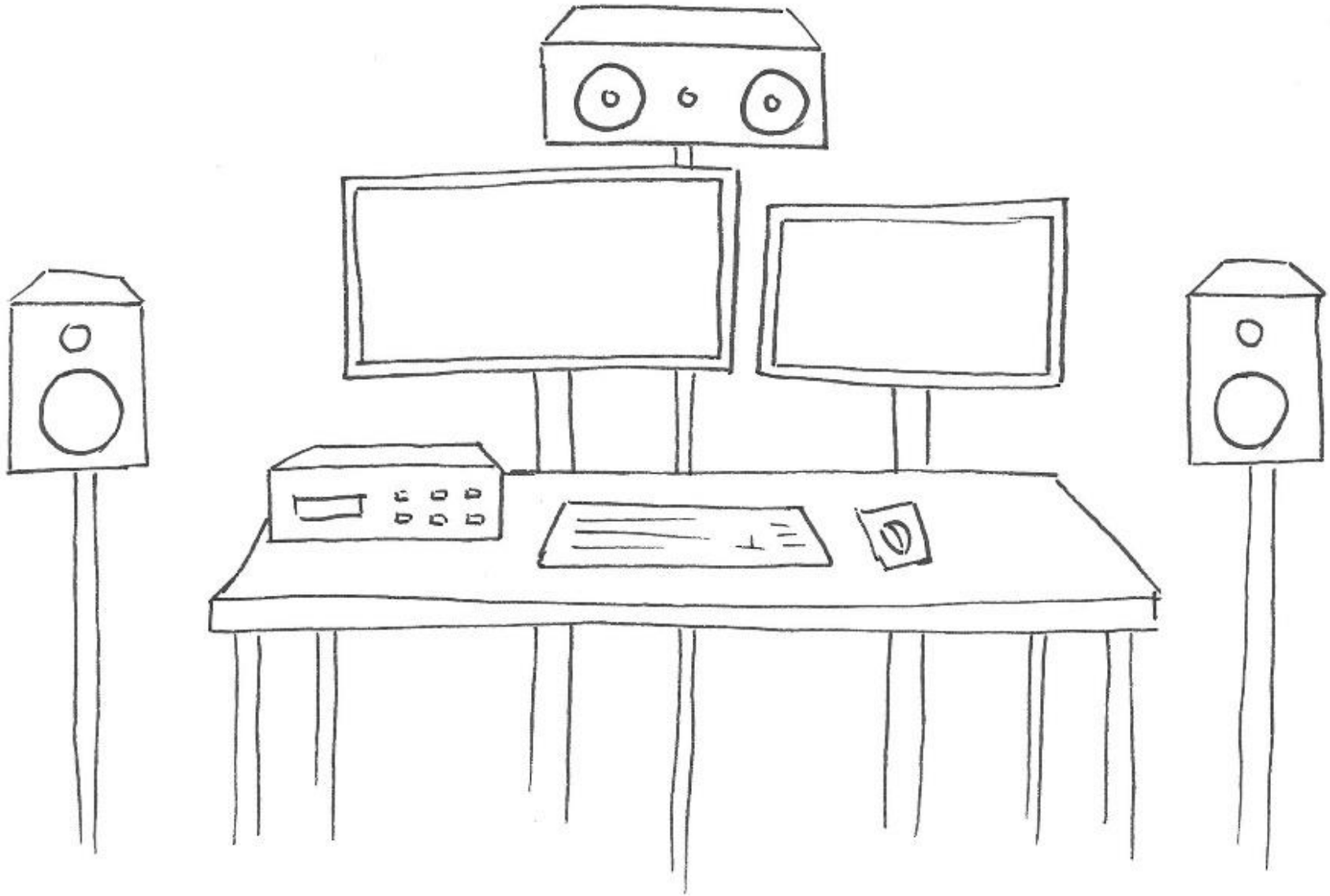
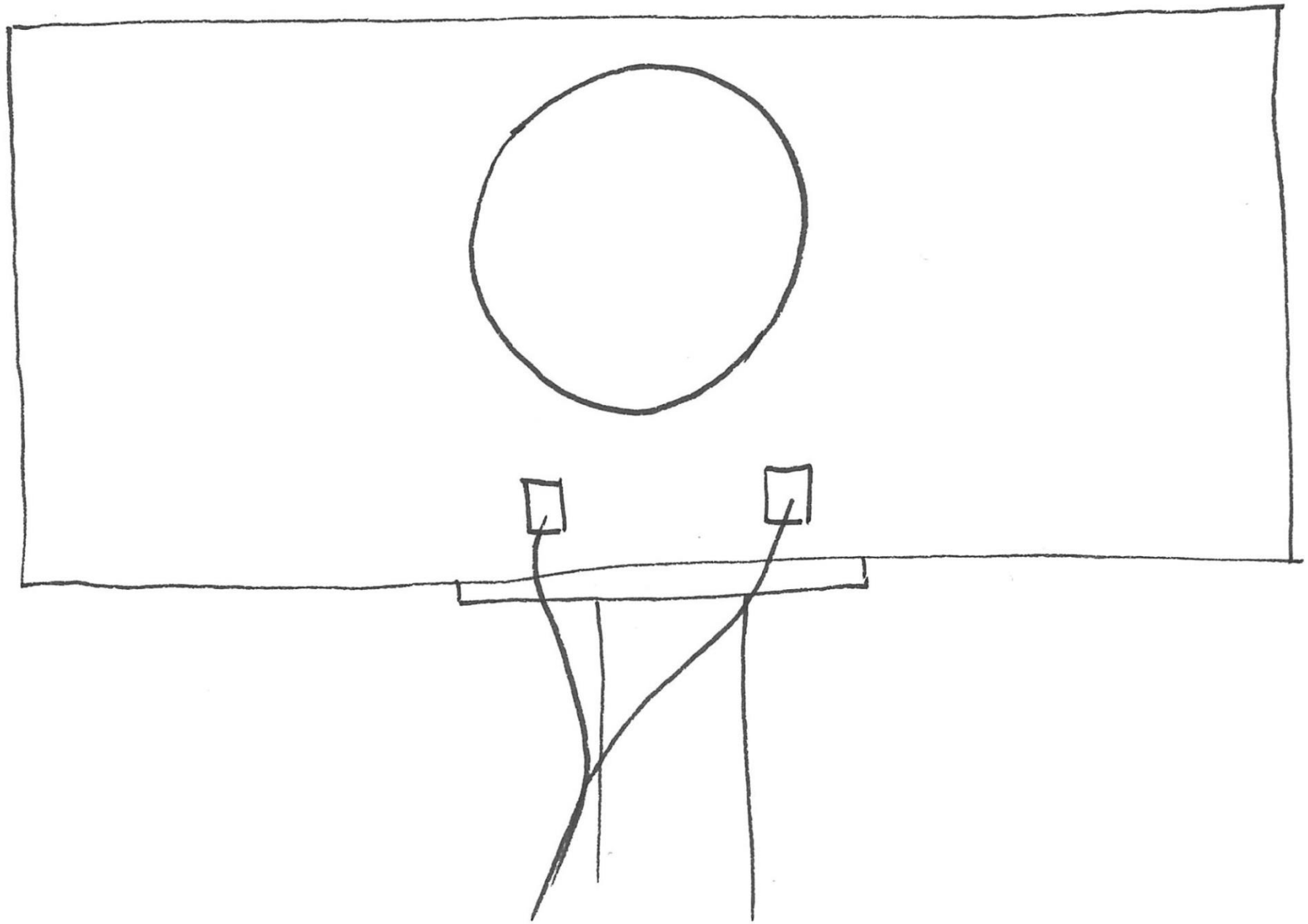
