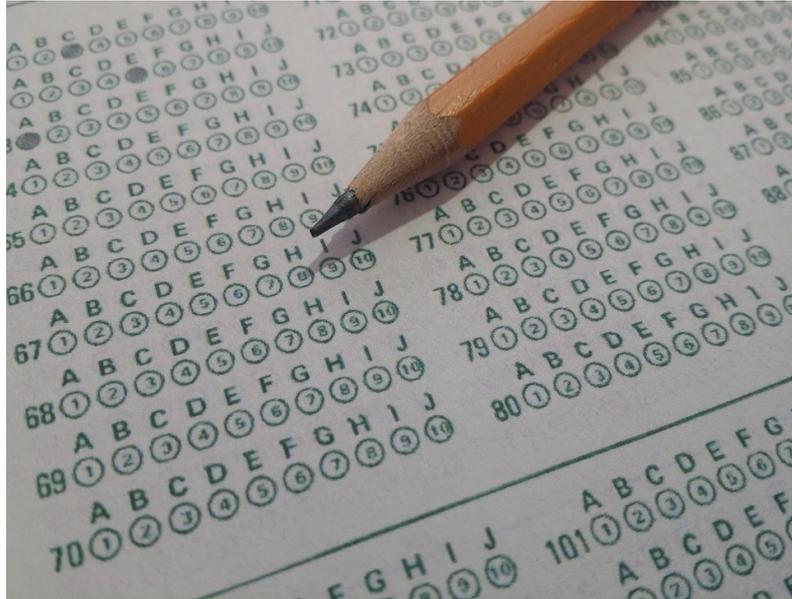




The Mix: Understanding Your Tools & How to Use Them

Rev. Dr. Bradley D Meyer
Sucker Punch Productions

Begin taking notes here...



In the beginning...



UI ~~sets~~

Scroll ↑ 1-2 dB

Select ↑

Cancel ↓ laws, ↑

hit marks ↑ 2 dB

game start ^(especially last exhaust) hi & low
stuff ↓ 2-3 dB

fold ↑ 2-3 dB

check

timer

hits } 3-4 dB
win hand }

payout

best

Profile name

keyboard cone

type: ust. (1)

delete trail ↑

finish ↑ (eccc)

1:02

€2000

all ... 11 ... 12 10

Routing Snapshots

Mixing Desk Selected Buses

Group	BSS SH	FOLEY	HANDS	FETT	MSL H	BOSS	HERO	ENEMY	NPC	IMPCTS	RANGED	MELEE	EXPLN
SOLO	MUTE	SOLO	MUTE	SOLO	MUTE	SOLO	MUTE	SOLO	MUTE	SOLO	MUTE	SOLO	MUTE

music
 music/game
 music/menu
 SFX
 characters
 boss
 hero
 enemy
 npc
 vehicles
 weapons
 impacts
 missile hit
 SFX/bullet_hit
 SFX/bullet_hit
 ranged
 melee
 objects
 explosions
 SFX/aircraft_explore
 music
 minimized
 impacts
 breaks
 UI
 UI/back
 SFX/low_health
 UI/select
 Reverb

Fader Volume 0.00 dB
3D Panner Distance Attenuation, Sound Size, Min Extent
Send Reverb 0.75 dB, 4.17 dB, 0.00 dB, 0.00 dB
3-EQ X-Low 400 Hz, X-High 4.00 kHz
Panner Pitch, Volume, X, Y, Z
Event Macros Master, Man, Stealing, Condition, Scale, Priority, Release

Meter Audio Bus Mute/Solo, M, S, L, R, -31.8, -30.6

Activity Mute/Solo, M, S, L, R, 0, 0, 0, 0

Meter L, R, -12, -24, -36, -48

Output Bus Is Ducking, Output Bus Volume, Output Bus Low-pass Filter, Output Bus High-pass Filter, Game Defined Auxiliary Sen...

