

'18

GDC

**Audio Asset Management:
Tips and Tricks**

presented by **Richard Ludlow**

Session Overview

What will we be covering?



About Me

Where I'm coming from



Richard Ludlow

Audio Director



File Naming



General Guidelines

1 No version numbers on in-game assets

2 Categorization

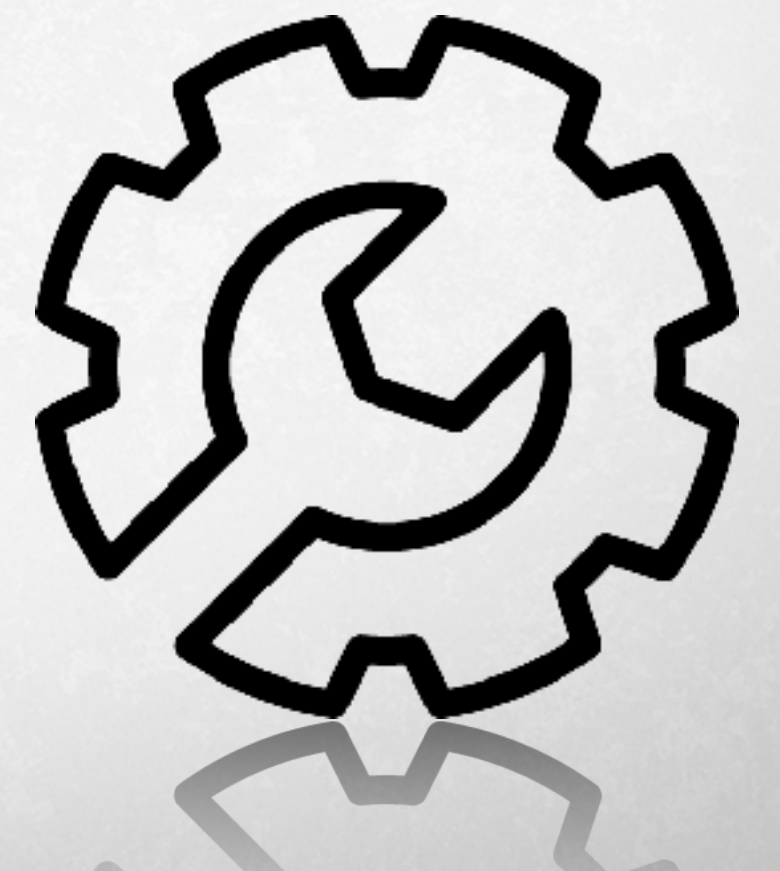
3 Build from general to specific

SX - Sound Effects

MX - Music

VX - Voice Over / Dialogue

Date: 180322.01



Asset Organization & Deliveries

▶	Folder	_ALL_ASSETS	Today at 8:25 PM
▶	Folder	_ARCHIVES	Today at 8:25 PM
▶	Folder	_DELIVERIES	Today at 8:25 PM
▶	Folder	Captures	● Today at 8:26 PM
▶	Folder	From client	● Today at 8:26 PM
▶	Folder	From jhollis	Today at 8:25 PM
▶	Folder	From jwalsh	Today at 8:25 PM
▶	Folder	From kfenton	Today at 8:25 PM
▶	Folder	From mearl	Today at 8:25 PM
▶	Folder	From ntomassetti	Today at 8:25 PM
▶	Folder	From rludlow	Today at 8:25 PM
▶	Folder	From vbarbosa	Today at 8:25 PM

From & Captures:

▶	160324.01	Mar 24, 2016 at 5:56 PM
▶	160325.01	Mar 25, 2016 at 7:49 PM
▶	160328.01	Mar 28, 2016 at 8:43 PM
▶	160330.01	Mar 30, 2016 at 6:57 PM
▶	160331.01	Mar 31, 2016 at 2:21 PM
▶	160406.01	Apr 6, 2016 at 6:25 PM
▶	160411.01	Apr 11, 2016 at 1:26 PM
▶	160419.01	Apr 19, 2016 at 5:57 PM
▶	160429.01	Apr 29, 2016 at 5:24 PM
▶	160510.01	May 10, 2016 at 2:55 PM
▶	160825.01	Aug 25, 2016 at 4:34 PM
▶	160826.01	Aug 26, 2016 at 3:08 PM
▶	160829.01	Aug 29, 2016 at 6:26 PM
▶	160902.01	Sep 2, 2016 at 6:04 PM
▶	160907.01	Sep 7, 2016 at 2:54 PM
▶	160908.01	Sep 8, 2016 at 7:32 PM
▶	160912.01	Sep 12, 2016 at 4:41 PM
▶	160914.01	Sep 19, 2016 at 2:03 PM
▶	160919.01	Sep 19, 2016 at 2:09 PM
▶	161010.01	Oct 10, 2016 at 5:42 PM
▶	161012.01	Oct 12, 2016 at 3:45 PM
▶	161014.01	Dec 2, 2016 at 3:18 PM
▶	161017.01	Oct 17, 2016 at 3:43 PM
▶	161018.01	Oct 18, 2016 at 5:39 PM
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▶	161117.01	Nov 17, 2016 at 6:29 PM
▶	161118.01	Nov 18, 2016 at 3:49 PM
▶	161121.01	Nov 21, 2016 at 7:33 PM
▶	161201.01	Dec 2, 2016 at 3:18 PM
▶	161202.01	Dec 2, 2016 at 3:20 PM
▶	170412.01	Apr 12, 2017 at 6:28 PM
▶	170414.01	Apr 14, 2017 at 6:01 PM
▶	170417.01	Apr 17, 2017 at 7:13 PM
▶	170524.01	May 24, 2017 at 6:34 PM
▶	170606.01	Jun 6, 2017 at 5:54 PM
▶	170607.01	Jun 7, 2017 at 3:20 PM
▶	170614.01	Jun 14, 2017 at 11:56 AM
▶	170621.01	Jun 21, 2017 at 2:33 PM
▶	170621.02	Jun 21, 2017 at 5:47 PM
▶	170622.01	Jun 22, 2017 at 12:32 PM
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▶	170930.01	Sep 29, 2017 at 3:52 PM

