

Get Started Using Wwise.

It's as easy as 1, 2, 3!

Step 1: Understand the Basics

Take a few moments to review the following resources to understand Wwise's unique approach to sound design for games, as well as the concepts and terminology used in Wwise:

- **Wwise Overview**—a video that goes through many reasons for using Wwise.
- **The Wwise Approach**—a PDF document that describes Wwise's unique approach to building and integrating audio in your game.
- **Wwise Fundamentals**—a PDF document that introduces you to some of the important concepts and terminology used in Wwise.

Step 2: Discover the Wwise Workflow

A great way to learn Wwise is by watching our ever-growing library of videos:

- **QuickStart Videos**—A series of introductory videos that walk you through the basic workflow of Wwise.
- **Wwise Video Tutorials**—A number of instructional videos that demonstrate how to perform a variety of tasks in Wwise.

Step 3: Get your Hands Dirty

Now that you have the basics under your belt, it's time to dive right in and start working with Wwise. This section has been divided up into separate parts for sound design and code/game engine integration.

Sound Design

The following resources are available for learning sound design with Wwise:

- **Sample Project**—a Wwise project and accompanying guide that provides you with an in-depth look at real-world sound design examples in Wwise.
- **Wwise Help**—a context-sensitive help system that provides you with onscreen information about the options and views in Wwise. (In Wwise, press F1)
- **User Guide**—a comprehensive PDF guide that provides you with detailed information on how to use Wwise. (In Wwise, click Help > Wwise User's Guide)
- **Knowledge Base**—a searchable database of articles, tips and tricks, advanced procedures, and more.

Code Integration

The following resources are available for learning how to integrate the Wwise sound engine. If you are using Unreal, please also refer to the [Game Engine Integration](#) section.

- **Integration Walkthrough**—available as part of the SDK Help, the integration walkthrough guides you through the integration of the Wwise sound engine in your game. (Wwise SDK > Sound Engine Integration Walkthrough)
- **Integration Demo**—available as part of the SDK Help, the integration demo is an example of a Wwise sound engine integration, and includes sample code and a Wwise project. (Wwise SDK > Reference Materials > Sample Code > Sound Engine Integration Sample Code)
- **AkCube Package**—a sample integration of Wwise into Cube, an open source first-person shooter game. A corresponding Wwise project and integration documentation is also included in the package.
- **Knowledge Base**—a searchable database of articles, tips and tricks, advanced procedures, and more.

Game Engine Integration

Wwise has been integrated into the Unreal game engine. Additional resources are available for registered Unreal customers:

- Unreal Integration
- [Unreal Wwise Integration Tutorial](#) — a video tutorial that helps Unreal users to better understand the integration of Wwise into Unreal.

Downloading Resources

The following resources can all be downloaded from www.audiokinetic.com.

- Wwise application and SDK for the Windows platform
- Sample Project
- AkCube
- Unreal integration

Contacting Support*

If at any point during your evaluation of Wwise or during the development of your game, you need help or want to provide feedback on any of our products, please contact our support team using either of the following:

- Use our web-based [feedback form](#) to report any issues, problems, or feature requests (the feedback form requires a login account).
- Contact our support team directly at support@audiokinetic.com.

** Support is only available for maintenance and registered evaluation customers.*

Wwise Customer Showcase

Wwise is a proven audio pipeline solution for video games having been adopted by all the main players in the industry for more than 250 game titles and counting. Check out our current list of customers and games, and read what our customers are saying about Wwise.

- **Customer/Game List**—a sample of Wwise customers and games that have shipped or are currently in development with Wwise.
- **Customer Profiles**—a series of articles that describe how our customers are using Wwise on a number of different game projects.

Contacting Sales

We are here to make your experience with Wwise as seamless and positive as possible, so please contact our sales team (sales@audiokinetic.com) if you have any questions or need help with anything, including:

- [Wwise licensing options](#).
- Access to one of the non-public gaming platforms, including Xbox 360™, PlayStation® 3, Wii™, Nintendo 3DS™, Mac® and iOS (iPhone, iPod Touch, iPad).
- Access to Audiokinetic support.
- Access to the SoundSeed Impact Modeler.