



Jamie Lee

Sound Designer
A Shell In The Pit



Mark Berg

Technical Audio Artist
Electronic Arts



Mason Victoria

Audio Director
Stray Kite Studios

GAME CAREER SEMINAR

FINDING YOUR GROOVE

AS MUSICIANS IN GAME AUDIO

INDEX

- Demystifying Game Audio
- The Art of the Technical
- The Orchestration of Sound Design

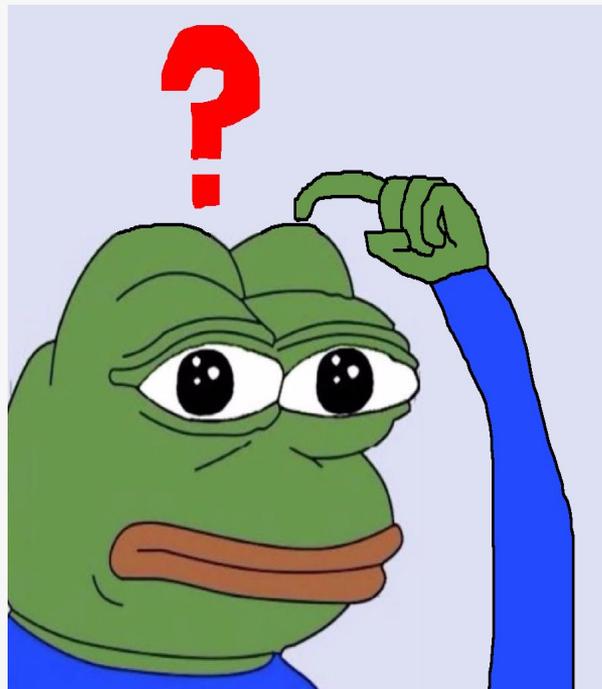
DEMYSTIFYING GAME AUDIO

JAMIE LEE
MUSICIAN & SOUND DESIGNER



WHY ARE WE TALKING ABOUT THIS?

- We are the musicians-turned-game-audio-professionals!
- According to the “*Game Audio Industry Survey 2023*”, 77% of the game audio professionals come from music/audio background. Only **18%** of the respondents graduated from game audio specific programs.
- We want to make game audio accessible!



RETHINKING “BREAKING IN”

- “Breaking in” is only a starting point
 - Puts too much emphasis on the first gig
 - Can lead to burnout
 - Look further out than a starting point



BALANCE IS THE KEY

1. Be ready to play the long game
 - Job market is highly dependant on timing and luck
 - Balancing the existing career and learning new skills is critical



BALANCE IS THE KEY

2. Budget the timeline generously and realistically

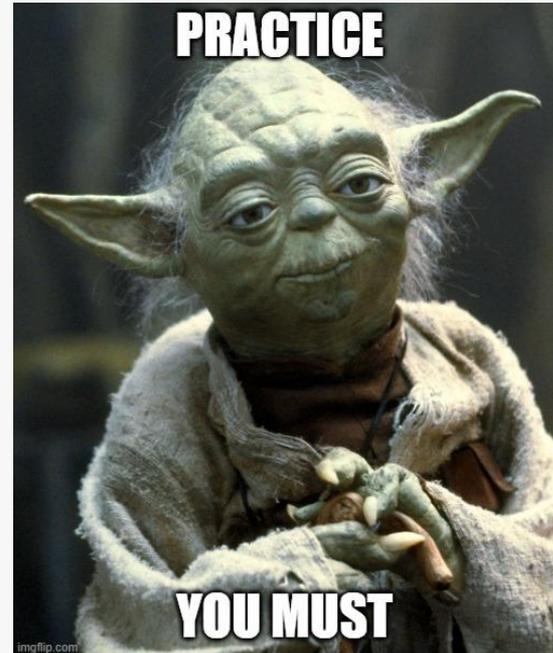
- Prevent anxiety coming from urgency
- Allow yourself enough time to ease into it



BALANCE IS THE KEY

3. Sound design requires endless learning

- New technologies, programs, and trends
- Practice, Practice, Practice
- Don't rush yourself, invest time



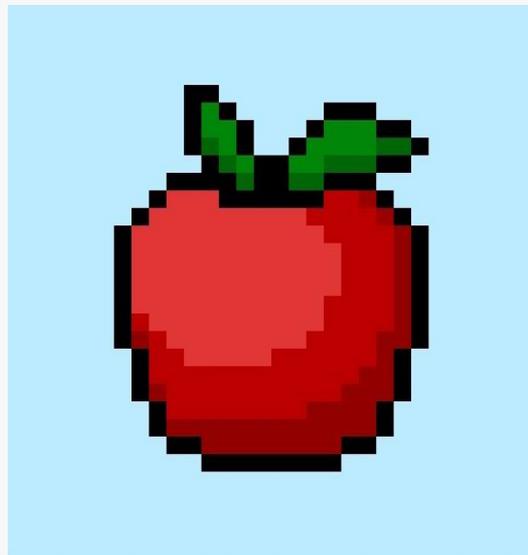
APPLES AND ORANGES

- Music = 🍎 Sound Design = 🍊
 - both are “fruits” but with different tastes and colours.
 - both grounded in auditory principles but with different purposes and focuses.

