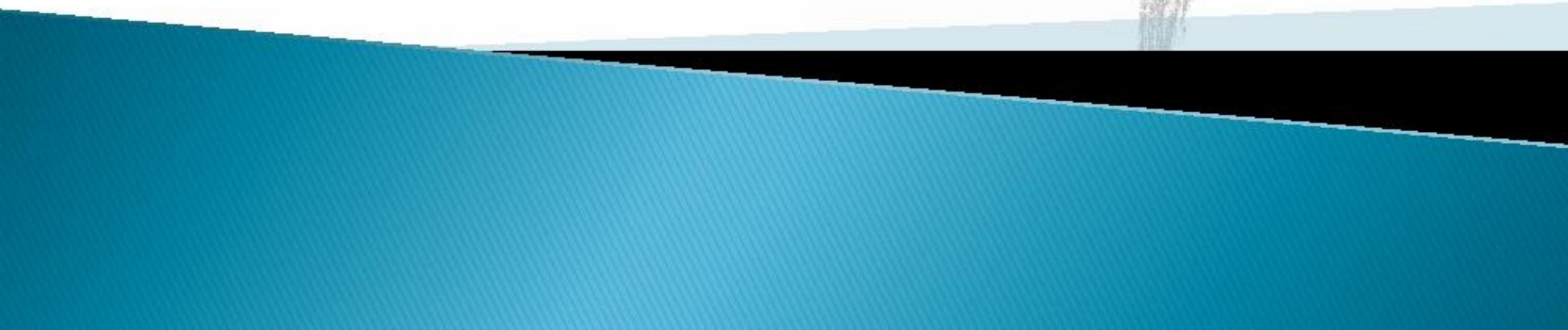




Using Audiokinetic's Wwise[®] in METAL GEAR RISING: REVENGEANCE

Audiokinetic Wwise[®] 5.11.1.1



Overview

- ▶ Overview of the sound system
- ▶ SE Presentation
 - Kentaro Nakagoshi
 - PlatinumGames Inc.
 - Lead Sound Designer
 - METAL GEAR RISING: REVENGEANCE
- ▶ BGM Presentation
 - Naoto Tanaka
 - PlatinumGames Inc.
 - Music Director
 - METAL GEAR RISING: REVENGEANCE
- ▶ QA



MGR: The Sound System

▶ BGM:

- Interactive playback, approx 3 streams, 4.0ch surround

▶ SE:

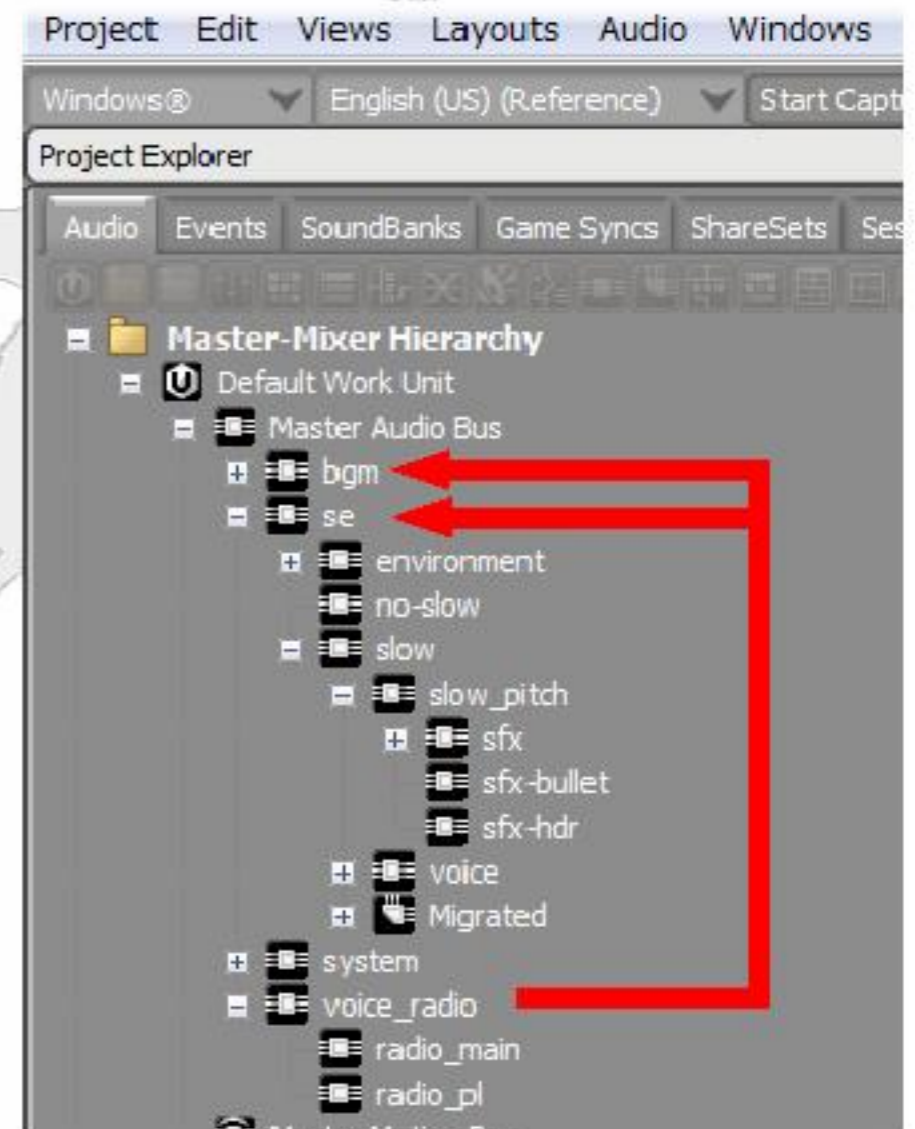
- Maximum Voices Approx 90 voices (Normally 50 voices)
- Ambience 2 streams, 4.0ch surround
- Radio voices 1 stream
-

