

Notes from July 2016 Banff Centre chat with audio residency:

For people that are interested in contacting us, they can email me using the link on <http://SoVGA.com>.

For questions about the School of Video Game Audio, use the form at: <http://School.VideoGameAudio.com>

Some links from the presentation include to share with the audio folks at the Centre:

Introduction to Video Game Audio:

https://www.youtube.com/watch?v=2y86R4cDA9U&index=1&list=PL17-p74MQ_0STwm-hfUC3Nyl2X2kD7Y_b

Generative Music with the School of Video Game Audio using Pure Data:

<https://soundcloud.com/sovga/pure-data-gen-mus-bas>

Jon Hopkins music in the indie video game Vessel:

<https://www.youtube.com/watch?v=KOyjMPPvaY4>

Retro City Rampage music example:

<https://www.youtube.com/watch?v=ni1Pp3fyBec>

Shakedown Hawaii trailer:

<https://www.youtube.com/watch?v=jNmYyb7dCdQ>

Wwise demo reel for SoVGA:

https://youtu.be/L7DAnBP6850?list=PL17-p74MQ_0T1SfrMWhjHVYCishxUEz_U

FMOD demo reel example:

https://www.youtube.com/watch?v=NyzrrPIL1is&index=11&list=PL17-p74MQ_0T1SfrMWhjHVYCishxUEz_U

Pure Data demo reel example:

https://www.youtube.com/watch?v=yTbuGhwXNyo&list=PL17-p74MQ_0T1SfrMWhjHVYCishxUEz_U&index=2

Unity demo reel example:

https://www.youtube.com/watch?v=R1LUCbVU43E&index=9&list=PL17-p74MQ_0T1SfrMWhjHVYCishxUEz_U

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