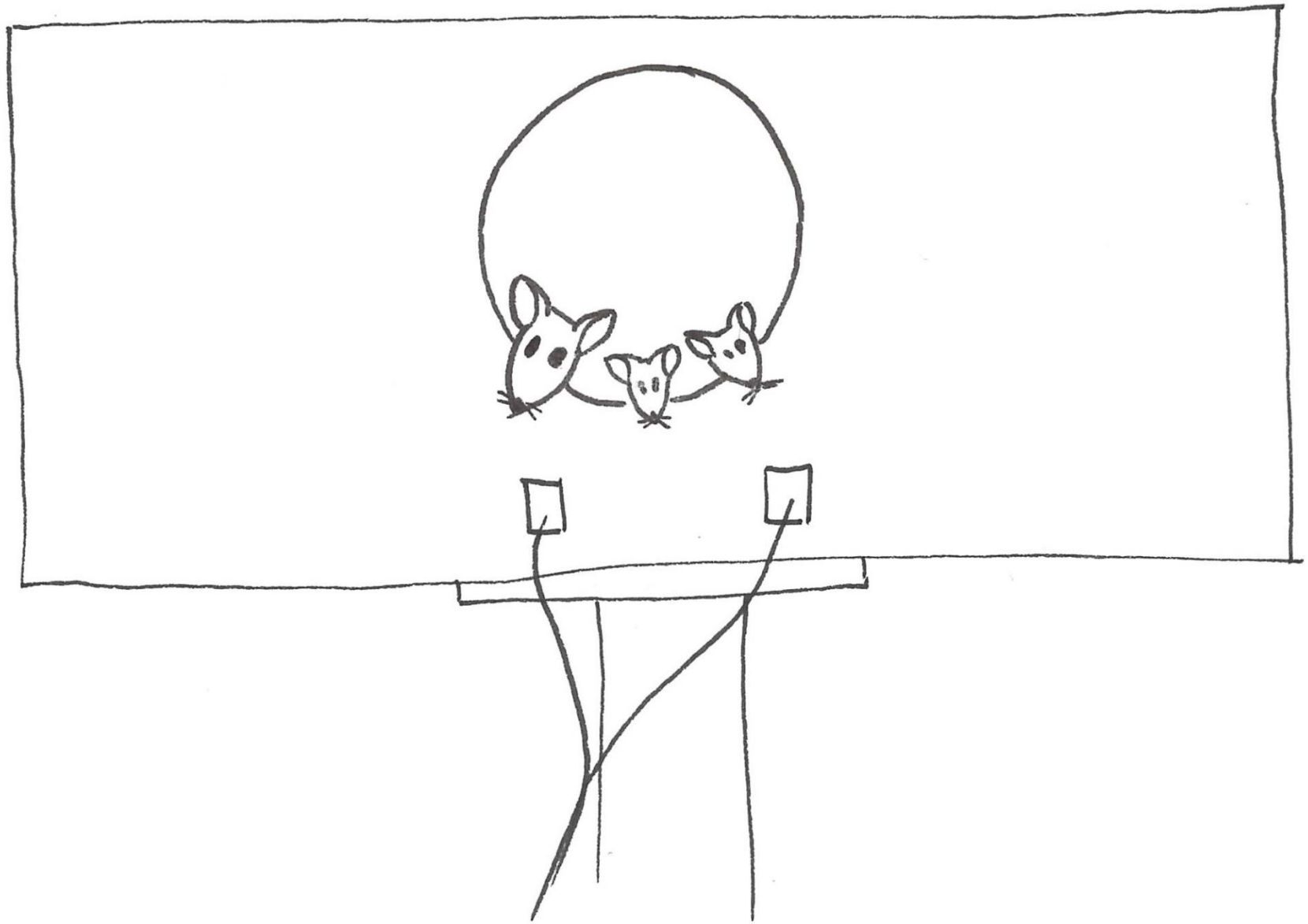
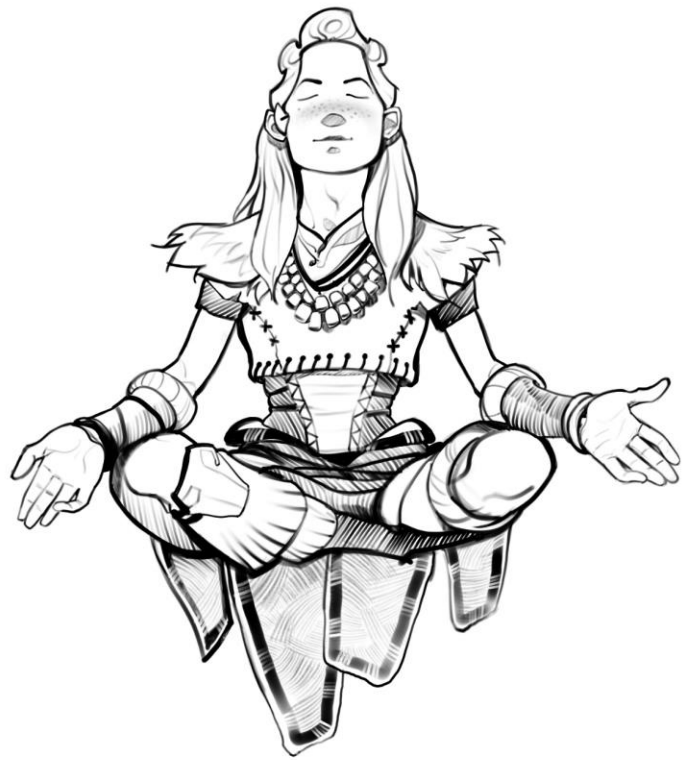




