AN MLJ PRESENTATION

GAME DEVELOPERS CONFERENCE - 2017

HEAVY MEDDLE

GREAT AUDIO DESIGN: BY ANY MEANS NECESSARY

THANKS

SOAPBOX

by Matt Johnston

Don't Call Me "Audio Guy"

While attending the recent Game Developers' Conference in San Jose, I left each audio session feel-

GAME DEVELOPER JULY 1999

nursery rhy

short and st

pissed off. At one of the audio sessions, a well-respected audio designer began his presentation in a room full

ing the remainder of his hearing doing live sound to support his cocaine habit, he landed a "day job" in the videogame

At a GDC audio session, I asked a question that made some people uncomfortable. I wanted to know why all current audio tools are designed with control surface metaphors that were innovated in or before the late 1950s

no rolls,

"audio guy"

tell me after

guys just

our turn." I think that his main fear was that he will someday have to become part programmer and part audio guy. The truth is, *he*

1. DON'T BELONG HERE

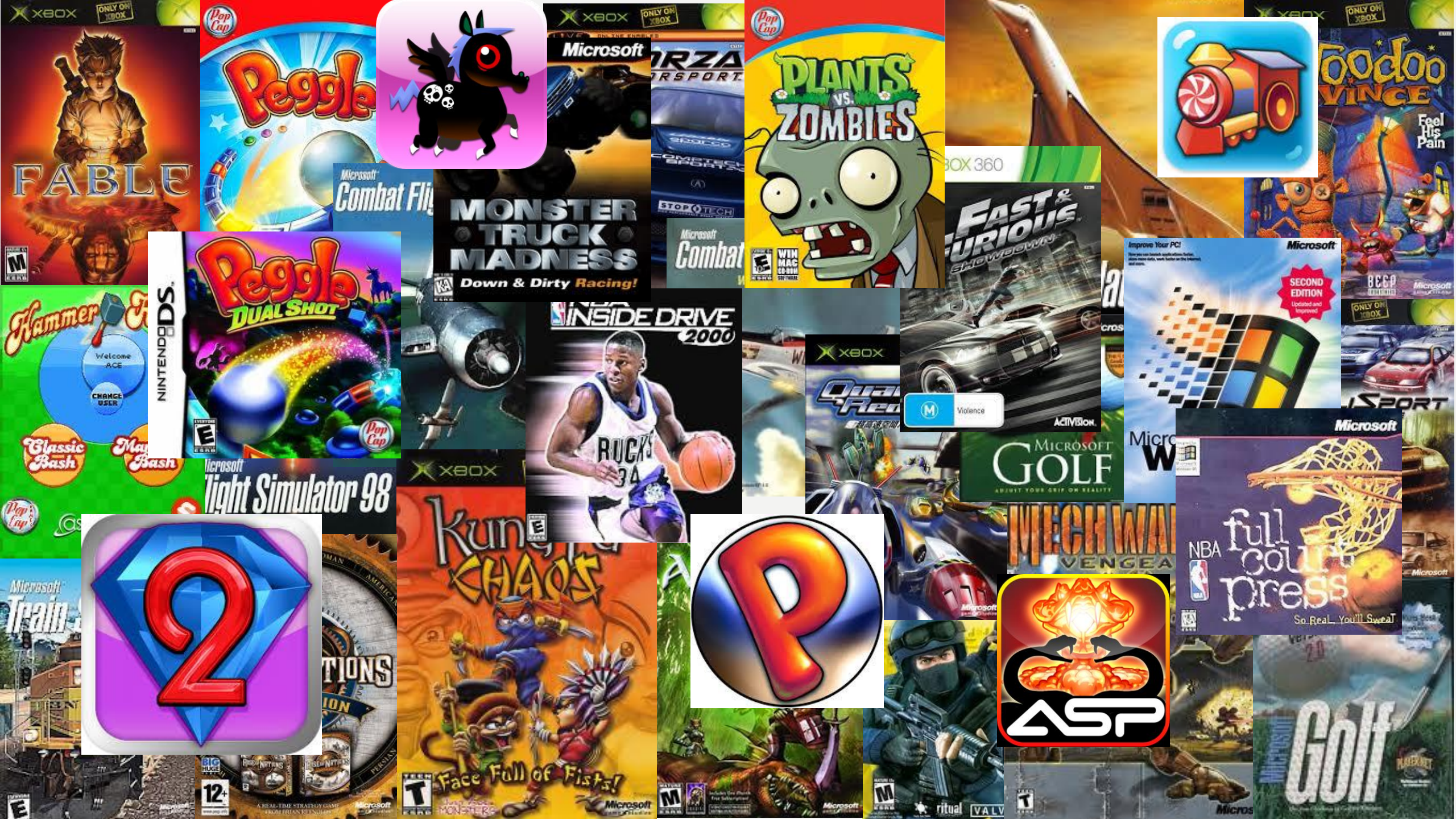
1. DON'T BELONG HERE
2. REALLY GOOD AT FAILURE