Attenuation Center %

Effect 1	Effect 2	Effect 3	Effect 4	Effect 5	Effect 6	Effect 7	Effect 8	Effect 9	Effect 10	Effect 11	Effect 12	Effect 13	Effect 14	Effect 15	Effect 16	Effect 17	Effect 18	Effect 19	Effect 20
New Wave Meter...	death_delay	High_Pass_Filter(D...)	Low_Pass_Filter(D...)	Limit	Limit (Define custom)														
bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode	bullet_time_mode
focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense	focus_sense
man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis	man_cmid0_mis
man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis	man_p1_mis
man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world	man_world
music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type	music_type
poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned	poisoned
sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode	sniper_mode
starving	starving	starving	starving	starving	starving	starving	starving	starving	starving	starving	starving	starving	starving	starving	starving	starving	starving	starving	starving
swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming	swimming
system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots	system_mis_snapshots

Bus Volume 0, 0
Voice Pitch 0, 0
Voice Low-pass Filter 0, 0
Voice High-pass Filter 0, 0
Mute-up Gain 0, 0

Meter Peak, Man, Stealing, Condition, Scale, Priority, Release

Event Macros Man, Stealing, Condition, Scale, Priority, Release

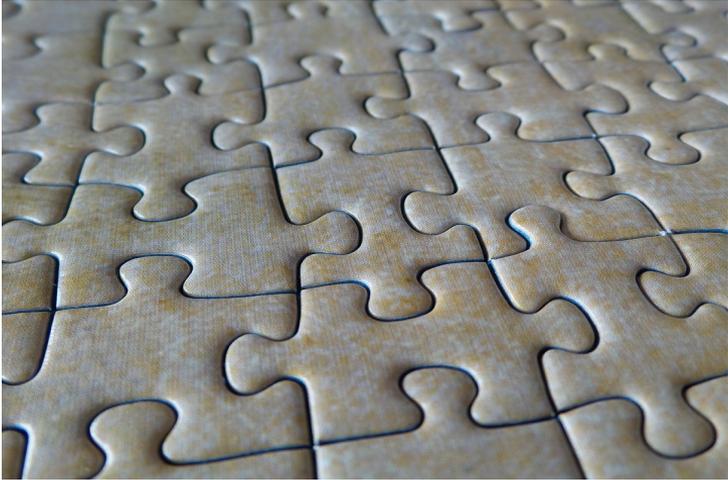
-31.8 -30.6



A brief detour...



