

Sound Studies and Sonic Arts

Summer Term 2018

Module Focus Seminar

Course Title Game Sound II

Course Times and Location Friday 10 a.m. – 2 p.m., LIE 314

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Office Hours and Location upon request

Course Description

Game sound is the interactive counterpart to sound design in film with the most distinct feature of non-linearity. It enables to think differently regarding dramaturgic audio events, for the player in virtual worlds is meant to move freely to some extent. Therefore, immersion is one of the main reasons many game developers work with professional sound designers to generate a unique universe of sound.

You will learn distinct differences in audio concepts for several game genres and focus in workshops on handling this practice in fmod (in combination with Unity 3D). You are encouraged to develop your own approach to game sound design.

Requirements

- Personal computer with preinstalled free Unity Personal edition and fmod
<https://store.unity.com/download?ref=personal>
<https://www.fmod.com/>
- Complete the basic fmod unity tutorial
https://www.youtube.com/watch?v=KkQ89ZXv5sQ&list=PLp4vT3ssm5SW0CjE3PEAj_BCUQN5gs8RI&index=1
- Get familiar with the basic concepts of Unity
<https://unity3d.com/de/learn/tutorials/topics/interface-essentials>
- Advanced knowledge of a digital audio workstation
- freesound.org online account or similar access to a free sound library
- Headphones

Class is limited to 14 Students.

Exam

2CP: all below

- Presentation of a sound concept for a black, empty virtual space, presentation of an executable app with a fully functional sound environment
- One-page synopsis (300-400 words) including project description and concept
- 10 to 15 min. presentation of the project on July 9, 2018

Module

2CP / 4 CP: Practice, Free Focus

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Attendance

Regular attendance and active participation is expected.

Schedule

- Apr 27 **Introduction / Overview**
Presentation seminar leaders and students, Course introduction, fmod introduction
- May 4 **2D Shooter**
Workshop / Development of a sound design concept and practice in a 2D gaming environment
- May 18 **3D First-person Shooter**
Workshop / Development of a sound design concept and practice in a 3D gaming environment
Focus on Foley and Character sound design (steps, tools, idle)
- May 25 **Atmosphere and tension**
Workshop / Development of a sound design concept and practice in a 3D gaming environment
Focus on emotions in atmospheres and music (distress, motivation, confusion)
- Jun 15 **Abstract spaces and historic places**
Workshop / Development of a sound design concept and practice in a 3D gaming environment
Focus on different worlds and atmospheres (underwater, war, time travel city)
- Jun 22 **Guidance system for blind people**
Workshop / Development of a sound design concept and practice in a 3D gaming environment
- Jul 6 **Presentation of the projects**

Supporting Media

Collins, Karen. *Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design*, Cambridge, MA: MIT Press, 2008.

Tekinbaş, Katie Salen, Eric Zimmerman. *Rules of Play – Game Design Fundamentals*. Cambridge, MA: MIT Press, 2003.