ADVANTAGES OF BEING AN **APPLE** FARMER

1. Creative problem solver

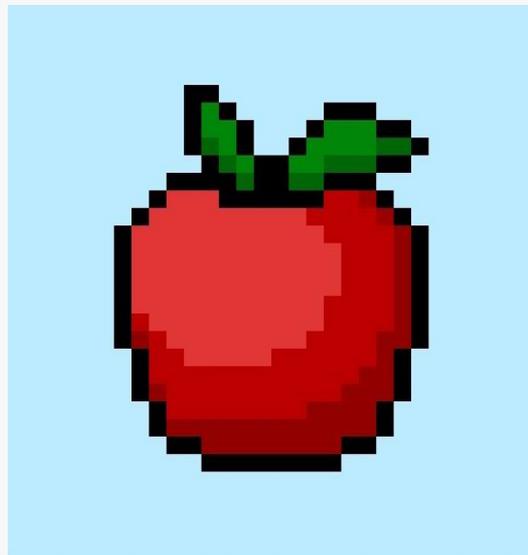
- We wear many hats to run business and solve problems
e.g.) managers, accountants, marketing, etc.
- Game development is a big problem solving project!



ADVANTAGES OF BEING AN **APPLE** FARMER

2. Good team player

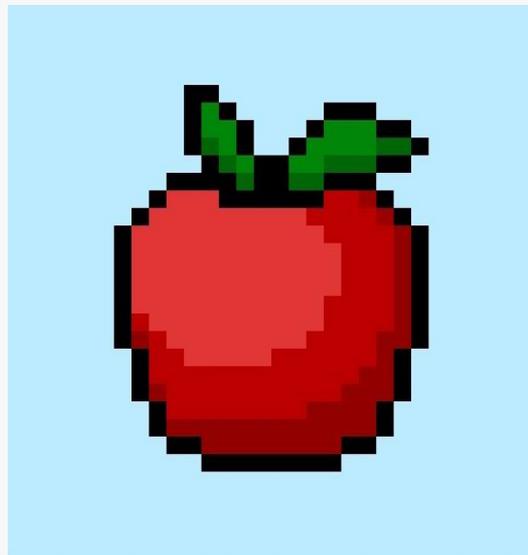
- Understanding the importance of collaboration and working together
- Good communicators



ADVANTAGES OF BEING AN **APPLE** FARMER

3. Duh, your EARS! 🦻

- Years of analytical listening
- Use it for analyzing and creating sounds!



UNIQUE PARTS OF ORANGE FARMING

1. Creating in structure

- Structure is a must in game development
 - Allows clear communication
 - We are a part of the bigger operation



UNIQUE PARTS OF ORANGE FARMING

2. Feedbacks

- From clients
- From the audio director
- From the players
- From the fellow sound designers

- You gotta get used to it, it's not personal.



UNIQUE PARTS OF ORANGE FARMING

3. It's... oranges

- Very different job description
- Don't give apples when they need oranges



SUMMARY

- Don't stop at "breaking in"! Plan a career, not a job
- Balance is the key
- Transferable superpowers as musicians
- Don't give someone **apples** when they are looking for **oranges**!



THE ART OF THE TECHNICAL

MARK BERG
PRODUCER & TECHNICAL AUDIO ARTIST



WHO AM I?