Deliveries:

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▶	HexanyAudio_SGame_Music_160406.01
▶	HexanyAudio_SGame_Music_160419.01
▶	HexanyAudio_SGame_Music_160429.01
▶	HexanyAudio_SGame_Music_160510.01
▶	HexanyAudio_SGame_Music_160907.01
▶	HexanyAudio_SGame_Music_160908.01
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▶	HexanyAudio_SGame_Music_161107.01
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▶	HexanyAudio_SGame_Music_161123.01
▶	HexanyAudio_SGame_Music_161128.01
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▶	HexanyAudio_SGame_Music_170612.01
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▶	HexanyAudio_SGame_Music_170727.01
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▶	HexanyAudio_SGame_Music_170929.01
▶	HexanyAudio_SGame_Music_171003.01
▶	HexanyAudio_SGame_Music_171003.02
▶	HexanyAudio_SGame_Music_171006.01
▶	HexanyAudio_SGame_Music_171017.01
▶	HexanyAudio_SGame_Music_171018.01
▶	HexanyAudio_SGame_Music_171018.02
▶	HexanyAudio_SGame_Music_171129.01
▶	HexanyAudio_SGame_Music_171130.01
▶	HexanyAudio_SGame_Music_171201.01
▶	HexanyAudio_SGame_Music_180223.01
▶	HexanyAudio_SGame_Music_180312.01