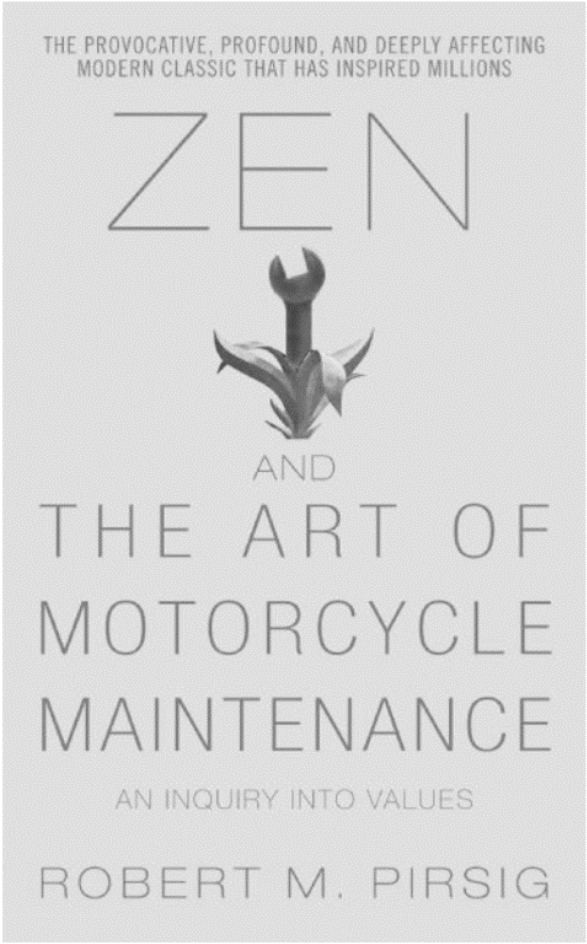


Zen &
the Art of #Gameaudio
Maintenance



Introduction

- Anton Woldhek
  - Celebrating 12,5 years in #gameaudio
  - Principal Sound Designer @ Guerrilla Games since 2007
    - Horizon Zero Dawn – PS4 (2017)
    - Killzone Shadow Fall – PS4(2013)
    - Killzone 3 – PS3 (2011)
    - Killzone 2 – PS3 (2009)
  - Not a Zen Monk
- Robert M. Pirsig
  - Zen and the Art of Motorcycle Maintenance
  - Lila

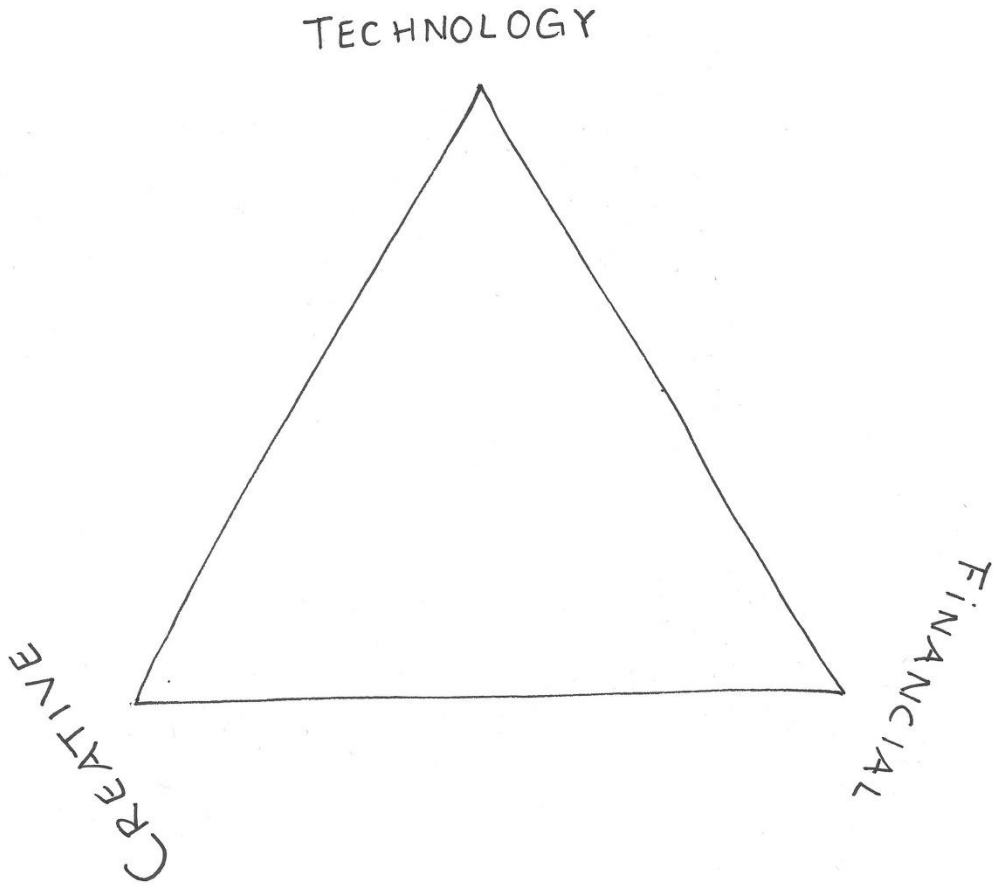


Relationship with Technology

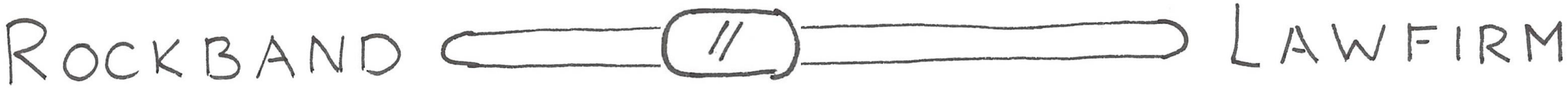
- Love
  - Enables your Creative Ambitions
  - Treat technologic objects like religious artefacts.
- Hate
  - Get angry at a machine/software
- Trust

