

GAME AUDIO OPTIMIZATION

For Internal Sharing Day

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Kriteria Audio Optimization:

1. Di develop untuk memenuhi objektif2 tertentu di dalam sebuah game.
2. Audio yang di implementasikan sudah sesuai dan berjalan dengan baik di dalam game engine.



(1)

**Objective sangat
tentatif based on
sebuah game.**

Tahu Bulat

(Game engine Test + Speed Development)



Objective:

1. Rilis secepat-cepatnya (2 hari development).
2. Native Engine (Format audio harus cocok dengan engine yang dibuat)
3. Satu musik mewakili keseluruhan game.
4. Traditional Sound.
5. Output size harus kecil

Hasil Riset:

Format audio yang memenuhi objective game tahu bulat adalah .ogg/,mp3 dengan bit rate 44.100 Hz

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Somemon

(Player Experience)



Objective:

1. Memberikan experience lebih pada battle gameplay melalui sound.

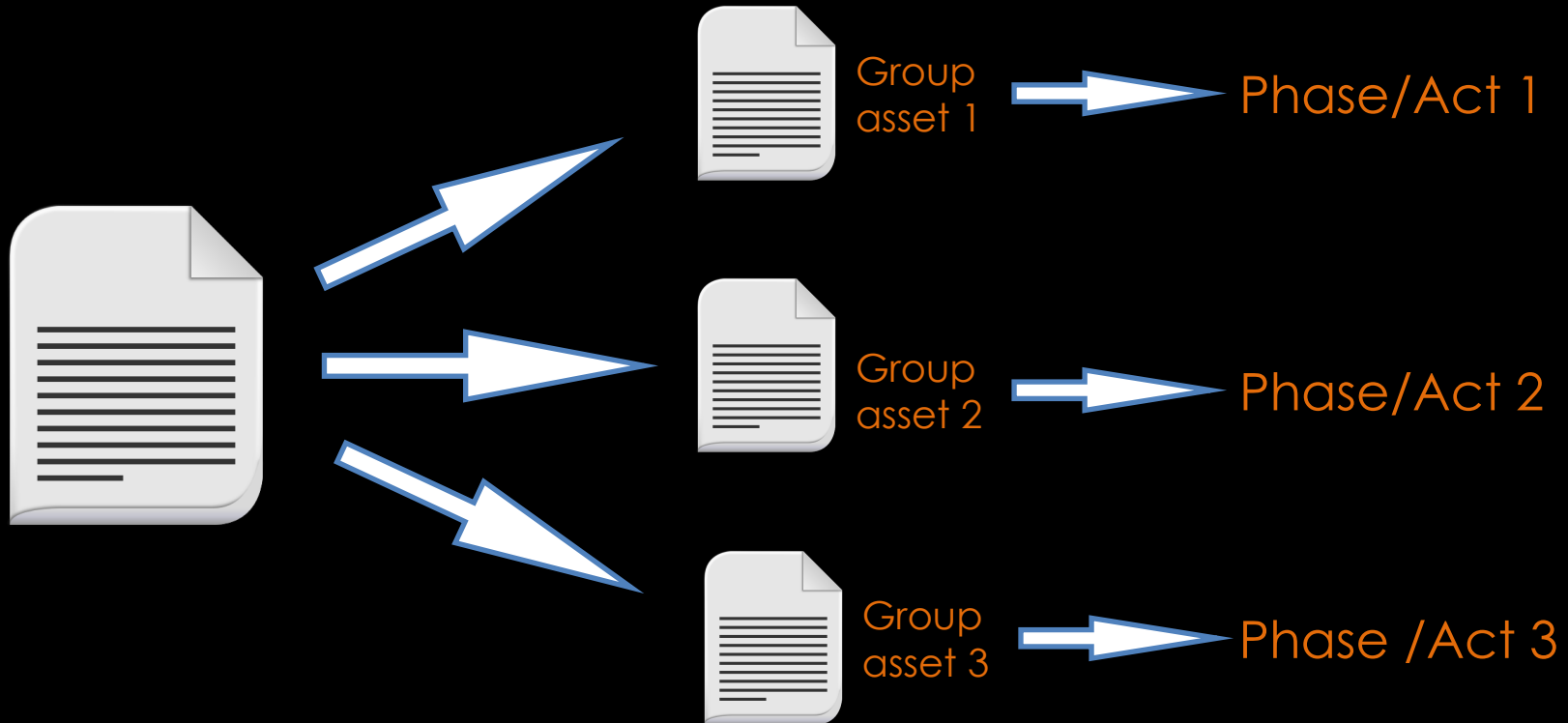
Hasil Riset:

Interactive music menggunakan vertical layering.