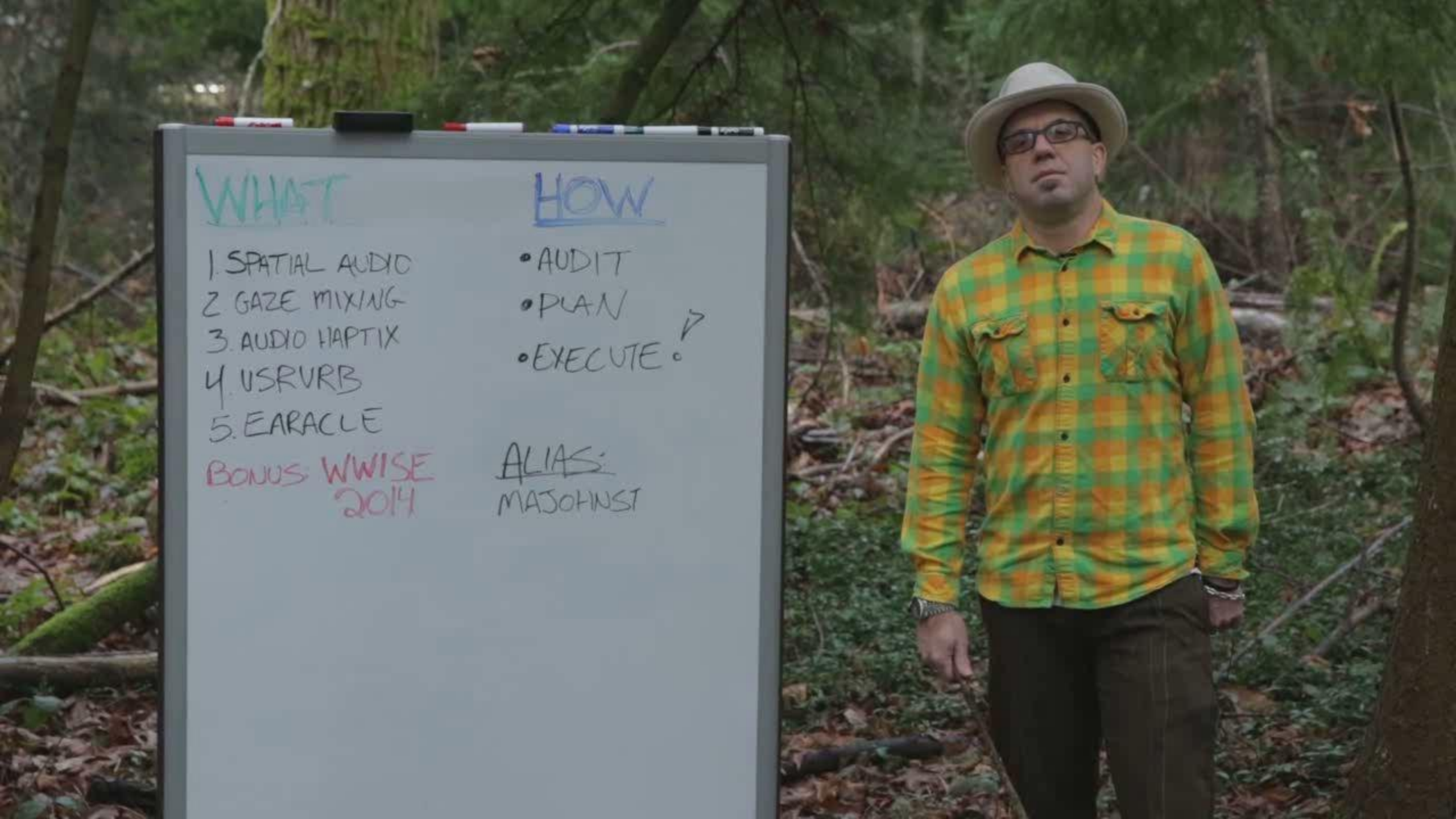
1. DON'T BELONG HERE
2. REALLY GOOD AT FAILURE
3. RENOUNCED AUDIO - 7 YEARS

1. DON'T BELONG HERE
2. REALLY GOOD AT FAILURE
3. RENOUNCED AUDIO - 7 YEARS
4. MOST AWARDED WORK-1 WK

1. DON'T BELONG HERE
2. REALLY GOOD AT FAILURE
3. RENOUNCED AUDIO - 7 YEARS
4. MOST AWARDED WORK-1 WK
5. CAN'T CODE

1. DON'T BELONG HERE
2. REALLY GOOD AT FAILURE
3. RENOUNCED AUDIO - 7 YEARS
4. MOST AWARDED WORK-1 WK
5. CAN'T CODE
6. DRUMMER


FABLE
Peggle
Microsoft Combat Flight Simulator 98
MONSTER TRUCK MADNESS
Down & Dirty Racing!
Microsoft Combat
PLANTS VS. ZOMBIES
Peggle DUAL SHOT
NINTENDO DS
Hammer
Welcome ACE
CHANGE USER
Classic Bash
INSIDE DRIVE 2000
Kung Fu CHAOS
Face Full of Fists!
FAST & FURIOUS SHOWDOWN
Violence
ACTIVISION
MICROSOFT GOLF
Improve Your PC!
SECOND EDITION
Updated and Improved
Toodoo VINCE
Feel His Pain
MECHWARRIOR VENGEANCE
NBA full court press
So Real, You'll Sweat
Microsoft Train
Microsoft Golf
ASP


WHAT
1. SPATIAL AUDIO
2. GAZE MIXING
3. AUDIO HAPTIX
4. USRVRB
5. EARACLE
BONUS: WWISE 2014
HOW
• AUDIT
• PLAN
• EXECUTE!
ALIAS:
MAJOHNST