Sound Effects **File Names**

CONVENTION *(general to specific)*

sx_level_category_source_action_01

sx_island_int_chest_open_01



CATEGORIES

UNI / LVL - Universal / Specific Level

AMB - Ambience

INT - Intractable

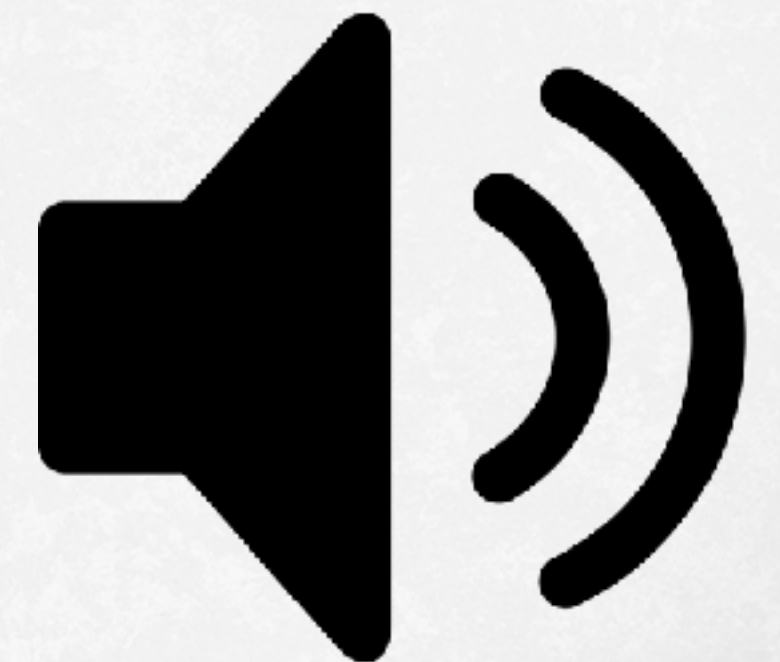
ENV - Environmental

CIN - Cinematic

NPC - Non-Player Character

UI - User Interface

PLR - Player



Music File Names

CONVENTION *(general to specific)*

mx_level_category_descriptor_interactivity_a

mx_island_amb_explore_layer_a



CATEGORIES

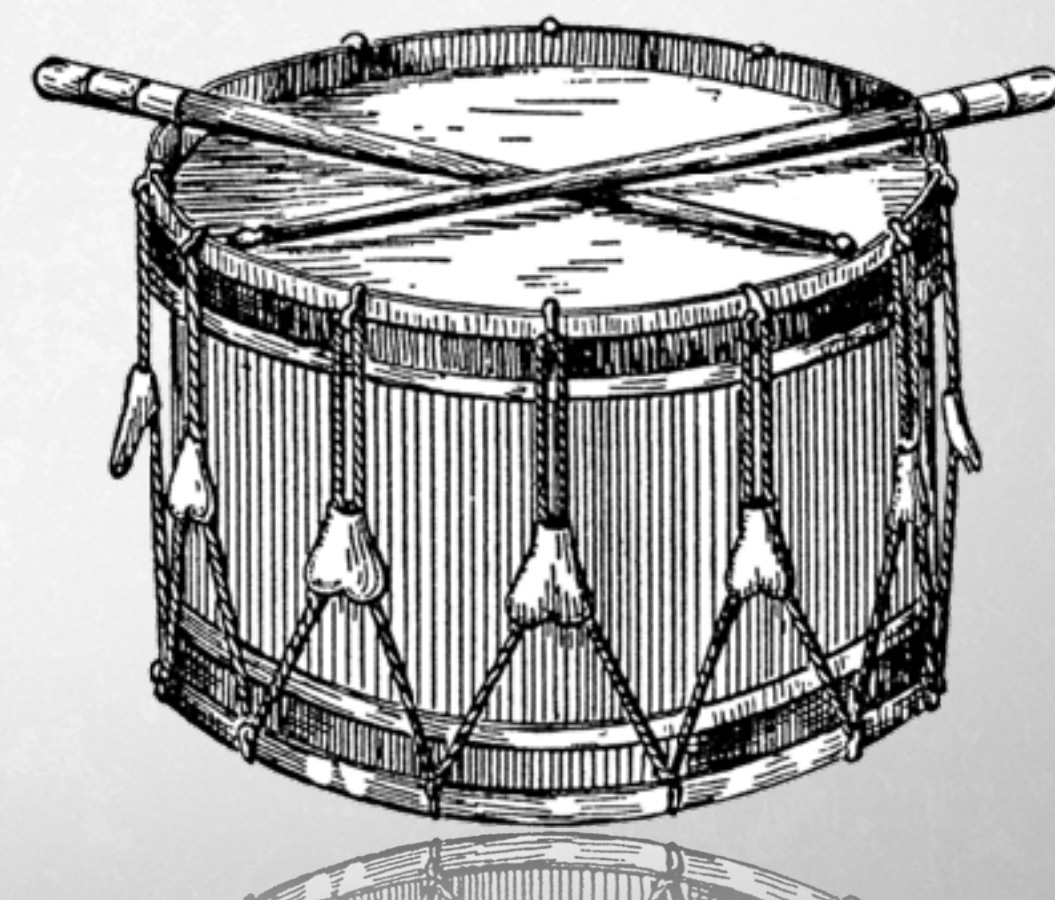
UNI / LVL - Universal / Specific Level

AMB - Ambience

STI - Stinger

TRN - Transition

CIN - Cinematic



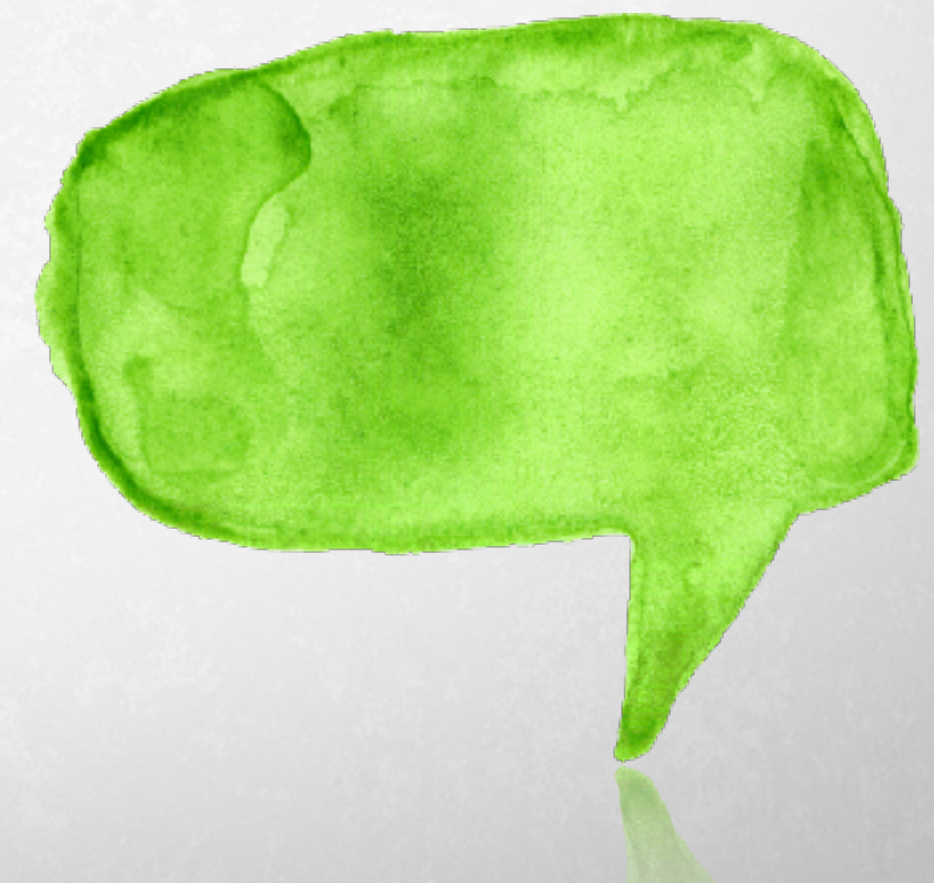
Dialogue **File Names**

1 Option 1: Usage

vx_hero_DwarfKing_attack_01.wav
vx_hero_DwarfKing_spawn_01.wav
vx_hero_DwarfKing_death_01.wav

2 Option 2: Number ID

vx_DwarfKing_0000000256.wav
vx_DwarfKing_0000000512.wav
vx_DwarfKing_0000000768.wav



Asset Tracking



Asset Management **Solutions**

- 1** Spreadsheets (Excel, Google Sheets, etc.)
- 2** Databases (Filemaker Pro, etc.)
- 3** Proprietary / custom solutions



