



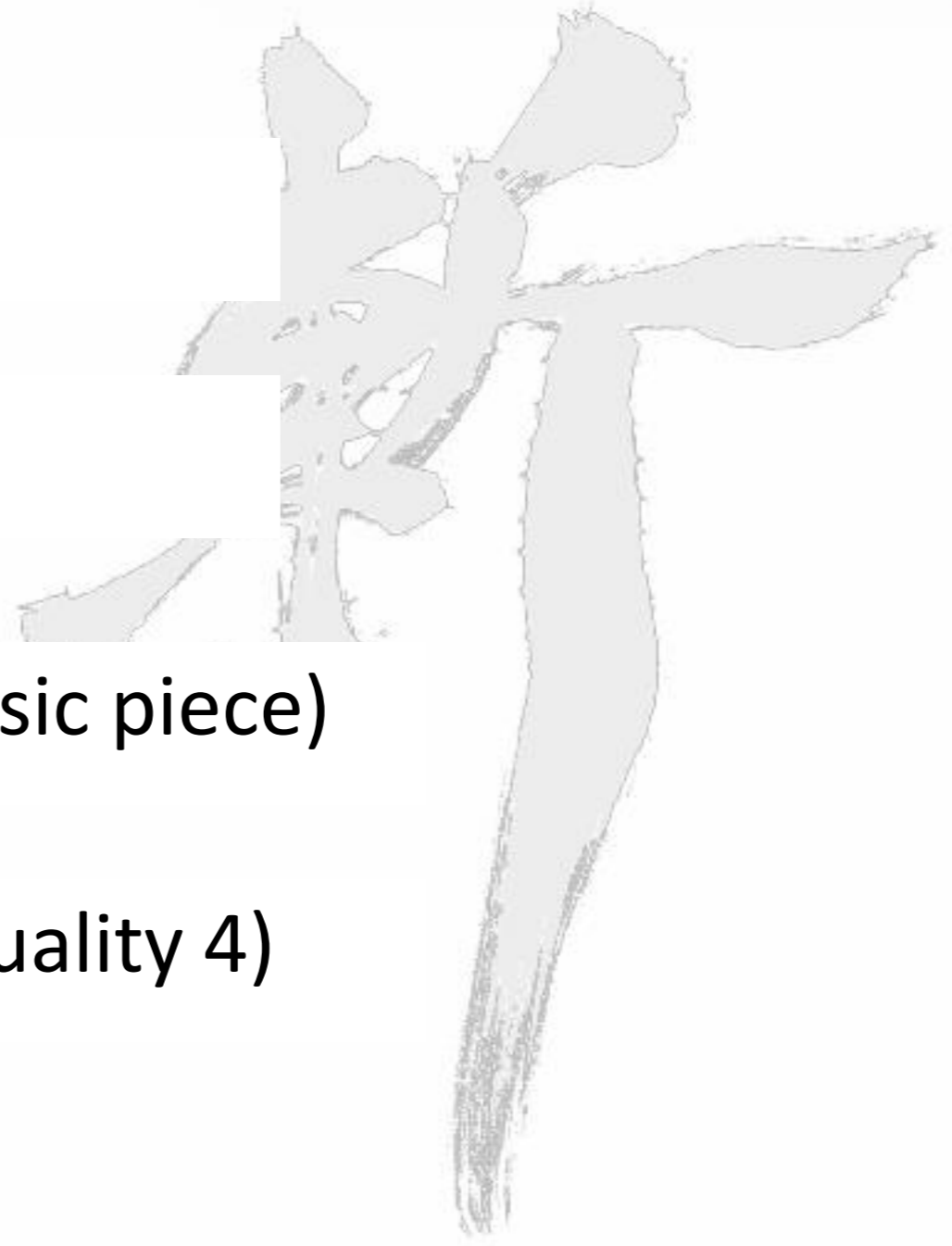
Interactive Music in METAL GEAR RISING: REVENGEANCE

A Creative Production Process using Wwise

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METAL GEAR RISING: REVENGEANCE

