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AES Audio Engineering Society - Pacific Northwest Section

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

May 2023 Section Meeting

Interactive Audio and MetaSounds in Unreal Engine 5

**Presented by
Phillip Popp - Epic Games
and
AES PNW Section**

**Hybrid Zoom Meeting
Thursday, May 18, 2023, 6pm PDT (UTC -7)**

This is an in-person and Zoom hybrid meeting. The in-person component will be held at DigiPen in their Plato Auditorium.

The Zoom link will be sent to ticket-holders 2 days before the meeting.

To attend this FREE event, [Click Here](#) to access EventBrite for this event.

Game audio is one of the most complex audio applications incorporating audio DSP, spatial and physical modeling, linear audio production and interactive sound design. Next generation of game audio engines offer a unique tool capable of creating distributable works of interactive audio alongside state-of-the-art animation, physics, visual effects, and graphics pipelines. In this talk, we will explore the expressiveness of game audio engines and consider the problems they were designed to solve. We will also dive into MetaSound, a next generation interactive DSP graph tool for game audio. We will discuss its design including directed acyclic flow graphs, sample accurate timing, flexible subgraph composition and low latency interactivity from a perspective of computational performance and usability.

Our Presenters

Phillip Popp

Phillip Popp works in the nexus of audio tools, DSP and machine learning. He has over a decade of professional experience researching and developing a wide variety of audio analysis, machine learning, personalization and real-time synthesis technologies. As a Principal Audio Programmer at Epic Games he advances the state-of-the-art in game audio by building flexible, expressive and performant tools to power the next generation of interactive audio experiences.

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[UnrealEngine Web](#)

To Attend

This is a hybrid Zoom meeting, starting at 6pm PDT (UTC-7). The in-person meeting will be held at DigiPen, Plato Auditorium.

[Directions to DigiPen](#)

RSVP

To attend this FREE virtual event, (either virtually or in person), [Click Here](#) to access **EventBrite for this event.**

THIS EVENT IS FREE, OPEN TO ALL, AND AES MEMBERSHIP IS NOT REQUIRED

Dan Mortensen

AES PNW 2022-2023 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.*