

'16

GDC

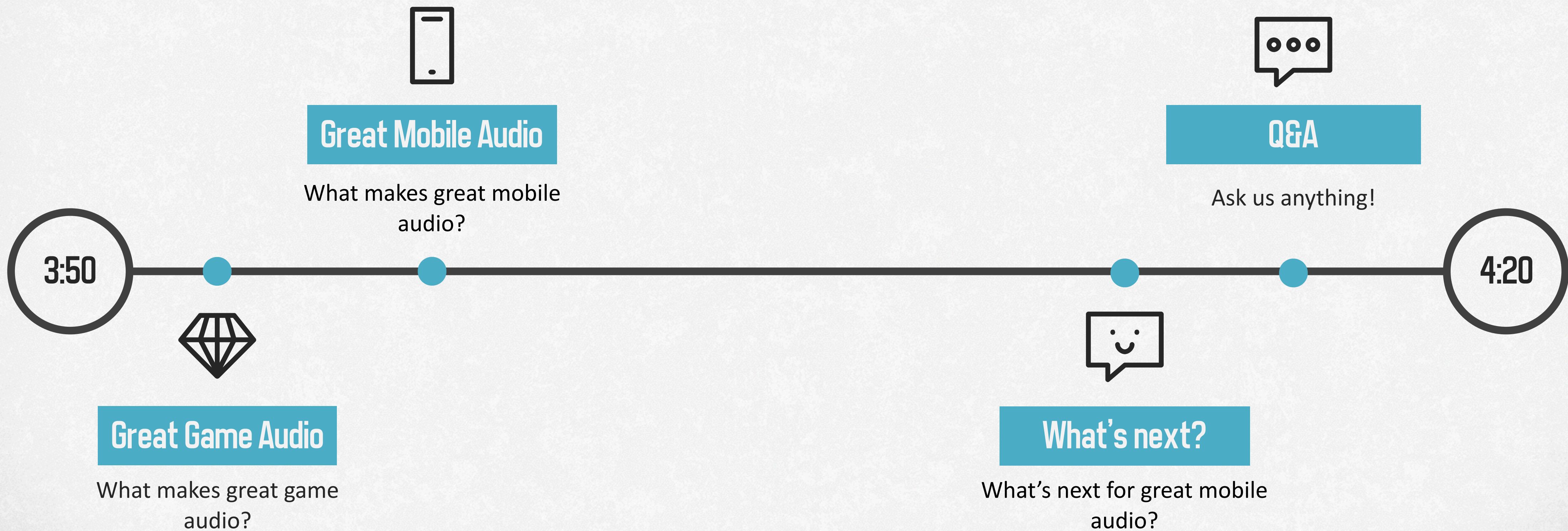
MOBILE AUDIO:

Design, Optimization, & Implementation

presented by **Richard Ludlow**

Session Overview

What will we be covering?



About Me

Where I'm coming from



Richard Ludlow

Audio Director



The Basics

How do we define “great” game audio?