- Jazz school graduate
- Shoe-gaze dream pop musician
- Technical Audio Artist

Tropic Harbour

My love for ear candy lead me into the world of
sound design 🦻 🍬



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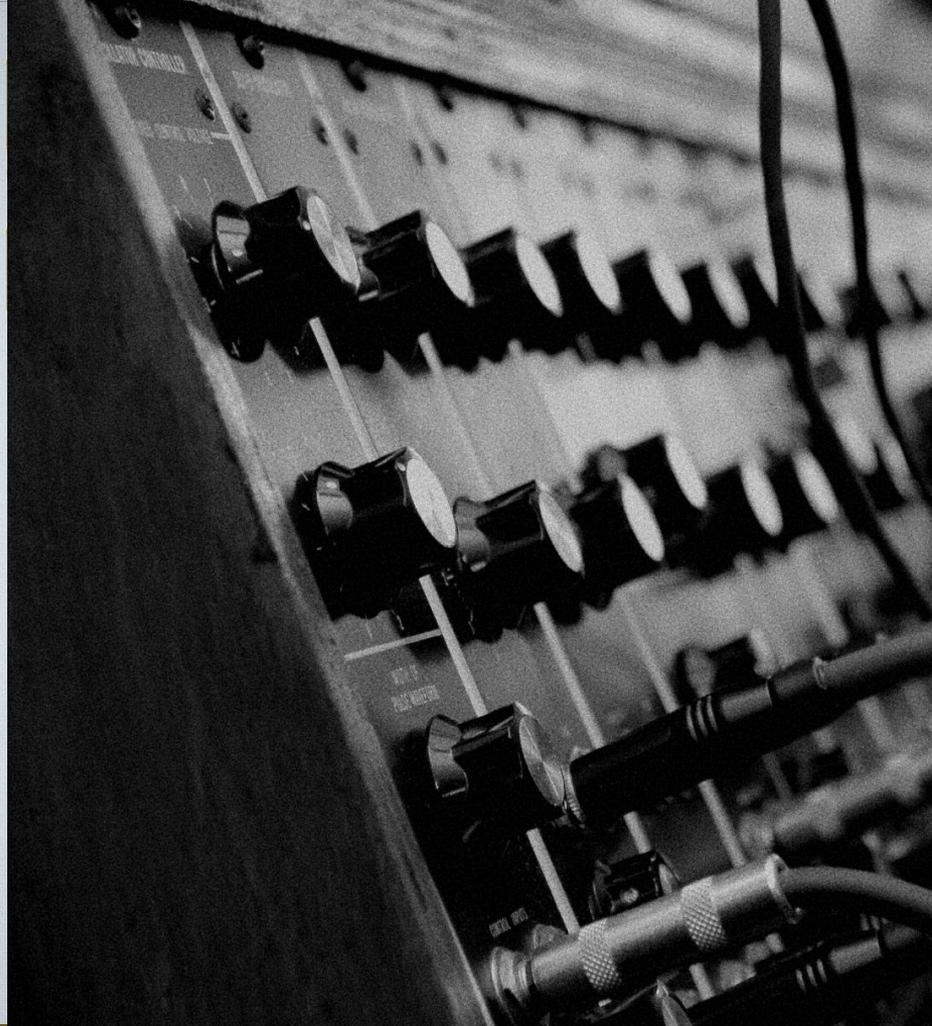
WHAT I'LL BE TALKING ABOUT

- My misconceptions about the technical space
- Redefining what creativity looks like
- Supports for your musician to game audio journey



TECHNICAL = CREATIVE

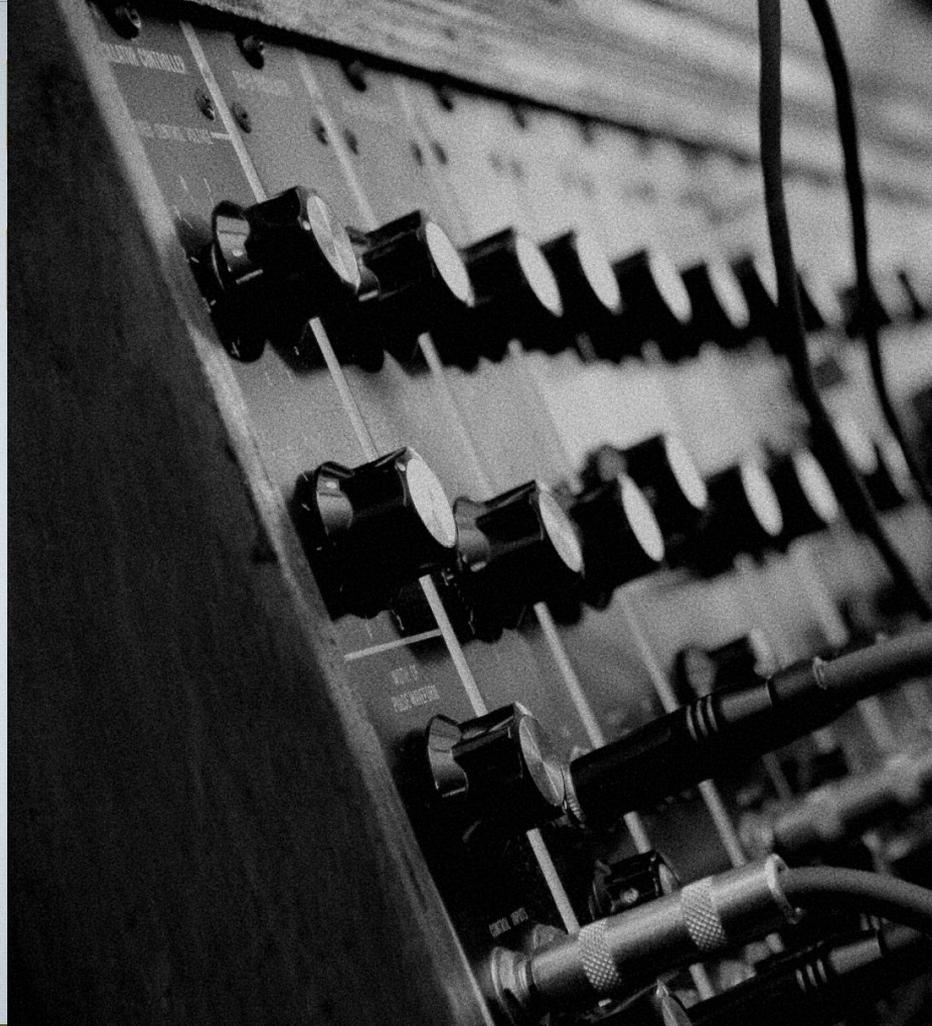
Sound design roles are never just creative or just technical – they are symbiotic and necessitate each other



TECHNICAL = CREATIVE

Sound design roles are never just creative or just technical – they are symbiotic and necessitate each other

