

The background is a dark, semi-transparent image of the ARP Model 2600 Synthesizer control panel. The panel is densely packed with various knobs, sliders, and buttons, each labeled with technical terms. The labels include 'INITIAL OSCILLATOR FREQUENCY', 'VOLTAGE CONTROLLED OSCILLATOR VCO-1', 'VOLTAGE CONTROLLED OSCILLATOR VCO-2', 'VOLTAGE CONTROLLED OSCILLATOR VCO-3', 'VOLTAGE CONTROLLED FILTER/RESONATOR VCF', 'ATTACK DECAY SUSTAIN RELEASE', 'VOLTAGE CONTROLLED AMPLIFIER', 'NOISE GENERATOR', 'SAMPLE & HOLD', and 'ELECTRONIC SWITCH'. The overall aesthetic is that of a classic analog synthesizer interface.

Game Audio

Sonic College 2023

Jakob Schmid

ARP MODEL 2600 SYNTHESIZER

Me

Jakob Schmid

INSIDE, Playdead, audio programmer

140, Carlsen Games, music and sound design

COCOON, Geometric Interactive, audio director, composer, programming



Today's Menu

INSIDE

140

COCOON FMOD Demo

Realtime Synthesis and Dynamic Music in Games?

General Q&A



PDFs with all slides available online!