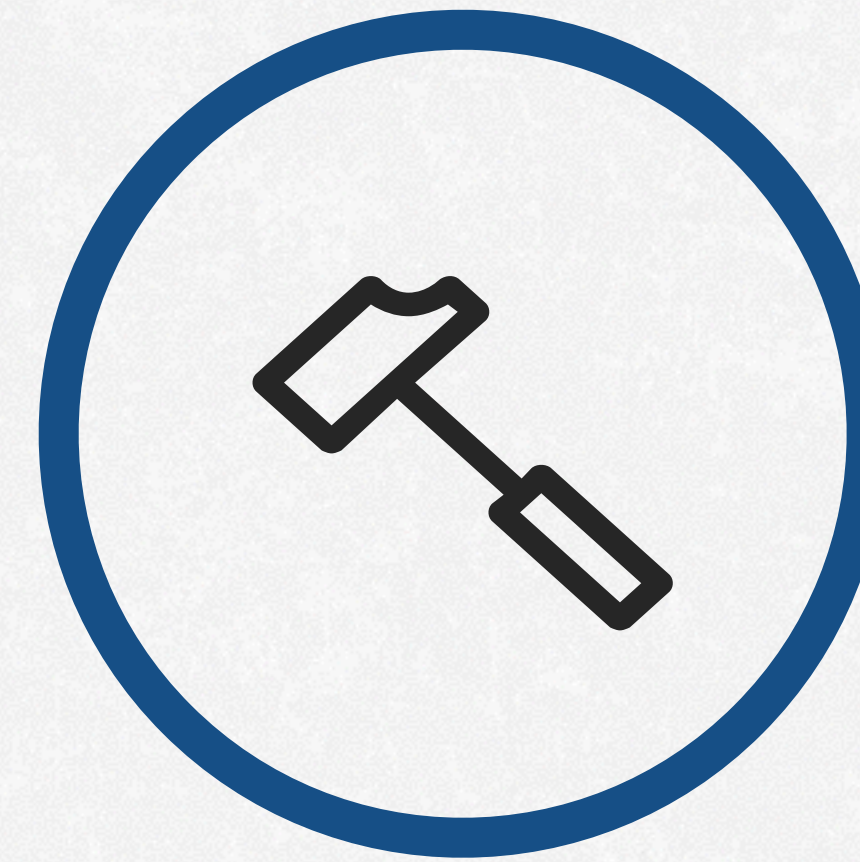
The Importance of Audio

Why should you care?



Emotional

Audio is the psychological key. Great audio is the driving force behind the emotional impact of a game.



Functional

Great audio supports player actions, adding another dimension to action to the gamely experience.