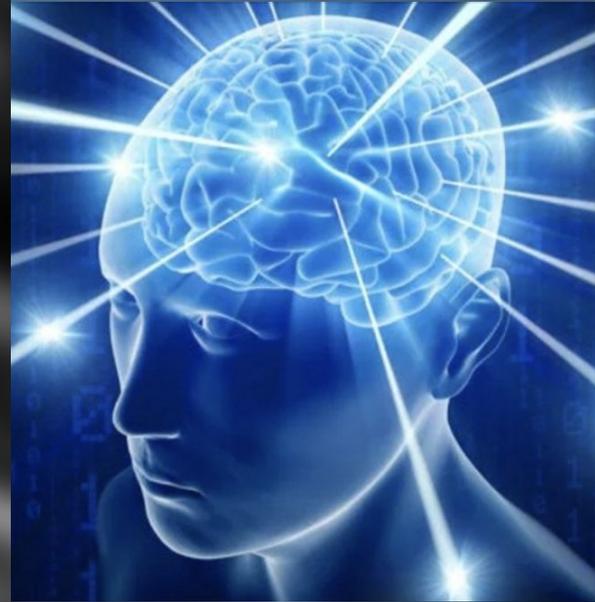
(I wish I had realized this sooner)







I used to believe that recording engineers knew things that I would never be able to understand

