



Different Approaches to Game Music

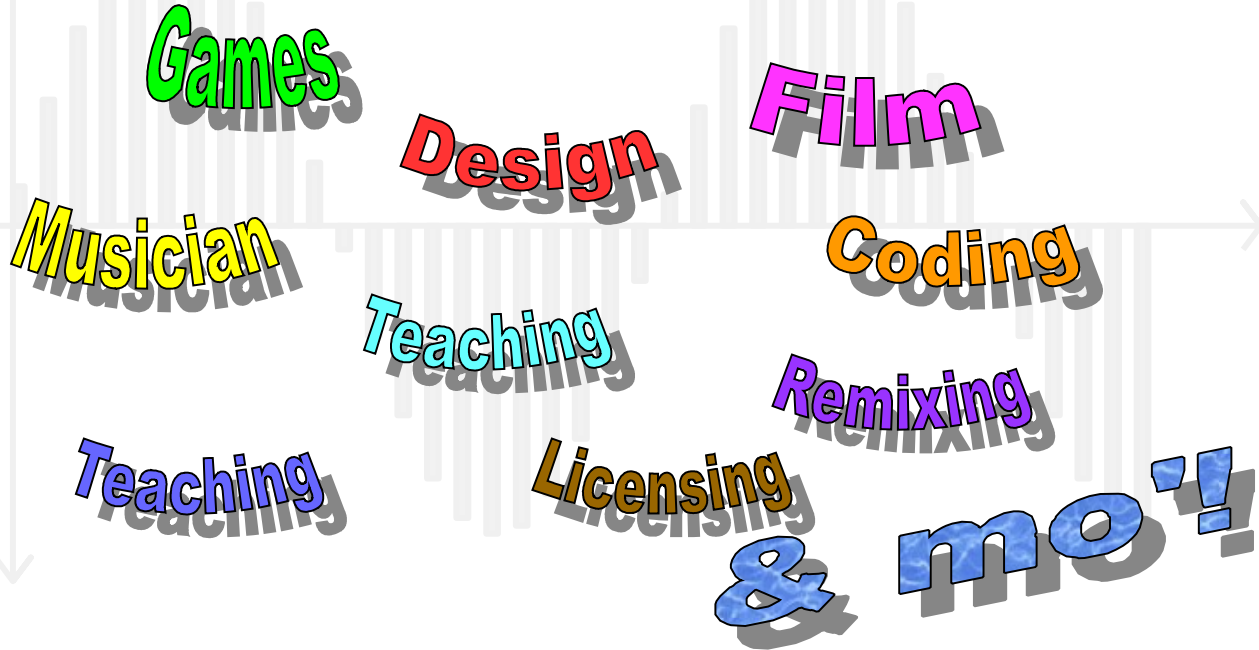
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GDC 2017 - #GameAudio Bootcamp

Overview

- I enjoy approaching music from different angles:



Selected Case Studies

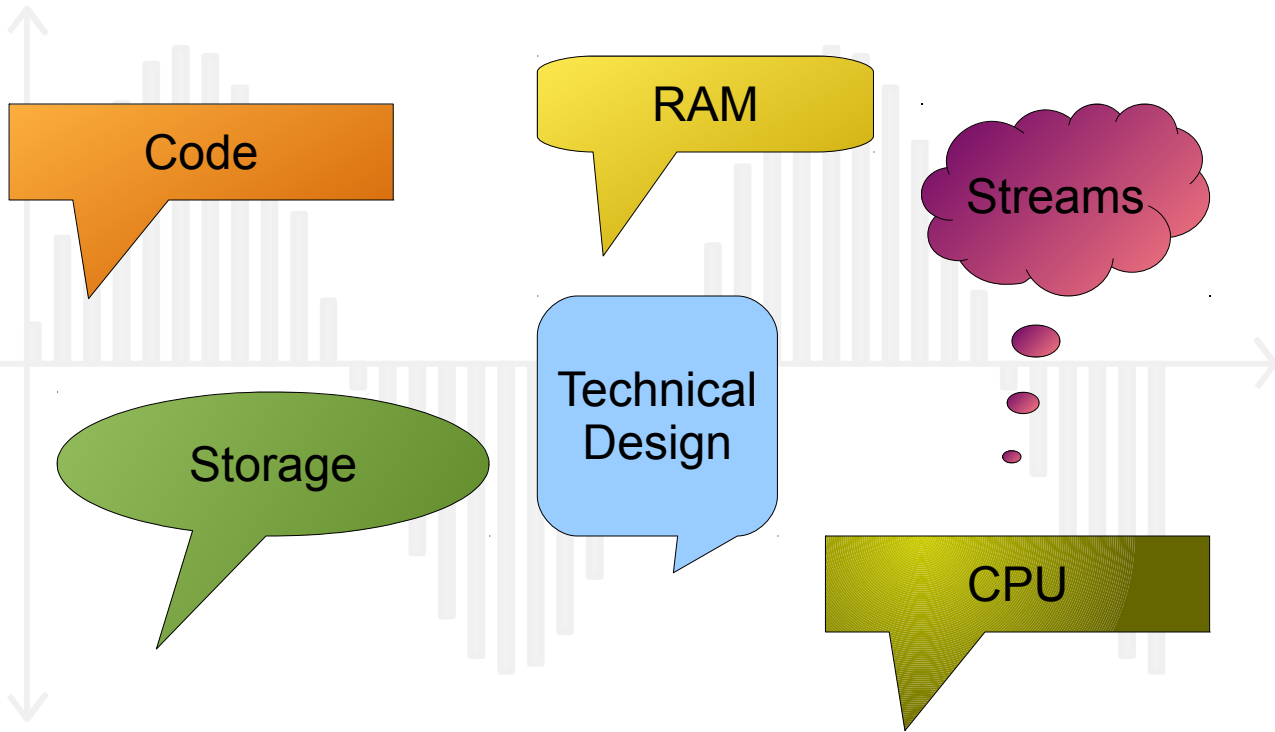


Year	Title	Techniques	Tools
1999	<i>NBA Live 2k</i>	MIDI + samples + stream	In-house
2007	<i>Death Jr. 2: Science Fair of Doom</i>	Samples + synthesis	FL Studio
2010	<i>NBA Jam</i>	Remixes + originals	FL Studio + In-house
2012	<i>Vessel</i>	Remix stems	FL Studio + In-house
2012	<i>Retro City Rampage</i>	Chiptunes	OpenMPT
2013	<i>Sim Cell</i>	Procedural	Pure Data

