



**Santa
Monica
Studio**TM



Shipping Greatness: Practical Lessons from Audio Production on 'God of War'

Shayna Moon
Associate Producer, Santa Monica Studio

Who I am

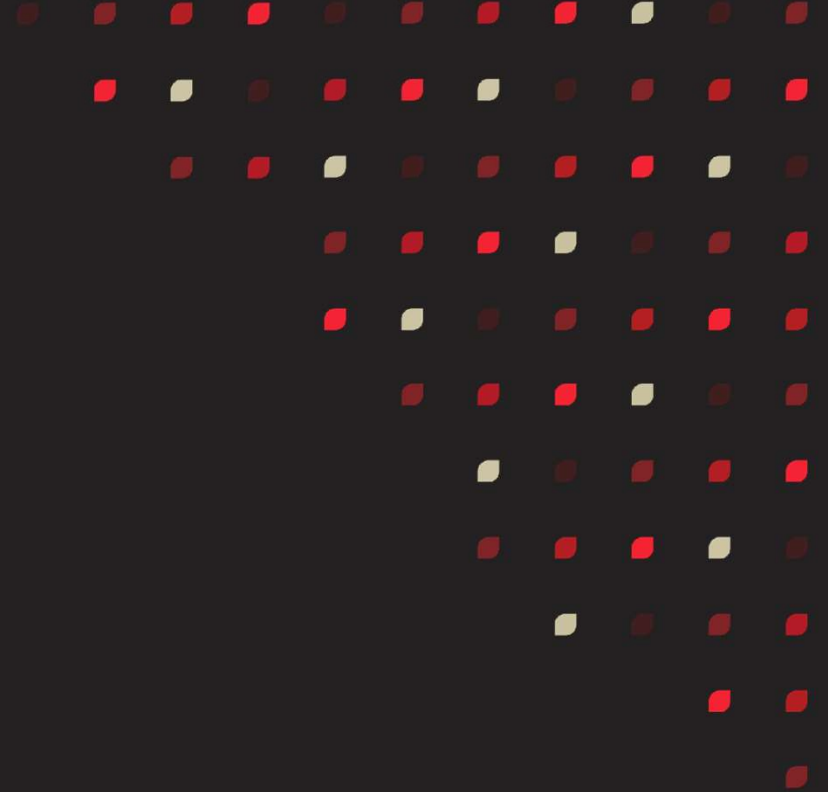
- Assistant Producer with Narrative
- Moved to Audio

The Team

- Sound Designers
- Audio Implementers
- Audio Engineer
- QA Testers
- Production



Santa Monica Studio





The Game

God of War 2018

Audio reflecting revitalization of franchise was essential

A promotional image for the video game God of War. In the foreground, Kratos is shown from the waist up, facing left. He has a large, dark beard and a red tribal tattoo on his forehead and chest. He is wearing a brown leather shoulder guard and a wide, ornate belt. In the background, a misty, ancient Greek temple environment is visible with several enemies (Minotaurs) and a small child (Atreus) in the distance.