Hexany Asset Tracker

EVENT NAME(S)	GAME STATUS	DEV REVISION NOTES	LEVEL	SOURCE	TRIGGER	INTEGRATION NOTES	ASSET NAME	PLAY	CREATOR	ASSET STATUS	WWISE STATUS	HEXANY REVISION NOTES	
play_sx_creature_largest_attack2	01 Not Implemented	Footstep (normal) doesn't seem to be called properly in the 70 Spider script. I'm not sure those are needed, very similar to take damage	Universal	Large Rat	Attack2	Large Rat	Attack2	clax_sx_creature_rat_attack2_01 x 3	OneShot	jason	06 Approved PPT	06 Implemented	
play_sx_creature_largest_walk_die	01 Not Implemented		Universal	Large Rat	walk + die	Large Rat	walk + die	clax_sx_creature_rat_walk_die_01 x 3	Loop	jason	06 Approved PPT	06 Implemented	
play_sx_creature_spider_idle	01 Not Implemented		Universal	Spider	Idle	Spider	Idle	clax_sx_creature_spider_idle_01 x 2	OneShot	jason	06 Approved PPT	06 Implemented	
play_sx_creature_spider_walk	01 Not Implemented		Universal	Spider	Walk	Spider	Walk	clax_sx_creature_spider_walk_01	OneShot	jason	06 Approved PPT	06 Implemented	
play_sx_player_night_land_1	01 Not Implemented	Footstep (normal) doesn't seem to be called properly in the 70 Spider script. I'm not sure those are needed, very similar to take damage	Universal	Player	Landing After Jump x 3	Player	land when character or npc lands	fire_sx_player_night_land_1_01 x 3	OneShot	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_ship_civiliantransport_idle	01 Not Implemented		Universal	Civilian transport ship	Idle	At the time	the ship should always be playing	fire_sx_ship_civiliantransport_idle_01 x 3	Loop	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_ship_enemy_smallcourtyrdone_explose	01 Not Implemented		Universal	Small security drone	explosing		death of small security drone	clax_sx_ship_enemy_smallcourtyrdone_explose_01	OneShot	maxi	06 Approved PPT	06 Implemented	
play_sx_ship_flagship_internal_reactor	01 Not Implemented		Flagship	engineering section	ambience	sound coming from the engineering section	clax_sx_ship_flagship_internal_reactor_heat_1	Loop	maxi	06 Approved PPT	06 Implemented		
fire_sx_ship_flagship_internal_reactor							clax_sx_ship_flagship_internal_reactor_heat_2						
play_sx_ship_generic_external_weapon_maingun_projectile	01 Not Implemented		Universal	main gun projectile	flying	sound coming from the main gun projectile	clax_sx_ship_generic_external_weapon_maingun_projectile_01	Loop	maxi	06 Approved PPT	06 Implemented		
play_sx_ship_generic_internal_computer_ui_error	01 Not Implemented						clax_sx_ship_generic_internal_computer_ui_error_01	OneShot	maxi	06 Approved PPT	06 Implemented		
play_sx_station_nuc_ambience_garden	01 Not Implemented		Station Hub	Garden	Upon entering garden (human)	Ambience as normal	clax_sx_station_nuc_ambience_garden_01	Loop	jason	06 Approved PPT	06 Implemented		
fire_sx_station_nuc_ambience_garden	clax_sx_station_nuc_ambience_garden_01						Loop	jason	06 Approved PPT	06 Implemented			
play_sx_creature_ractor_footstep	01 Not Implemented	Should be tied to animation, animations currently locked.	Universal	3D	Footstep	Ractor footstep	clax_sx_creature_ractor_footstep_01	OneShot	bahar	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	01 Not Implemented		Universal	Grenade Launcher	shoot	Play when player shoots grenade launcher and is out of ammo	clax_sx_player_item_grenadelauncher_reload_01 x 2	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	clax_sx_player_item_grenadelauncher_reload_01 x 4						OneShot	bahar	06 Approved PPT	06 Implemented			
play_sx_player_item_explosivegrenade_explose	01 Not Implemented		Universal	grenade	explosive	When grenade is shot	clax_sx_player_item_explosivegrenade_explose_01	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_explosivegrenade_explose	clax_sx_player_item_explosivegrenade_explose_01						OneShot	bahar	06 Approved PPT	06 Implemented			
play_sx_player_item_basmpistol_overheat	01 Not Implemented		Universal	Beam Pistol	Overheat	When beam pistol overheats	clax_sx_player_item_basmpistol_overheat_01	OneShot	bahar	06 Approved PPT	06 Implemented		
play_sx_player_item_basmpistol_overheat	clax_sx_player_item_basmpistol_overheat_01						OneShot	bahar	06 Approved PPT	06 Implemented			