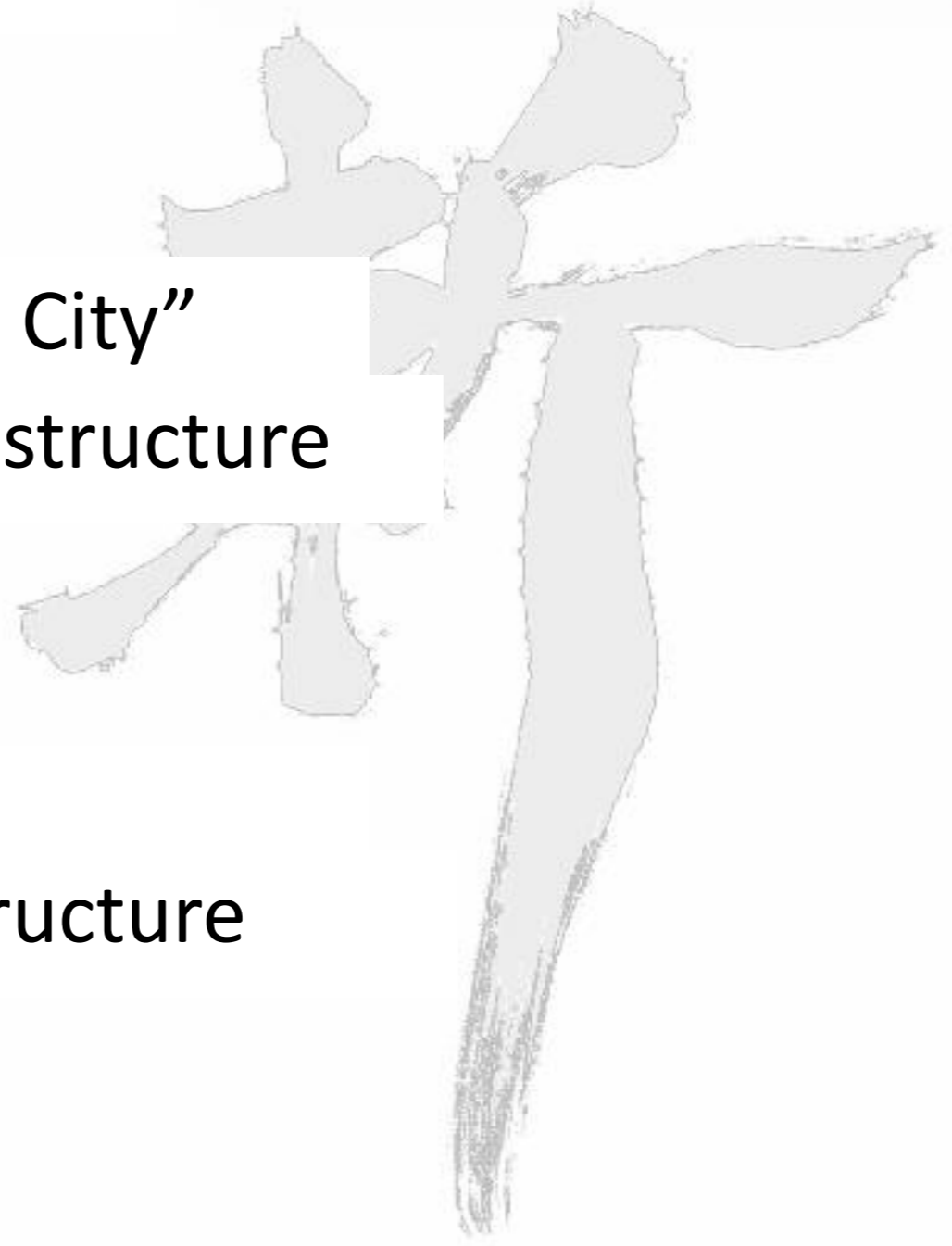
Music specs

- ▶ Sampling rate: 48KHz
- ▶ No. of channels: 4 (L, R, Ls, Rs)
- ▶ No. of streams (max. 3 per music piece)
- ▶ Compression codec: Vorbis (Quality 4)



Introducing Two Examples

- ▶ 1: Standard Fighting “Abkhazia City”
 - Horizontal interactive music structure
- ▶ 2: Boss Fighting “LQ-84i”
 - Vertical interactive music structure



1 : Standard Fighting “Abkhazia City”

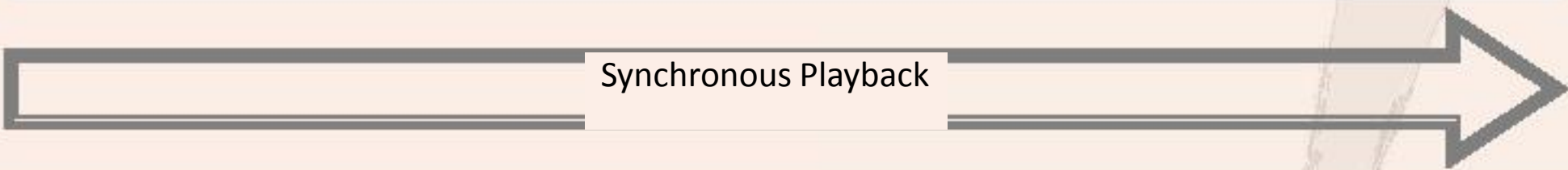
Fight BGM

Battle (High Version)

Stealth (Low Version)

Zangeki Blade Mode (Rhythm Loop)

Synchronous Playback

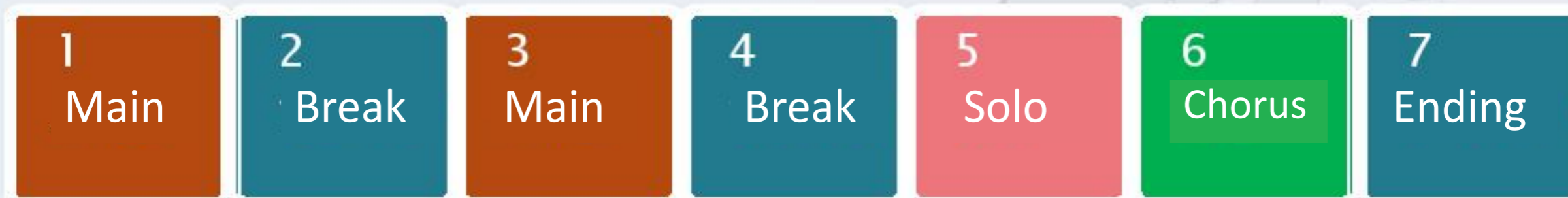


Non-fight BGM

Stage

2 : Boss Fighting “LQ-84i”