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GDC

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PHOTO: STUART DAVIDSON

PHOTO: KQED

PHOTO: CHASE JARVIS

OUR PEERS

LET ME FORGET TO
THINK ABOUT IT AND
GET BACK TO YOU
AFTER IT'S
TOO LATE

I CHOOSE

1. STRATEGY OVER SOUR GRAPES
2. HARD WORK OVER HARD TIMES
3. PATIENCE OVER PESTILENCE
4. JUSTICE

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GOOD NEWS

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BAD NEWS

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LET'S DO THIS

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THE THINGS I'VE HAD TO SAY

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THE AQUAMAN DEFENSE

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ART: MELISSA SMITH

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ART: MELISSA SMITH

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THE SPICKET

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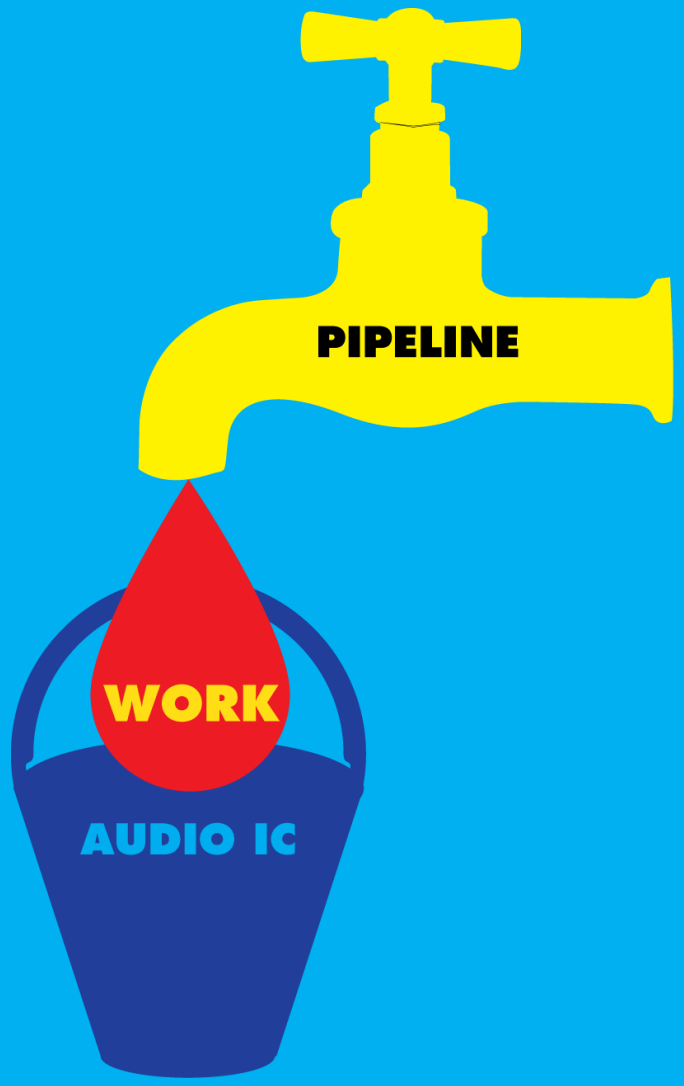

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GREAT AUDIO DESIGN: BY ANY MEANS NECESSARY

~~VIEWER~~ = PLAYER
~~VISION~~ = CONCEPT
~~SEE~~ = UNDERSTAND
~~HIGHLIGHTS~~ = HIGHPOINTS
~~INSIGHTS~~ = WISDOM
~~VISUALIZE~~ = REALIZE
~~DRAW~~ = RENDER

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MAKE SHIT UP

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THE THINGS I'VE HAD TO DO

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MOCK SHIT UP

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See-through lenses
Spatial sound
Advanced sensors
Holographic Processing Unit
Windows 10

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WE'D LIKE TO THANK OUR DOGS:
SCRUFFY, PICKLES, FLOPSIE, RUFUS, ELVIS,
DANZIG, AND KEVIN.

OUR FAVORITE PLACES TO EAT WERE:
HOUSE OF NANKING, SUBWAY, TOMMY'S JOINT,
CHEVY'S.

OH YEAH...AND AUDIO PEOPLE WORK HERE.