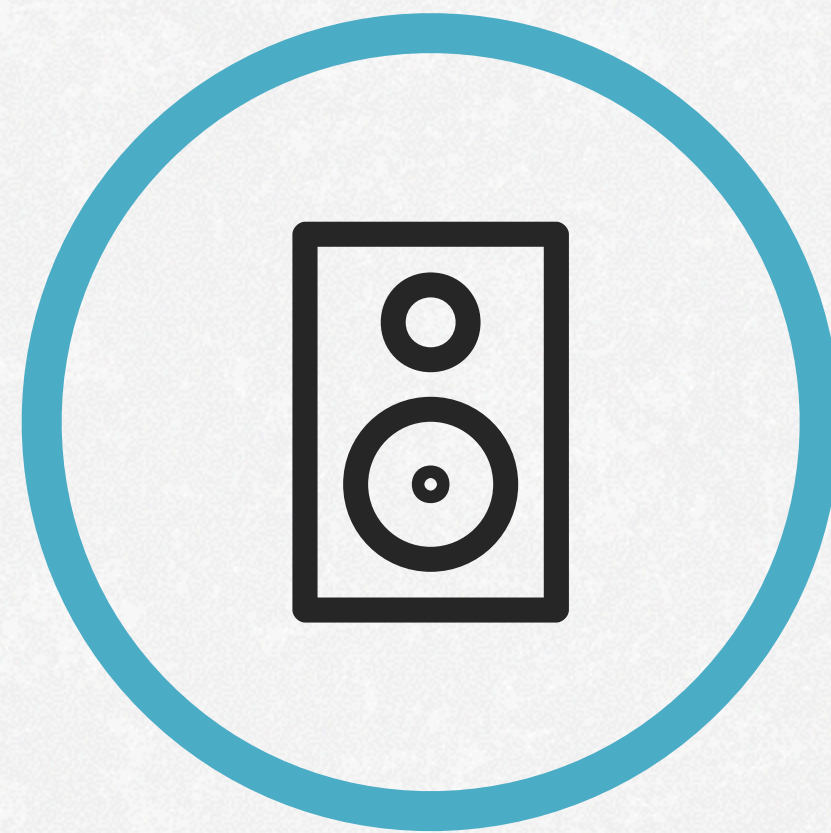
Creating great **mobile** audio

Important considerations



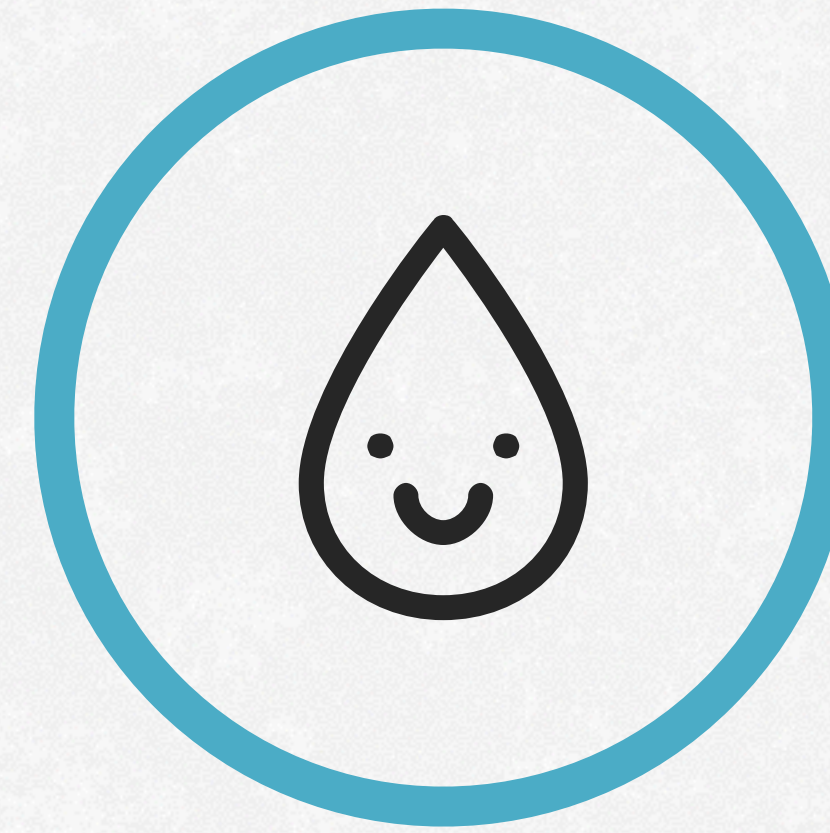
Iconic & Rewarding

Brands your experience making play memorable.



Playback System

Content is designed for the intended playback system.



Non-Fatiguing

Players won't hate it after hours of repeated exposure.

