



29th Annual Town Hall Meeting

GDC 2023

ABOUT THE IASIG

Interactive Audio Special Interest Group

- Audio Developers, Composers, Sound Designers, Programmers, Tool Makers & Educators (EDU Working Group)
- Common goal: Improve tools, provide resources
- Your way to enact change
- A way to give back to your industry
- Great networking opportunities

IASIG@GDC Event Sponsors



audiokinetic



Chair



Chase Bethea

SC members



Brennan Anderson
Riot Games



Rick Ross
Avalanche



Athan Billias
MMA



Steve
Horowitz
Nick Digital



Jon Pascone
Audio Alchemy
Inc.



Your Name
Here!

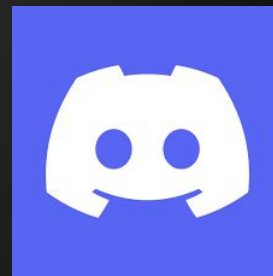
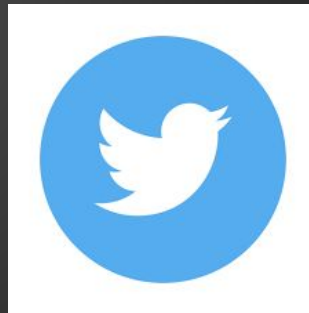
A New Beginning



- Standardize new workflows (Spatial Audio/AI Tools/MIDI 2.0,ixmf)
- Summits / Community Engagement
- Increase awareness of the Interactive Audio Special Interest Group
- Become more allied with EMPOC (Ethnic Minority People of Culture (GADA) / Women /LGBTQ+ community

Social Media

- <https://www.facebook.com/groups/iasig/>
- Anyone can join (not just IASIG Members)
- Spark for new ideas
- Source for new IASIG WG Projects
- Please Join! (It's free!)
- Discord via IGDA (coming soon)



How Do I Join?



- Go to IGDA.org
- Apply for a membership
- Search for the IASIG
- Pay Membership fee
 - (Student/Hardship) - \$30
 - Individ. 1 Year - \$60
 - Individ. 2 Year - \$100
- You're in!
- Engage by inquiring and asking questions

Now it's up to you!

Questions/Discussion/Audience Participation

- Best audio practices for game developers?
- Tips/techniques for Interactive Audio?
- Middleware integration with DAW's?
- HTML 5 and the Web Audio API?
- Loudness Standards?
- Audio for VR?
- Your idea goes here



a Word From Our Sponsors

fmod



JUCE

audiokinetic®

Audiokinetic / Strata



- Audiokinetic's new Sample Library
- Let's you fine-tune sounds to perfection in a matter of seconds
- Strata collections are built using REAPER as the multitrack DAW of choice.

Trivia Time!

- What's The Name Of the system Wwise uses to handle controller vibration?



Scale with FMOD Studio.

Create scalable and flexible audio using minimal code.

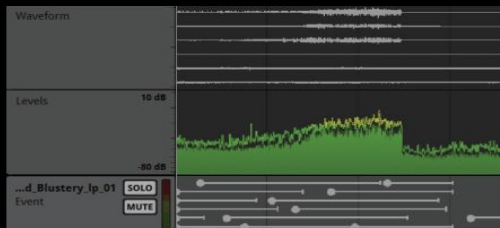


GDC Booth #S1227



Live Update

Create, edit, and mix your entire project live with the game running. Make changes and hear the result immediately.



Capture and replay

Measure gameplay performance & triggered events with the FMOD Profiler. Make edits without the game running.



Simplify projects

Share parameters & effects across multiple events using re-usable presets, then make edits in one place.



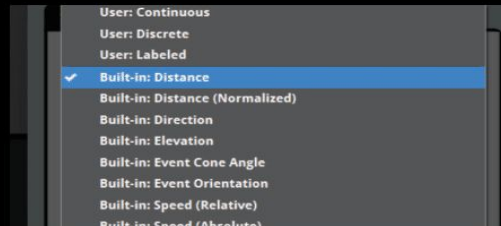
Custom audio scenes

Audition 3D sound and adaptive behavior of any number of events right in the FMOD Sandbox.



Connected events

Start / stop events and adjust parameters purely within FMOD using Command Instruments and less external code.



Built-in Parameters

Do more without code by using parameters that are automatically updated such as distance, speed, and direction.

Trivia Time Again!

- What was the previous software name of FMOD called?



Welcome Jeff Rona



- (God of War 3, Far Cry 4, Devil May Cry 5, Resident Evil reboot, Honor of Kings, Rogue Company)

**Thank you all IASIG sponsors...
and all IASIG members!**