

# PT 130: Contents

<b>Preface</b> .....	<b>xiii</b>
Using This Book .....	xiii
The Download Media .....	xiv
Prerequisites.....	xv
System Requirements.....	xv
Becoming Avid Certified .....	xvi
Pro Tools Certification .....	xvi
Avid Certified User: Pro Tools.....	xvi
Operator Certification.....	xvii
Expert Certification .....	xvii
<b>Lesson 1: Understanding the Game Audio Workflow</b> .....	<b>1</b>
Required Software and Hardware .....	2
Pro Tools Systems .....	2
Unity 5 .....	4
Understanding the Workflow .....	5
Assessing Audio Requirements .....	7
Standard Sound Categories.....	7
Acquiring Sound .....	8
Recording Sounds.....	8
Working with Sound Libraries .....	9
Editing Game Audio .....	12
Creating New Tracks .....	12
Whole-File Clips vs. Subset Clips.....	12
Smart Tool .....	13
Commands Keyboard Focus .....	13
Zoom Toggle .....	14
Tab to Transients .....	15
Consolidate.....	16
Processing Game Audio.....	17
AudioSuite Plug-Ins.....	17
AAX Plug-Ins.....	18
Mastering Sounds .....	18
Ultra-Maximizer.....	19
Dither .....	20
Exporting Game Audio.....	20
Bounce to Disk.....	21
Bounce to Tracks .....	22
Export Clips as Files.....	22
Implementing Game Audio.....	23
The Unity 5 Interface .....	23
Unity Terminology .....	24

Unity Design Considerations.....	30
Importing Audio into Unity.....	31
Assigning Audio Assets to Sources .....	31
Walkthrough: Reviewing a Finished Game.....	33
Summary .....	34
Review/Discussion Questions .....	35
<b>Lesson 2: Working with Dialogue.....</b>	<b>37</b>
Understanding Game Dialogue.....	38
Understanding the Types of Game Dialogue .....	38
Creating Scripts .....	39
Recording Dialogue.....	44
Dialogue-Recording Concepts.....	46
Dialogue Recording Workflow.....	50
Editing Dialogue.....	51
Capturing Clips.....	51
Timeline Drop Order .....	53
Dialogue Editing Workflow.....	54
Processing Dialogue.....	56
Using EQ.....	57
Using Compression.....	58
Using a De-Esser.....	59
Tools of the Trade - The Perfect “Futz” .....	61
Dialogue Processing Recipes.....	63
Mastering Dialogue .....	66
AAX Maxim .....	66
Dialogue Mastering Workflow .....	67
Exporting Dialogue .....	68
Bounce to Tracks.....	68
Export Clips as Files.....	69
Summary .....	69
Review Questions.....	70
<b>Exercise 2: Adding Dialogue to the Game .....</b>	<b>71</b>
Preparing the Pro Tools Session.....	71
Recording Dialogue (Optional).....	72
Using Existing Dialogue (Alternate Option) .....	72
Editing Dialogue.....	72
Processing Dialogue.....	74
Mastering Dialogue .....	75
Exporting Dialogue .....	76
Export the Clips .....	76
Implementing Dialogue .....	77
Exercise Script.....	79

