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

AES PNW Section

January Meeting Notice

Vroom

The Interesting World of Racing Game Sound Design

A deep dive into the interesting, diverse, and sometimes dangerous world of sound design for racing games.

Presented by

Nick Wiswell - Turn 10 Studios (MSFT)

and

AES Pacific Northwest Section

Tuesday, January 8th, 2013, 7:30pm

Microsoft Research, Building 99, Redmond

[Directions to Microsoft Research](#)

n.b. There is no December Meeting

NOTE: anyone can attend this meeting regardless of their status as an AES member. AES MEMBERSHIP IS NOT REQUIRED.

What makes a car sound the way it does, and how can we recreate that in real-time?

How can games alter the focus of a mix when you don't always know what will happen next?

Games consoles support a myriad of surround formats, yet most games are heard via flat screen TV speakers. How can we make sure everyone gets the best experience possible?

These questions, and hopefully many more from the audience, will be answered by a racing game audio veteran with 14 years experience of creating sound design for racing franchises including Forza Motorsport, Project Gotham Racing, Blur and M-SR.

About the Presenter

Nick Wiswell is the Creative Audio Director at Turn 10 Studios within Microsoft, and manages the creative audio direction of the Forza franchise.

Previously at Bizarre Creations in the UK, he repeatedly set new benchmarks for racing game audio experiences with the Project Gotham Racing series, working with his team to push the boundaries of sound in racing video games both creatively and technically, which saw them nominated for several key gaming awards including Develop and GDC choice awards.

Since joining Microsoft and Turn 10 in 2010, he has transferred these skills and techniques to the Forza franchise including the TEC award and GANG award nominated Forza Motorsport 4 in 2011, and Forza Horizon in 2012.

Dave Tosti-Lane

AES PNW 2012-2013 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.

2012-13 Officers

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