play_sx_player_item_handcannon_overheat	01 Not Implemented		Universal	Hard Cannon	Overheat	When hand cannon overheats	clax_sx_player_item_handcannon_overheat_01	OneShot	bahar	06 Approved PPT	06 Implemented		
play_sx_player_item_handcannon_overheat	clax_sx_player_item_handcannon_overheat_01						OneShot	bahar	06 Approved PPT	06 Implemented			
play_sx_blood_loadboard_update	01 Not Implemented		Universal	3D	Loadboard changes	When loadboard value changes, play event	clax_sx_blood_loadboard_update_01	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_creature_infected_crawler_attack	06 Revision Needed		Universal	Infected Crawler	Attack	Infected Crawler	Attack	fire_sx_creature_infected_crawler_attack_01 x 3	OneShot	maxi	06 Approved PPT	06 Implemented	
play_sx_creature_largest_attack_impact	06 Revision Needed		Universal	Large Rat	Hitting Target	Large Rat hits Player/All humanoid	clax_sx_creature_largest_attack_impact_01 x 2	OneShot	maxi	06 Approved PPT	06 Implemented		
play_sx_creature_largest_attack01	06 Revision Needed		Universal	Large Rat	Attack_01	Large Rat	Attack_01	clax_sx_creature_largest_attack01_01 x 3	OneShot	maxi	06 Approved PPT	06 Implemented	
play_sx_creature_largest_attack02	06 Revision Needed		Universal	Large Rat	Attack_02	Large Rat	Attack_02	clax_sx_creature_largest_attack02_01 x 3	OneShot	maxi	06 Approved PPT	06 Implemented	
play_sx_creature_largest_attack1	06 Revision Needed		Universal	Large Rat	Attack1	Large Rat	Attack1	clax_sx_creature_rat_attack1_01 x 3	OneShot	jason	06 Approved PPT	06 Implemented	
play_sx_creature_spider_attack	06 Revision Needed		Universal	Spider	Attack	Spider on attack	clax_sx_creature_spider_attack_01	OneShot	jason	06 Approved PPT	06 Implemented		
play_sx_ship_enemy_smallcourtyrdone_weapon_gun_shot	06 Revision Needed		Universal	Small security drone	Idle	Play when activating large thrusters for movement	fire_sx_ship_enemy_smallcourtyrdone_weapon_gun_shot_01	OneShot	maxi	06 Approved PPT	06 Implemented		
play_sx_ship_enemy_smallcourtyrdone_weapon_laser_shot	06 Revision Needed		Universal	Small security drone	Shooting its laser	Small security drone shooting its laser	clax_sx_ship_enemy_smallcourtyrdone_weapon_laser_shot_01	OneShot	maxi	06 Approved PPT	06 Implemented		
play_sx_ship_enemy_smallcourtyrdone_weapon_laser_shot	06 Revision Needed		Universal	Small security drone	Shooting its laser	Small security drone shooting its laser	clax_sx_ship_enemy_smallcourtyrdone_weapon_laser_shot_01	OneShot	maxi	06 Approved PPT	06 Implemented		
play_sx_ship_enemy_smallcourtyrdone_weapon_laser_shot	06 Revision Needed		Universal	Small security drone	Shooting its laser	Small security drone shooting its laser	clax_sx_ship_enemy_smallcourtyrdone_weapon_laser_shot_01	OneShot	maxi	06 Approved PPT	06 Implemented		
play_sx_ship_enemy_smallcourtyrdone_weapon_laser_shot	06 Revision Needed		Universal	Small security drone	Shooting its laser	Small security drone shooting its laser	clax_sx_ship_enemy_smallcourtyrdone_weapon_laser_shot_01	OneShot	maxi	06 Approved PPT	06 Implemented		
play_sx_station_dimensionalization_exterior_amb	03 Implemented	When entering to gamecocked the sound is not playing in correct position	Universal	2D	receiving hit	sho getting hit from enemy projectiles	clax_sx_station_dimensionalization_exterior_amb	Loop	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_station_dimensionalization_exterior_amb	03 Implemented		Universal	2D	Load	ambience in the exterior of the station	clax_sx_station_dimensionalization_exterior_amb	Loop	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Load	Layoff for exterior ambience	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
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play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
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play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rtomasselli	06 Approved PPT	06 Implemented		
play_sx_player_item_grenadelauncher_reload	03 Implemented		Universal	3D	Footstep	Play when player shoots grenade launcher	clax_sx_player_item_grenadelauncher_reload_01 x 6	OneShot	rt				