<b>Lesson 3: Working with Foley .....</b>	<b>81</b>
Understanding Foley.....	82
Types of Foley.....	83
Assessing Foley Requirements.....	84
Recording Foley.....	84
Listen Mics .....	84
Pro Tools Settings.....	85
Building a Make-Shift Foley Stage .....	86
Foley Recording Workflow.....	86
Editing Foley .....	87
Working with QuickTime .....	87
Tab to Transients .....	87
Nudging .....	88
Separate Clips .....	89
Key Shortcuts .....	90
Batch Fades.....	90
Foley Editing Workflow .....	91
Mastering Foley.....	92
AudioSuite Maxim.....	93
Foley Mastering Workflow.....	93
Exporting Foley.....	95
Batch Renaming .....	95
Export Clips as Files.....	95
Foley Exporting Workflow.....	96
Summary.....	96
Review/Discussion Questions .....	97
<b>Exercise 3: Adding/Editing Foley Elements.....</b>	<b>98</b>
Assessing Foley Requirements .....	98
Prop Suggestions.....	99
Preparing the Pro Tools Session .....	99
Recording Foley (Optional) .....	99
Using Existing Foley (Alternate Option).....	100
Editing Foley .....	100
Using Batch Fades.....	101
Mastering Foley.....	101
Exporting Foley.....	102
Implementing Foley.....	103
<b>Lesson 4: Working with Sound Effects .....</b>	<b>107</b>
Understanding Sound Effects.....	108
Assessing Sound Effects Requirements.....	108
Acquiring Sound Effects.....	110
Browsing Sound Libraries.....	111
Using Synthesis to Create Sound Effects .....	115

Editing Sound Effects .....	120
Working with QuickTime.....	120
Layering Sound Elements .....	120
Arranging Sound Elements .....	126
Processing Sound Effects.....	132
AudioSuite.....	132
AAX.....	133
Tools of the Trade - Sound Design Magic.....	135
Basic Plug-In Automation.....	137
Enabling Plug-In Parameters for Automation.....	137
Automating Plug-In Parameters in the Track View .....	139
Sound Design Recipes .....	141
Mastering Sound Effects.....	145
Exporting Sound Effects.....	145
Summary .....	145
Review/Discussion Questions .....	146
<b>Exercise 4: Adding/Editing Sound Effects .....</b>	<b>147</b>
Acquiring Sound Effects .....	147
Preparing the Pro Tools Session.....	148
Browsing Sound Effects.....	148
Importing Sound Effects into Pro Tools .....	149
Editing Sound Effects .....	149
Using Synthesis to Create Sound Elements .....	150
Processing Sound Effects.....	151
Bouncing the Sound Effects.....	151
Mastering the Sound Effects.....	152
Exporting Sound Effects.....	152
Implementing Sound Effects.....	153
<b>Lesson 5: Working with Backgrounds .....</b>	<b>155</b>
Understanding Backgrounds .....	156
Assessing Background Requirements.....	156
Acquiring Backgrounds.....	157
Field Recording.....	157
Field Recording Workflow .....	161
Editing Backgrounds.....	162
Using the Edit Selection Indicators .....	162
Trimming a Clip to a Selection.....	163
Nudging a Clip's Contents .....	163
Backgrounds and Batch Fades.....	165
Using Strip Silence Extract .....	166
Dynamic Transport .....	169
Workflow for Creating Loopable Clips .....	170
Using Zoom Presets .....	172
Mastering Backgrounds .....	173

Normalizing .....	173
Mastering Background Elements Workflow .....	174
Exporting Backgrounds .....	174
Summary .....	174
Review/Discussion Questions .....	175
<b>Exercise 5: Adding/Editing Background Elements .....</b>	<b>176</b>
Assessing Background Requirements.....	176
Making a Field Recording (Optional) .....	177
Preparing the Pro Tools Session .....	177
Browsing Backgrounds .....	178
Editing Backgrounds.....	178
Mastering Backgrounds .....	180
Exporting Backgrounds .....	181
Implementing Backgrounds .....	181
<b>Lesson 6: Working with Music .....</b>	<b>183</b>
Understanding Game Music .....	184
Game Music Terminology .....	184
Assessing Music Requirements.....	185
Creating Interactive Arrangements .....	186
Acquiring Game Music Assets .....	188
Browsing Music Libraries .....	188
Editing Music .....	189
Importing the Tempo from a Clip.....	189
Using Identify Beat to Set or Modify the Session Tempo .....	190
Using Elastic Audio for Automatic Tempo Matching .....	192
Using Elastic Audio for Manual Tempo Matching .....	193
Using Clip Groups .....	195
Using Shuffle Mode .....	199
Adding Reverb during Implementation .....	200
Mastering Music .....	201
Master Faders vs. Aux Inputs .....	201
Ultra-Maximizer.....	201
Adding Dither .....	202
Tools of the Trade - Multi-Band Dynamics .....	203
Exporting Music .....	205
Summary .....	206
Review/Discussion Questions .....	207
<b>Exercise 6: Adding Music to the Game.....</b>	<b>208</b>
Acquiring Game Music Assets .....	208
Browsing and Searching Music Elements .....	209
Importing Music Elements into Pro Tools.....	209
Editing Game Music.....	210
Mastering Game Music .....	212