The Game Dev Triangle

Ambition

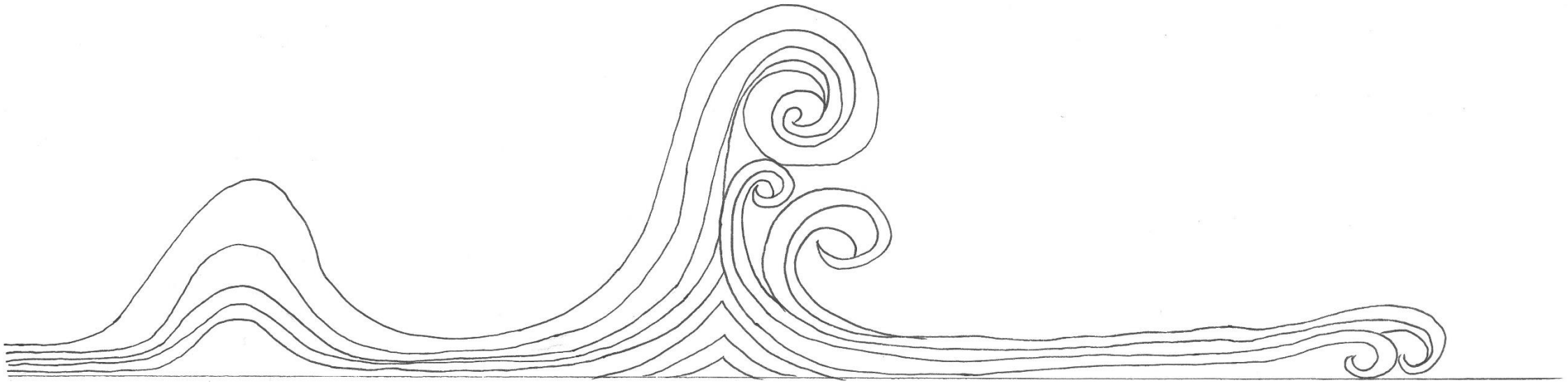


Company Culture



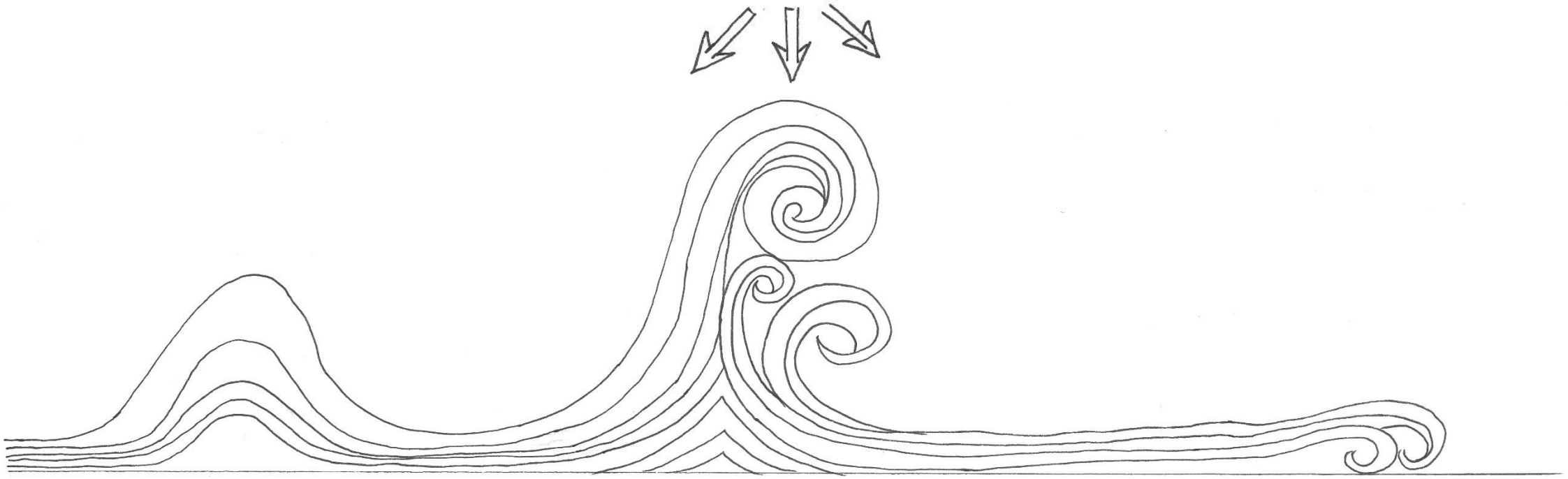
States of Dev

The Wave



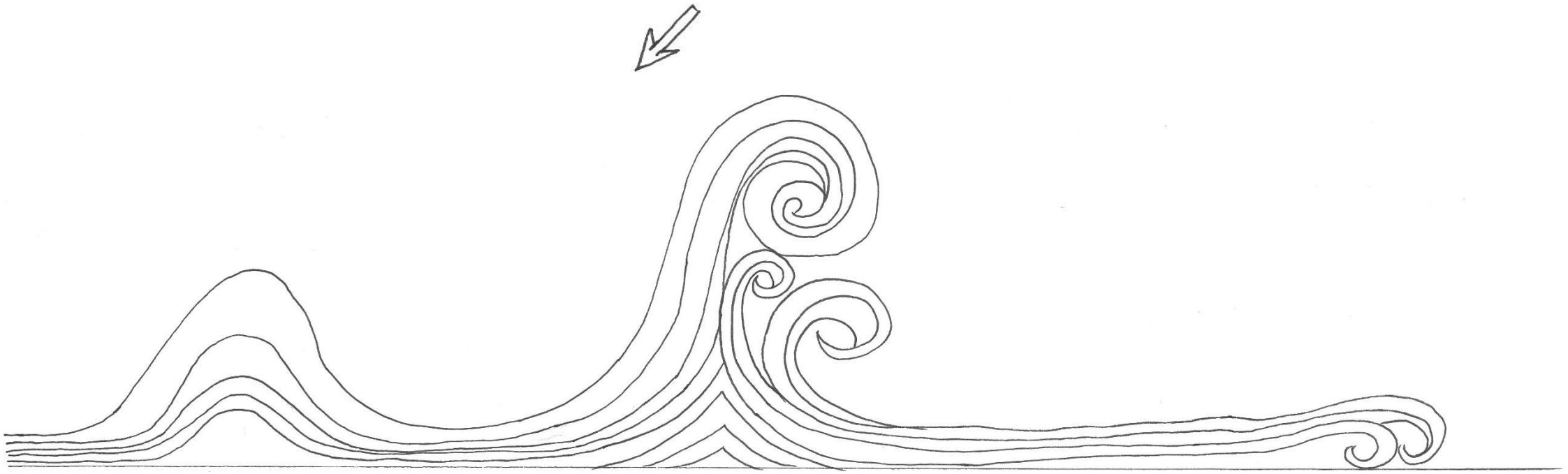
The Wave

- Not all colleagues in same state
- Can have multiple waves



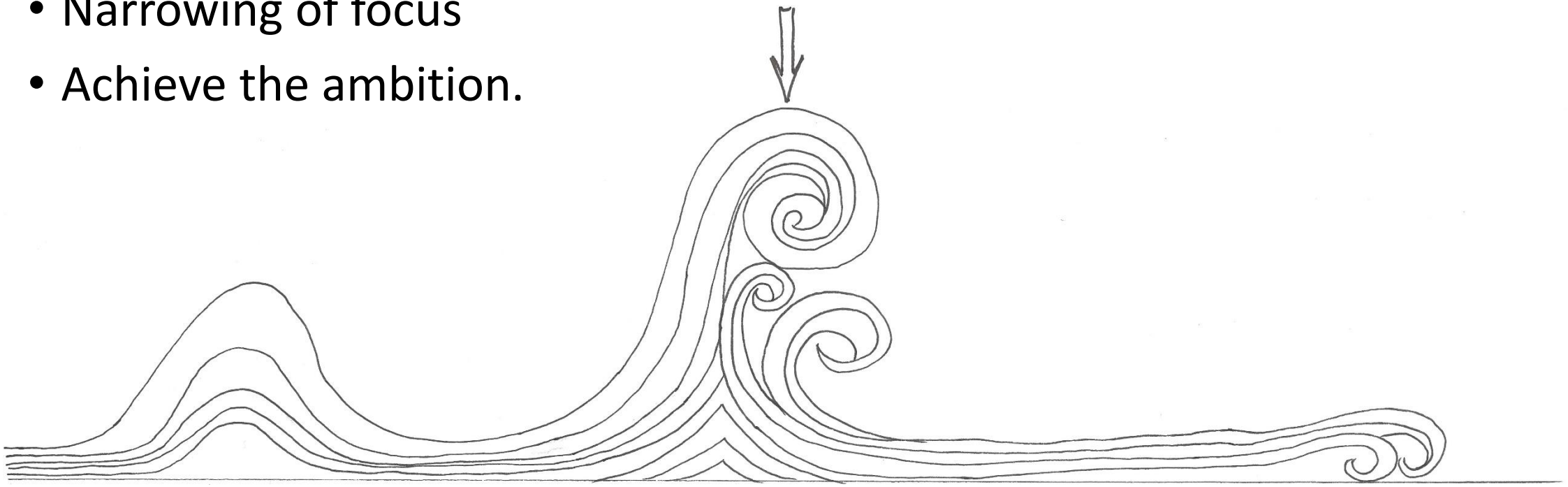
The Wave – Before the Wave

