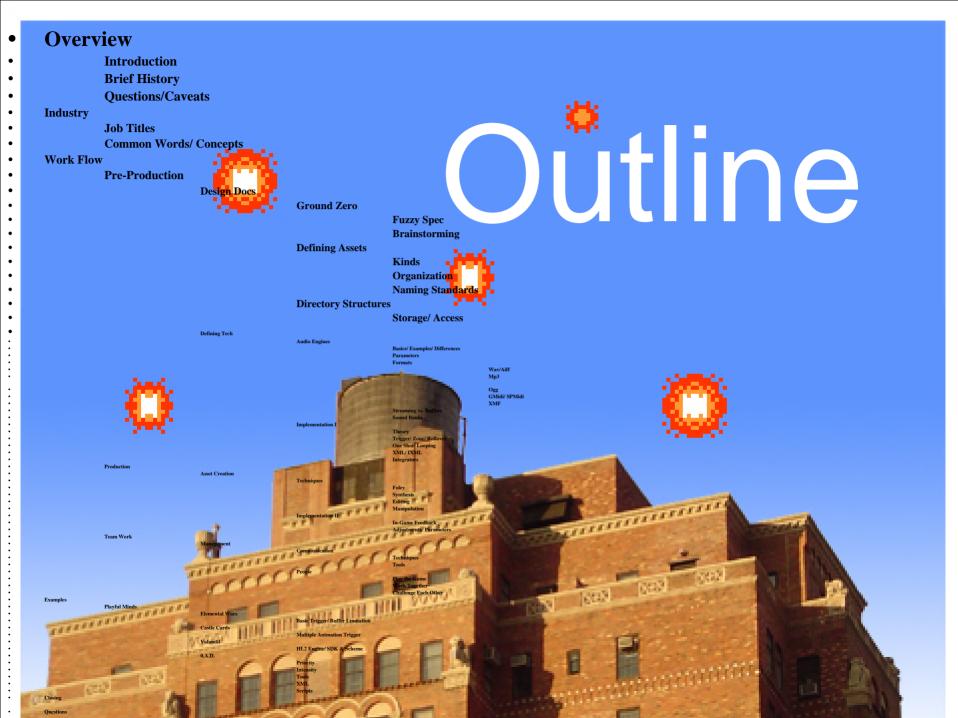
Noise is Good for You!

An Introduction to Sound Effects for Video Games

Presented at the August Twin Cities Chapter Independent Game Developers
Association Meeting by Damian Kastbauer (LostChocolateLab)







Technical Design Documents

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125	1		h31-34	Herding	41-24-48-48-	W.P.S.F	000-2400	3	Stereo	00:00:30		Y 1009	6 Art	Resource	CreateBegin	CreateCo	60		
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138		gray or over the arrows, etc).	c31-34	Fire Crackling	41-20-00000		000-2400	3		00:00:30		Y 100			CreateBegin		80		-
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Choose Folder

Single or Multiple Sound Files should be selectable for modification.

SOURCE GAIN

The default 1.0 means that the sound is un-attenuated. A GAIN value of 0.5 is equivalent to an attenuation of 6 dB. The value zero equals silence (no output).

LOOP

Specifies file(s) to loop.

PITCH

Desired pitch shift, where 1.0 equals identity.

Each reduction by 50 percent equals a pitch shift of -12 semitones (one octave reduction). Zero is not a legal value.

Randomize Pitch

This is used to randomize the pitch of the selected files.

If the randomize option is checked, the lower box becomes editable and is used to set the low range randomisation limit.

MIN GAIN / MAX GAIN

MIN_GAIN: indicates the minimal GAIN which is always guaranteed for this Source.

If a zero MIN_GAIN is set, then the effective gain will not be corrected.

MAX_GAIN: indicates the maximal GAIN permitted for this Source.

If the Listener gain times MAX_GAIN still exceeds the maximum gain the implementation can handle,

the implementation is free to clamp.

If a zero MAX_GAIN is set, then the Source is effectively muted.

CONE PROPERTIES

CONE_OUTER_GAIN: the factor with which GAIN is multiplied to determine the effective gain outside the cone defined by the outer angle.

CONE_INNER_ANGLE: Inside angle of the sound cone, in degrees. The default of 260.

CONE_OUTER_ANGLE: Outer angle of the sound cone, in degrees. The default of 360.

