Game Audio

Leonard J. Paul
**School of Video Game Audio**

http://School.VideoGameAudio.com
@SchoolGameAudio

SIAT
April 2018

My Audio History

1991 – Started learning electroacoustics + Max(/MSP)

1994 – Brief audio coding for EA's *NBA Live '95*

1996 – Started using Pure Data

2001 – Started teaching game audio

2003 – First GDC talk & Gamasutra Pd prototyping article

2012 – Launched the School of Video Game Audio

2014 – *Sim Cell* game audio using Pure Data

2016 – Original Score for *Beep* documentary film
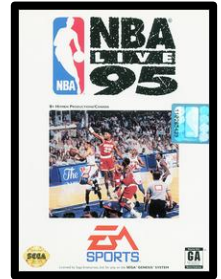
VideoGameAudio.com

Video Game Audio Articles
by Leonard J. Paul (MSc Game Audio)

Leonard Paul attained his Master's Degree in Game Audio with CNAM in Paris, France in 2017. He received his Honours degree in Computer Science at Simon Fraser University in BC, Canada with an Extended Minor in Music concentrating in Electroacoustics. He began his work in video games on the Sega Genesis and Super Nintendo Entertainment System and has twenty plus year history in composing, sound design and coding for games working for companies such as Electronic Arts, Backbone Entertainment, Radical Entertainment, moderngroove entertainment, Rockstar Vancouver and Black Box Games. He has worked on over twenty major game titles totalling over 6.4 million units sold since 1994, including award-winning AAA titles such as EA's *NBA Jam, NHL11, Need for Speed: Hot Pursuit 2, NBA Live '95* as well as the indie award-winning title *Retro City Rampage.* **[+]**

School of
Video Game Audio
Learn game audio online.

The deadline for our May/Jun 2018 courses is April 19, 2018.
Time remaining: **09** Days, **12** Hours, **06** Minutes, **02** Seconds.
Click for more details.

Music:

Billboard Magazine: "A soundtrack composed by Canadian artist Leonard J. Paul which was entirely produced using the open source visual scripting language Pure Data."

Game Audio Demo Reel

ANNA BERTMARK
Audio Design & Implementation in Unity
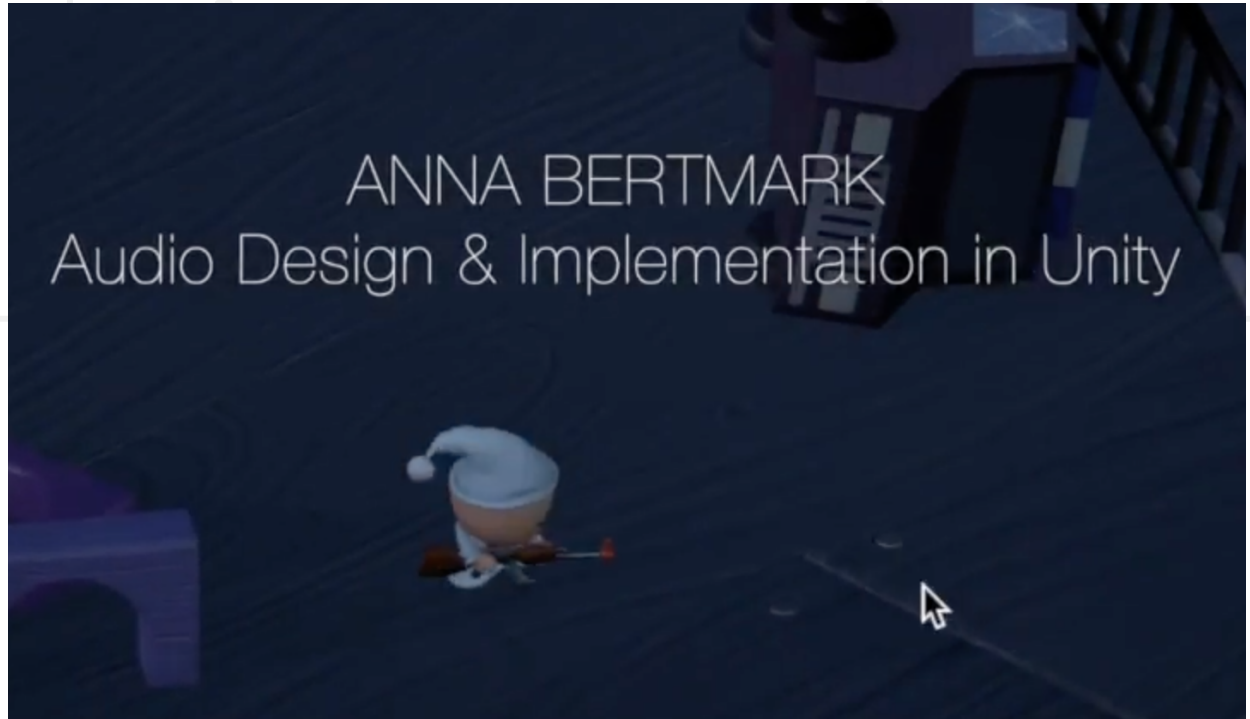
Download Pure Data "Vanilla"