▶ Voice Codec:

- BGM Vorbis
- SE Vorbis(PS3) / XMA(360)
- Radio Vorbis

MGR: The Sound System

- ▶ Master-Mixer Hierarchy
- ▶ Effect Plug-Ins
 - Peak limiter Final stage
 - Compressor For SE bus control
 - Equalizer Optional
 - Delay Optional
 - 2 Reverbs Optional
 - Meter plug-in, etc. also used



Auto-Ducking

Benefits of Controlling Sounds with Events

- ▶ In an Events-driven system:
 - A single event can control multiple sounds
 - Different controls possible just by updating the sound data
- ▶ Parameters that can be controlled:
 - Playback
 - Stop / Pause
 - Adjust volume / Mute
 - Control Pitch / Filter / Effects
 - Control Status / Switches
 - etc.

Benefits of Controlling Sounds with Events

▶ Linking to our SE voice system

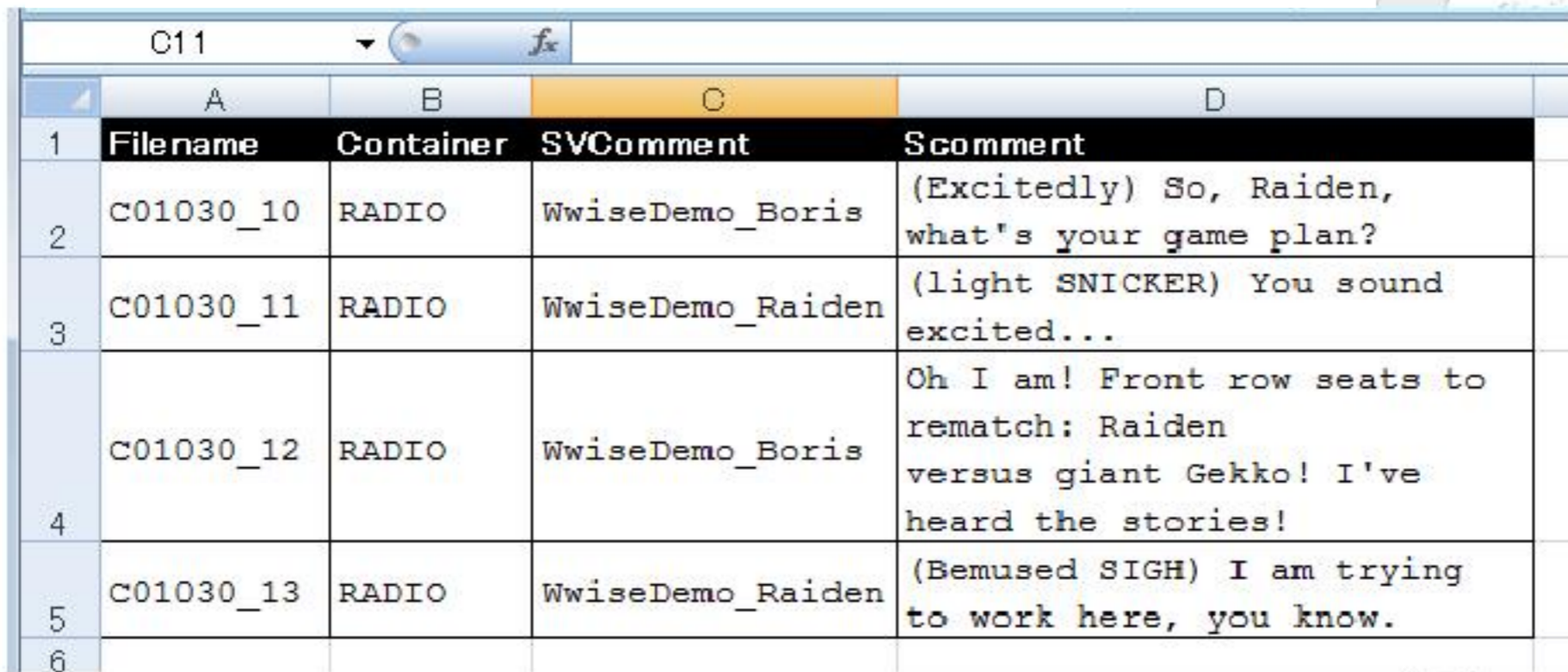
- SeAttr Specify SE when attack collision occurs
- SeBullet Specify SE of firearm
- SeCollision Specify SE of Havok collision
- SeFootstep Specify SE of footsteps