- Chaos comes from the questions you cannot answer
- But you know that answering as many as possible is critical



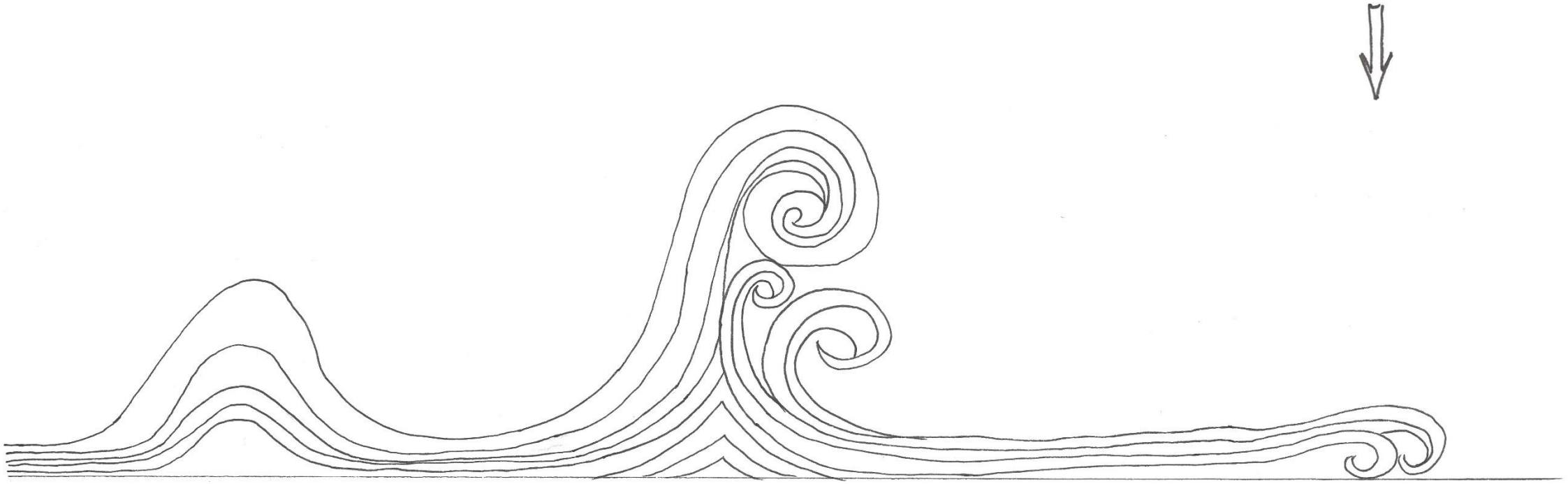
The Wave – During the Wave

- Chaos comes from deadlines, scope, unexpected changes
- Certainty there isn’t enough time to address
- Narrowing of focus
- Achieve the ambition.