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CREDITS: FROM A-Z

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THE SHAKEDOWN

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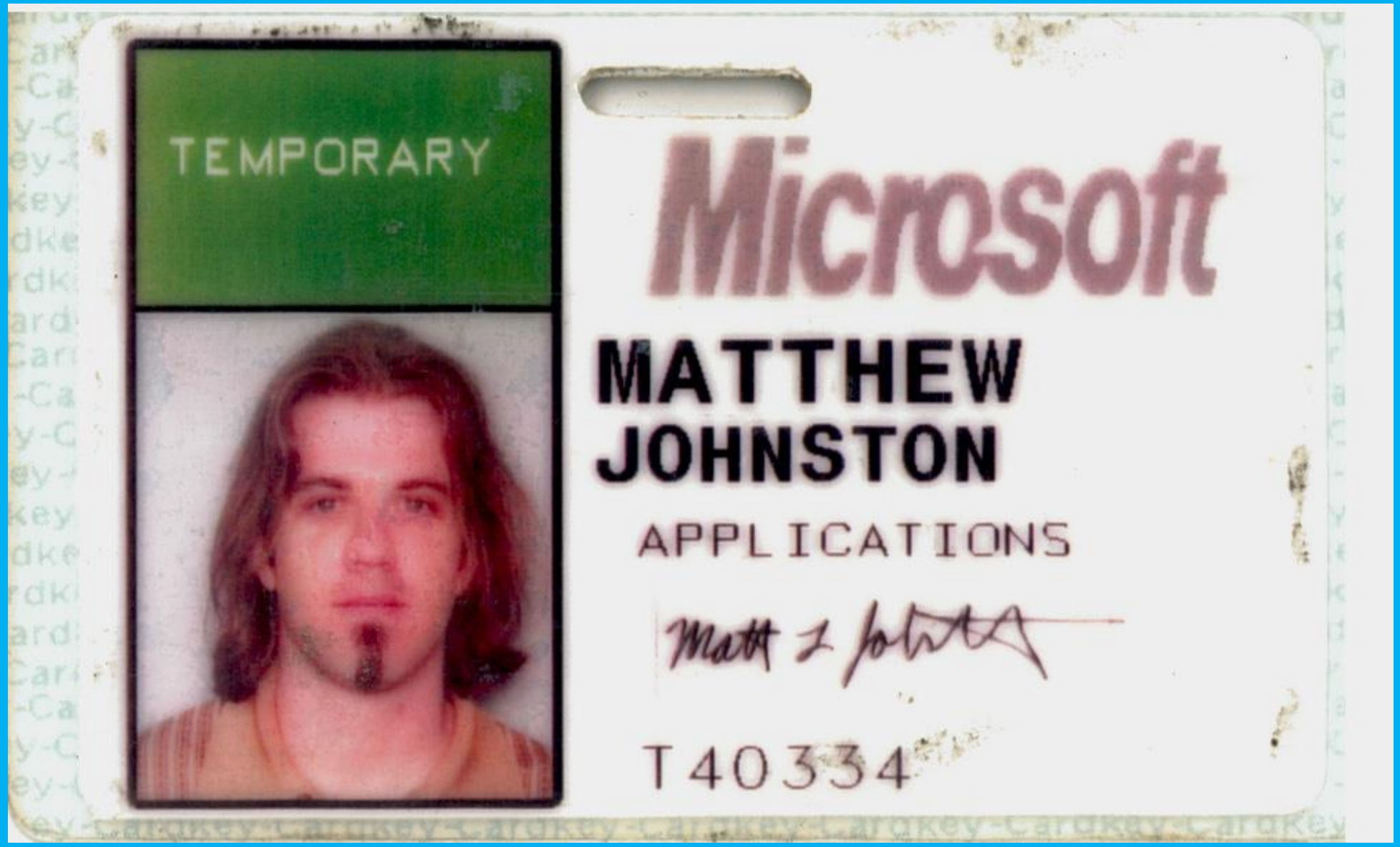

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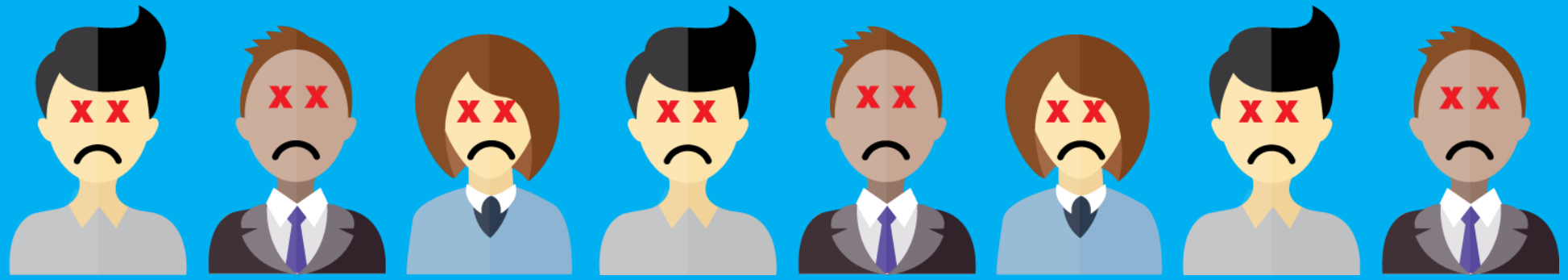
FULL TIME

2015

- 42% of audio staff was full-time
- Audio turnover in 2 years was 66%
- 75% of the turnover was in contract positions