Tab: Info

PROJECT NAME	Blade Runner: Revelations
PROJECT CODE	DOVR
DEVELOPER	Seismic Games
WWISE VERSION	2017.1.0.6302
UNITY / UE4 VERSION	2017.1.2p1
SOURCE CONTROL	Perforce
VPN	---
CREDITS TYPE	CREDITS USED
Music	871
Sound	--
Dialogue	365
Misc	427
Total Used	1663
Total Purchased	2000
TOTAL REMAINING	337
CREDIT TYPES	CREDIT VALUES
1 Minute of Music	50
30 Seconds of Music	35
1 Musical Stinger (Primary)	5
1 Musical Stinger (Variation)	3
1 Sound Effect (Primary)	3
1 Sound Effect (Variation)	1.5
1 Dialogue Produciton Bundle	100
1 Mini Dialogue Production Bundle	50
1 Asset Integrated In-Engine	1.5
MUSIC QUANTITY	MINUTES
TOTAL LENGTH	68:43:00

Info	Sound	Music	Dialogue	SoundBanks	Switches	States	Parameters	Reverbs	Issues
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=SUM(Sound!J:J)

10

-262.5 x

=SUM(B15-B14)



Tab: Sounds

Info ▾	Sound ▾	Music ▾	Dialogue ▾	SoundBanks ▾	Switches ▾	States ▾	Parameters ▾	Reverbs ▾	Issues ▾
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WWISE EVENTS	GAME STATUS	DEV REVISION NOTES	LEVEL	SOURCE	TRIGGER	INTEGRATION NOTES	ASSET NAME	PLAY	CREDITS	CREATOR	ASSET STATUS	WWISE STATUS	HEXANY REVISION NOTES
e.g. play_sx_pirateship_saxord_swash	in-game integration	things developer needs to fix	e.g. pirate ship	e.g. sword	e.g. swishing	e.g. sword swash when attacking and hitting nothing	e.g. sx_source_trigger_01	oneshot / loop	mv total	username	asset creation	wwise implementation	things hexany needs to fix
play_sx_env_lobby_amb	03 Implemented ▾		lobby	2D	start of level	play on start of level	sx_env_lobby_amb_01 x 2	loop	6	jholts	07 Approved PPT ▾	03 implemented ▾	
stop_sx_env_lobby_amb													
play_sx_env_watertower_bash	03 Implemented ▾		showdown	watertower	player bullet impact watertower basin	"...Impact_01" are for the initial impacts and "...loop_01" are the looping water pouring sounds	sx_env_watertower_bash_impact_01 x 3 sx_env_watertower_bash_loop_01 x 3	oneshot/loop	12	jholts	07 Approved PPT ▾	03 implemented ▾	
stop_sx_env_watertower_bash													
play_sx_env_watertower_collapse	03 Implemented ▾		showdown	watertower	collapsing	play when water tower collapses	sx_env_watertower_collapse_01	—	--	—	07 Approved PPT ▾	03 implemented ▾	
stop_sx_env_watertower_collapse													
play_sx_npc_aerial_die	03 Implemented ▾		showdown	npc: aerial bots	killed	play when the ainel bots are killed by the player	sx_npc_aerial_die_a_01 x 6 sx_npc_aerial_die_b_01 x 8	—	--	—	07 Approved PPT ▾	03 implemented ▾	
stop_sx_npc_aerial_die													
play_sx_npc_aerial_loop	03 Implemented ▾		showdown	npc: aerial bots	aerial bots takeoff	specialized steam/propeller sounds to be attached to aerial bots, post stop event on death	sx_npc_aerial_loop_steam_01 x 5 sx_npc_aerial_loop_mech_a_01 x 8 sx_npc_aerial_loop_mech_b_01 x 8	loop	30	jholts	07 Approved PPT ▾	03 implemented ▾	
stop_sx_npc_aerial_loop													
play_sx_npc_boss_appear	03 Implemented ▾		showdown	npc: boss	boss appears	trigger on boss appearing; includes forefield sound	sx_npc_boss_appear_01	oneshot	3	jholts	07 Approved PPT ▾	03 implemented ▾	
play_sx_npc_boss_die	03 Implemented ▾		showdown	npc: boss	killed / explodes	play when the big boss explodes/is killed	sx_npc_boss_die_explo_01 sx_npc_boss_die_mech_01	oneshot	6	jholts	07 Approved PPT ▾	03 implemented ▾	
stop_sx_npc_boss_die													
play_sx_npc_boss_escape	03 Implemented ▾		showdown	npc: boss	boss escape	Used to allow music to transition to escape music	sx_npc_boss_escape_01	oneshot	--	—	07 Approved PPT ▾	03 implemented ▾	