From here: http://msp.ucsd.edu/software.html

Software by Miller Puckette

See also http://puredata.info/ for a community-maintained website with pointers to many related resources: add-ons, extensions, other packages (such as Pd inside a VST plug-in), mailing lists, and much more documentation.

Pd: real-time music and multimedia environment

HTML documentation for Pd

README file for Pd

STABLE RELEASE

Pd version 0.47-1 source (2 Megabytes).

Pd version 0.47-1 compiled for Macintosh OSX 10.4 or later (6 Megabytes).

Pd version 0.47-1 compiled for Microsoft Windows (installer) (executable; 8 Megabytes).

Pd version 0.47-1 compiled for Microsoft Windows (zip archive) (zip; 8 Megabytes).
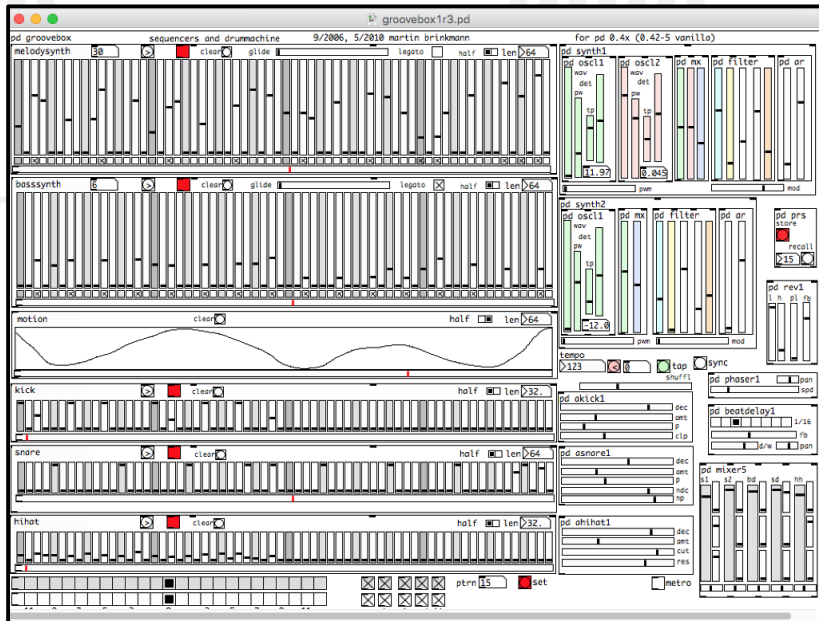
Pd version 0.47-1, 64 bits, compiled for Macintosh OSX 10.6 or later (4 Megabytes).

