

Course name: 306 “Advanced Sound Design for Games” [6 ECTS]

Manager: Cécile Le Prado; Associate lecturer at Cnam CEDRIC

Description: This course deals with advanced aspects of sound design such as 3D sound, mixing and mastering for virtual or enhanced reality, or localisation and the formats of professional deliveries for a video game. It makes it possible to understand and practice various aspects of dynamic spatial sound composition such as the management of audio parameters in a 3D cartographic representation. It starts with theory lessons and then continues with individual or group practical exercises.

Prerequisites: Course 207

Learning: Understanding and anticipating principles or advanced technologies in the field of interactive digital sound.

Assessment methods:

Session 1

- Group or individual production or one or more audio development scenarios [40% of the overall mark]
- Individual written examination giving a control mark for knowledge and the resolution of simple problems [60% of the overall mark]

Session 2

- Individual production of one or more audio development scenarios on a Reaper type resource [40% of the overall mark]
- Individual written examination giving a control mark for knowledge and the resolution of simple problems [60% of the overall mark]