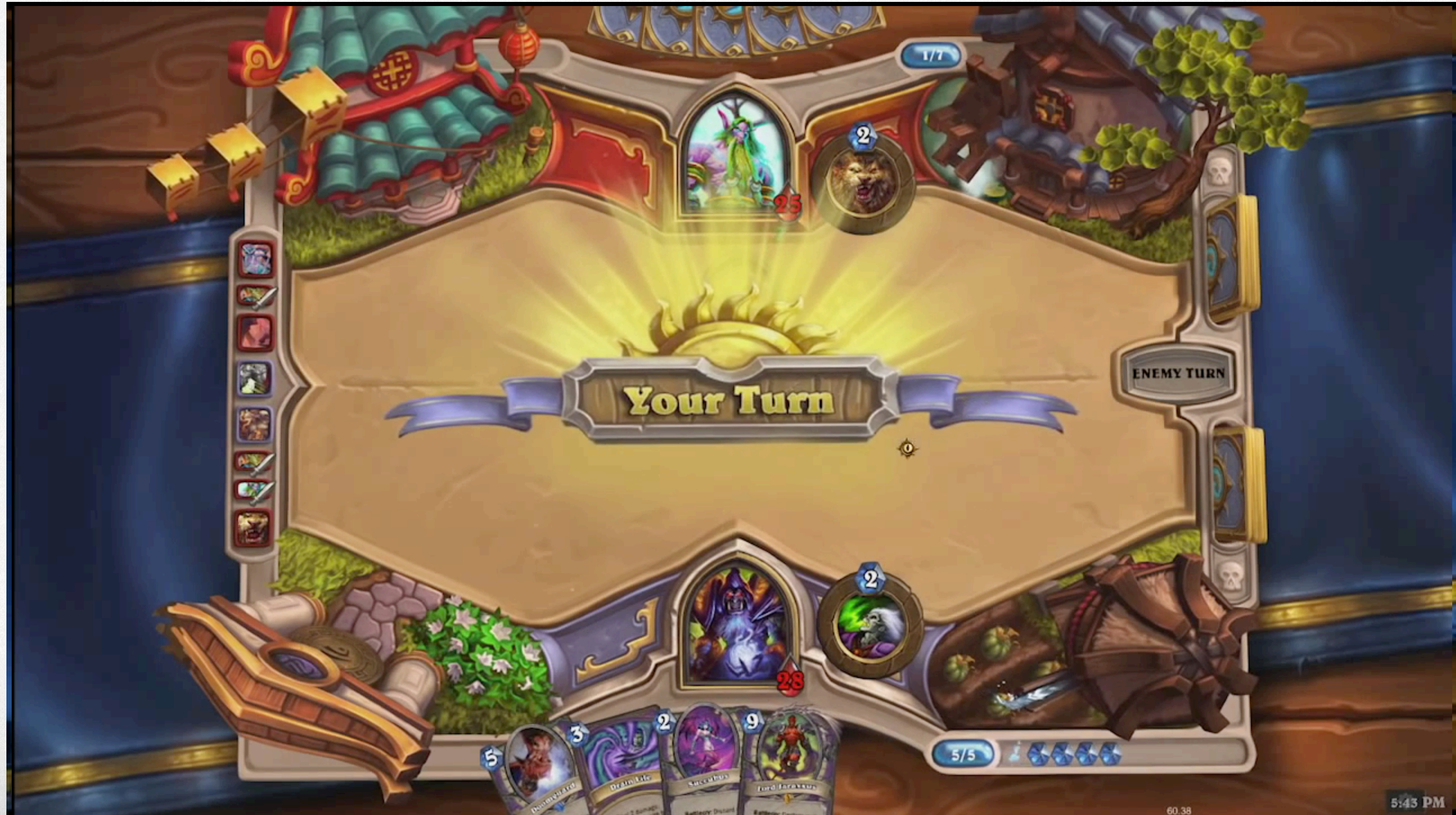


Optimized Performance

Total asset size, memory allocation, and CPU usage.

