

AES York Student Section – Past Events

Guest Seminar Series

Audio for Games: An interactive Tutorial

A talk from the recent AES Audio for Games Conference by Richard Stevens & Dave Raybould, Leeds Metropolitan University

View poster at www.yorkaes.org

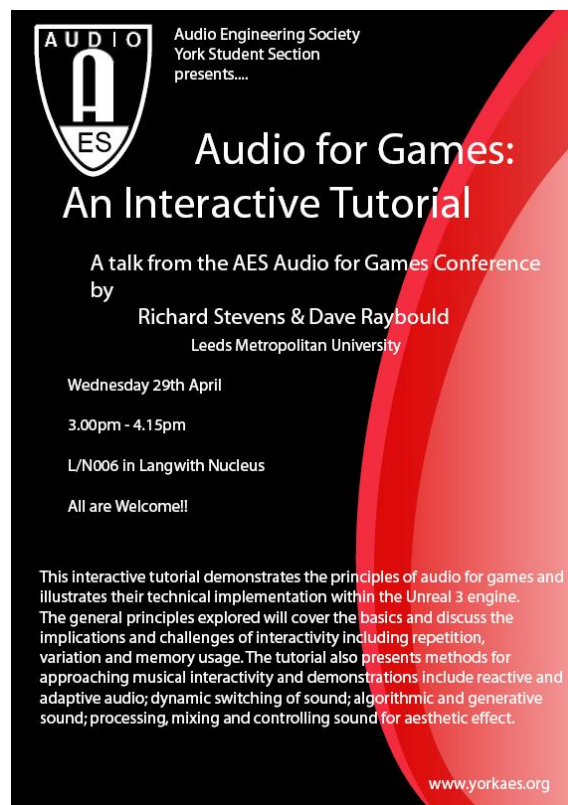
Wednesday 29th April

3.00pm - 4.15pm

L/N006 in Langwith Nucleus

All are Welcome!!

This interactive tutorial demonstrates the principles of audio for games and illustrates their technical implementation within the Unreal 3 engine. The general principles explored will cover the basics and discuss the implications and challenges of interactivity including repetition, variation and memory usage. The tutorial also presents methods for approaching musical interactivity and demonstrations include reactive and adaptive audio; dynamic switching of sound; algorithmic and generative sound; processing, mixing and controlling sound for aesthetic effect.



There will be an opportunity for questions and discussion and all AES York Section members and their guests are welcome to attend.

Thanks
Alex Southern

PhD Research Student
Audio Lab
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Outcome

22 Students Attended and 2 Academics from both Electronics and Music Depts.