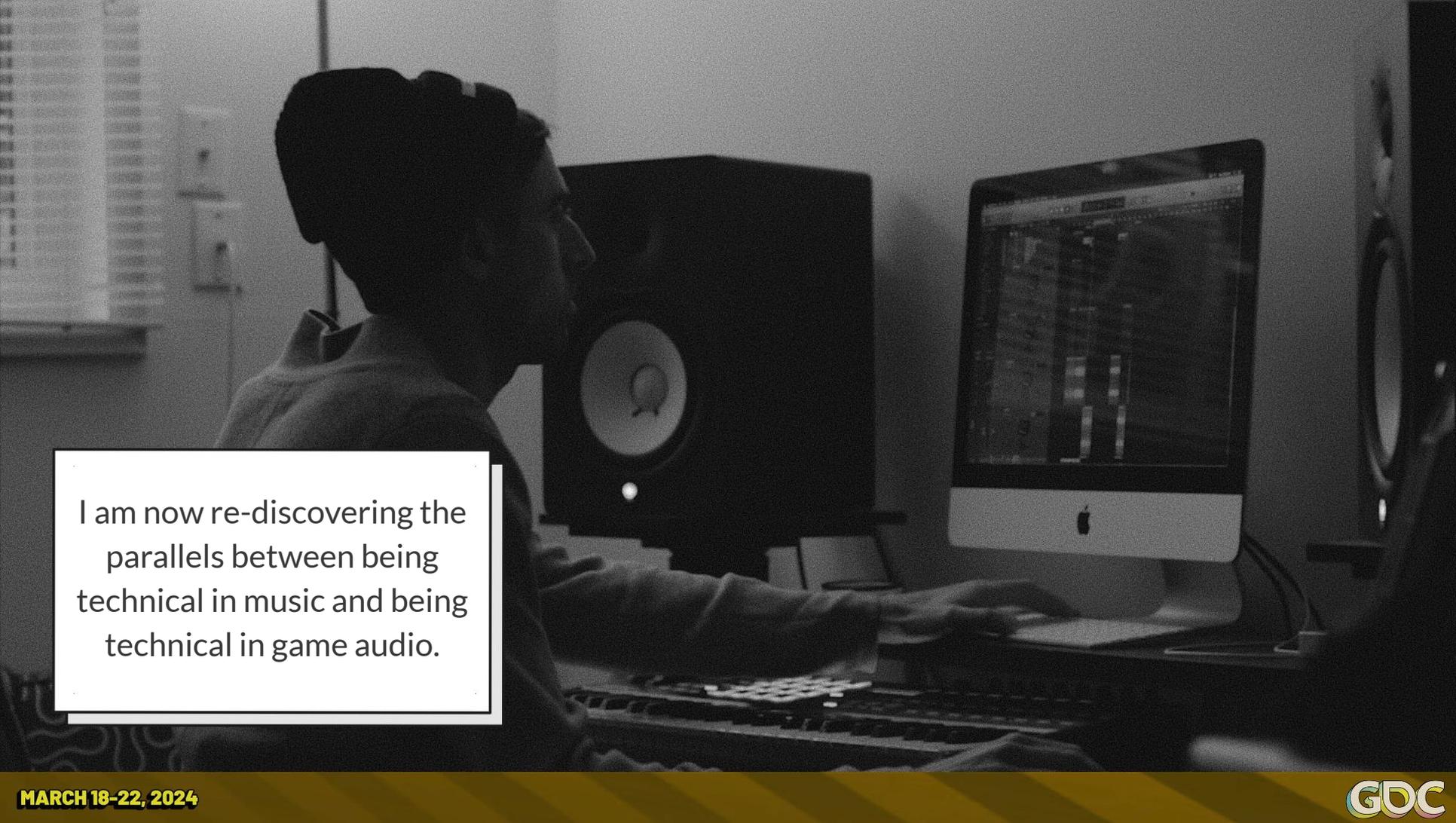




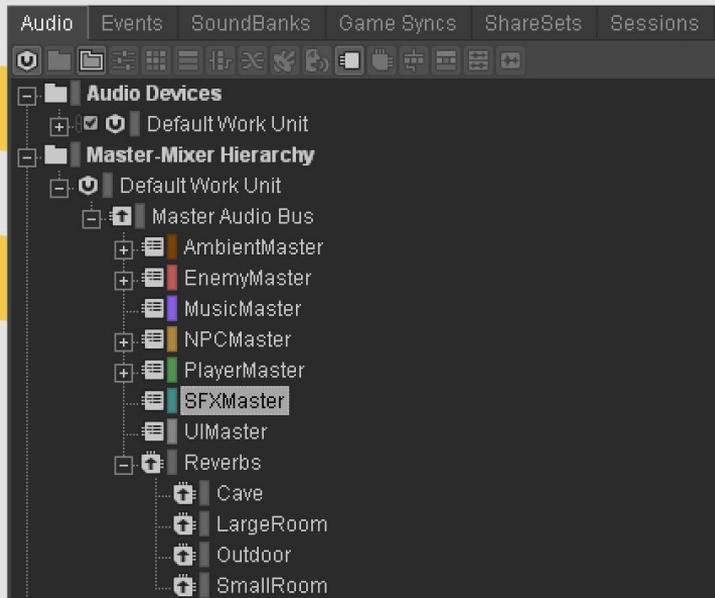




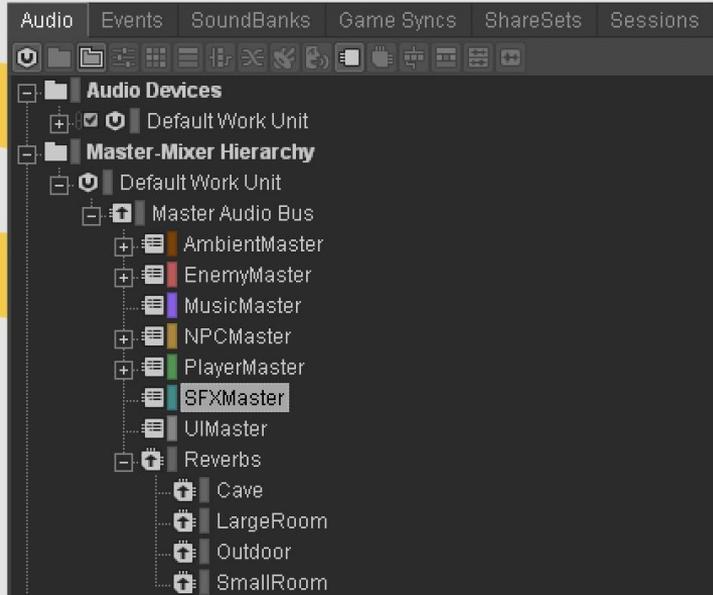
Allowing myself to explore the technical side of music opened my eyes to new ways of songwriting.

A black and white photograph of a person wearing a headset, sitting at a desk and working on a computer. The person is seen from the side, looking at a large monitor. To the left of the person is a large studio monitor. The person's hands are on a keyboard. The scene is dimly lit, with the primary light source being the computer monitor.

I am now re-discovering the parallels between being technical in music and being technical in game audio.

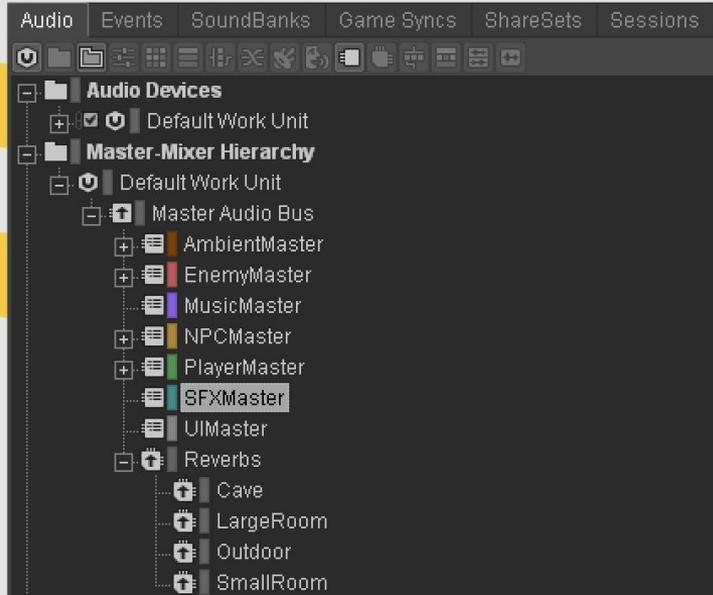


HOW THIS APPLIES TO GAME AUDIO



HOW THIS APPLIES TO GAME AUDIO

- Technical knowledge
 - Informs your design choices
 - Prevents redundant work
 - Allows for better communication



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Technical abilities directly lend themselves to creativity!