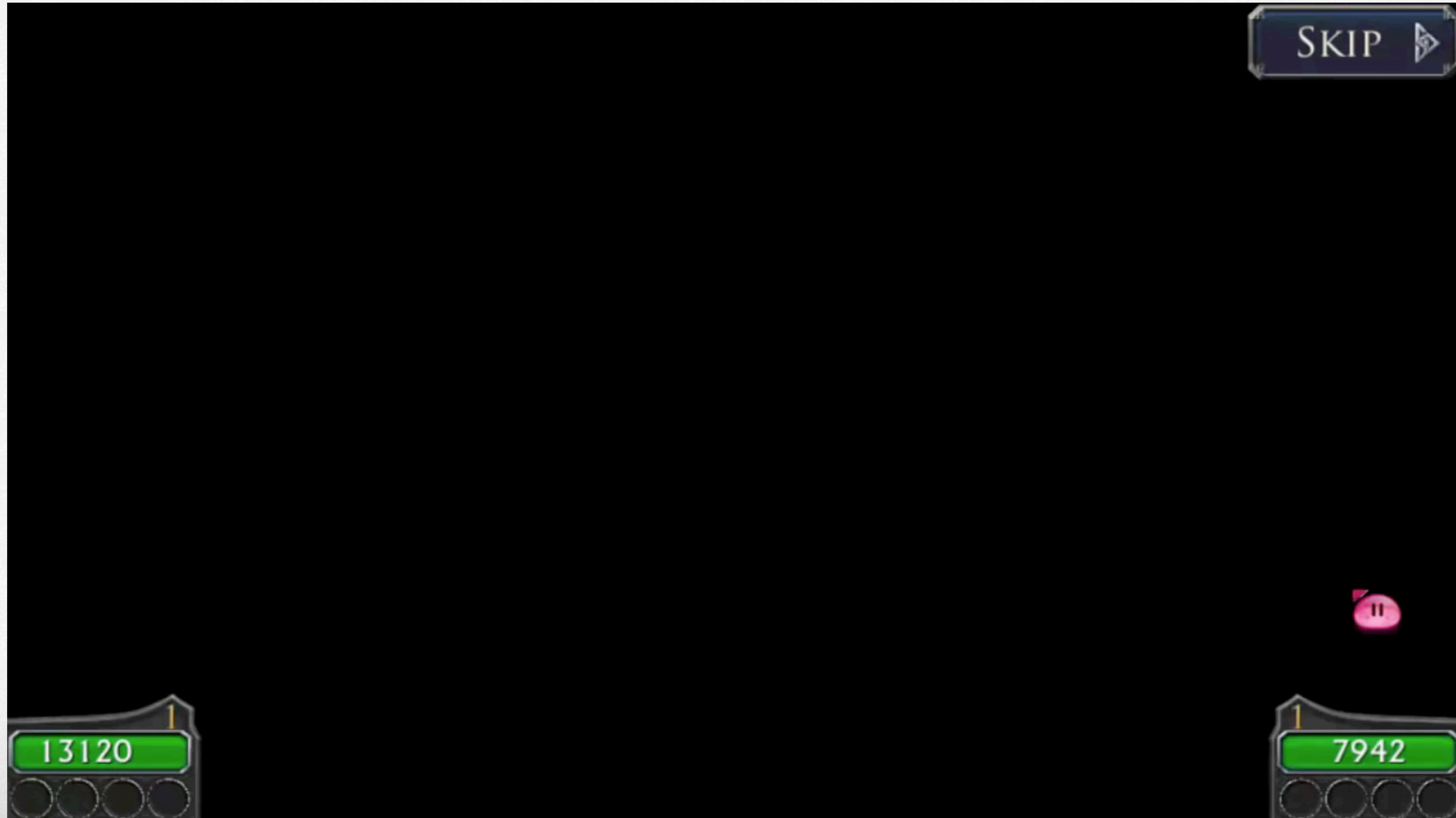
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