**"NOTHING SHORT
OF A MASTERPIECE"**

10/10 - IGN

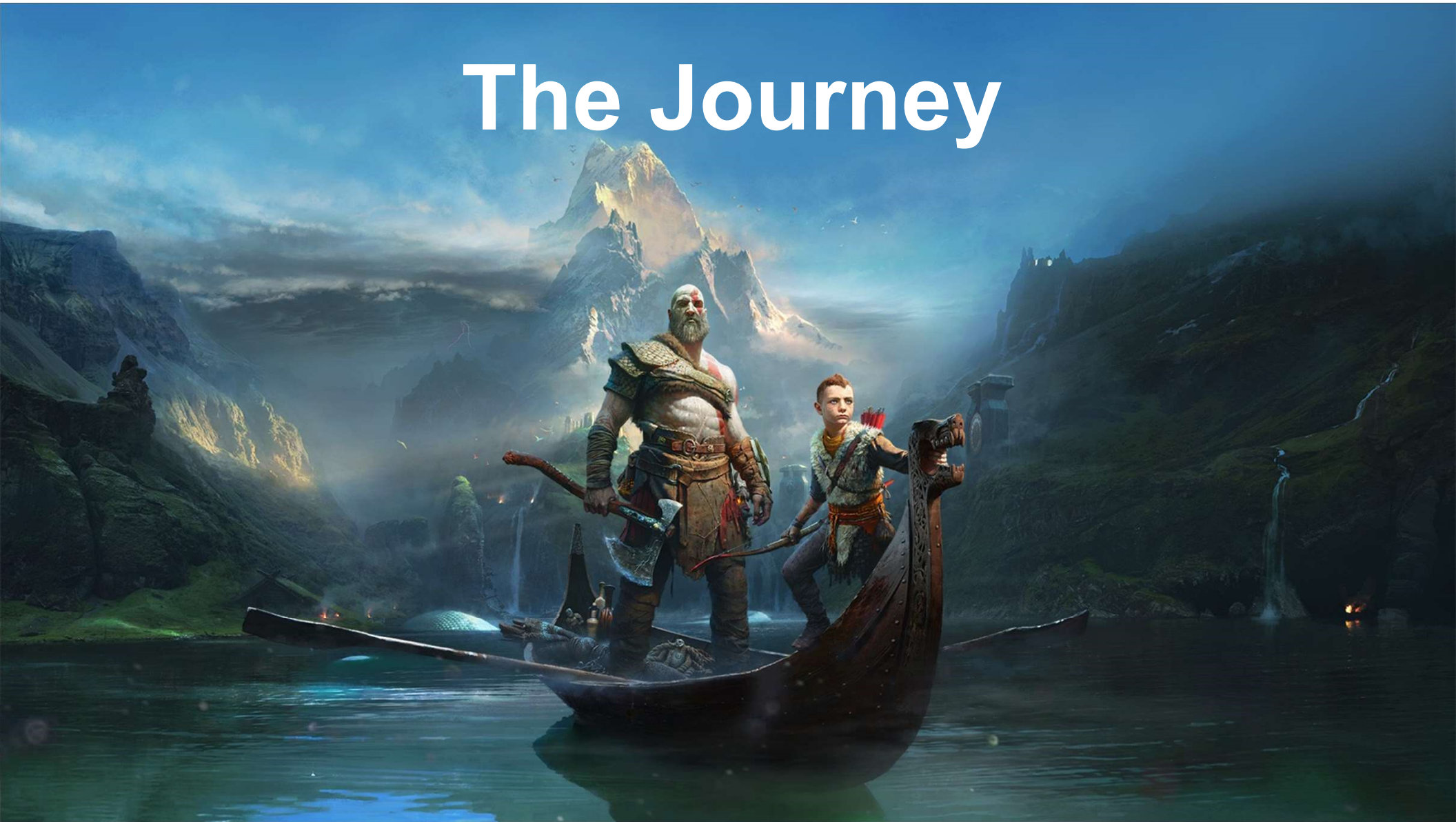
GOD OF WAR





Captured on a PS4 Pro System

The Journey




A decorative graphic consisting of a grid of colored squares. The top row has five squares: dark red, red, red, red, and light yellow. The bottom row has five squares: dark red, red, red, red, and light yellow. The middle row has two squares: red and dark red. The text "The Problem" is centered in the middle of the grid.

