

Vincent Diamante - Audio Director at thatgamecompany

This workshop describes the concepts that Vincent found while working in genres and mechanics inspired by Japanese game design (fighting, CRPG) and how sound design and implementation can find a model in these ideas.

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/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } body { background:grey; } #banniere{ background:grey; } #menu_secondaire { background: #c1002a; } #menu_secondaire > li::after { background: #c1002a; } #menu_secondaire a { color:white; } #menu_secondaire > li.menu_secondaire-actif { background: #c1002a; } #contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body ul#liste_resultats .vignette_deco{ background-size:contain; } /**/
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Vincent Diamante used to work for Konami as an Audio Contractor. There, he worked on Castlevania - Order of Shadows, Frogger, Contra 4, DDR Mobile, Gradius, and others. He also worked with Sony on Music composition, sound design, and additional sound effects for the game Flower. After several experiences in other companies, he is now Audio Direction at thatgamecompany in Santa Monica.





18 décembre 2019
15h - 16h30