

Game Developers Conference®

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Moscone Center, San Francisco

www.GDConf.com

Footsteps Informal Sound Study



Retro
Basics
Parkour
Squad
Iconic
Tricks

Video

Footsteps Retro Sound Study

<http://vimeo.com/19525536>

Footloose and Fancy Free

Fundamentals

1st Person

3rd Person

Animation Tagging

Step Types



Parkour/ Free Running



“...the successful, swift and energy-efficient traversing of one’s surrounding environment via the practical application of techniques, based around the concept of self-preservation and the ability to help others.”

Video

Assassin's Creed II - Footstep Study

<http://vimeo.com/9184879>

Mirror's Edge - Footstep Study

<http://vimeo.com/9184885>

Prince of Persia - Footstep Study

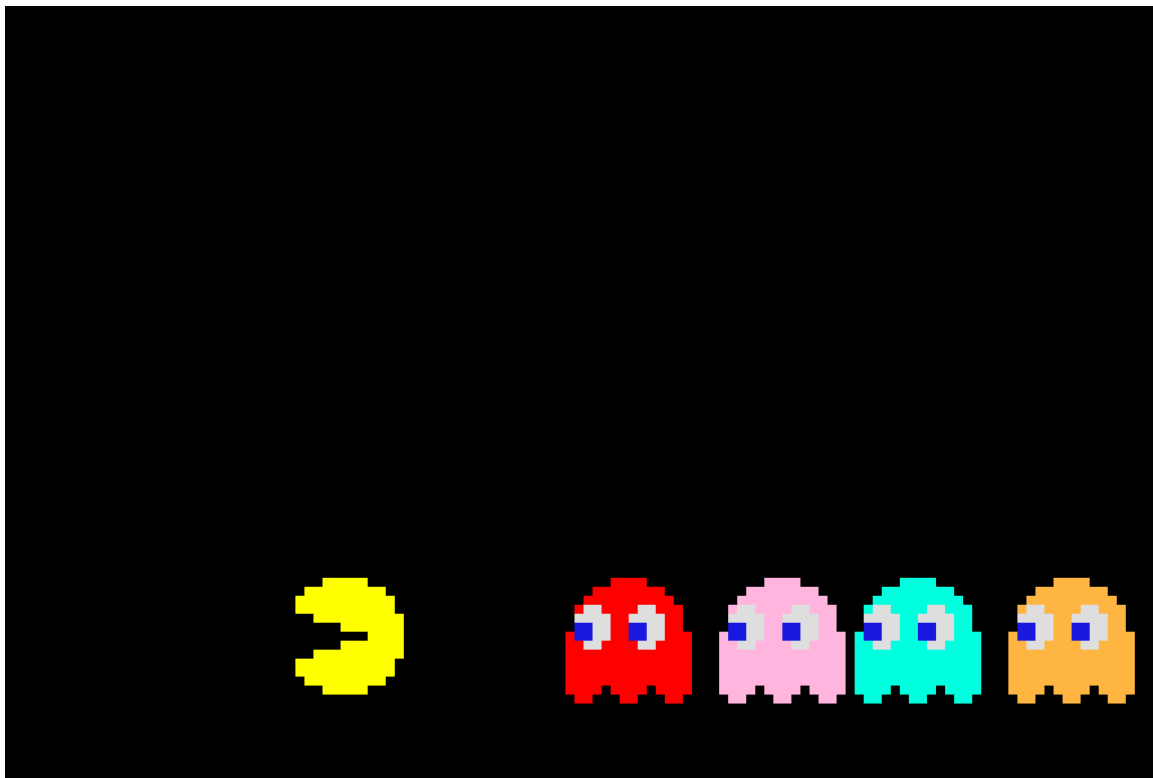
<http://vimeo.com/9184892>

Squad Based

“Somehow, it seems that our minds can keep track of one person’s footsteps, or even the footsteps of two people, but with three or more people our minds just give up – there are too many steps happening too quickly. As a result, each footstep is no longer evaluated individually, but rather the group of footsteps is evaluated as a single entity, like a musical chord. If the pace of the steps is roughly correct, and it seems as if they are on the right surface, this is apparently enough. In effect, the mind says “Yes, I see a group of people walking down a corridor and what I hear sounds like a group of people walking down a corridor.” -W.Murch



Iconic/ Earconic



Video

Mass Effect & Mass Effect2 - Footstep Study

<http://vimeo.com/9873674>

Dragon Age - Footstep Study

<http://vimeo.com/9873698>

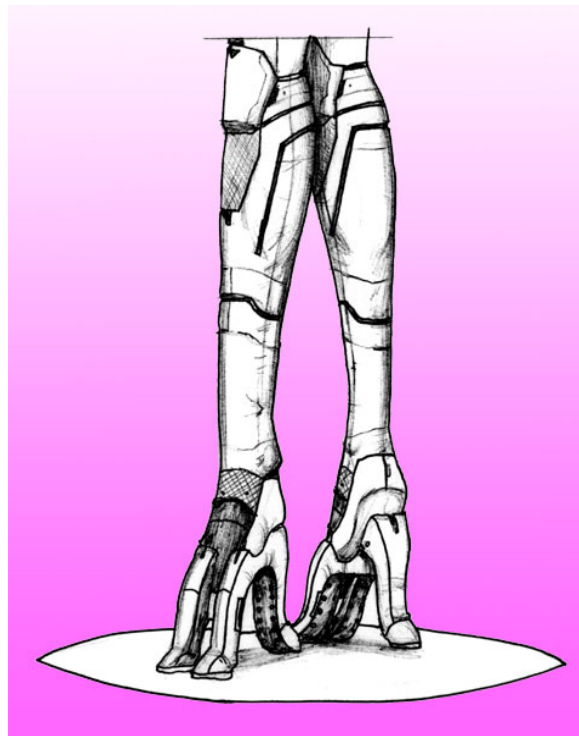
Lost Odyssey - Footstep Study

<http://vimeo.com/9184892>

Hot Tips

Randomize:
Variations-
Volume, Pitch, LPF-

Velocity/ Speed
Delay Offset
Animation Offset
Granularity



No Pussyfooting



Footsteps Matter
Give Appropriate Attention
Blaze the Trail

In case you didn't feel like showing up

Footsteps and Informal Game Sound Study

<http://blog.lostchocolatelab.com/2010/03/footsteps-informal-game-sound-study.html>

Footstep Game Sound Study Video Album

<http://vimeo.com/album/142094>

Game Audio Podcast: Footsteps & Foley

<http://www.gameaudiopodcast.com/?p=106>

Dense Clarity – Clear Density by Walter Murch

http://transom.org/?page_id=7006

Footsteps Procedural Style by Andy Farnell:

http://obiwannabe.co.uk/tutorials/html/tutorial_footsteps.html

The Sonic Spread: Iconic Game Sounds

<http://thesonicspread.com/2010/10/29/the-most-memorable-iconic-game-sounds/>