**HOW DO YOU GO
FROM MUSIC TO
GAME AUDIO?**



MAKE YOUR PORTFOLIO YOUR ELEVATOR PITCH

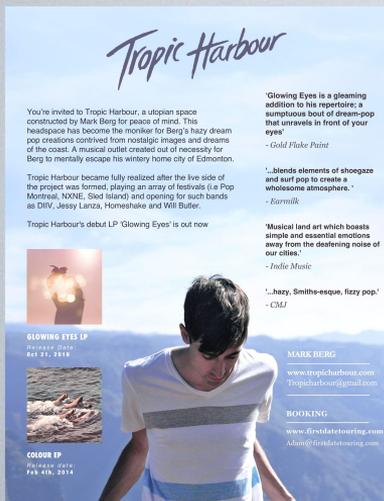
ABOUT

PORTFOLIO

GAME CREDITS



MAKE YOUR PORTFOLIO YOUR ELEVATOR PITCH



Tropic Harbour

You're invited to Tropic Harbour, a utopian space constructed by Mark Berg for peace of mind. This headspace has become the monk for Berg's hazy dream pop creations contrived from nostalgic images and dreams of the coast. A musical outlet created out of necessity for Berg to mentally escape his wintry home city of Edmonton.

Tropic Harbour became fully realized after the live side of the project was formed, playing an array of festivals (Le Pop Montreal, NONE, Sled Island) and opening for such bands as DIV, Jessy Lanza, Homeshake and Will Butler.

Tropic Harbour's debut LP 'Glowing Eyes' is out now

GLOWING EYES LP
MAY 2018 (2017)
Oct 21, 2014

COLOUR EP
MAY 2014 (2013)
Feb 15, 2014

MARK BERG
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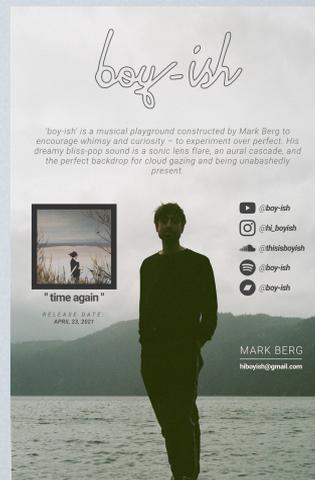
BOOKING
www.firstdatebooking.com
adam@firstdatebooking.com

"Glowing Eyes is a gleaming addition to his repertoire, a sumptuous bout of dream-pop that unravels in front of your eyes"
- Gold Flake Prize

"...blends elements of shoogaze and surf pop to create a wholesome atmosphere."
- Exclaim!

"Musical land art which boasts simple and essential emotions away from the deafening noises of our cities."
- Indie Music

"...hazy, Smiths-esque, fizzy pop."
- CMJ



boy-ish

'boy-ish' is a musical playground constructed by Mark Berg to encourage whimsy and curiosity - to experiment over perfect. His dreamy bliss-pop sound is a sonic lens flare, an aural carousel, and the perfect backdrop for cloud gazing and being unabashedly present.

"time again"
RELEASE DATE
APRIL 23, 2021

MARK BERG
Mboyish@gmail.com

YouTube: @boy-ish
Instagram: @the_boyish
SoundCloud: @theboyish
Facebook: @boy-ish
Twitter: @boy-ish

HOW TO ORGANIZE YOUR CONTENT

- Highlight your best work
- Supplement your portfolio with implementation videos
- Keep your videos focused and succinct
- Show off game jams you have been apart of

**UTILIZE YOUR
TRANSFERABLE SKILLS**

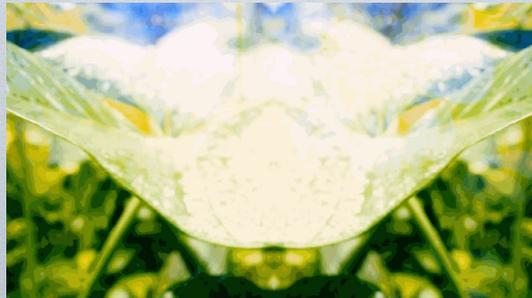
FIRST DATE TOURING

Tropic Harbour
Summer Tour 2017

JULY 6	Rossland	The Flying Steamshovel
JULY 7	Vancouver	The Matador
JULY 8	Victoria	Lucky Bar
JULY 10	Abbotsford	Carport Manor
JULY 11	Kelowna	Fernandos
JULY 12	Calgary	Nite Owl
JULY 13	Lethbridge	The Owl Acoustic Lounge
JULY 14	Saskatoon	Vangells
JULY 15	Winnipeg	Handsome Daughter
JULY 16	Regina	The Artful Dodger




UTILIZE YOUR TRANSFERABLE SKILLS



BE YOURSELF AND BUILD COMMUNITY

- Have a social media account dedicated to your creative work
- Get feedback from trusted ears
- Set up coffee chats with those whose work you admire

All of this can lead to opening doors for future employment

TAKEAWAYS

**TECHNICAL
IS
CREATIVE**

**MAKE YOUR
PORTFOLIO
YOUR
ELEVATOR
PITCH**

**UTILIZE YOUR
TRANSFERABLE
SKILLS**

**BE YOURSELF
AND BUILD
COMMUNITY**

THE ORCHESTRATION OF SOUND DESIGN

MASON VICTORIA
COMPOSER & LEAD AUDIO DESIGNER



MASON VICTORIA

(HELLO!)