SeAttr sheet (sample)

	A	B	C	D	E	F	G
1	備考	セットID	Hitカテゴリ		属性	呼び出しSEイベント	内容
2	雷電 斬撃	(0000)					
3	汎用	0000	all	コンクリ→	000	se_slash_concrete	切断 コンクリ
4	汎用	0000	all	金属→	001	se_slash_metal_solid	切断 金属
5	汎用	0000	all	樹木→	002	se_slash_wood_tree	切断 樹木
6	汎用	0000	all	草花→	003	se_slash_grass	切断 草
7	兵士	0000	obj_soldier	肉体→	010	se_slash_body	切断 兵士 人工筋
8	兵士	0000	obj_soldier	装甲→	011	se_slash_armor	切断 兵士 装甲
9	月光	0000	obj_gekko	肉体→	010	se_slash_gekko_body	切断 月光 人工筋
10	月光	0000	obj_gekko	装甲→	011	se_slash_gekko_armor	切断 月光 装甲
11	背景物	0000	obj_drumcan	金属板→	020	se_slash_drumcan	切断 ドラム缶
12	背景物	0000	obj_totan	金属板→	020	se_slash_totan	切断 トタン板

Strong Localization Features

- ▶ Efficient implementation of multiple radio voices
 - Import from text files
 - Manage speaking characters when importing



	A	B	C	D
1	Filename	Container	SVComment	Scomment
2	C01030_10	RADIO	WwiseDemo_Boris	(Excitedly) So, Raiden, what's your game plan?
3	C01030_11	RADIO	WwiseDemo_Raiden	(light SNICKER) You sound excited...
4	C01030_12	RADIO	WwiseDemo_Boris	Oh I am! Front row seats to rematch: Raiden versus giant Gekko! I've heard the stories!
5	C01030_13	RADIO	WwiseDemo_Raiden	(Bemused SIGH) I am trying to work here, you know.
6				

 English(US)

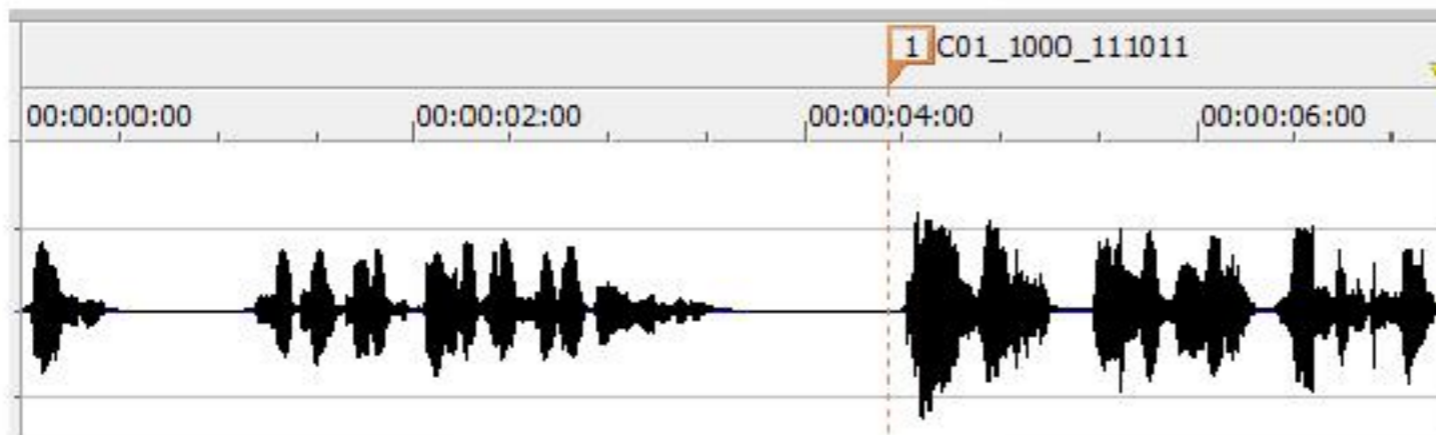
 Japanese

/Wwise/Originals/Voices/English(US)

/Wwise/Originals/Voices/Japanese

Strong Localization Features

- ▶ Efficient fine-tuning and debugging
 - Useful query functions
 - Easy to switch languages for preview
 - Parameters adjustable per language/platform
- ▶ Features to facilitate sub-titles
 - Markers embedded automatically for dialogue subtitles
 - Additional markers possible for timing next subtitle line



So Many Features to Talk About

- ▶ **Override settings offer flexibility**
 - Children inherit parent settings
- ▶ **Real-time adjustments while connected to the console**
 - Volume adjustments become effective right away!
- ▶ **Powerful profiler**
 - Graphs and other monitoring functions
 - Logs can be saved
- ▶ **A fast and stable tool**
 - Response time doesn't change even with more than 15,000 voices
 - Practically no experience of freezing