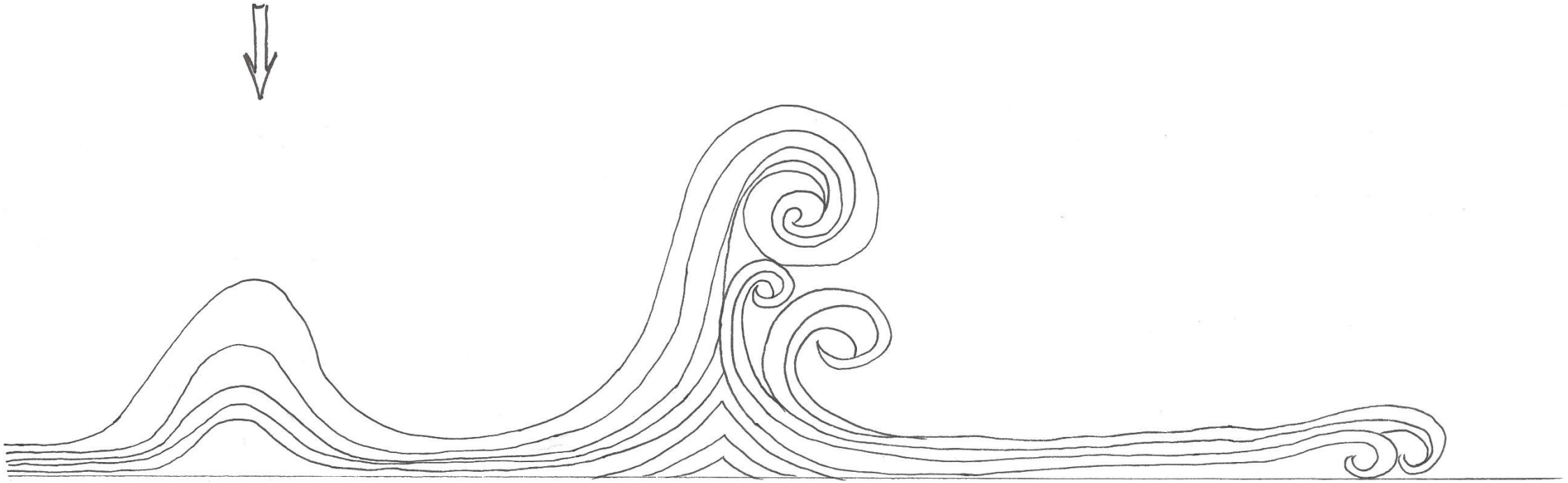


The Wave – After the Wave

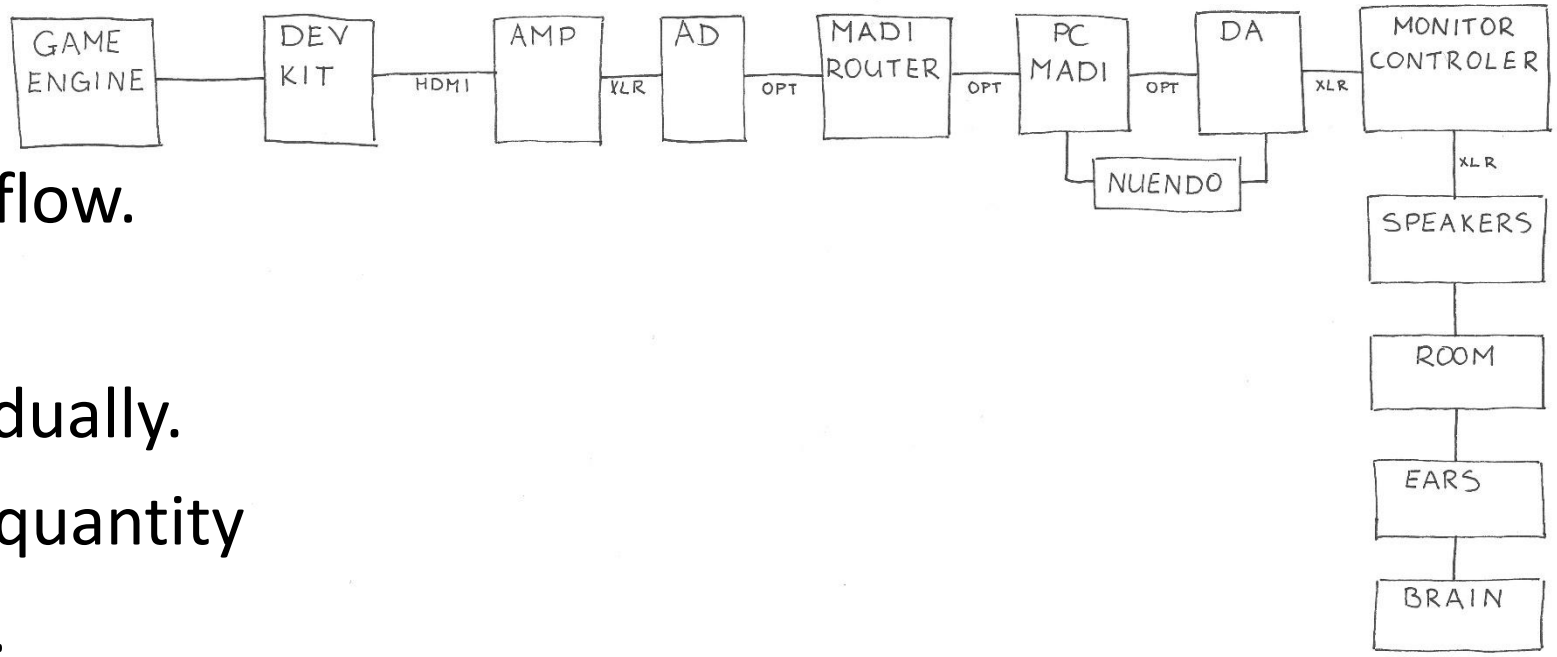
- Audience Reaction
- Lots of new information from having so many players



Pre Wave Practicalities



I – Verifying your chain.



- Draw out your signal flow.
- Test end to end
- Then each step individually.
- Calibrate to a known quantity
- RE-calibrate regularly.