The Problem

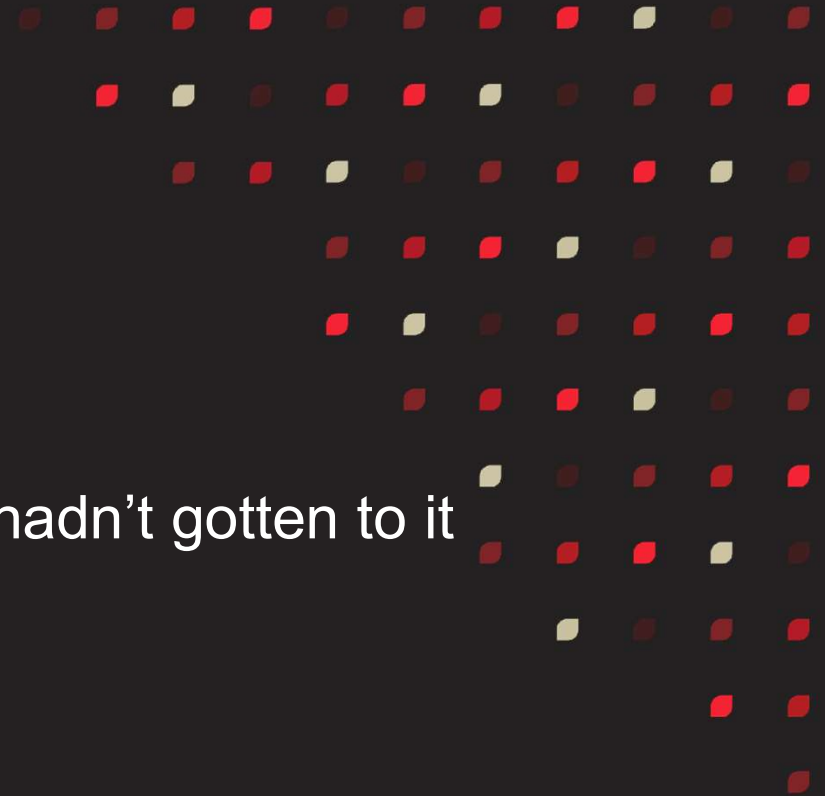


Source Starvation

- Using too much memory
 - Playtests showed missing audio & crackling
 - No silver bullet solution
- 

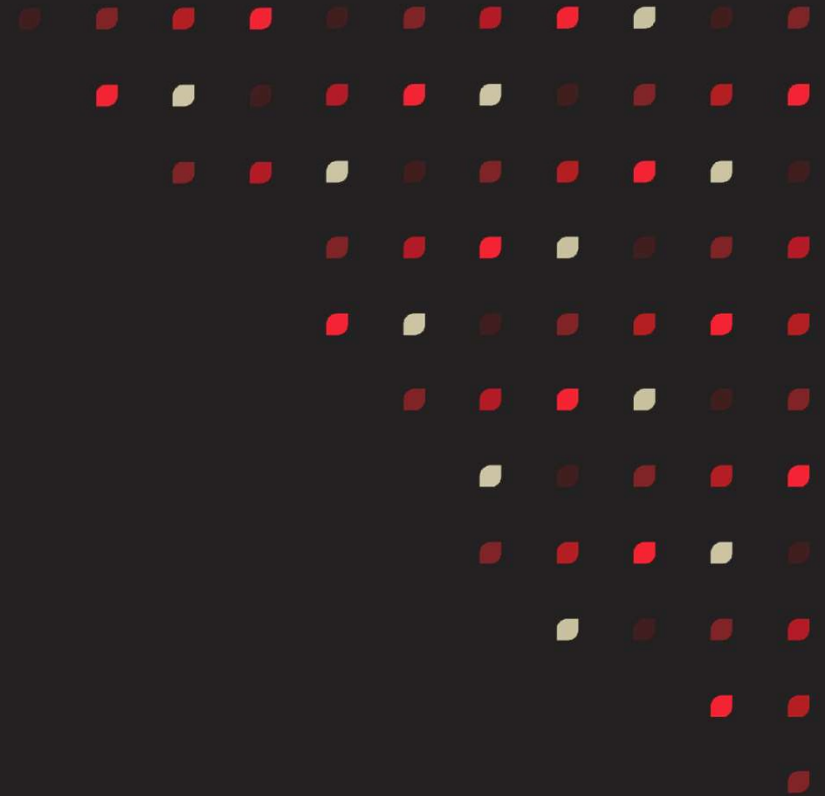
Complications

- Downstream nature of audio:
 - Some missing audio was because we hadn't gotten to it
 - Some missing audio was bugged