Exporting Game Music .....	212
Implementing Music.....	213
<b>Lesson 7: Working with Cinematics .....</b>	<b>217</b>
Understanding Cinematics.....	218
The “Food Groups” .....	218
Assessing Cinematic Requirements .....	219
Memory Locations .....	219
Acquiring Cinematic Elements .....	222
Using Catalogs in the Workspace.....	222
Working with Digital Video .....	223
Editing Cinematic Audio .....	224
Showing and Hiding Tracks.....	224
Deactivating Tracks.....	225
Editing with Playlists.....	227
Mixing Cinematic Audio .....	227
Control Surfaces .....	228
Post-Production Signal Flow .....	228
I/O Setup .....	229
Track Setup.....	229
Using Sends for Plug-In Processing .....	231
Basic Dynamic Automation.....	232
Loudness Calibration .....	234
Multiple Monitoring Systems .....	237
Mastering Cinematic Audio .....	237
Exporting Cinematic Mixes .....	238
Bounce to QuickTime Workflow .....	239
Summary .....	239
Review/Discussion Questions .....	240
<b>Exercise 7: Adding Cinematics to the Game.....</b>	<b>241</b>
Acquiring Cinematic Elements .....	241
Browsing and Spotting.....	242
Editing Cinematic Audio .....	244
Mixing Cinematic Audio .....	245
Post-Production Mastering .....	246
Exporting Cinematic Mixes .....	246
Implementing Cinematics.....	247
<b>Lesson 8: Working with Vehicle Sounds .....</b>	<b>249</b>
Understanding Vehicle Sounds.....	250
Assessing Vehicle Sound Requirements .....	250
Acquiring Vehicle Sounds .....	252
Recording Vehicle Sounds.....	253
Location Scouting .....	253
Microphone Selection.....	253
Microphone Placement .....	253

Naming Channels .....	254
Slate.....	254
Recording Duration.....	254
Recording Vehicle Sounds Workflow (Optional) .....	254
Editing Vehicle Sounds .....	255
Setting Up The Session.....	255
Clip Gain Basics.....	256
Editing Vehicle Sounds Workflow .....	257
Bounce the Mixed Elements .....	257
Loop the Bounced Clips.....	258
Mastering Vehicle Sounds Workflow.....	259
Exporting Vehicle Sounds.....	259
Summary.....	259
Review/Discussion Questions .....	260
<b>Exercise 8: Adding Vehicle Sounds to the Game.....</b>	<b>261</b>
Acquiring Vehicle Sounds.....	261
Recording Vehicle Sounds (Optional) .....	261
Preparing the Pro Tools Session .....	262
Importing Vehicle Sounds into Pro Tools.....	263
Editing Vehicle Sounds .....	263
Bouncing the Mixed Elements .....	263
Looping the Bounced Clips.....	264
Mastering Vehicle Sounds.....	265
Exporting Vehicle Sounds.....	265
Implementing Vehicle Sounds.....	266
<b>Appendix A: Interview Bios.....</b>	<b>267</b>
Harrison Deutsch .....	267
Tom Hays.....	267
Paul Gorman .....	267
Craig Peebles .....	268
Chris Pinkston .....	268
Stephan Schütze.....	268
Marc Senesac .....	268
Ric Viers .....	269
<b>Index .....</b>	<b>271</b>