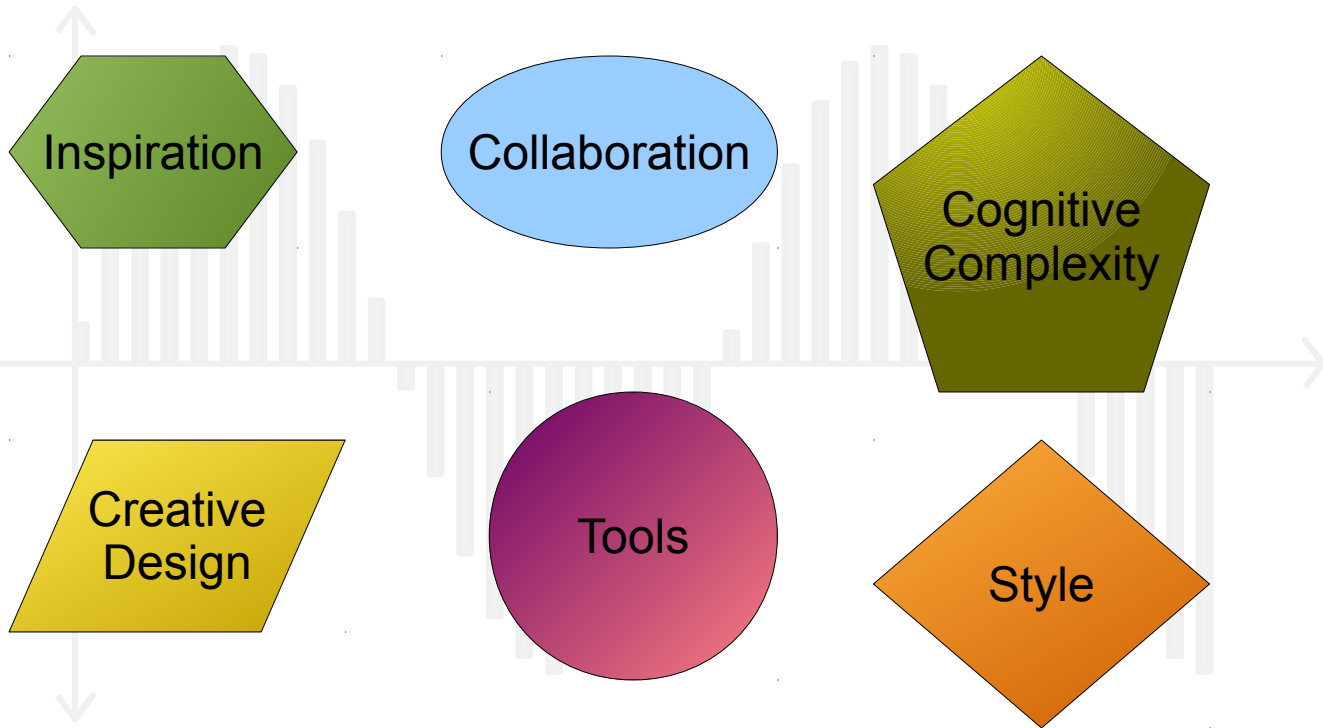
Video



Technical Challenges?



Creative Challenges?



NBA Live 2k



- Nintendo 64
- Remix
- Custom tools
- Reduce “rap” content
- Samples + MIDI+stream



Death Jr. 2: Science Fair of Doom



- Nintendo DS
- Original composition
- Primus meets Danny Elfman
- Streaming
- Limited ROM



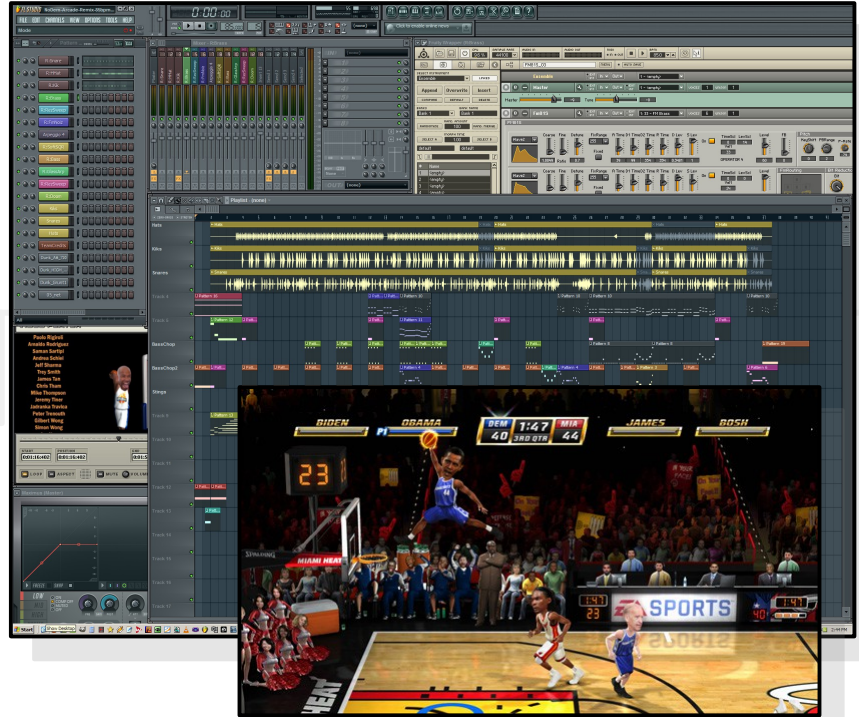
Vessel

- PC/PS3
- Remix, music design & implementation
- Streams+script
- Licensing (Domino, Kobalt, Management)