Boss BGM



Gradual Change

2 : Boss Fighting “LQ-84i”

Boss BGM

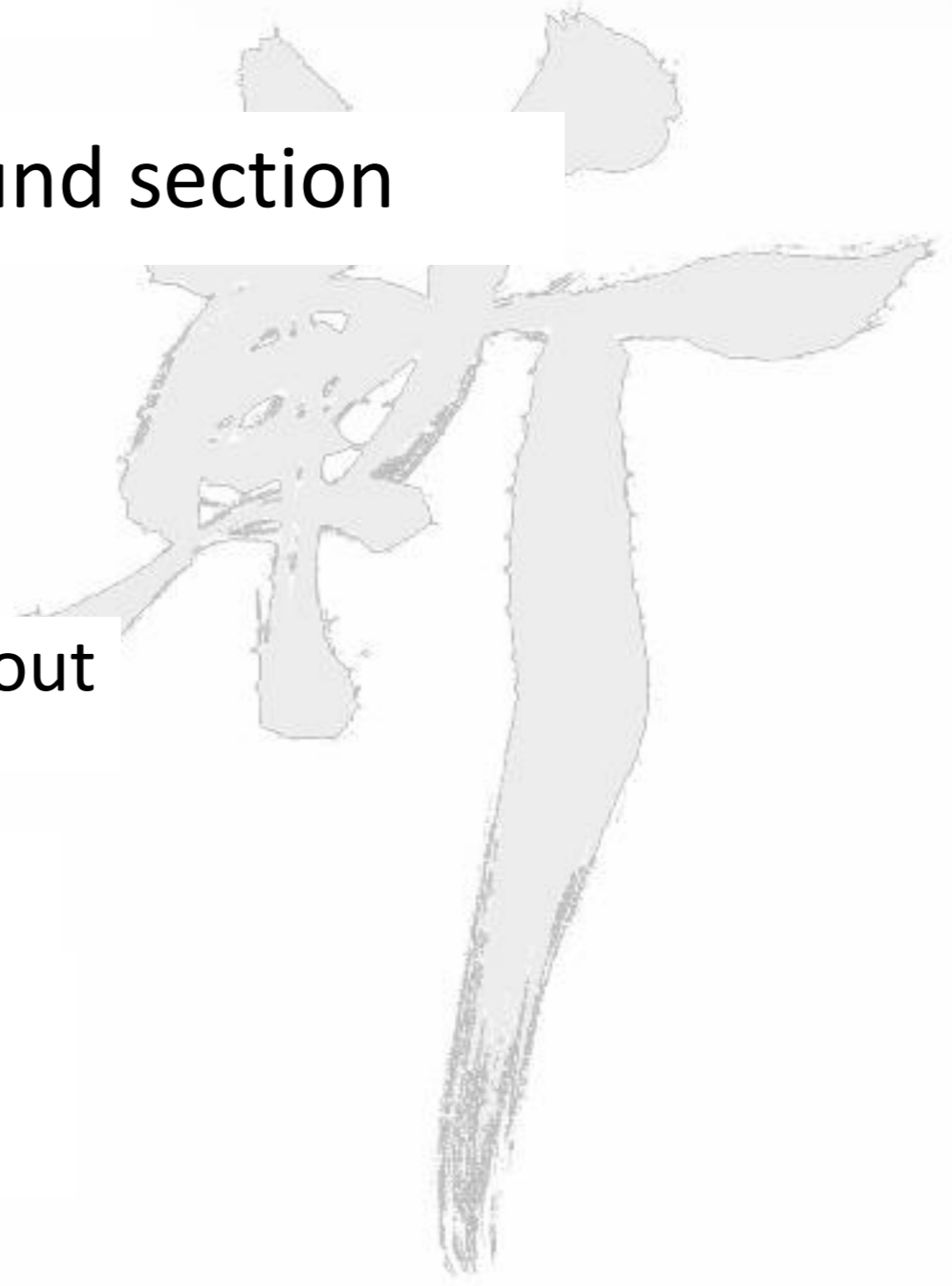
1 Main	2 Break	3 Main	4 Break	5 Solo	6 Chorus	7 Ending
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Boss Fight

LQ-84i	Demo	Soldier LQ-84i	Demo	Gekko	LQ-84i	Clear
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Summary

- ▶ Many things possible in the sound section
 - Event-driven
- ▶ Multiple features
 - Once you use it, you can't do without
- ▶ Good information available
 - Documentation
 - Knowledgebase





Thank You