Audio Director, Stray Kite Studios (2024 - Present)

Sessional Lecturer - Game Audio, University of Toronto (2021-Present)

Lead Audio Designer, Disruptive Games (2022-2024)

Artistic Director, Sonuskapos Jazz Orchestra (2013-2018)

All Around Audio Guy, Freelance (2010 - Present)



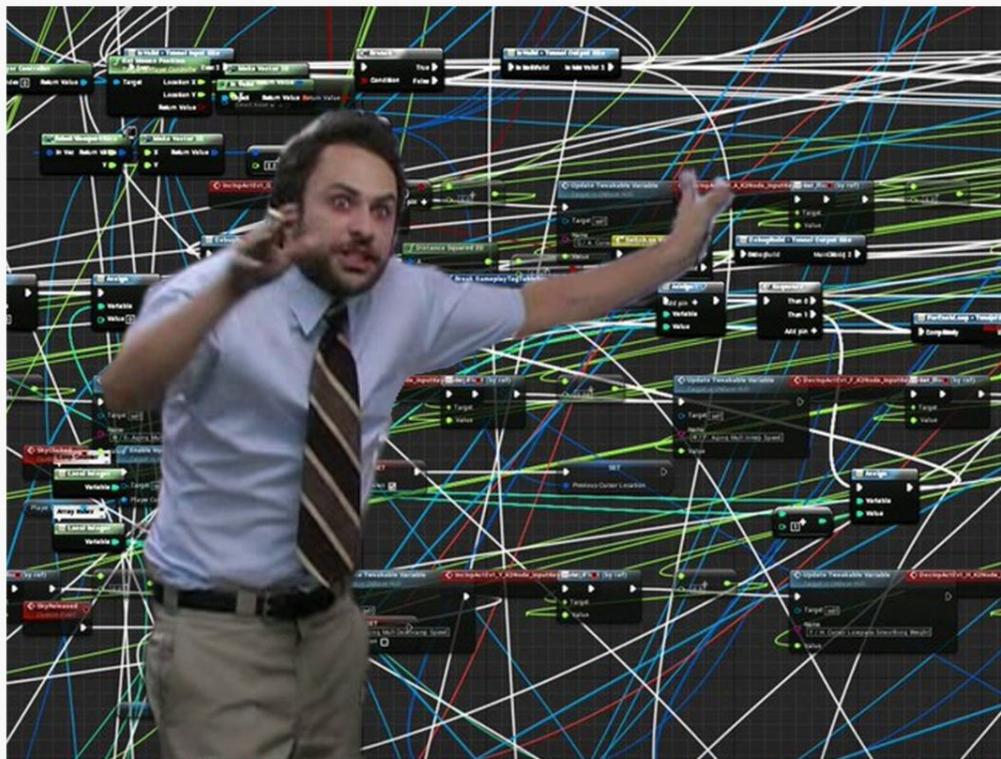


MASON VICTORIA
sound design | composition | implementation
COMPOSITION REEL

HOW CAN A MUSICIAN BE A SOUND DESIGNER ?

~~HOW CAN~~ A MUSICIAN ^{IS} ~~BE~~ A SOUND DESIGNER !

A COMPOSER'S JOURNEY INTO GAME AUDIO



I'LL SPARE YOU THE DETAILS ...







LESSON ONE:

**SURROUND YOURSELF WITH PEOPLE
WHO INSPIRE YOU**







=



“AN ORCHESTRA IS JUST A GIANT EQ”



=

2

Alto Sax. *mf*

Ten. Sax. *ff* *mf* *ff* *mf* *ff*

Bari. Sax. *mp* *f* *mp* *f* *etc.*

Flug. *ff* *mf* *ff* *mf* *ff*

Tpt. *mf*

Tbn. *ff* *mf* *ff* *mf* *ff*

Tbn. *ff* *mf* *ff* *mf* *ff*

J. Gtr. *chords* *mf* *mf* *mf* *mf*

E. Bass *mp* *f* *mp* *f* *mp*

Dr. 5 2

“SOUND DESIGN IS JUST A COMPOSITION IN A MICROCOSM”

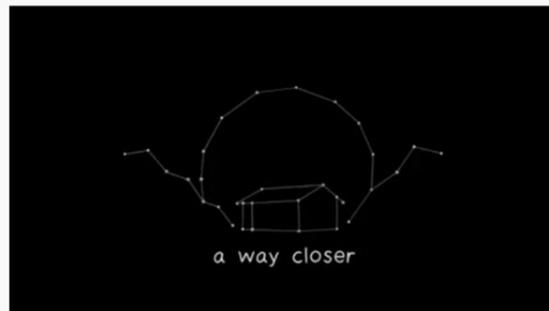
LESSON TWO:

**SPEND TIME WITH YOUR TOOLS, MUCH LIKE
YOU SPEND TIME WITH YOUR INSTRUMENTS**



MARCH 18-22, 2024





me:



Is this game audio?