NBA Jam

- Xbox360/PS3
- Remixes + originals
- Adaptive music tool, scripting + design
- Credit



Retro City Rampage

- NES sound
- Learn chiptune
- Limited to pulse, triangle, noise & DPCM
- All notes typed
- Nostalgia

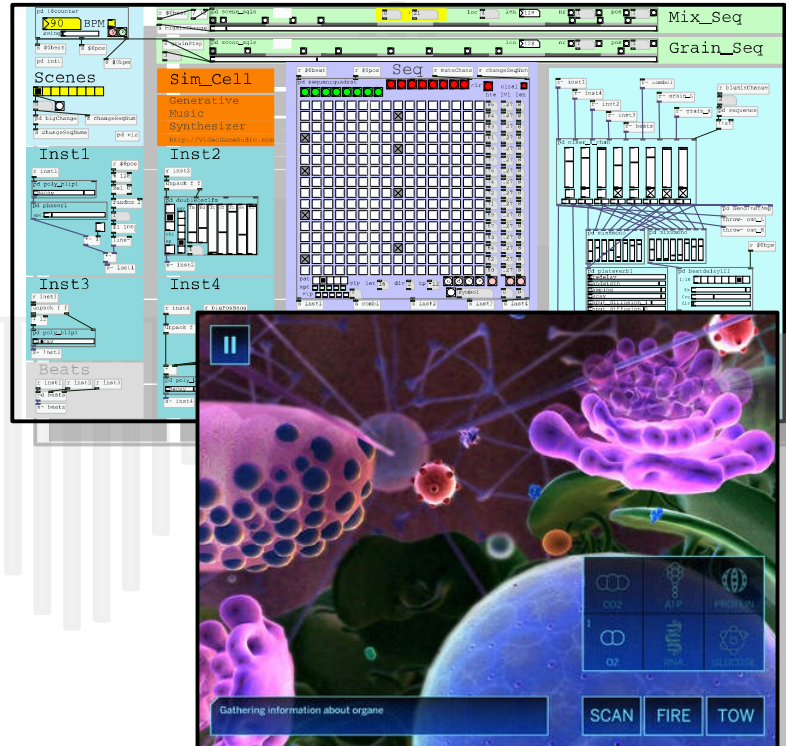
#0	1: Pulse1	2: Pulse2	3: Tri	4: Noise	5: DPCM
00	C-3 01	E33 G-3 01	E33 E-2 05	W00 RCE C-2 08	
01				v22 R00 #2 08	
02		E00		v64 R00	v02 E00
03		E00			v00 E00
04				p00 R00	v00 E00
05				R00	
06				p00 R00	v00 E00
07					v00 E00
08				p00 R00	v00 E00
09				R00	
0A				p00 R00	v00 E00
0B					v00 E00
0C				p00	v00 E00
0D				p00 R00	v00 E00
0E				p00 R00	v00 E00