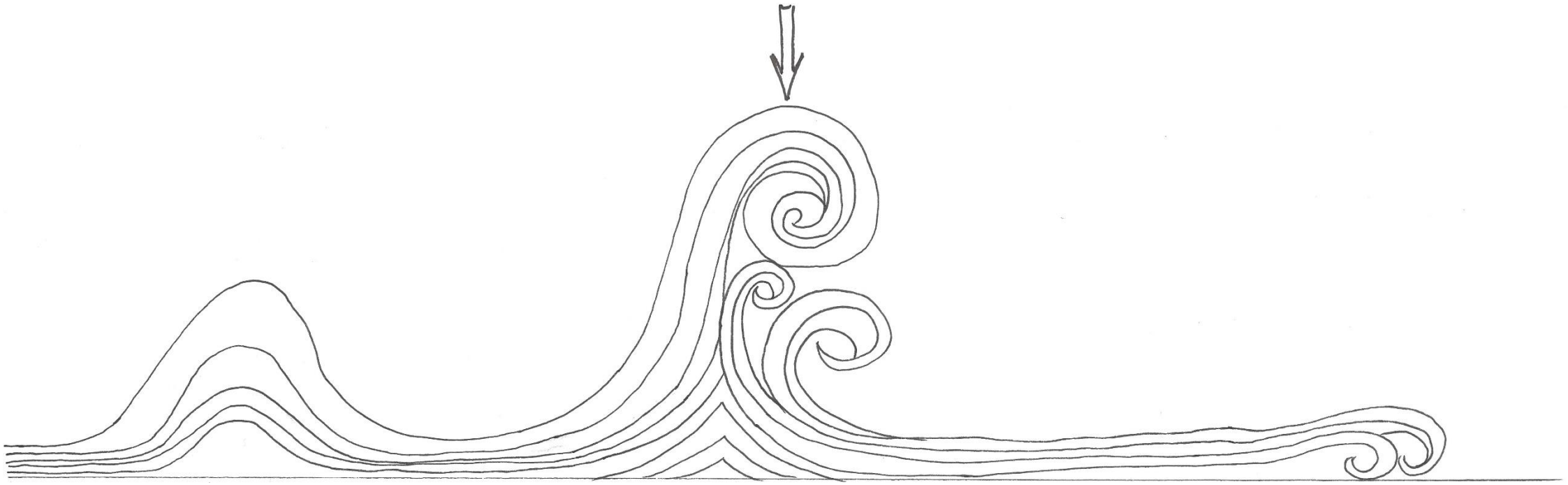
II – Ingame Test Sound

- Trigger from debug menu

III – Identify & Engage Allies

- Wicked Repro Magician
- Sharp Analytical Mind
- Trusty Creative Ear

Wave Practicalities



IV – Before you run of…

- Realize you are hyper focused.
- Ask yourself some questions

IV – Before you run of…

- Is your signal chain still calibrated?
- Are you missing something obvious?
- What does my content do?
- How is my content triggered?
- What does the debug tell me?
- Is the debug lying?
- When did you hear something similar?

IV – Before you run of…

- Who are you going to talk to?
- Why?
- What would she tell you?
- How stressed am I?
- What is my weakness?
- What is my strength?

IV – Before you run off…

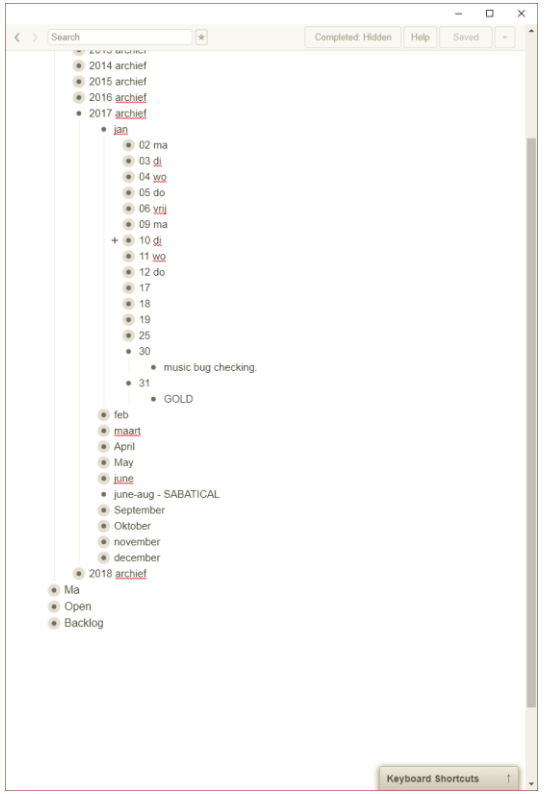
- Let some time go by
- Capture it and play it back
- Start over with a blank canvas
- Read the Revision History
- What you hear is not what you see (turn off your screen/close your eyes)
- What you see is not what you hear (turn off your speakers)
- Isolate it as much as possible.

IV – Before you run of..

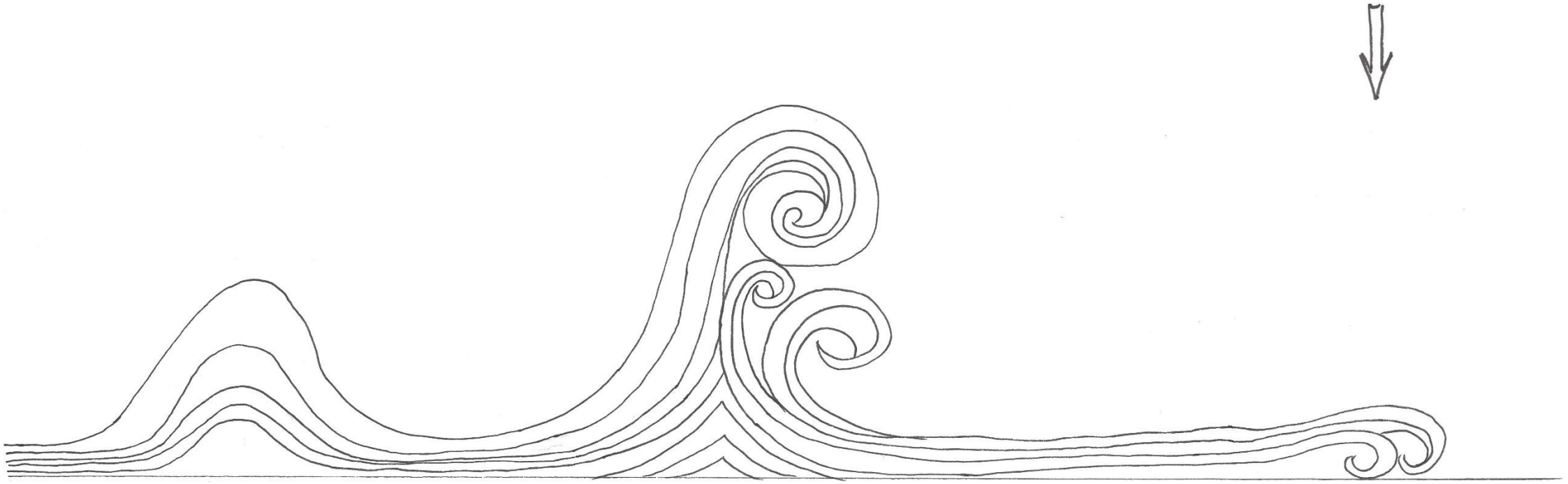
- Reboot.

IV – Keep tally of the mice

- Keep a daily log of activities.
- Note perceptions gaps. Then let it go.