CONTRACTORS



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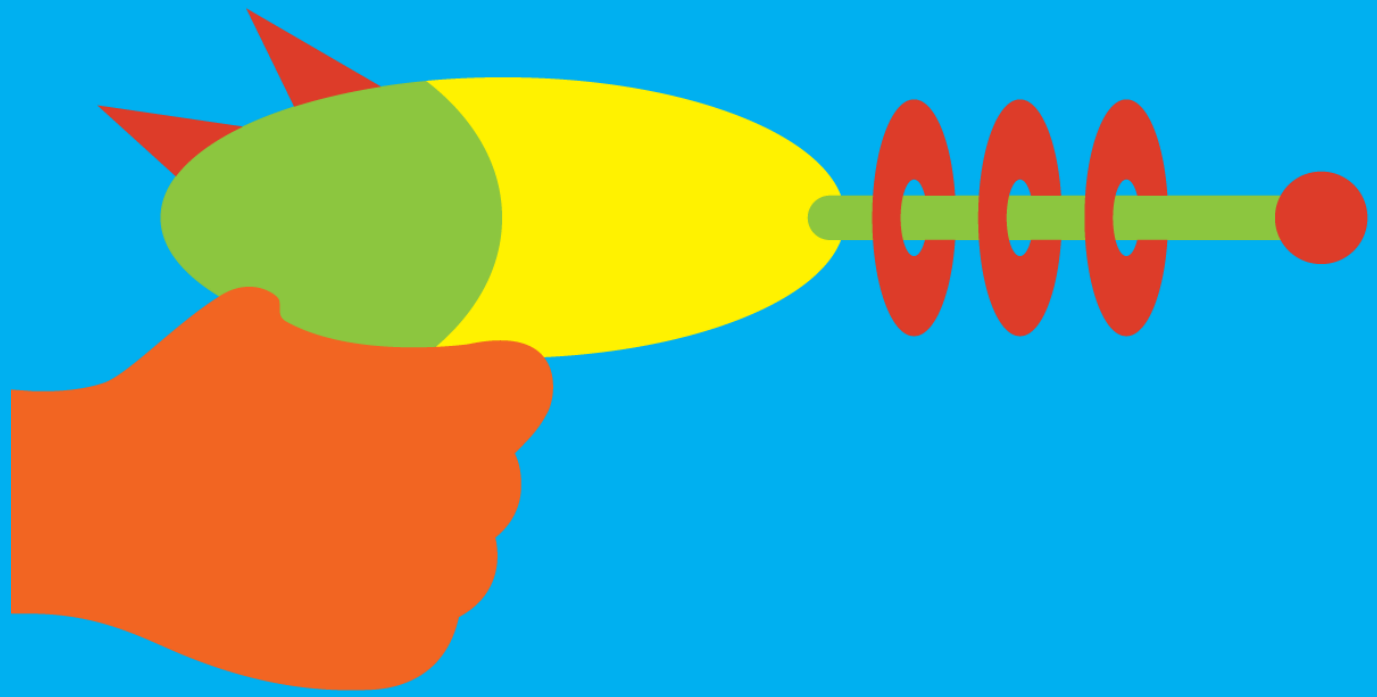

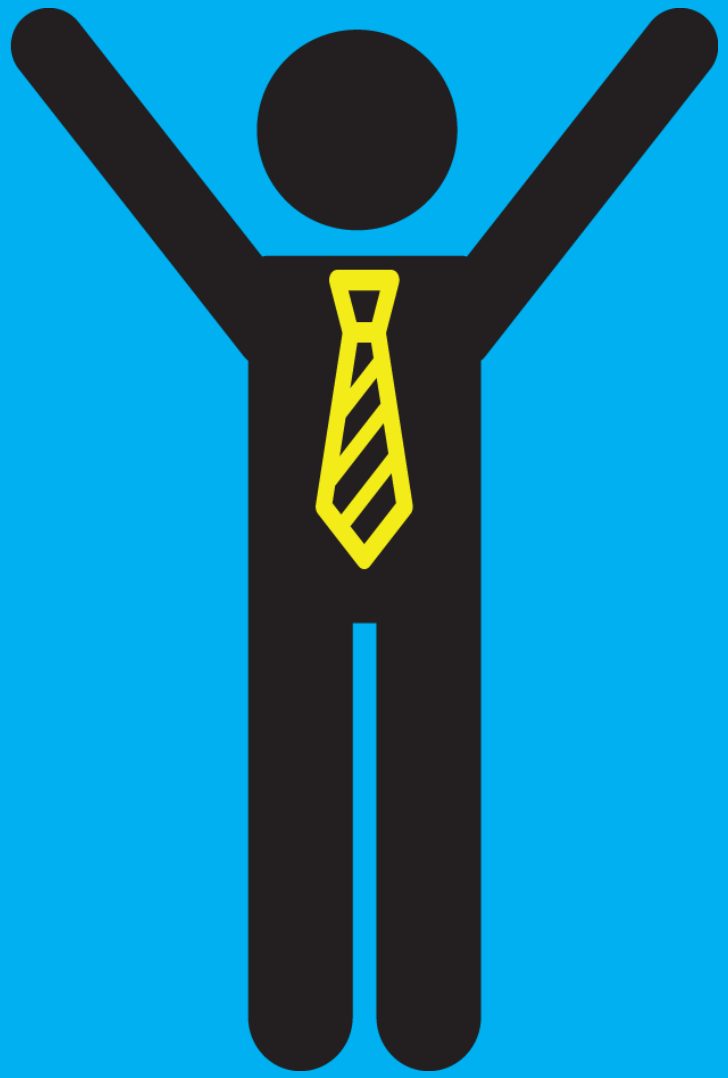

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FULL TIME

CONTRACTORS

2017

- 90% of audio staff is now full-time
- Audio turnover in two years: 0%

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OWN SOMETHING

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MY PREDICTIONS FOR THE FUTURE