31				D00	v00 E00
32				D00	
33				D00	v00 E00
34					v00 E00
35					v00 E00
36					v00 E00
37					v00 E00

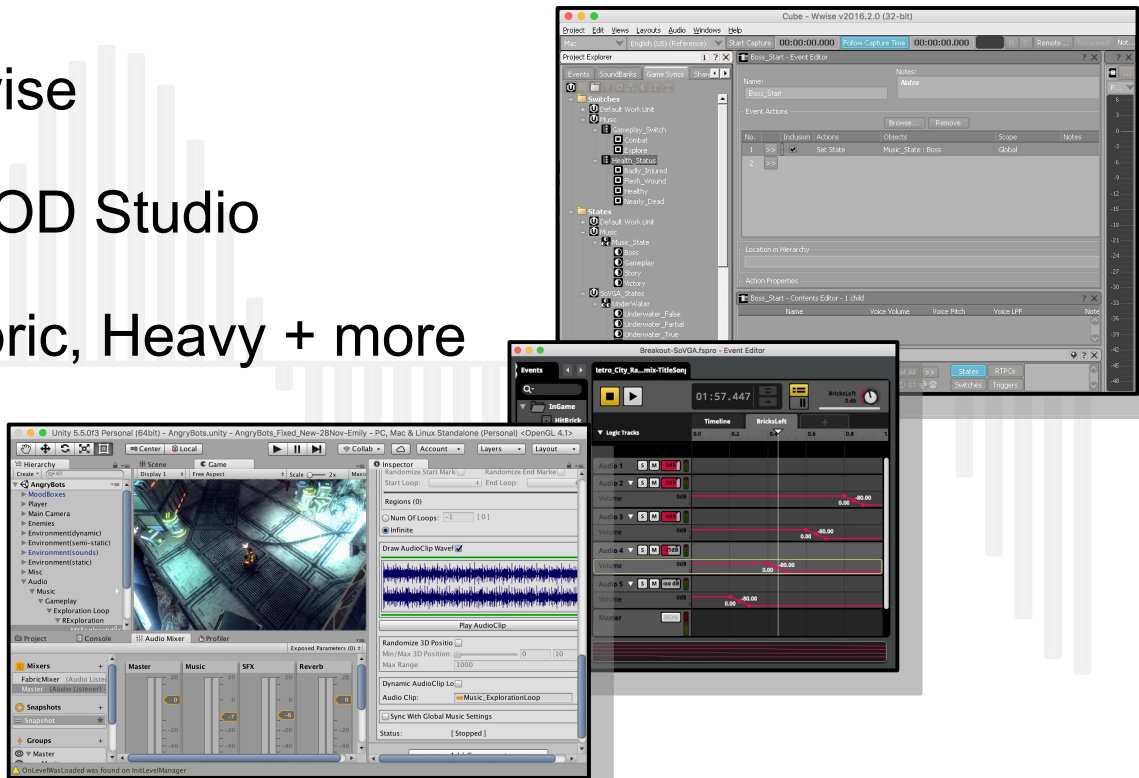
Sim Cell

- iOS/Android
- Procedural
- Pure Data complexity
- Synthesis
- CPU usage



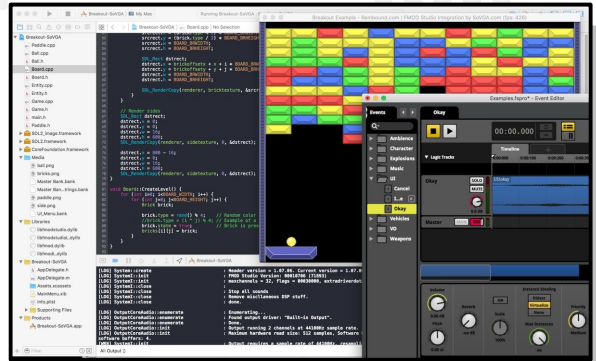
Tools?

- Wwise
- FMOD Studio
- Fabric, Heavy + more



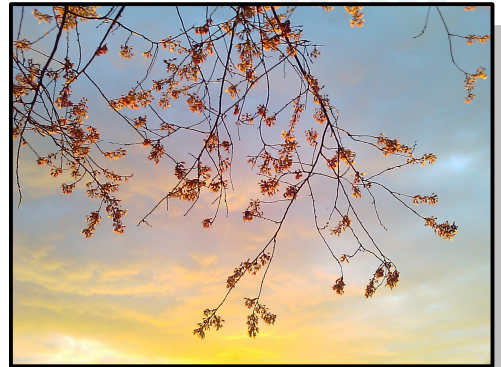
Technical Tips?

- Use spreadsheets & tools to refine your process
- Embrace prototyping, coding + scripting
- Play with things to really understand them
- Have fallback options
- Research new techniques
- Remember the art



Creative Tips?

- Creativity is a job
- Think outside the genre & support the story
- Spend time building professional relationships
- Aim to get things done early
- Prepare for change
- Understand your boss/client



The Big Picture



- Make a living wage
- Life balance with growth
- Enjoy making connections and sharing
- Get support from your superiors & community
- Challenge yourself artistically
- Consider outside possibilities

Questions! / Discussion?

Feel free to contact me anytime:

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