



Hear it. Feel it. Expand the experience.

Wwise Motion from Audiokinetic is the revolutionary new technology that allows you to create game motion at the same level as your game audio. Built on the success of the industry's only complete audio pipeline solution, Wwise Motion allows you to easily create, effortlessly customize, and efficiently manage motion in your game.

As with Wwise for audio, the Wwise Motion production pipeline allows you to author, simulate, profile, and edit in real time directly in the comprehensive and intuitive Wwise user interface.

A world premiere. A bright idea.

With Wwise Motion, game developers have access, for the first time, to a complete and integrated solution for creating motion for peripherals, including platform controllers and the D-BOX™ chair.

Easy integration

After integrating Wwise into the game engine, programmers need only to write a simple line of code to turn on the Wwise Motion tool.

Totally data driven

Wwise Motion streamlines the development pipeline and gives total control to the creative team. After standard listeners used for audio have been flagged to capture motion data, the remaining work can be done by the design team.

Motion creation

With Wwise Motion, the motion designer uses the comprehensive user interface to select the sounds where rumble is required. The motion designer can then adjust such properties as volume, pitch, or LPF to fine-tune the motion effect.

Flexible

For best results, Wwise Motion allows you to either create motion automatically or customize it:

- Automatic motion generation
The actual sound signal is used in your game to generate motion.
- Custom motion generation
Either create your own algorithm as a source plug-in, use the Wwise Motion generator, or create your own audio file specially shaped to deliver the feel of specific motions.

Sculpt motion

To control or enhance motion effects in your game, you can apply effects, modify such properties as volume and pitch, or dynamically adjust the rumble force based on object proximity or distance attenuation. With Wwise Motion, all features of the Wwise authoring application are available for you to manage motion.

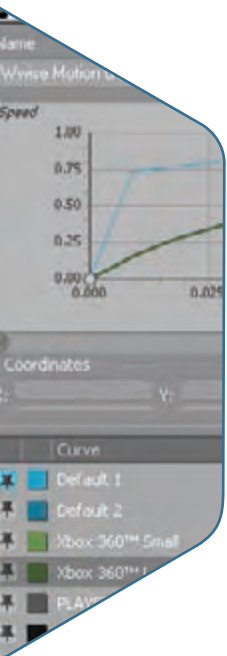
Cross-platform

Like audio production in Wwise, any motion generated using Wwise Motion can be automatically created and customized for all platforms, including Windows®, PLAYSTATION®3, Xbox360™, and Wii™. In addition, the plug-in SDK allows you to support any peripheral not yet supported by Wwise Motion.

A plug-in for the D-BOX™ chair is available for PC.

Light-weight

Wwise Motion is extremely light-weight causing virtually no impact on CPU or memory usage. This is due to the fact that motion generated with Wwise Motion is derived from playing audio and because the voice pipeline runs at an extremely low sample rate.





Why choose Wwise Motion?

Get Into The Game

In the games industry, production studios are constantly striving to differentiate their titles by offering gamers a more immersive experience. Game players and reviewers alike agree that rumble and feedback have a positive impact on the overall immersive quality of games.

Using traditional methods, supporting peripherals and creating motion are time-consuming and expensive. In the past, this meant that motion creation was frequently left to the end of production when it would have to compete for a programmer's attention. As a consequence, motion was often sacrificed during the final days of development.

With Wwise Motion, game studios can achieve the immersive benefits of motion without sacrificing anything.

Wwise Motion increases gamer satisfaction while reducing your costs and workload

Set your programmers free

Wwise Motion allows you to generate and manage motion without any programming, so your developers can concentrate on creating additional value-adds for your game.

Stop wasting time and money

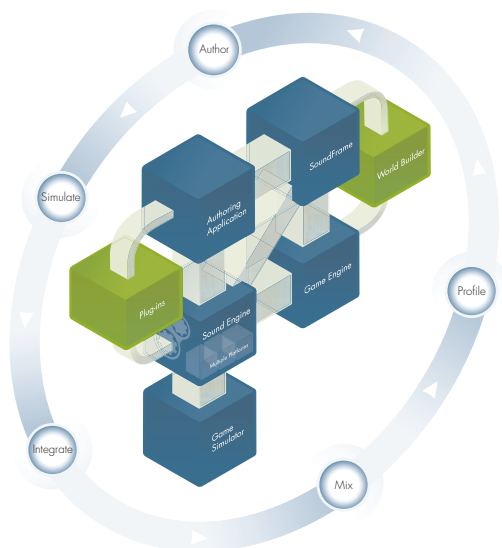
With Wwise Motion, motion creation is suddenly cost effective. Because it allows motion designers to create rumble at the click of a mouse, Wwise Motion greatly reduces the time and money required to generate motion for peripherals.

Be lightweight

Using Wwise Motion to add motion to your game has a negligible impact on CPU and memory usage.

Make your gamers happy

Wwise Motion is the key to delivering a truly immersive gaming experience. Using Wwise Motion, gamers get rumble in their console controller, shaking in their D-BOX™ chair, and any additional motion from the other peripherals supported in your game.



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