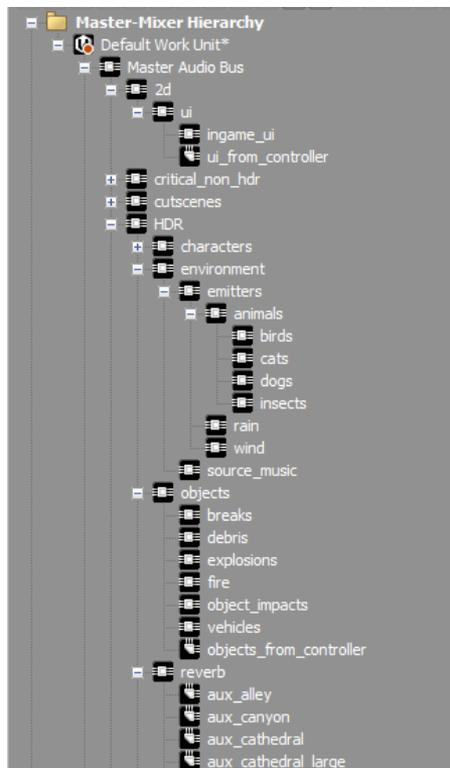


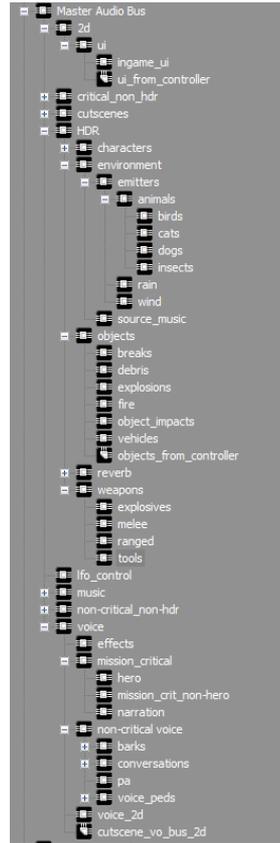


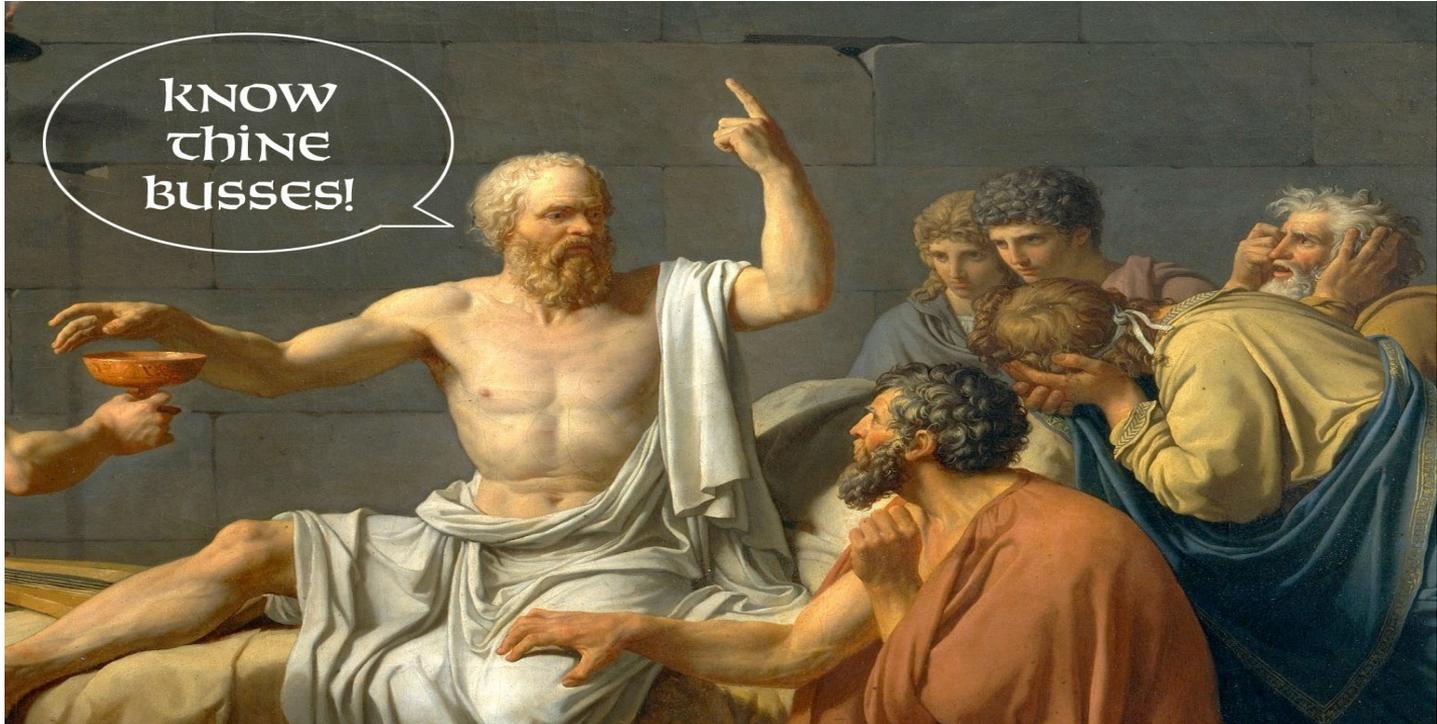
+



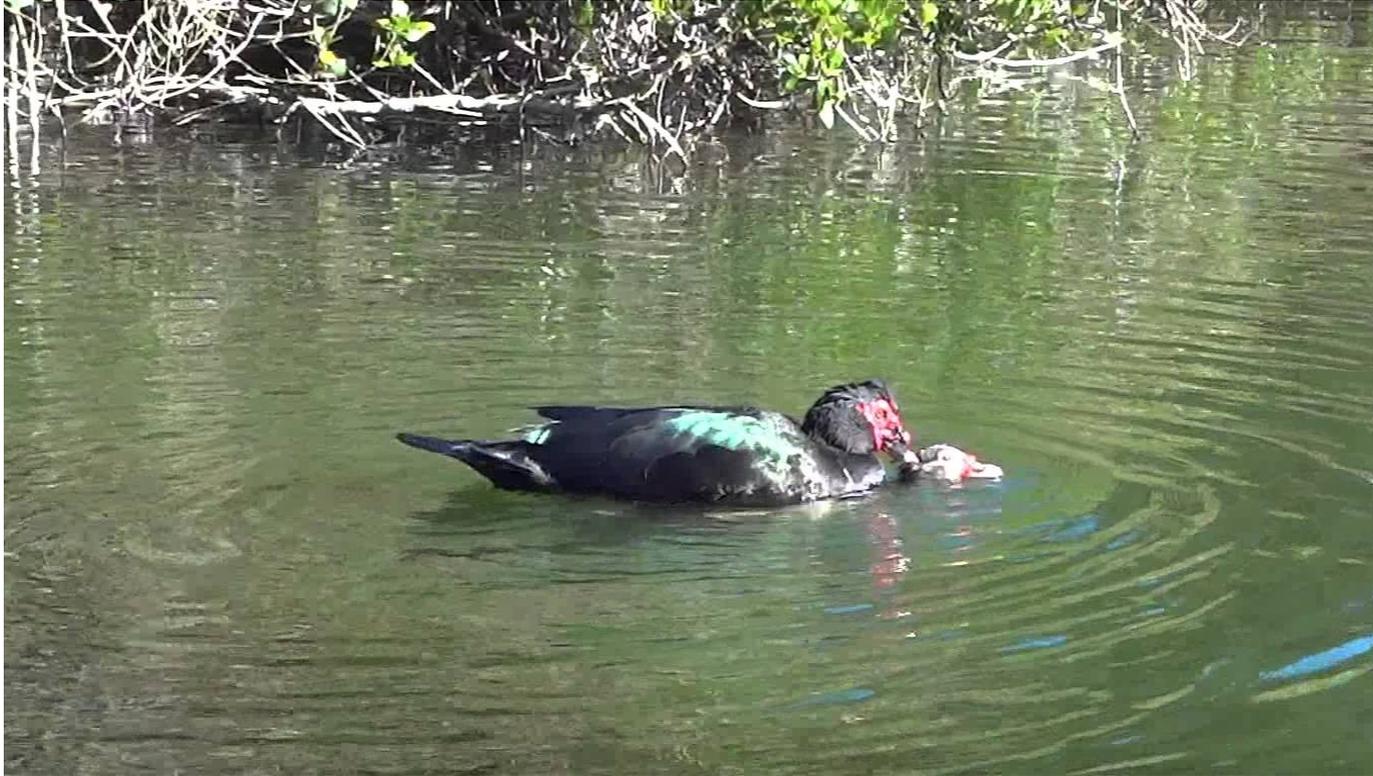








KNOW
THINE
BUSSES!











State	Bus Volume	Voice Volume	Voice Pitch	Voice Low-p...
<input type="checkbox"/> scared	0	0	0	0
<input type="checkbox"/> sewer_crawl	-1.5	0	0	0
<input type="checkbox"/> sneak	-1.5	0	0	7
<input type="checkbox"/> walk	0	0	0	0
<input type="checkbox"/> sniper_mode				
<input type="checkbox"/> sniper_mode	-6	0	0	20
<input type="checkbox"/> systemic_mix_snapshots				
<input type="checkbox"/> assassination	0	0	0	40
<input type="checkbox"/> bow_aim	0	0	-20	0
<input type="checkbox"/> game_menu	0	0	0	0
<input type="checkbox"/> invisible	0	-6	0	75
<input type="checkbox"/> last_stand	0	0	-300	62
<input type="checkbox"/> low_energy	0	0	0	0
<input type="checkbox"/> near_death	0	0	0	30
<input type="checkbox"/> search_area	-3	0	0	0

Routing	Snapshots
<input type="text"/>	
<input type="checkbox"/> low health	Overriding
<input type="checkbox"/> stealth	Blending
<input type="checkbox"/> mission_tutorial	Overriding
<input type="checkbox"/> sniper_mode	Overriding
<input type="checkbox"/> world_region	Blending
<input type="checkbox"/> poisoned	Overriding
<input type="checkbox"/> power_set	Overriding

