

# Wwise®

audio pipeline solution

## Add the power of Wwise to your game engine

Through a technological partnership between Emergent and Audiokinetic, Wwise is now designed to be instantly integrated with Gamebryo. By integrating the most complete audio pipeline solution into your runtime engine, you can create state-of-the-art audio faster and more efficiently for your games.

### Introducing Wwise for Gamebryo

Wwise now includes code that bridges with Gamebryo to dramatically reduce the programming and time required for integration. And, because integration can be achieved virtually instantaneously, you can start creating sophisticated audio for your game almost immediately.

Designed to suit your workflow, Wwise features the complete integration of an advanced audio authoring tool and a robust sound engine.



## Gamebryo

### Authoring Application

By centralizing all aspects of audio creation in an easy-to-use interface, the Wwise audio authoring tool simplifies the audio creation workflow. The advanced functionality in the Wwise interface makes it easy for sound designers to:

- Build audio asset structures
- Integrate dynamic game-driven musical scores
- Define audio behaviors
- Perform realtime audio mixing
- Define environmental audio propagation
- Manage sound integration
- Monitor and profile audio performance in real time
- Generate SoundBanks for games

### Sound Engine

The Wwise Sound Engine offers game developers greater control throughout the development cycle. The optimized software-based architecture provides seamless cross platform support and is designed to be easily integrated into any game development pipeline. By reducing repetitive programming, the sound engine frees up programming resources to allow for the customization of the game engine to fit the specific audio needs of any game.

The Wwise Sound Engine is fully optimized for the following platforms:

- Windows XP/Vista™
- Xbox 360™
- PLAYSTATION®3
- Wii™

Wwise for Gamebryo greatly simplifies the integration process and offers several extra out-of-the-box functionalities.

### Integration with Gamebryo

- Simplifies the integration process since you have access to the necessary library and to the integration source code, so integrating Wwise into Gamebryo requires virtually no programming effort.
- Simplifies the initialization code because the sound engine initialization code is pre-generated.
- Simplifies the change of initialization default settings.
- Allows you to attach sound to visual objects that are triggered automatically by Gamebryo and played by Wwise.

### 3D Studio Max plug-in

The 3DS Max plug-in makes it possible to attach sound behaviors to the scene objects. Whenever the scene is loaded by the Gamebryo game engine, Wwise automatically extracts the sound behaviors and applies them to the game.

The following sound behaviors are provided:

- Post event based on object visibility
- Post event based on custom animation curves
- Post event when object is loaded
- Drive a Wwise RTPC with an animation curve

Wwise for Gamebryo includes two sample projects created by Emergent that have been modified to provide detailed examples of the integration with Gamebryo and with the 3DS Max plug-in.

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## Why choose Wwise for Gamebryo?

### Improved workflow

Integrate, simulate, author, profile, and mix in real time and in the game itself. With Wwise, the entire production cycle can easily be repeated several times a day, starting on the first day of the development process and continuing until the title ships.

Sound designers can even start working before the game engine is actually up and running.

### Push the limits

Wwise is the perfect audio complement to Gamebryo because it addresses the needs of both sound designers and audio programmers.

Wwise offers sound designers unmatched control for realizing their creative vision throughout the development process.

Using Wwise, audio programmers can concentrate on tasks that give a real edge to their games. With Wwise, audio programmers have access to the sound engine source code and can use the Wwise plug-in mechanism and the APIs to develop functionality that give real added value to their titles.

### Master platforms and languages

A new patent-pending technology in Wwise gives designers the power to develop a project simultaneously on several platforms while making the most of the unique features and constraints of each individual platform. The same technology



## Gamebryo

also applies to the language management in Wwise. In both instances, users can maximize performance per platform and per language with the click of the mouse.

### Get ready, quick and easy

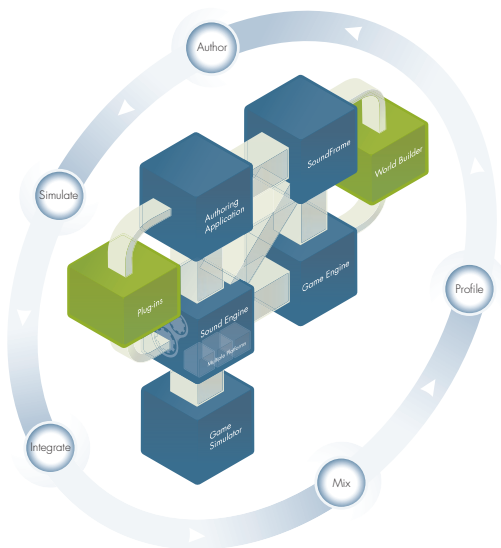
Wwise works out-of-the-box and can be integrated with Gamebryo almost instantaneously. Audiokinetic provides comprehensive documentation and video tutorials related to the key features of Wwise.

### Expand your audio team

The entire Audiokinetic staff is dedicated to your audio solution. Our support team answers your questions within 24 business hours.

### Cut your costs

With a simplified, more efficient workflow and a better utilization of resources, Wwise saves time and money.



All this at a price that makes Wwise for Gamebryo an unbeatable value.

For additional information, contact [sales@emergent.net](mailto:sales@emergent.net) or visit [www.emergent.net](http://www.emergent.net)



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