Game Development Essentials: An Introduction

Third Edition

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Chapter 9
Audio
creating the atmosphere
Key Chapter Questions

■ Why is audio an important aspect of game development?
■ How are voiceovers, sound effects, and music used effectively in a game?
■ What is the difference between looping and adaptive music?
■ What is the distinction between composing for games and movies?
■ What are the different formats and tools used in game audio?
The Importance of Game Audio

Game Audio Formats

Gigastudio

Digidesign

Pro Tools II
Sound Effects

Uncharted 2: Among Thieves

Naughty Dog
Music

- Looping Music
- Game vs. Film Scoring
- Adaptive Music

Professional recording studio  
(Ron Jones)

Home recording studio  
(Aaron Marks)
Summary

- The Importance of Game Audio
- Sound Effects
- Voiceovers
- Music
- Audio: A New Dimension