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Vertical Layering



(2)

**Semuanya bisa terjadi
bila audio composer
dilibatkan dari awal
development.**

Programmer



Audio Producer



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Menggunakan Middleware



Hal Yang Harus Diketahui Oleh Audio Composer

Background Music

Platforms	supported BGM formats
Android	formats that android.media.MediaPlayer support.
iOS	It supports the same formats as CocosDenshion in cocos2d-iphone. MP3 and CAF are recommended
Windows Desktop	.mid and .wav are supported. Note that mp3 is not supported.

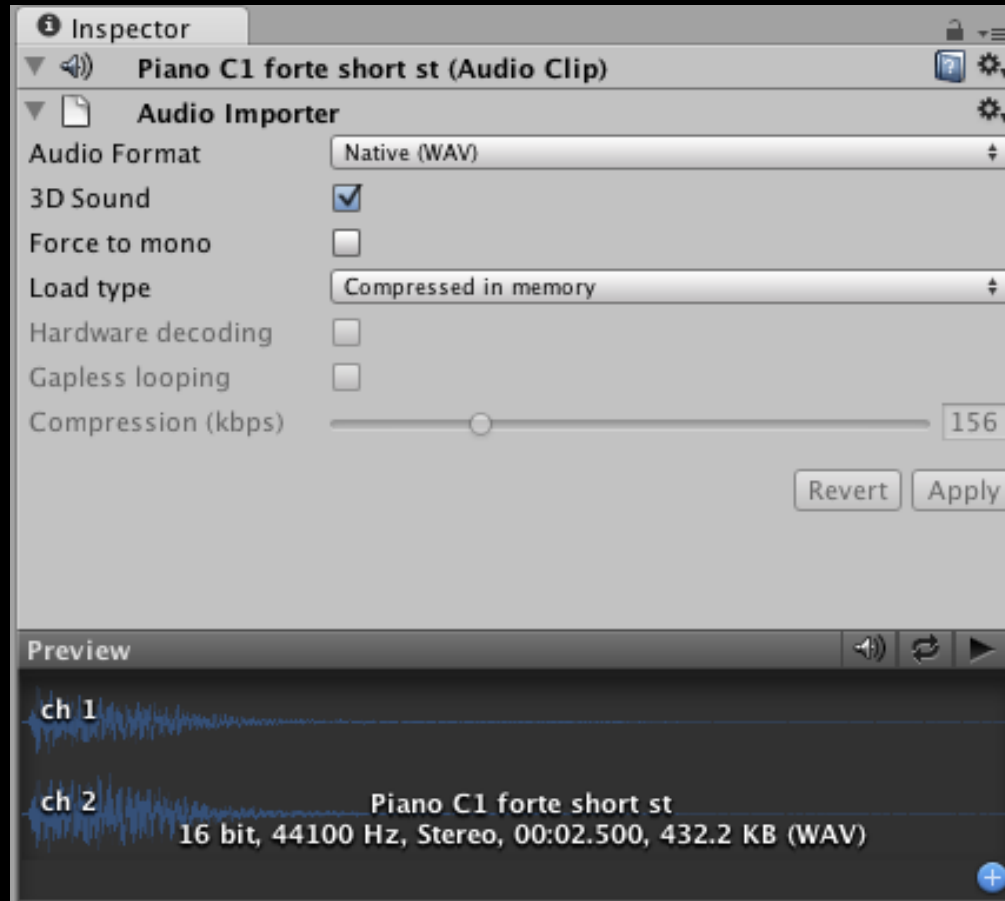
Sound Effects

Platform	supported sound effects formats
Android	Supports .ogg best, not so good for .wav format.
iOS	.mp3, .wav, .caf
Windows Desktop	.mid and .wav only

WARNING: Samsung i9100 seems have a bug in its audio driver. It CAN NOT accept too much effects concurrently. You need to limit calling `SimpleAudioEngine::playEffect(const char filePah)` too frequently in your game logic code when running on Samsung i9100.*



Hal Yang Harus Diketahui Oleh Programmer



Thanks!

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