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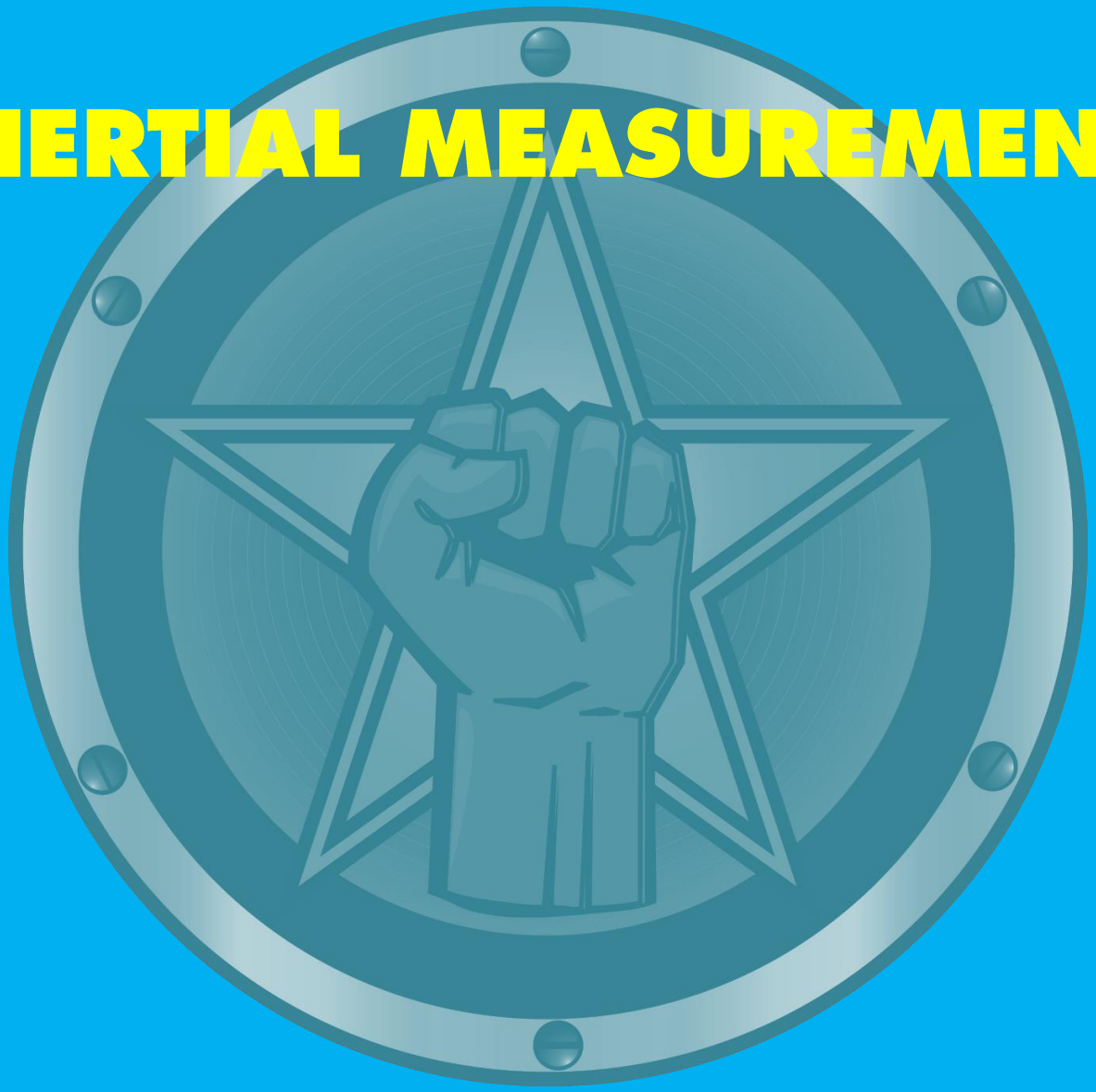
INERTIAL MEASUREMENT



