GDC
Audio Bootcamp XVI:
Approaches to
Interactive Music
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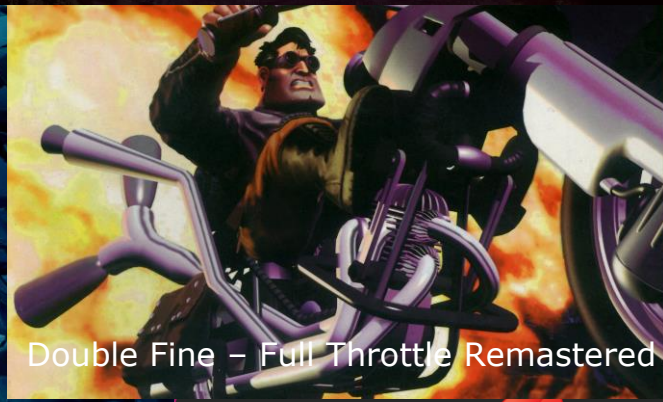
Technical Sound Designer
GAME DEVELOPERS CONFERENCE® | FEB 27-MAR 3, 2017 | EXPO: MAR 1-3, 2017 #GDC17
UBM

Michigan Technological University 2014

Giant Squid - Shipped ABZÛ August 2016

Giant Sparrow - What Remains Of Edith Finch



Double Fine – Full Throttle Remastered

Overview

- What We Need To Succeed
- Situation Examples
- Driving Music within Middleware
- Quick and Dirty Code Examples
- Questions

What Interactive Music Needs To Succeed

- **Sound Designer**
  - Needs Organization and proper pieces of music
  - Understanding of game's design and needs
- **Composer**
  - Pieces of music that flow well
  - "Transitionary" pieces to help those that don't
- **Programmer**
  - Understanding of what event to call at what moment

Situation Examples

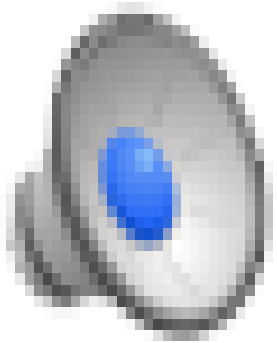
X-Wing

https://tinyurl.com/jl6zkrw

ABZÛ

https://youtu.be/CWU1pZVw0xM?t=15m24s

Driving Music in Wwise



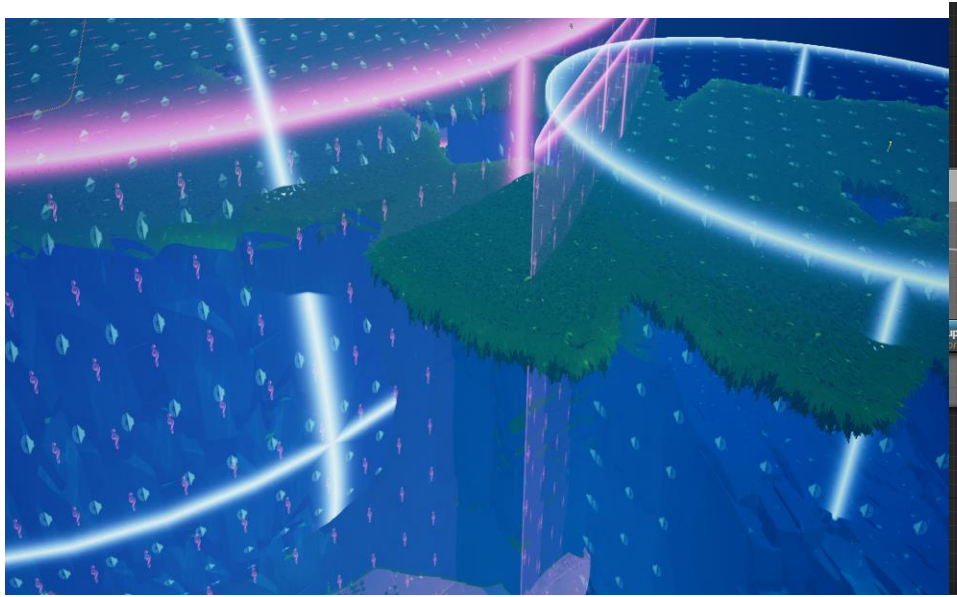
https://youtu.be/Iplp9XtcLqY

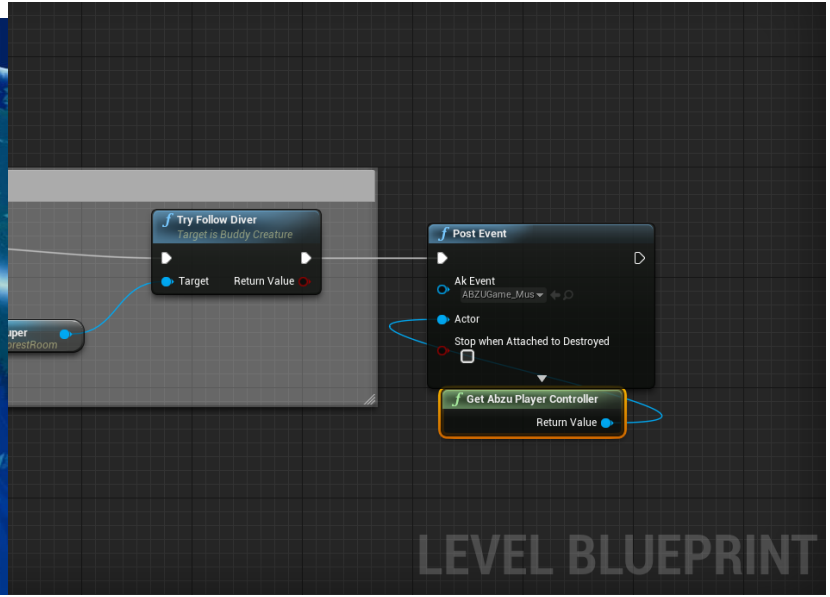
Programming

- AkSoundEngine.PostEvent("*Event_Name*",GameObject);

- [FMOD.EventRef]
  public string *AudioEvent* = "event:/*AudioEvent*";
  FMOD.Studio.EventInstance *AudioEvent*;

More Approaches





Questions?