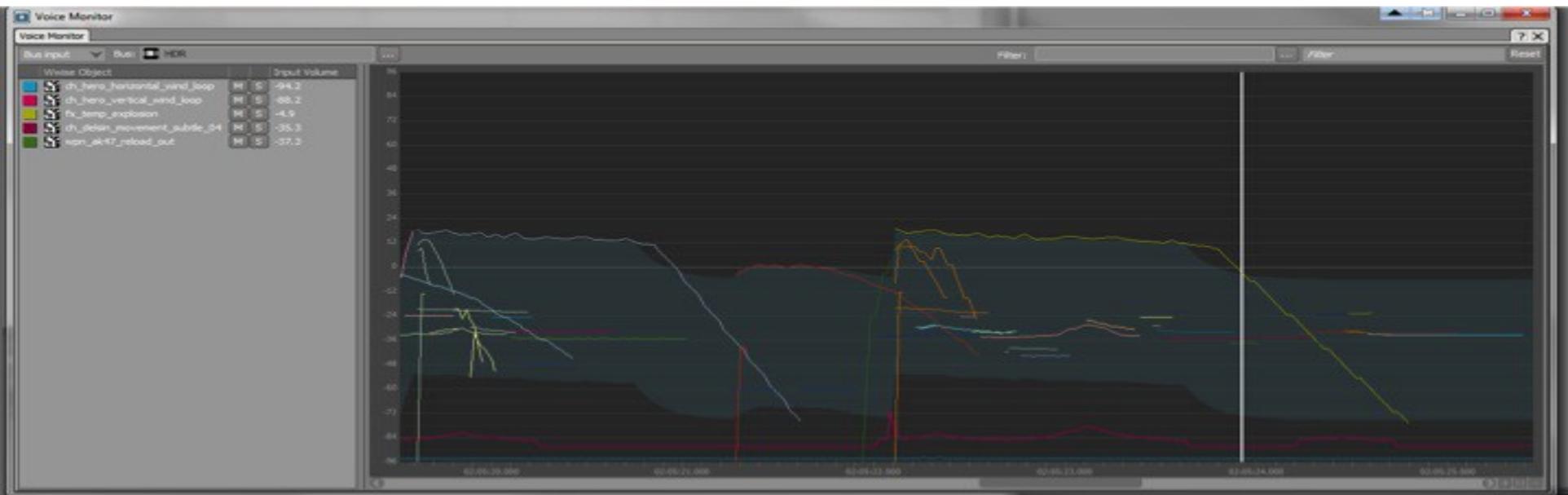


Kill the Wardlees
0 / 4 Killed

Ishgha the Tainted (Skull icon)
Defeat Ishgha

x8





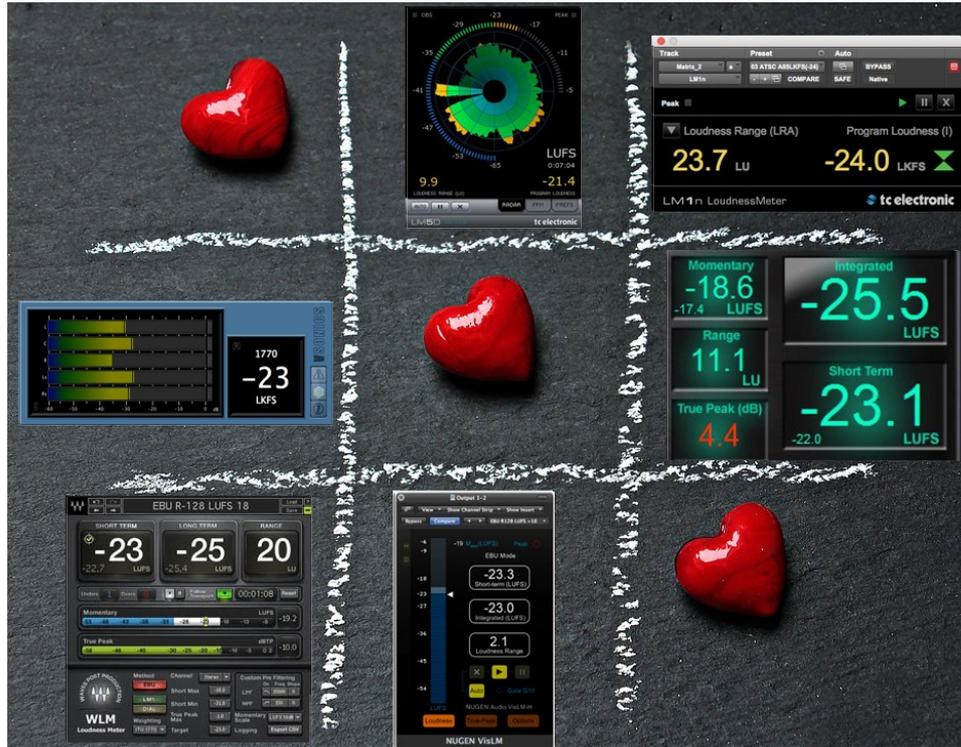