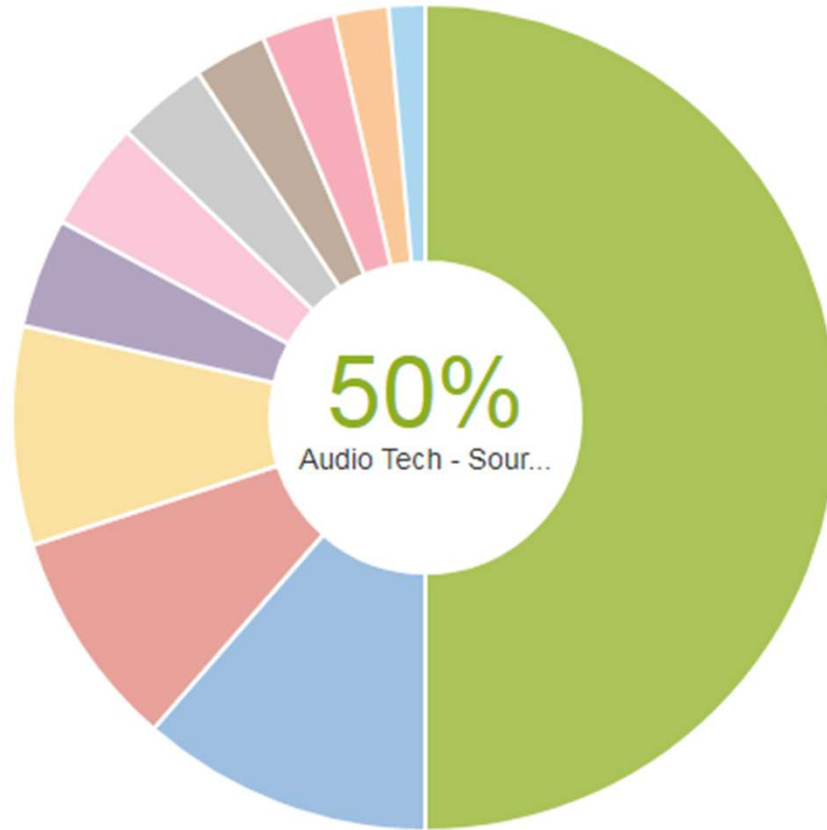


The Solution

- Stagger loading times
- Added audio to level memory




Pie Chart: copy of audio filter



Epic Link



Roadmap

- I. Being an Advocate
 - II. Information Flow
 - III. Testing Workflow
- 

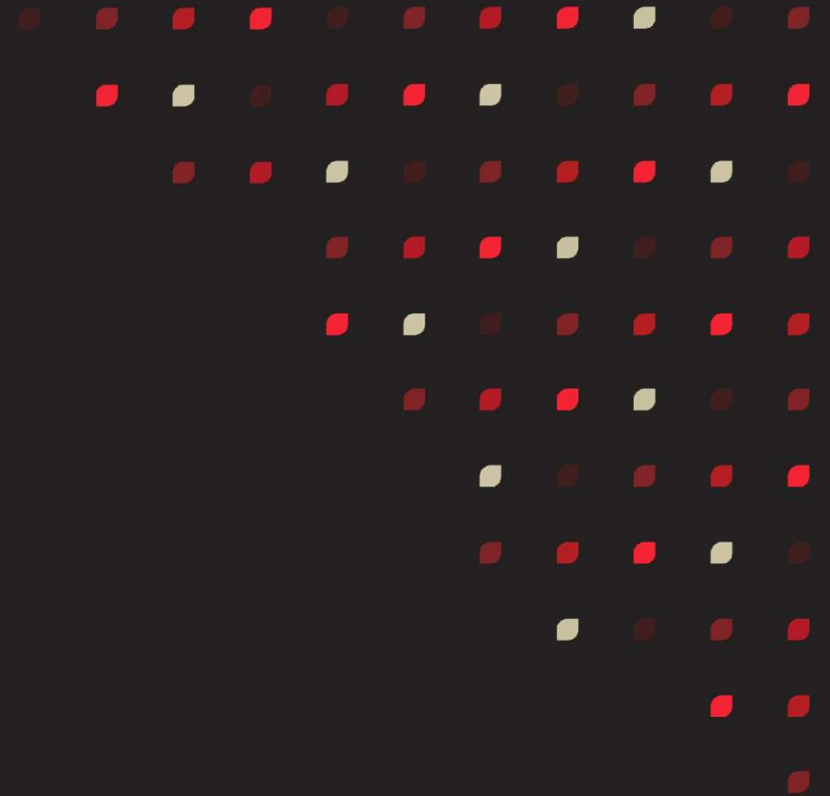
I. Being an Advocate

- Had to understand the discipline
- Asked a lot of questions




I. Being an Advocate

➤ JIRA database



A decorative graphic on the left side of the slide, consisting of a grid of small squares in red, yellow, and dark red colors, arranged in a pattern that tapers to the right.

II. Information Flow

- Audio at the end of the pipeline
 - Needed to be proactive, facilitate conversation
- 
- A decorative horizontal bar at the bottom of the slide, composed of several colored segments: dark red, red, and yellow.

A decorative graphic on the left side of the slide, consisting of a grid of small squares in red, yellow, and dark red colors, arranged in a pattern that tapers to the right.