play_sx_npc_boss_fa	03 Implemented ▾		showdown	npc: boss foot	boss footstep	should trigger when boss' feet collide with ground	sx_npc_boss_fa_01 x 13	oneshot	21	jholts	07 Approved PPT ▾	03 implemented ▾	
play_sx_npc_boss_lookleft	03 Implemented ▾		showdown	npc: boss	boss movement	trigger for boss when it looks to the left (refer to screener)	sx_npc_boss_lookleft_01	oneshot	6	jholts	07 Approved PPT ▾	03 implemented ▾	
play_sx_npc_boss_lookright	03 Implemented ▾		showdown	npc: boss	boss movement	trigger for boss when it looks to the right (refer to screener)	sx_npc_boss_lookright_01	oneshot	6	jholts	07 Approved PPT ▾	03 implemented ▾	
play_sx_npc_boss_magnet	03 Implemented ▾		showdown	npc: boss	magnetic field	trigger when boss uses magnetic field to attract safe	sx_npc_boss_magnet_loop_01 x 2	loop	3	jholts	07 Approved PPT ▾	03 implemented ▾	
stop_sx_npc_boss_magnet													
play_sx_npc_boss_rocket_fire	03 Implemented ▾		showdown	npc: boss	boss fires rockets	main and alt set of boss rocket sounds; perhaps trigger one "...main_fire" event and a few "...alt_fire" events per grouping (currently it looks like rockets spawn in groups of 3, so 1 "...main_fire" and 2 "...alt_fire" per grouping)	sx_npc_boss_rocket_main_fire_01 x 8 sx_npc_boss_rocket_alt_fire_01 x 8 sx_npc_boss_rocket_main_fire_a_01 x 8 sx_npc_boss_rocket_main_fire_b_01 x 8 sx_npc_boss_rocket_alt_fire_a_01 x 6 sx_npc_boss_rocket_alt_fire_b_01 x 6	oneshot	57	jholts	07 Approved PPT ▾	03 implemented ▾	



Tab: Sounds

Info ▾	Sound ▾	Music ▾	Dialogue ▾	SoundBanks ▾	Switches ▾	States ▾	Parameters ▾	Reverbs ▾	Issues ▾
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ASSET NAME	PLAY	CREDITS	CREATOR	ASSET STATUS	WWISE STATUS	HEXANY REVISION NOTES
e.g. <i>sx_source_trigger_01</i>	<i>oneshot / loop</i>	<i>row total</i>	<i>username</i>	<i>asset creation</i>	<i>wwise implementation</i>	<i>things hexany needs to fix</i>
<i>sx_env_lobby_amb_01 x 2</i>	loop	6	jhollis	01 Blocked ▾	01 Not Implemented ▾	
<i>sx_env_watertower_basin_impact_01 x 3</i>	oneshot/loop	12	jhollis	02 Not Started ▾	02 In Progress ▾	
<i>sx_env_watertower_basin_loop_01 x 3</i>				03 In Progress ▾	03 Implemented ▾	
<i>sx_env_watertower_collapse_01</i>	--	--	--	04 Awaiting Approval ▾	04 Revision Needed ▾	
<i>sx_npc_aerial_die_a_01 x 6</i>	--	--	--	05 Revision Needed ▾	05 Unused	
<i>sx_npc_aerial_die_b_01 x 6</i>				06 Revised ▾	05 Unused	
<i>sx_npc_aerial_loop_steam_01 x 5</i>	loop	30	jhollis	07 Approved PPT ▾	01 Not Implemented	
<i>sx_npc_aerial_loop_mech_a_01 x 6</i>				08 Approved PCA ▾	02 In Progress	
<i>sx_npc_aerial_loop_mech_b_01 x 6</i>				09 Approved Final ▾	03 Implemented	
<i>sx_npc_boss_appear_01</i>	oneshot	3	jhollis	10 Unused	04 Revision Needed	
<i>sx_npc_boss_die_explo_01</i>	oneshot	6	jhollis	01 Blocked		
<i>sx_npc_boss_die_mech_01</i>	oneshot	--	--	02 Not Started	03 Implemented ▾	
<i>sx_npc_boss_escape_01</i>	oneshot	21	jhollis	03 In Progress	03 Implemented ▾	
<i>sx_npc_boss_lookleft_01</i>	oneshot	6	jhollis	04 Awaiting Approval	03 Implemented ▾	
<i>sx_npc_boss_lookright_01</i>	oneshot	6	jhollis	05 Revision Needed	03 Implemented ▾	
<i>sx_npc_boss_magnet_loop_01 x 2</i>	loop	3	jhollis	06 Revised	03 Implemented ▾	
<i>sx_npc_boss_rocket_main_fire_01 x 6</i>	oneshot	57	jhollis	07 Approved PPT	03 Implemented ▾	
<i>sx_npc_boss_rocket_alt_fire_01 x 6</i>				08 Approved PCA		
<i>sx_npc_boss_rocket_main_fire_a_01 x 6</i>				09 Approved Final		
<i>sx_npc_boss_rocket_main_fire_b_01 x 6</i>						
<i>sx_npc_boss_rocket_alt_fire_a_01 x 6</i>						
<i>sx_npc_boss_rocket_alt_fire_b_01 x 6</i>						



