

Google Chrome users: be sure to refresh your browser window to get the latest content.

**AES** Audio Engineering Society - Pacific Northwest Section

*Around the Puget Sound, Seattle, Washington, U.S.A.*

## AES PNW Section February Meeting Notice

---

### Game Audio Programming for Android FMOD vs JAVA

Presented by  
Peter "pdx" Drescher  
Sound Designer  
Twittering Machine

The Art Institute of Seattle  
7:30pm, Tuesday, February 28, 2012

[Directions to AIS](#)

**Game Audio Programming for Android: FMOD vs. Java** (first presented at AES 131 in NYC): Using FMOD audio middleware to produce soundtracks for Android games has certain advantages over Java methods built into the operating system . . . and vice versa. The author implemented the sound for a pinball app both ways and compares the techniques.

**LandSeaAir:** The author will discuss a new Android game he has written to demonstrate "the secret yanni technique, with key changes", whereby musical bonus sounds are played to fit with background level music, even when the music changes key. This is managed using FMOD music system callbacks to track the key modulations, then generating melodies accordingly. To produce this effect requires the sound designer to work closely with the programmer, or even better, an audio guy who can code.

**N.B.** FMOD is described as [middleware](#). Learn more: <http://www.fmod.org> [Wikipedia](#)

### About Peter Drescher

Peter 'pdx' Drescher is a sound designer, composer, author, and interactive audio industry veteran. He has produced music, sound effects, and voice overs, for a variety of games, multimedia products, and mobile devices. He publishes the widely read 'Annoying Audio' blog for O'Reilly, and is currently an independent contractor working out of his Twittering Machine studio. A former Audio Director at Microsoft, he was assimilated into that position after the acquisition of Danger, Inc. (developers of the T-Mobile Sidekick), where he was Principal Sound Designer producing Audio UIs, ringtones, and soundtracks for downloadable games. A piano player with over 20 years performance experience, he now lives in Redmond, WA.

### Dan Mortensen

*AES PNW 2011-2012 Section Chair*

**n.b.** *The material presented at our meetings is the opinion of the presenter and not necessarily that of the Society. You are encouraged to conduct your own research and to form your own opinions before adopting the presented material as Truth.*

**Our meetings are open to anyone interested in Audio. AES membership is NOT required for you to attend our meetings.**

---

2011-12 Officers

Chairman      Vice-

Treasurer

Dan            Chairman    Secretary    David            Refer to the Officers and Committee contact list for contact information.  
Mortensen    Greg Mauser Gary Louie    Franzwa

---

Program Committee

Committee 1	Committee 2	Committee 3	Committee 4	Committee 5	Committee 6	Committee 7	Committee 8	Committee 9	Committee 10
Bob Smith	Mark Rogers	Scott Mehrens	Steve Malott	Rob Baum	JJ Johnston	Rick Chinn	Dr. Ivan Tashev	Dr. Michael Matesky	Rick Senechal

---

Last modified 02/12/2012 17:35:26.