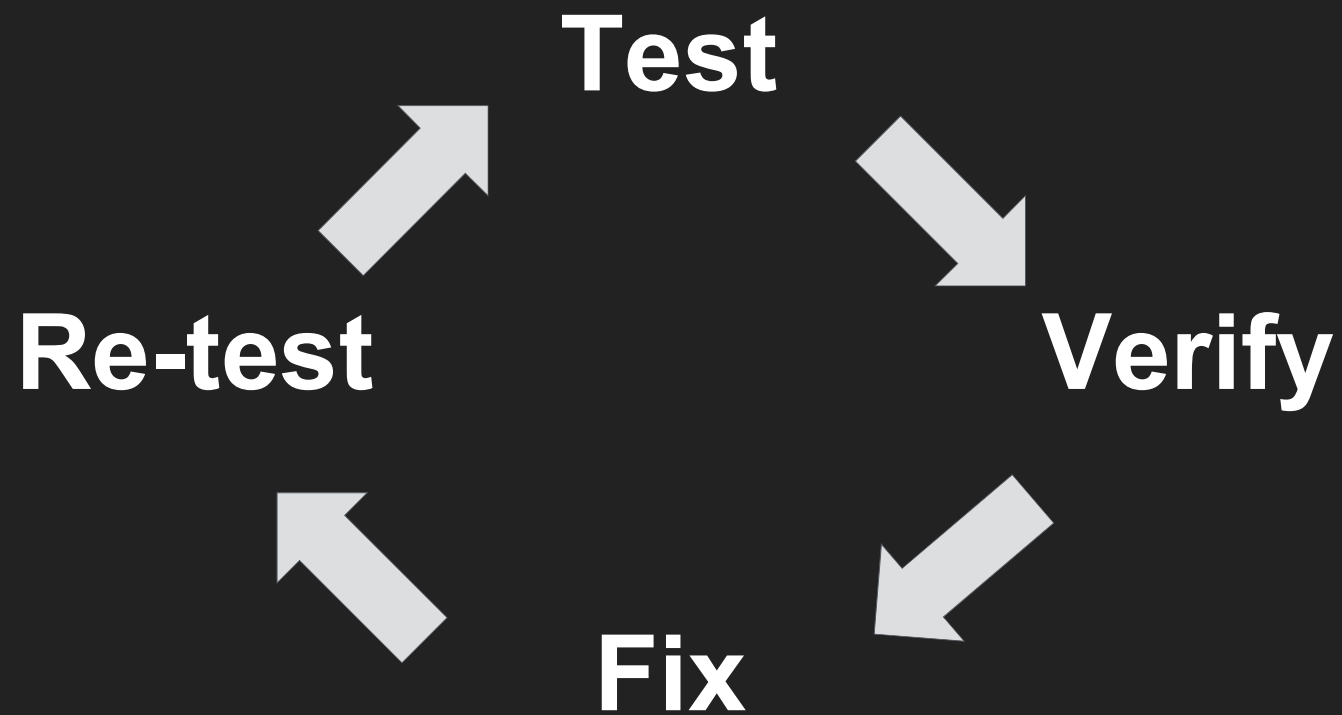
II. Information Flow

- Audio/Tech communication
 - Final Boss Fight
- 
- A decorative horizontal bar at the bottom of the slide, composed of