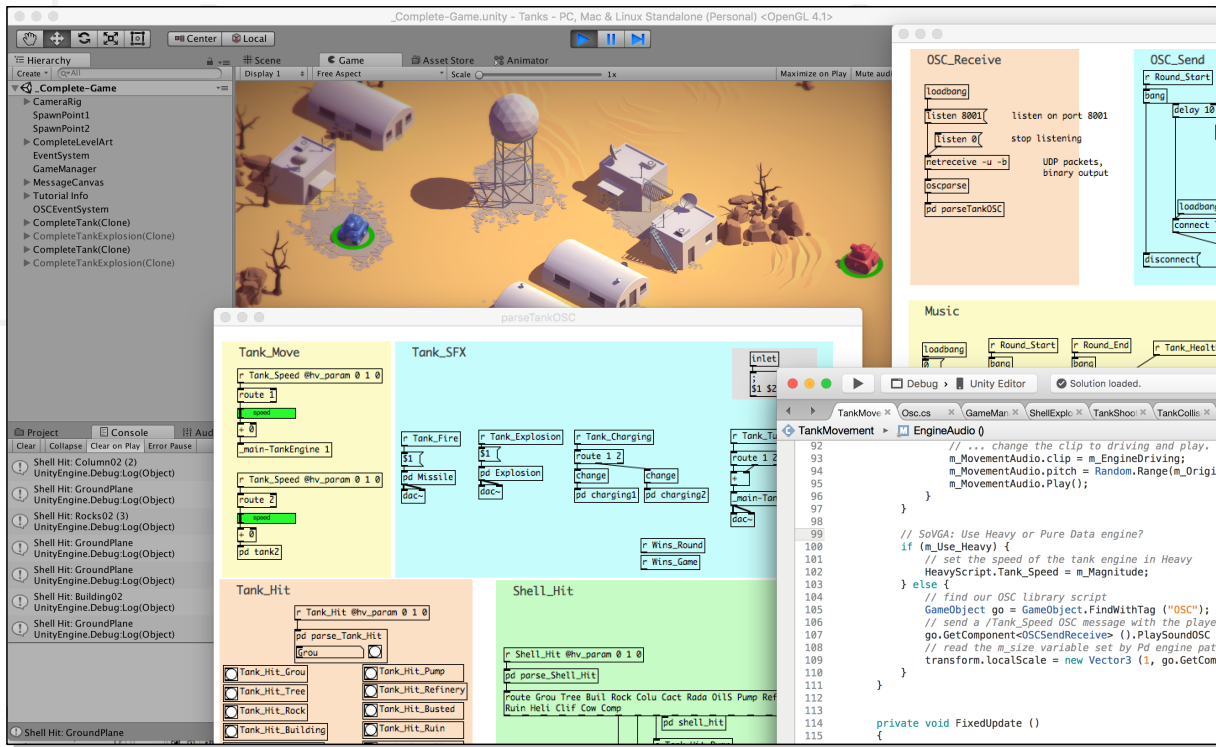Pd version 0.47-1 compiled for ARMv7/linux (Raspberry Pi version 2; UDOO) (4 Megabytes).
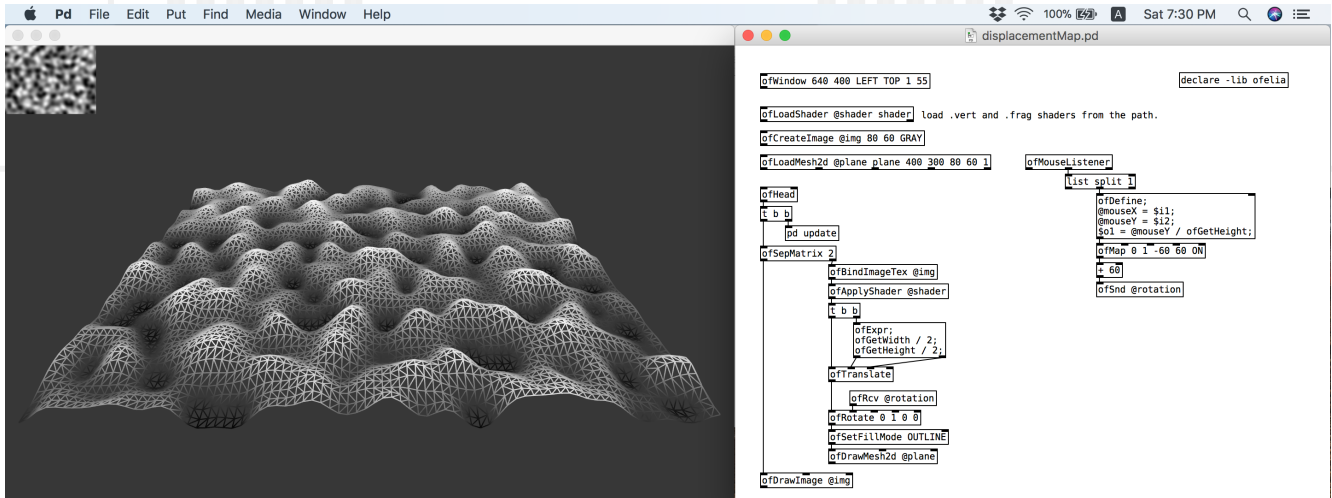
Pure Data Examples

Beep Documentary & Martin Brinkmann
http://martin-brinkmann.de/pd-patches.html

SoVGA.com Unity Tanks +Pd

Ofelia for Pure Data

Graphics + Pd – Standalone Projects - GitHub
https://github.com/cuinjune/ofxOfelia

Heavy Compiler for Pure Data

Enzien Audio
https://enzienaudio.com/blog/how-to-squanch-a-morty

Curious ?

Feel free to contact me anytime:

Leonard Paul

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SoVGA.com

SIAT 2018
Surrey, Canada