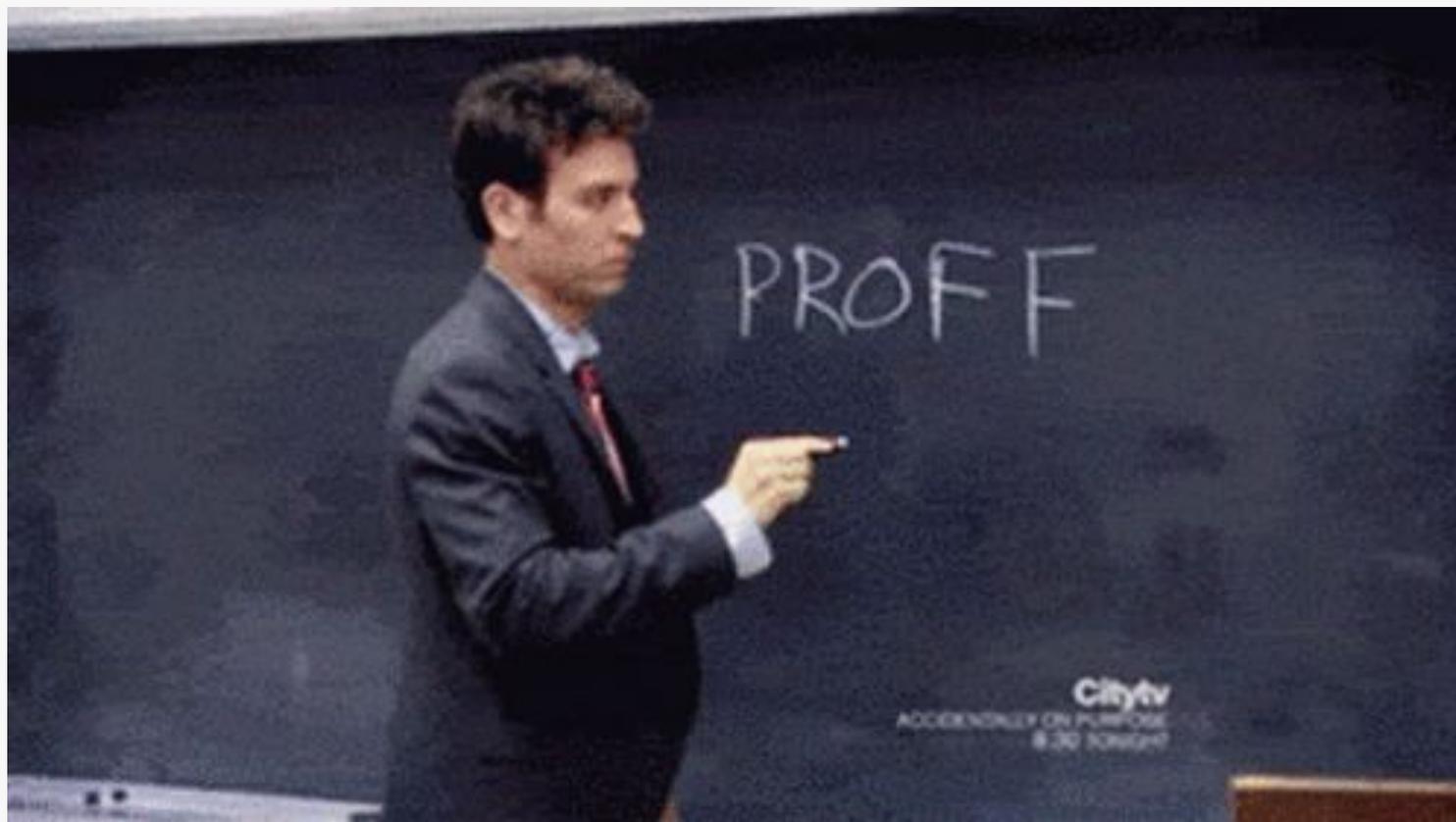


client:



LESSON THREE:

**CREATE WITH PURPOSE AND
DESIGN WITH BROAD STROKES**



Requirements

- Demonstrable game development experience in leading a team, focused on sound design and implementation
- At least one shipped AAA title or equivalent major project



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- At least one shipped AAA title or equivalent major project





GETTING OVER IMPOSTER SYNDROME

LESSON FOUR:

**CARRY OVER THE OTHER MUSICIAN SKILLS!
AND BE READY TO TALK ABOUT THEM**

LESSON FIVE:

**WORK TOWARDS GETTING BETTER,
NOT GETTING THERE**

TAKEAWAYS

- **Surround yourself with people that inspire you.**

TAKEAWAYS

- **Surround yourself with people that inspire you.**
- **Spend time learning your tools.**

TAKEAWAYS

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- **Create with purpose and design with broad strokes.**

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- **Carry over ALL your skills over from being a musician.**

TAKEAWAYS

- **Surround yourself with people that inspire you.**
- **Spend time learning your tools.**
- **Create with purpose and design with broad strokes.**
- **Carry over ALL your skills over from being a musician.**
- **Work towards getting better, not getting there.**

THANK YOU!



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