Different Approaches to Game Music

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GDC 2017 - #GameAudio Bootcamp
Overview

- I enjoy approaching music from different angles:
## Selected Case Studies

<table>
<thead>
<tr>
<th>Year</th>
<th>Title</th>
<th>Techniques</th>
<th>Tools</th>
</tr>
</thead>
<tbody>
<tr>
<td>1999</td>
<td><em>NBA Live 2k</em></td>
<td>MIDI + samples + stream</td>
<td>In-house</td>
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<tr>
<td>2007</td>
<td><em>Death Jr. 2: Science Fair of Doom</em></td>
<td>Samples + synthesis</td>
<td>FL Studio</td>
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<tr>
<td>2010</td>
<td><em>NBA Jam</em></td>
<td>Remixes + originals</td>
<td>FL Studio + In-house</td>
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<tr>
<td>2012</td>
<td><em>Vessel</em></td>
<td>Remix stems</td>
<td>FL Studio + In-house</td>
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<tr>
<td>2012</td>
<td><em>Retro City Rampage</em></td>
<td>Chiptunes</td>
<td>OpenMPT</td>
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<tr>
<td>2013</td>
<td><em>Sim Cell</em></td>
<td>Procedural</td>
<td>Pure Data</td>
</tr>
</tbody>
</table>
Video

NBA 2k

Nintendo 64
Technical Challenges?

- Code
- RAM
- Streams
- Storage
- Technical Design
- CPU
Creative Challenges?

- Inspiration
- Collaboration
- Cognitive Complexity
- Creative Design
- Tools
- Style
NBA Live 2k

- Nintendo 64
- Remix
- Custom tools
- Reduce “rap” content
- Samples + MIDI+stream
Death Jr. 2: Science Fair of Doom

- Nintendo DS
- Original composition
- Primus meets Danny Elfman
- Streaming
- Limited ROM
Vessel

- PC/PS3
- Remix, music design & implementation
- Streams+script
- Licensing (Domino, Kobalt, Management)

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San Francisco, USA

Slide 9 of 17
NBA Jam

- Xbox360/PS3
- Remixes + originals
- Adaptive music tool, scripting + design
- Credit

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Retro City Rampage

- NES sound
- Learn chiptune
- Limited to pulse, triangle, noise & DPCM
- All notes typed
- Nostalgia
Sim Cell

- iOS/Android
- Procedural
- Pure Data complexity
- Synthesis
- CPU usage
Tools?

- Wwise
- FMOD Studio
- Fabric, Heavy + more
Technical Tips?

- Use spreadsheets & tools to refine your process
- Embrace prototyping, coding + scripting
- Play with things to really understand them
- Have fallback options
- Research new techniques
- Remember the art
Creative Tips?

- Creativity is a job
- Think outside the genre & support the story
- Spend time building professional relationships
- Aim to get things done early
- Prepare for change
- Understand your boss/client
The Big Picture

- Make a living wage
- Life balance with growth
- Enjoy making connections and sharing
- Get support from your superiors & community
- Challenge yourself artistically
- Consider outside possibilities
Questions! / Discussion?

Feel free to contact me anytime:

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