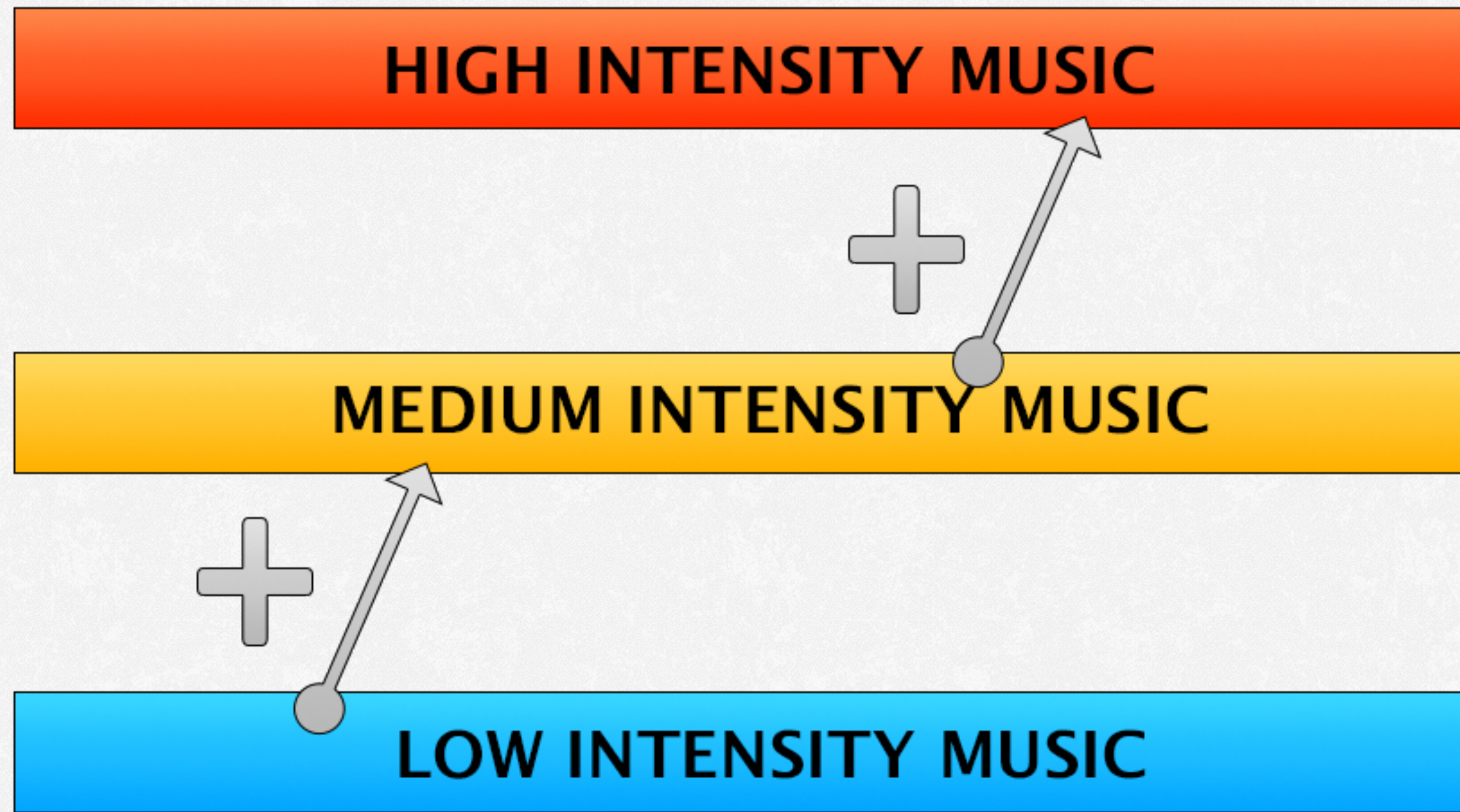
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Optimized Performance