PHIL'S

GO TO CRIME SCENE

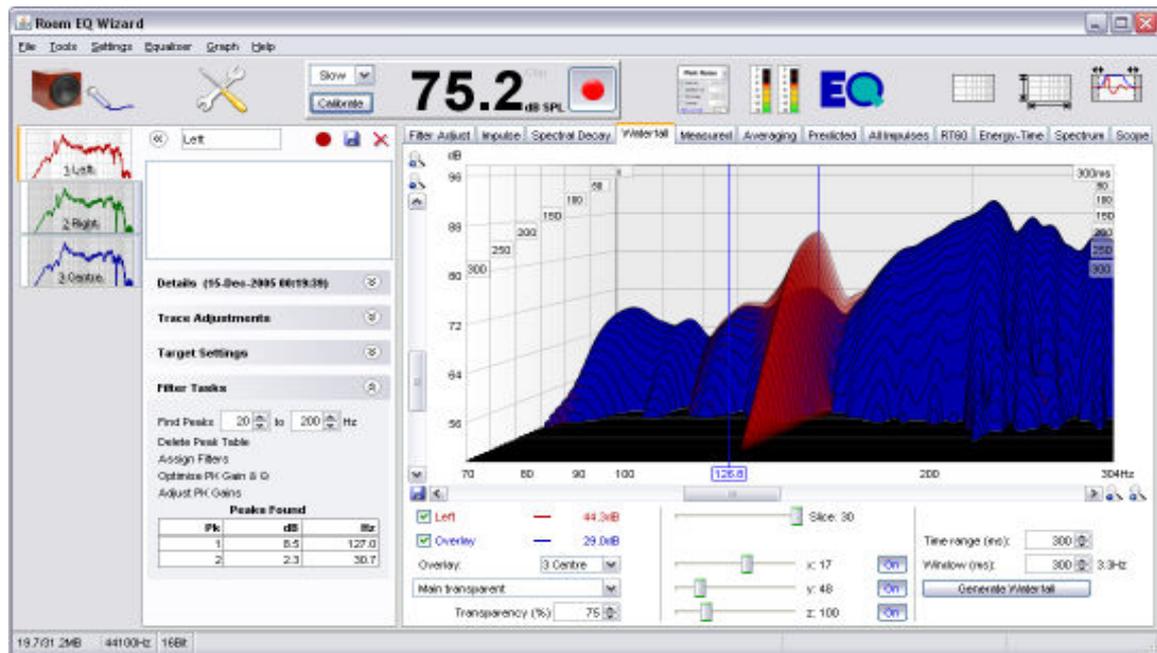


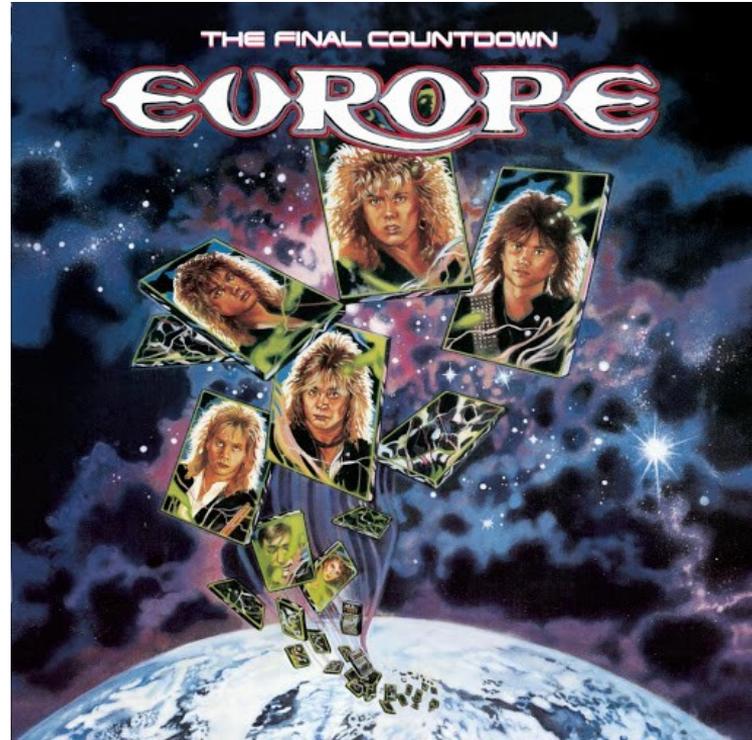
I
HAVE SEEN
THE
FUTURE











Name: Notes: Event ID:

Event Actions

No.	PF	Actions	Objects	Scope	Notes
1	>>	<input checked="" type="checkbox"/> Reset Voice Volume	dress_shoe	Game object	
2	>>	<input checked="" type="checkbox"/> Reset Voice Pitch	dress_shoe	Game object	
3	>>	<input checked="" type="checkbox"/> Set Voice Pitch	dress_shoe	Game object	
4	>>	<input checked="" type="checkbox"/> Reset Voice Volume	ch_generic_cotton_movement_land	Game object	
5	>>	<input checked="" type="checkbox"/> Set Voice Volume	dress_shoe	Game object	
6	>>	<input checked="" type="checkbox"/> Set Voice Volume	ch_generic_cotton_movement_land	Game object	
7	>>	<input checked="" type="checkbox"/> Play	dress_shoe	Game object	

Location in Hierarchy

Action Properties

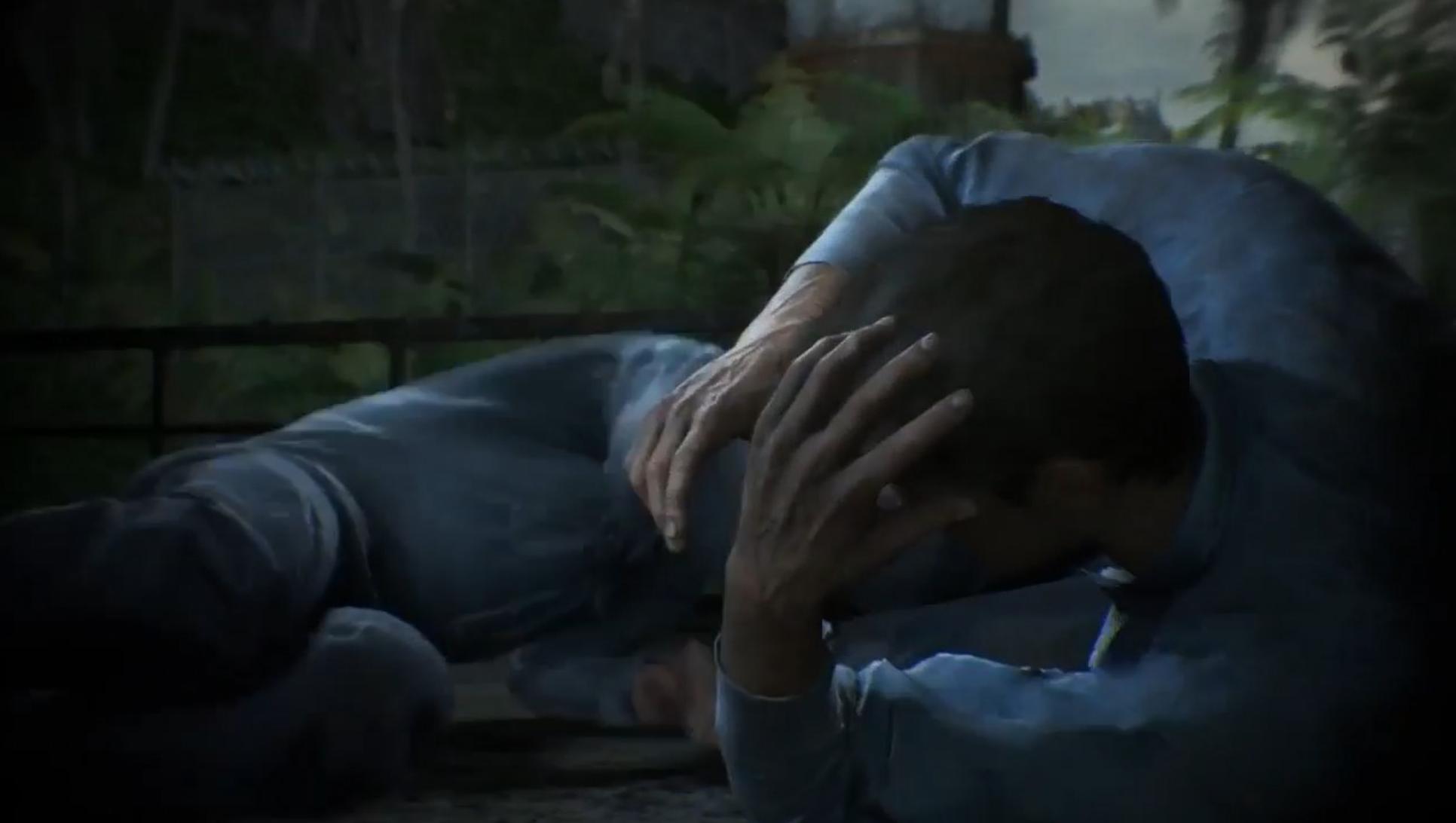
Delay:

Set Voice Volume

Time: Volume:

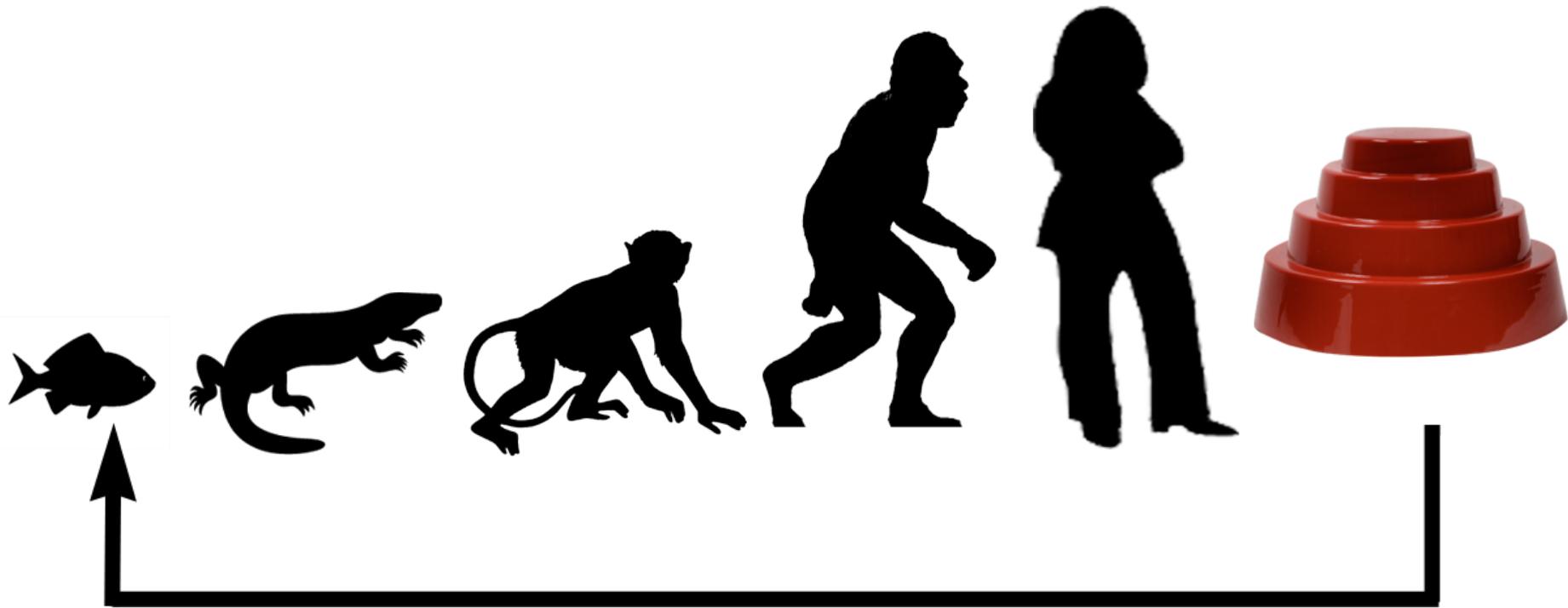
Curve:











Thank you!

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