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Audio Production and Integration into X-Box games.

Presented by Marty O'Donnell and Jay Weinland
Bungie Studios / Microsoft

Monday, January 30, 2006, 7:30pm
Art Institute of Seattle

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The Art Institute of Seattle and the Pacific Northwest Section of the Audio Engineering Society present an evening with two members of the Bungie Audio Team, Audio Director Marty O'Donnell and Audio Lead Jay Weinland. Bungie's Halo 2 is the best-selling Xbox game to date and its audio has won many industry awards from the Gaming Audio Network Guild, the 5th annual Game Developers Choice Awards and the Game Critics Awards.

There are a multitude of resources for the production of audio - composing, recording, directing actors; this can be found anywhere. In contrast, there aren't many resources on the implementation of audio into video games. Join us for a special evening with Marty O'Donnell and Jay Weinland who will provide us with the unique opportunity to witness their innovative approach to the implementation of music, voice and sound effects for Halo 2. They will look at how they organized and managed the over 30,000 (!) separate audio files for the game, including over 15,000 lines of narration.

About Bungie

Bungie is a game development company committed to making the greatest single and multiplayer experiences possible, building incredible technologies - all with the single driving purpose of telling great stories. Bungie was formed by Alex Seropian and Jason Jones in 1991. It was based in Chicago and later, had offices in San Jose CA Bungie was acquired by Microsoft in 2000 - Bungie, which had a publishing deal previously with Take 2 Games, parted with the rights to Myth and Oni games, and became a wholly owned subsidiary of Microsoft. Bungie has made, in order of publication, the following games: Gnop!, Operation: Desert Storm, Minotaur, Pathways into Darkness, Marathon, Marathon 2: Durandal, Marathon: Infinity, Myth: The Fallen Lords, Myth 2: Soulblighter, Oni, Halo and currently Halo 2. Bungie also published Abuse, by Crack Dot Com. Bungie has made games for Mac, PC, PlayStation2 and Xbox.

Our Presenters

Marty O'Donnell

Marty O'Donnell received his Masters of Music Degree in composition, with honors, from USC in the early 80's and since then he has written and produced numerous original scores for TV, Radio and Film. Some of his commercial work includes Flintstones Vitamin's "10 Million Strong and Growing", Mr. Clean, Principal Financial, McDonald's, Kelloggs and many others. In 1997 his company, TotalAudio, produced sound design, foley and final mixes for Cyan's "Riven, the Sequel to Myst", and all the original music, voices, and sound design for Bungie's award winning "Myth: The Fallen Lords". TotalAudio went on to produce the audio for Valkyrie Studio's "Septerra Core, Legacy of the Creator" and Bungie's "Myth II: Soulblighter". In May of 2000, ten days after Marty accepted a full time position with Bungie Software focusing entirely on the audio production for "Oni" and "Halo", Microsoft purchased Bungie and moved them to Redmond to develop games for the Xbox. The audio for "Halo" received numerous industry awards including The Game Developers Choice Award, The Edge Award, and Best Soundtrack of 2002 from Rolling Stone Magazine. In 2004 he composed the music and produced the audio for the highly anticipated "Halo 2". Although still co-owner of TotalAudio with Mike Salvatori, who stayed in the Chicago studio, Marty is currently Audio Director for Bungie Studios at Microsoft. He has been married for 27 years to Marcie and they have two daughters, Alison, and Christine.

Jay Weinland

Jay Weinland is a 10 year games industry veteran who began his sound designing career with a small Seattle area company named Manley and Associates working on games for MAC, PC, Sega Genesis, and Sega Saturn. After Manley was acquired by Electronic Arts Jay went on to work on the FIFA and Need For Speed franchises on PC/PSX. Jay hooked up with Bungie after the Microsoft acquisition and has since worked on ONI (PC/MAC/PS2), HALO (XBOX/PC/MAC), and HALO 2 (XBOX). After graduating from Oberlin College Conservatory in 1991 (BM in oboe, MMT in music teaching) Jay moved to Seattle with his soon to be wife Heather where they still reside along with their two children Duncan (7) and Tessa (4).

Last modified 1/9/2006.