



**TAKE
CONTROL**

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SAN FRANCISCO

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CENTER





Managing Audio in 3rd Party Development

👤 Welcome!



Learning Everything Again

- ③ More intense than internal
- ③ Each new developer creates new challenges
 - I. “Our programmers will do that...”
 - II. “What’s a ‘mix’”?
 - III. “Too loud? How ‘too loud’ is it?”
 - IV. “...huh?”



Strength From Within

- ⊕ Legal
- ⊕ Licensing
- ⊕ Marketing
- ⊕ Product Development (two sets of producers!)
- ⊕ Good vendor database
- ⊕ QA is your best friend



Plan It Well

- ⊕ No such thing as hiring and firing
- ⊕ Little to no budget can still yield big things (demo tunes)
- ⊕ Can't afford to waste time
- ⊕ Slower / build based iteration
- ⊕ Merging creativity with deadlines and limits



Multiple Tech Solutions

- ④ “Just give me a damn text file...”
- ④ Middleware solutions, know them all!
ISACT
Wwise
FMOD
Miles
- ④ Use VPN, webmail, and remote Perforce wisely!