Deploys across multiple platforms effectively

- A** File tails are trimmed to the shortest the can be without affecting playback
- B** Compression formats such as .OGG / mono vs. stereo / sample rate conversion
- C** Utilizes dynamic loading and unloading of audio assets / streamed
- D** Uses custom optimization settings for each platform being deployed on



What are the tools?

Audio middleware



So what's **next?**

How to push your games to the next level

- A** Data-driven and parameter-controlled design and implementation
- B** MIDI-based music systems for dynamic interactions and minimal resource usage
- C** Generative and procedural audio
- D** Audio middleware such as Wwise, FMOD, Fabric, etc.



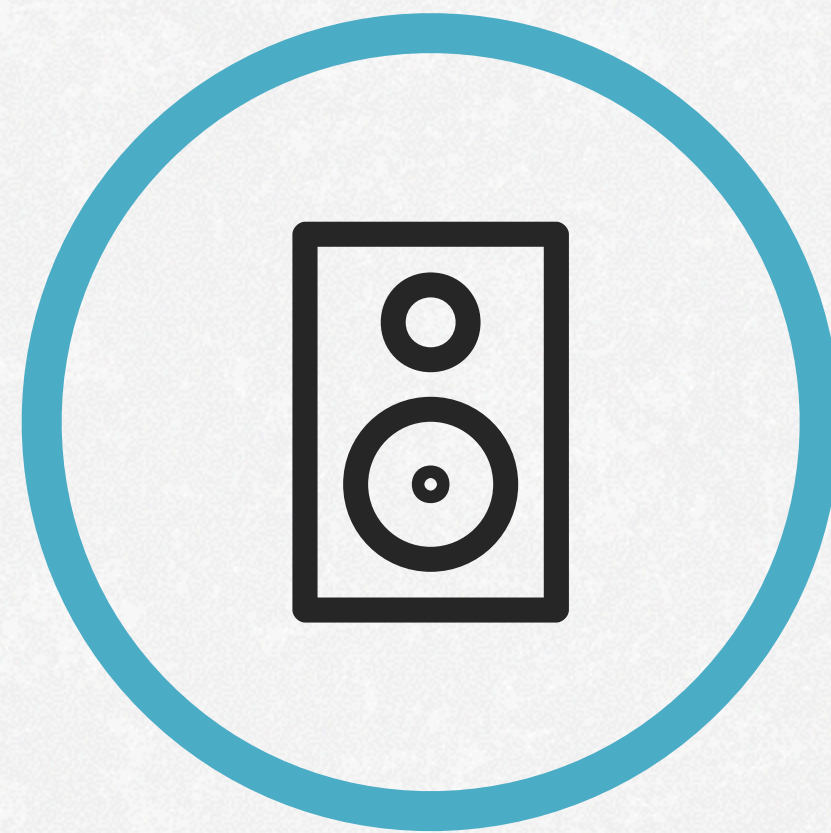
A quick review...

Important considerations



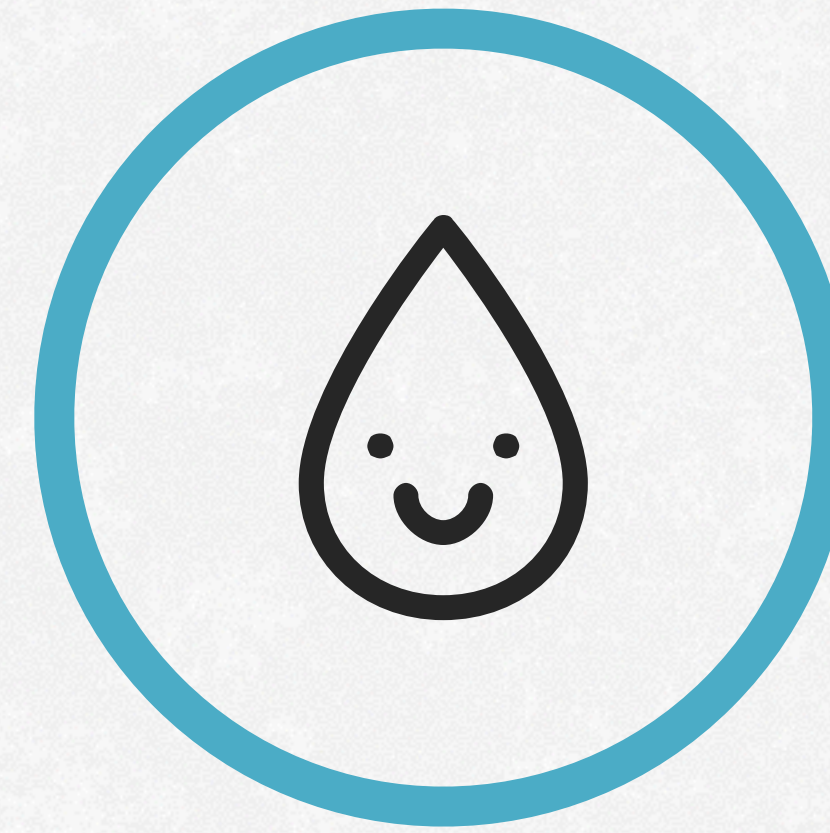
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Richard Ludlow

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Slides:

Download at hexanyaudio.com/gdc2016

Password: [gameaudio](#)

Sample Audio Contracts:

Download at hexanyaudio.com/agreements

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