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INERTIAL MEASUREMENT

AUDIO-FOCUSED PROGRAMMING

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INERTIAL MEASUREMENT

AUDIO-FOCUSED PROGRAMMING

HEADS-UP COMPUTING

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INERTIAL MEASUREMENT

AUDIO-FOCUSED PROGRAMMING

HEADS-UP COMPUTING

AUDIO-HAPTICS

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INERTIAL MEASUREMENT

AUDIO-FOCUSED PROGRAMMING

HEADS-UP COMPUTING

AUDIO-HAPTICS

SPATIAL SOUND

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WHAT WE'VE LEARNED

GREAT AUDIO DESIGN: BY ANY MEANS NECESSARY

1.BEING IN AUDIO SUCKS SOMETIMES

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1.BEING IN AUDIO SUCKS SOMETIMES
2. EVERY TEAM NEEDS AQUAMAN

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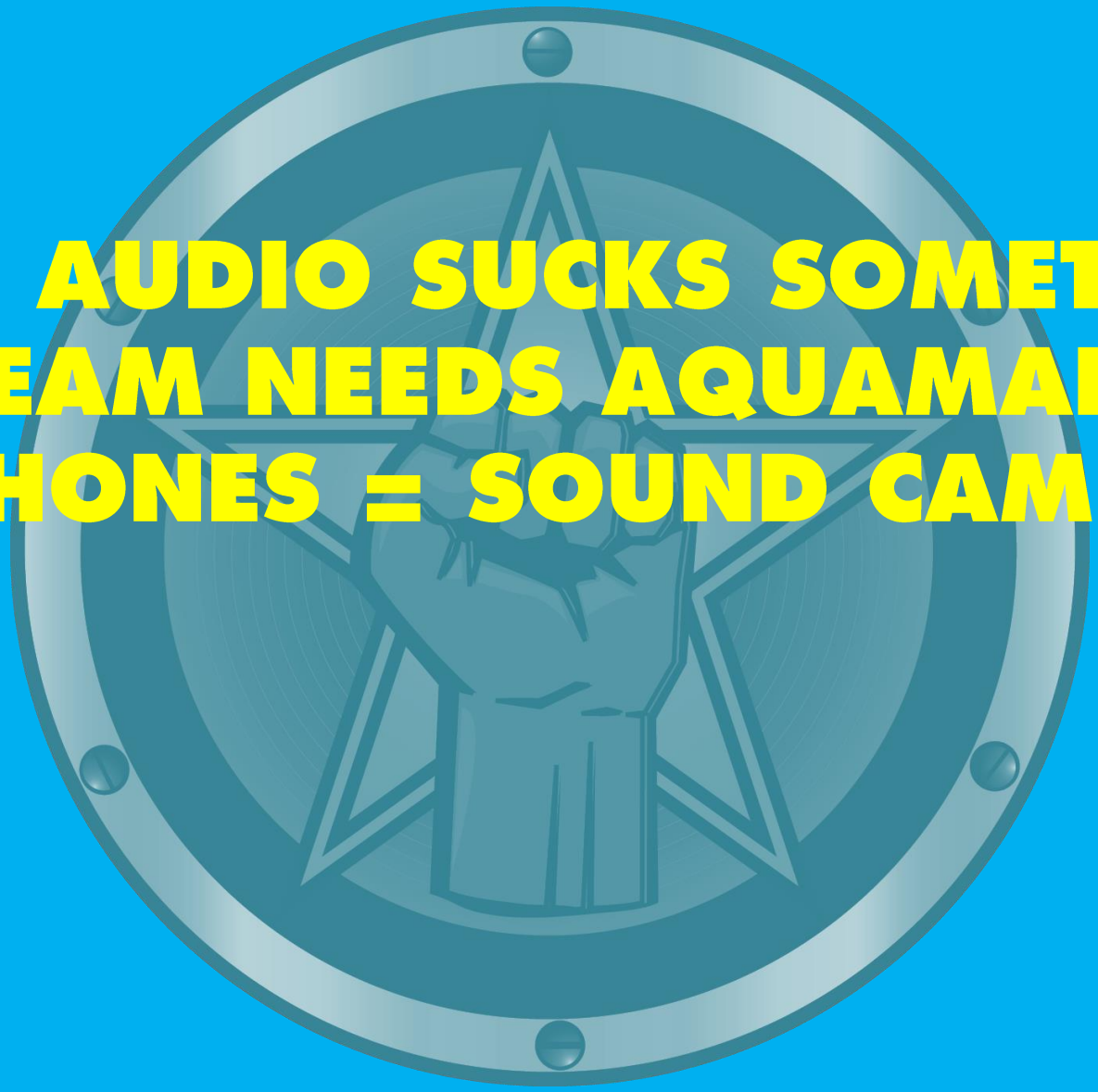

1. BEING IN AUDIO SUCKS SOMETIMES
2. EVERY TEAM NEEDS AQUAMAN
3. MICROPHONES = SOUND CAMERAS

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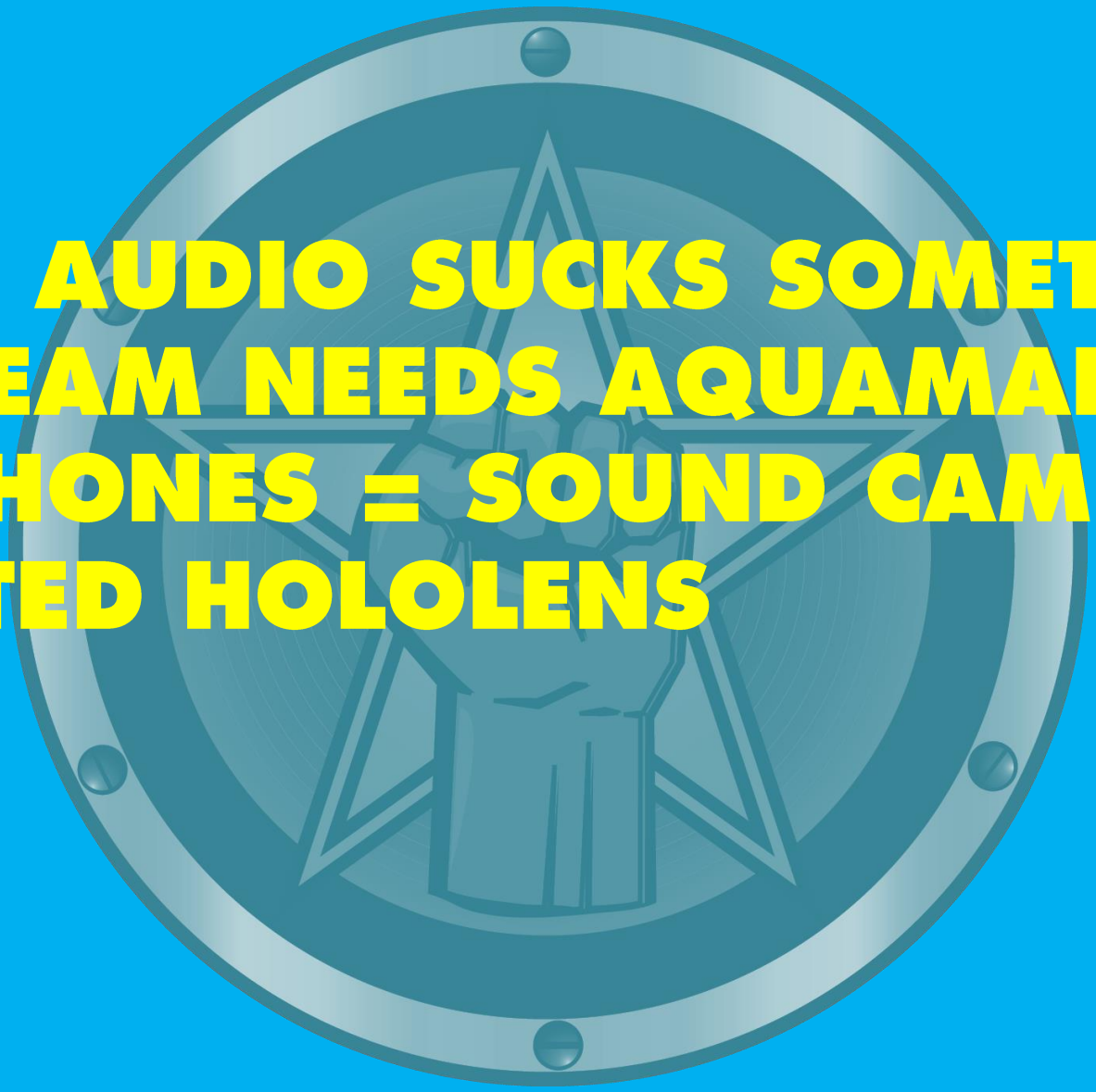

