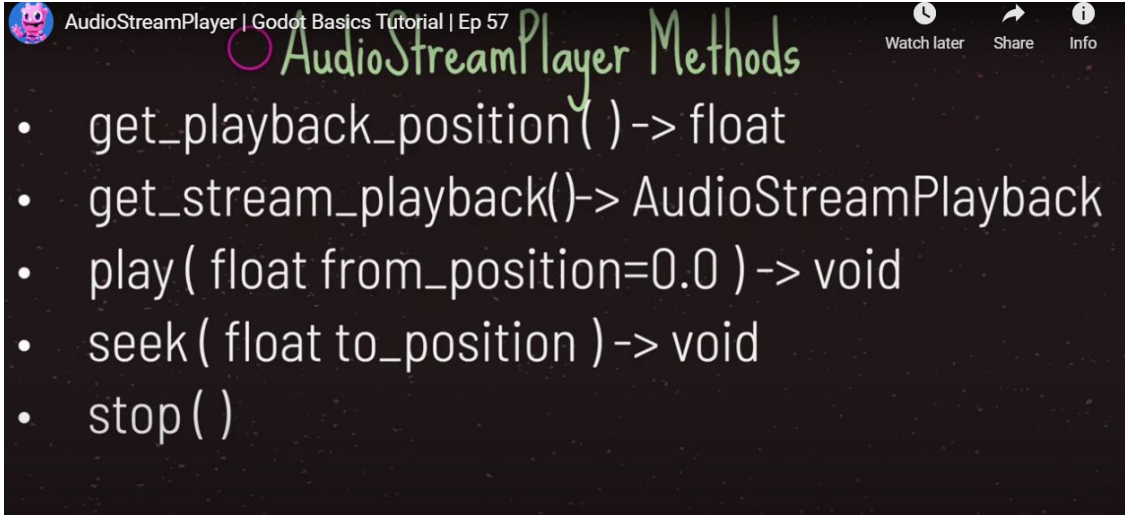
Audio Stream Player
Propiedades

Propiedades:
Autoplay--Bool
Bus -------String
Stream---- AudioStream
Stream_paused ---- Bool
Volume_db---float

Funciones:
Play()
Stop()
load()

The audio stream class does have children five to be exact, and those are the audio streams.
Sample class, which handles WHV files
the audio stream Ogie Voorhis Class, which handles OGF files, which is similar to MPLX three. So basically this audio file type is compressed. The third child class is audio stream generator, which allows you to manually generate your own sounds.
The fourth class is audio stream random pitch, which changes the pitch of your music randomly on every play through. And lastly is the audio stream microphone class, which is just for recording if your computer or device supports microphones.

AudioStreamSample # WAV file
AudioStreamOGGVorbis # OGG file (like mp3)
AudioStreamGenerator # Manual Generation
AudioStreamRandomPitch # Changes Pitch
AudioStreamMicrophone # For recording



AudioStreamPlayer

```
var audio_file = "res://Notas/Tonos_puros/"+nota+".ogg"
var sfx = load(audio_file)
audioAyuda.stream = sfx
audioAyuda.play()
```

Material de referencia

AudioStreams y AudioBuses en Godot

https://gamefromscratch.com/godot-3-tutorial-sound-fx-and-music/

https://godottutorials.com/courses/godot-basics-series/godot-basics-tutorial-57

Desafío #8

Generar un proyecto en GODOT usando el Template suministrado:

- Agregarle sonido a las acciones del personaje (movimiento, daño, muerte, armas, etc).
- Agregarle sonido a las acciones de los enemigos.
- Agregar música de fondo al nivel.

Bonus:

- Agregar foley (sonido ambiente).
- Volver dinámica la música de fondo del nivel (reactiva a eventos, por ejemplo).
- Agregar sonidos de UI.
- Agregar opciones de configuración de sonido al menú de Opciones (cambiar volumen/silenciar buses).
- Meter efectos extra a los buses de audio para realzar los sonidos

Demo de referencia
Template finalizado del ejercicio anterior

TUTORIAL

Audio Como input

Gracias!
Nos vemos en la próxima