If the inner angle is also 360, then the zone for angle-dependent attenuation is zero.

PRIORITY

Assigns a priority to a sound file or multiple sound files

SOURCE RELATIVE

SOURCE_RELATIVE set to TRUE indicates that the values specified by POSITION are to be interpreted relative to the listener position.

BUFFER

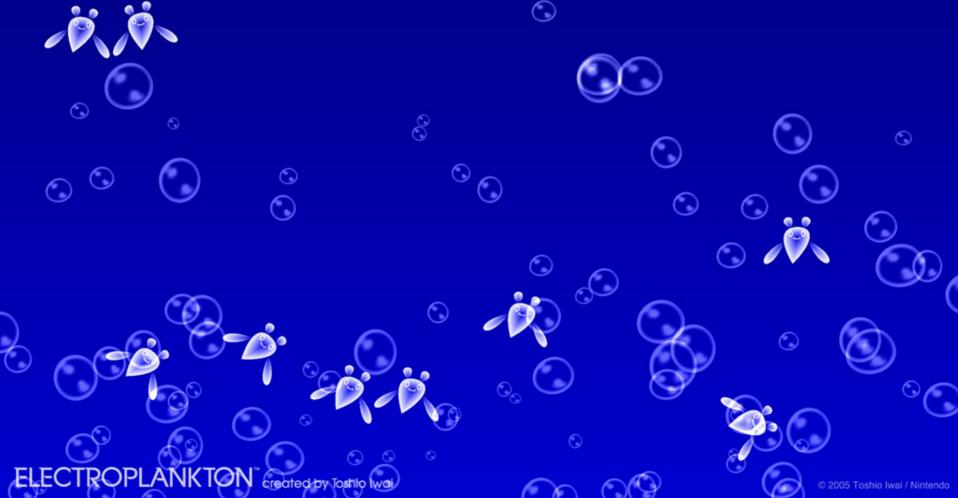
Assigns sound file(s) to a specified buffer.







Team Work





player name

- human player
 # mana
 # board pieces



player name

- human player
 # mana
 # board pieces



player name

- human player
 #mana
 # #board pieces



player name

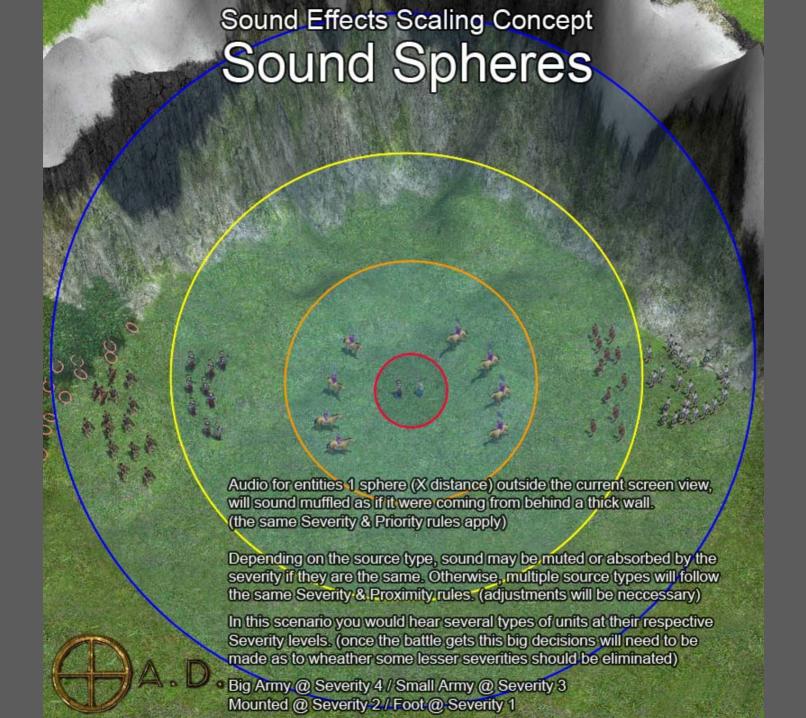
- human player
 # mana
 # board pieces











Sound Effects Scaling Concept Small Tussle Severity = 1 (single source sound for each entity >4) Priority = 80 (rather important (battle sounds, death, destruction) Audio for entities 1 sphere (X distance) outside the current screen view, will sound muffled as if it were coming from behind a thick wall. (the same Severity & Priority rules apply)









The End?