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4. I INVENTED HOLOLENS

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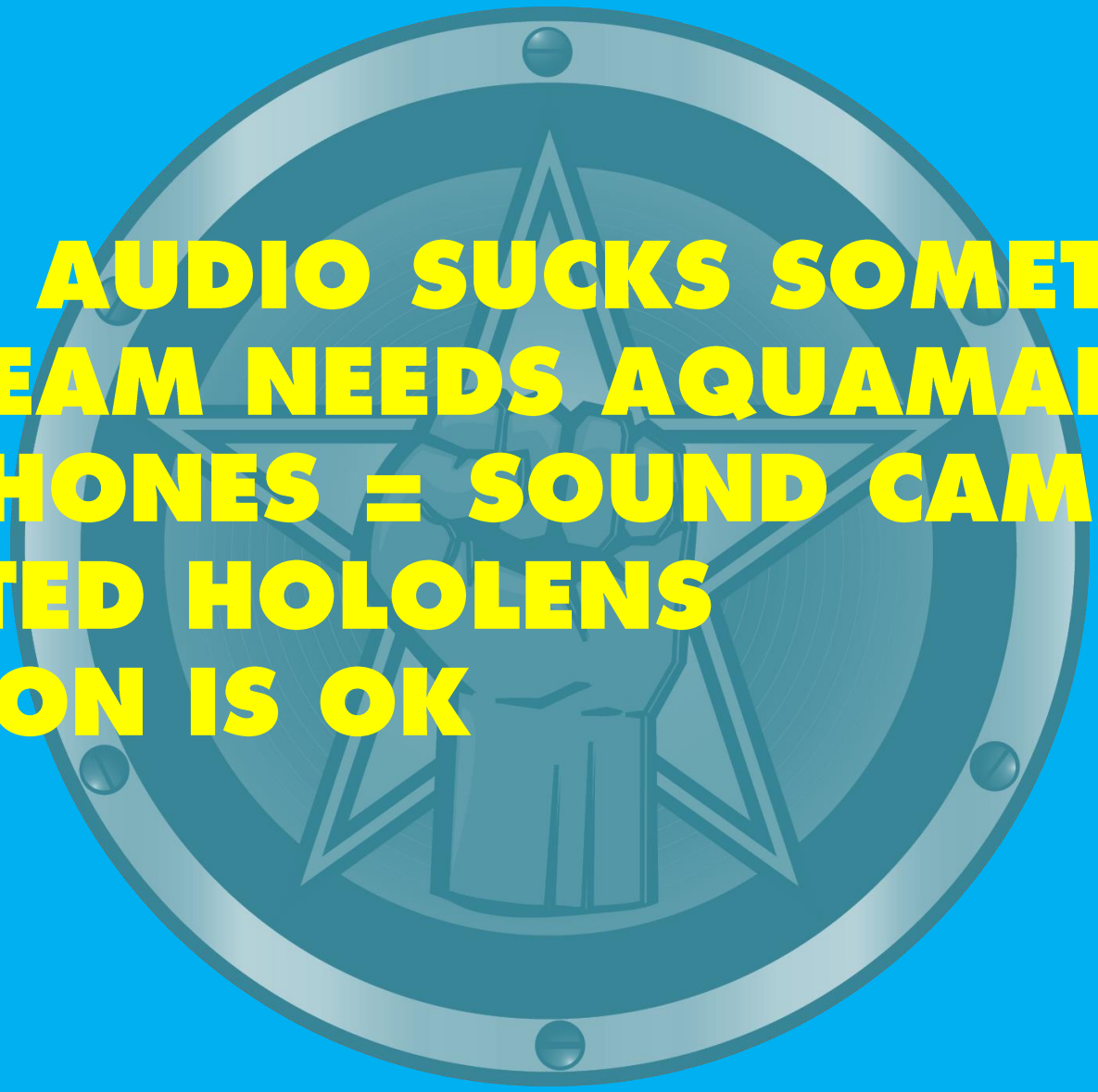

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4. I INVENTED HOLOLENS
5. EXTORTION IS OK

1. BEING IN AUDIO SUCKS SOMETIMES
2. EVERY TEAM NEEDS AQUAMAN
3. MICROPHONES = SOUND CAMERAS
4. I INVENTED HOLOLENS
5. EXTORTION IS OK
6. NO ACTIONABLE TAKEAWAYS...

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NOBODY LIKES WORKING WITH AN ASSHOLE

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THANKING YOU

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TRICKNOLOGY

@MATTLEEJOHNSTON

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