Post - Wave Practicalities

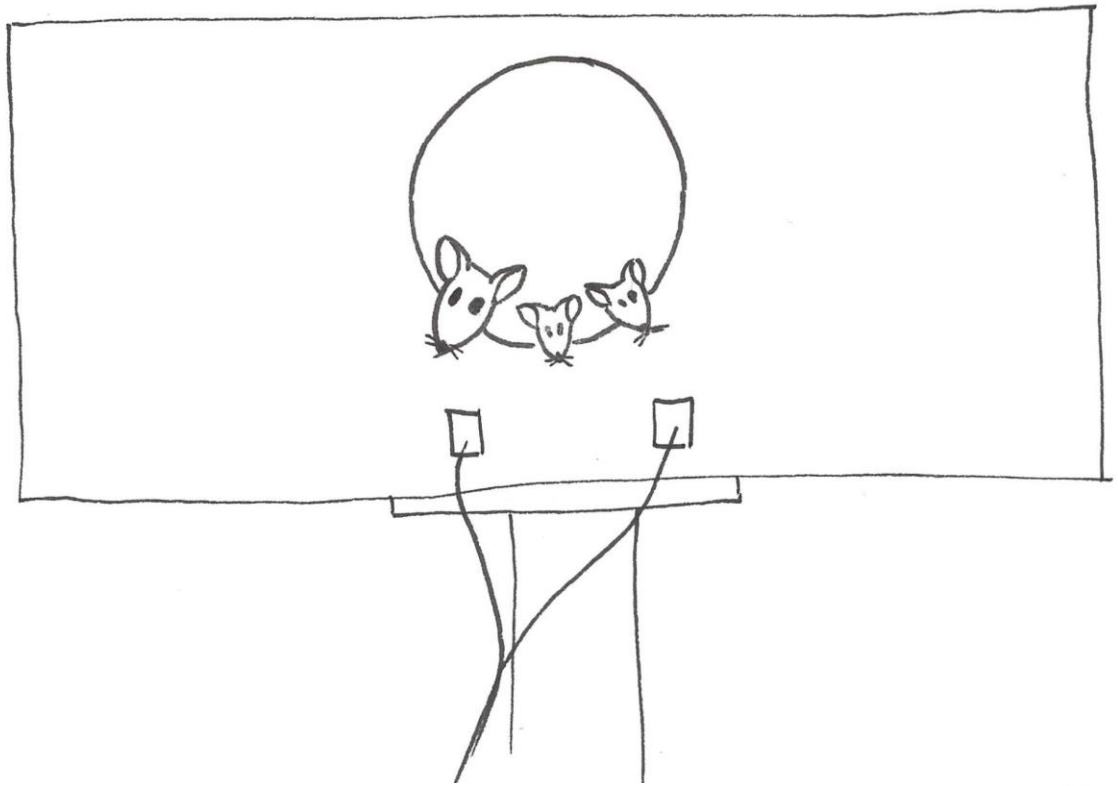


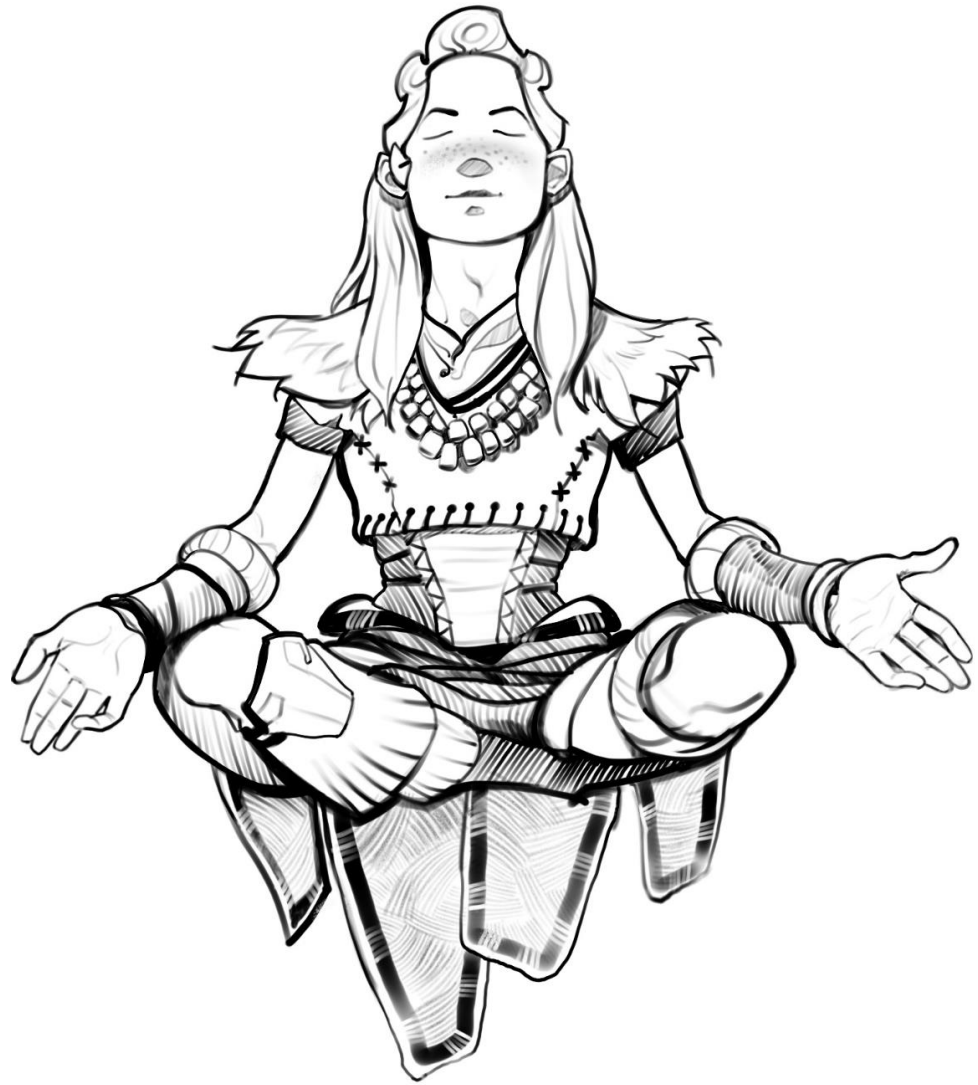
V - Clean up the mess

- Working on a deadline does not always create beautiful assets.
- Refactor them or throw them away.

VI – Reflect on the bug log.

- Identify how to prevent the bugs on the log.
- Design approaches to find these gaps in perception sooner.





Questions?

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