several colored segments: dark red, red, and yellow.

III. Testing Workflow

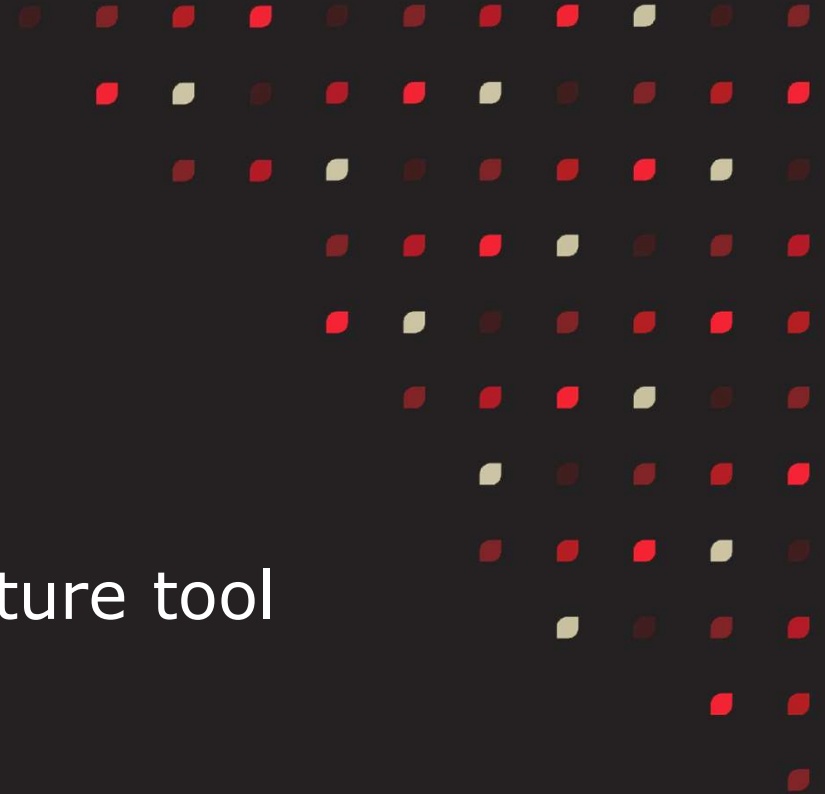
- Spiral centered around finaling
- Frequent syncs, risk assessment



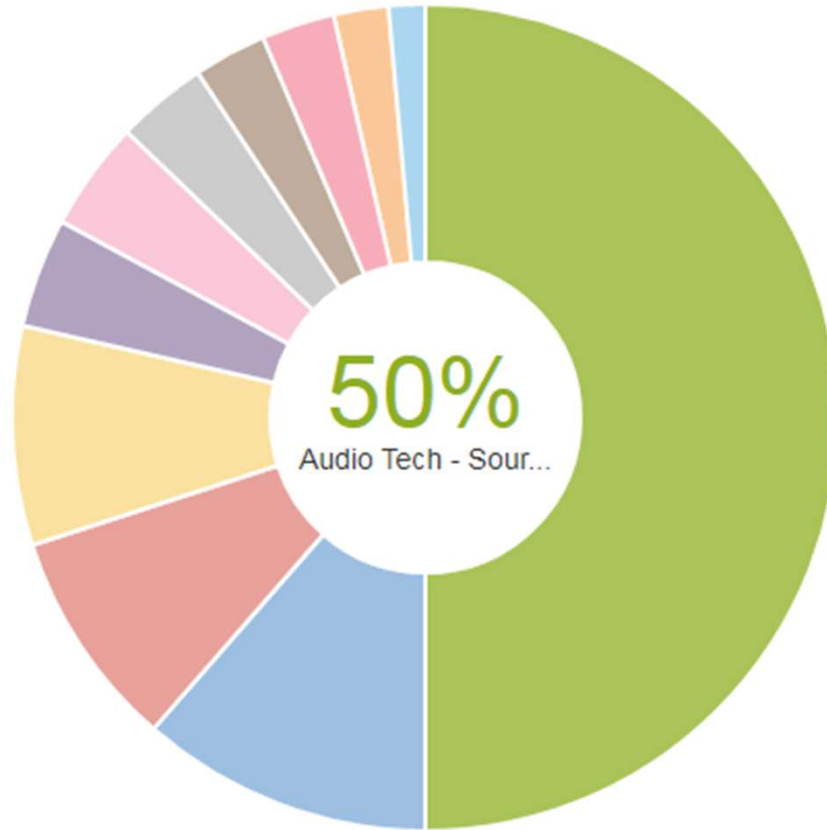


III. Testing Workflow

- 1-2 day cadence
- Integrated QA
- Trained with Wwise profiler capture tool

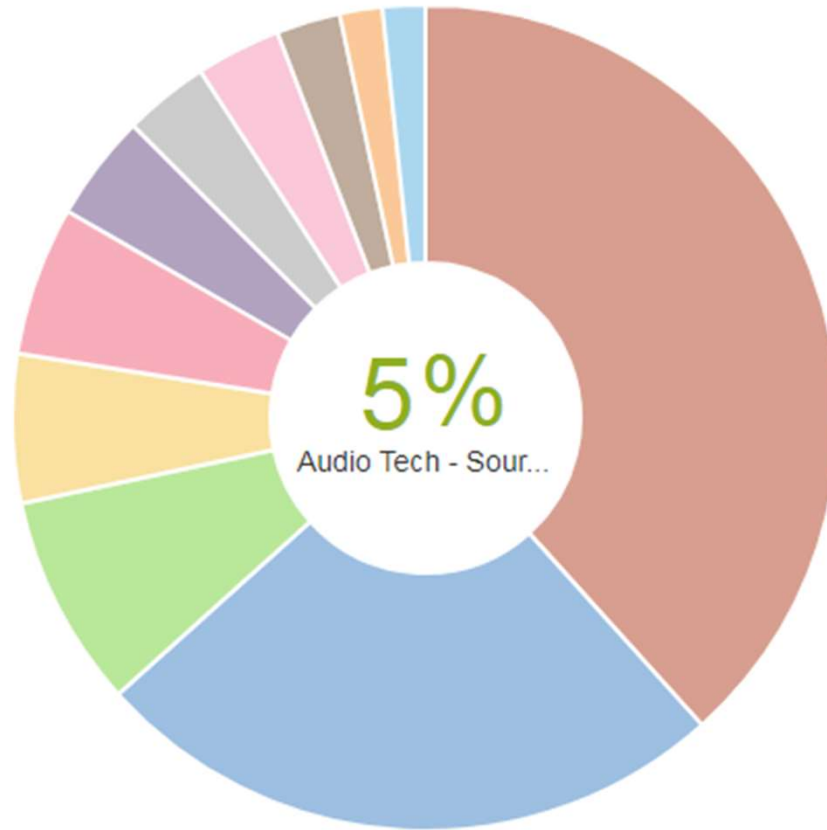


Pie Chart: copy of audio filter



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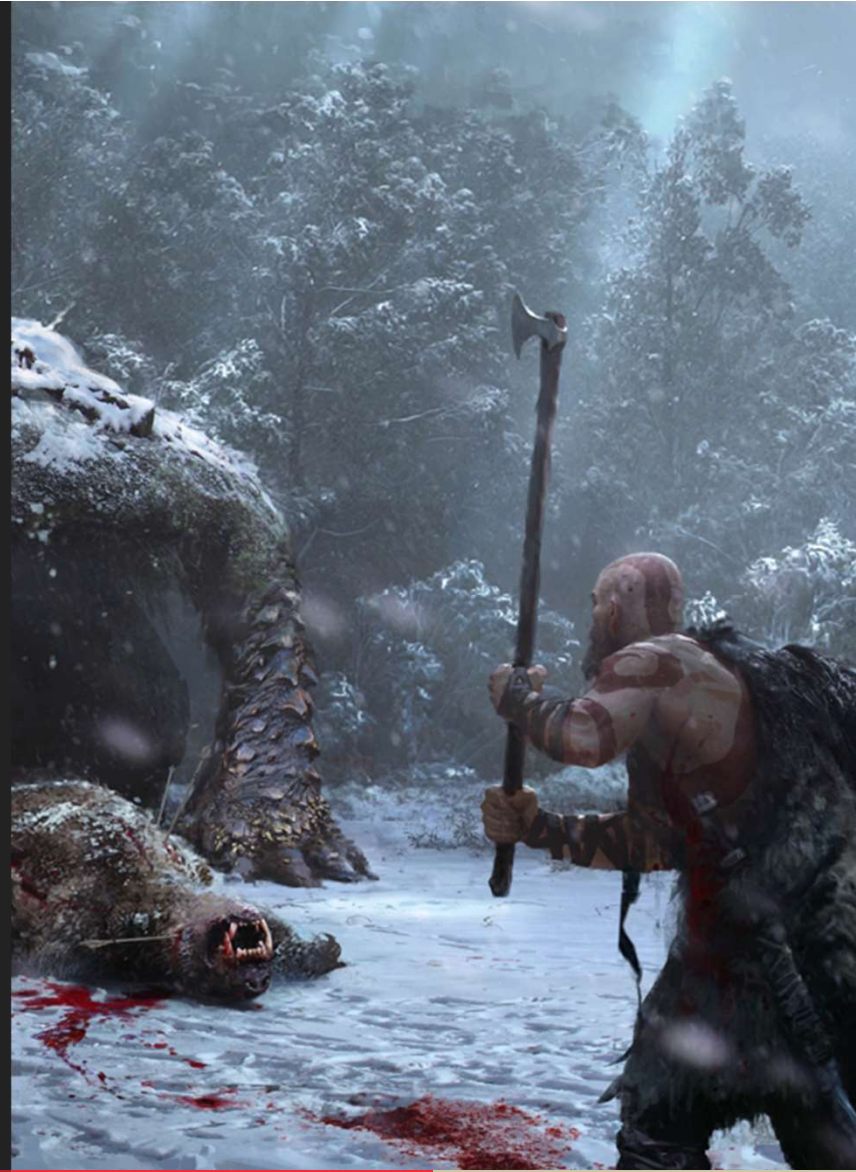
Pie Chart: copy of audio filter



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Room for Improvement

- Better understanding upstream groups' challenges
- Manage schedules more firmly
- Earlier connection with tech
- More detailed audio playtest feedback





Key Takeaways

- Be an advocate
- Robust data tracking
- Keep information flowing
- Consider new project management styles
- Integrate QA
- Be better

Thank You!

shayna_moon@playstation.sony.com
@Qorquiq

Wrap up room - Overlook 3022

Christchurch NZ support link: bit.ly/2F1Ftps



Our journey,
your story
We're hiring for what's
next!

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