Keyboard Maestro: Populating Tracker Names to Clips

The image displays a workflow for automating the renaming of audio clips in Pro Tools using Keyboard Maestro. The main window shows the Pro Tools interface with a multi-track session. The tracks include Stereo 14, Stereo 16, Stereo 17, Stereo 18, Stereo 19, Stereo 20, Mono 1 through Mono 10, FX 1 through FX 3, MIX BUS, ST PRINT, MN PRINT, ST MIX MASTER, and MN MIX MASTER. The timeline shows a sequence of clips, with some clips labeled with names like 'Stereo 14', 'Stereo 16', 'Stereo 17', 'Stereo 18', 'Stereo 19', 'Stereo 20', 'Mono 1', 'Mono 2', 'Mono 3', 'Mono 4', 'Mono 5', 'Mono 6', 'Mono 7', 'Mono 8', 'Mono 9', 'Mono 10', 'FX 1', 'FX 2', 'FX 3', 'MIX BUS', 'ST PRINT', 'MN PRINT', 'ST MIX MASTER', and 'MN MIX MASTER'.

On the right, a Google Sheet titled 'GDC Demo Tracker' is open, showing a list of clip names in column A, such as 'sk_LockNewName_01', 'sk_LockNewName_02', 'sk_LockNewName_03', 'sk_LockNewName_04', 'sk_LockNewName_05', 'sk_LockNewName_06', 'sk_LockNewName_07', 'sk_LockNewName_08', 'sk_LockNewName_09', 'sk_LockNewName_10', 'sk_LockNewName_11', 'sk_LockNewName_12', 'sk_LockNewName_13', 'sk_LockNewName_14', 'sk_LockNewName_15', 'sk_LockNewName_16', 'sk_LockNewName_17', 'sk_LockNewName_18', 'sk_LockNewName_19', 'sk_LockNewName_20', 'sk_LockNewName_21', 'sk_LockNewName_22', 'sk_LockNewName_23', 'sk_LockNewName_24', 'sk_LockNewName_25', 'sk_LockNewName_26', 'sk_LockNewName_27', 'sk_LockNewName_28', 'sk_LockNewName_29', and 'sk_LockNewName_30'.

Below the Google Sheet, a Keyboard Maestro trigger window is visible, titled 'PT Rename Clips From Chrome Google Sheet (Batch)'. It contains instructions for the user to ensure all clips are consolidated, position the cursor in Pro Tools, and select the desired tracks. It also asks for the number of clips to be renamed (set to 20) and includes a 'Count: 30' indicator. The window has 'Cancel' and 'OK' buttons.

Tab: Sounds

WWISE EVENTS	GAME STATUS	things
e.g. play_sx_pirateship_sword_swish	in-game integration	
play_sx_env_lobby_amb	01 Not Implemented	
stop_sx_env_lobby_amb	02 In Progress	
play_sx_env_watertower_basin	03 Revision Needed	
stop_sx_env_watertower_basin	04 Implemented	
play_sx_env_watertower_collapse	05 Revised	
stop_sx_env_watertower_collapse	06 Unknown	
play_sx_npc_aerial_die	07 Approved PCA	
stop_sx_npc_aerial_die	08 Approved Final	
	09 Blocked	
	10 Unused	
play_sx_npc_boss_appear	10 Unused	
play_sx_npc_boss_die	01 Not Implemented	
stop_sx_npc_boss_die	02 In Progress	
play_sx_npc_boss_escape	03 Revision Needed	
play_sx_npc_boss_fs	04 Implemented	
play_sx_npc_boss_lookleft	05 Revised	
play_sx_npc_boss_lookright	06 Unknown	
play_sx_npc_boss_magnet	07 Approved PCA	
stop_sx_npc_boss_magnet	08 Approved Final	
	09 Blocked	
play_sx_npc_boss_rocket_fire		

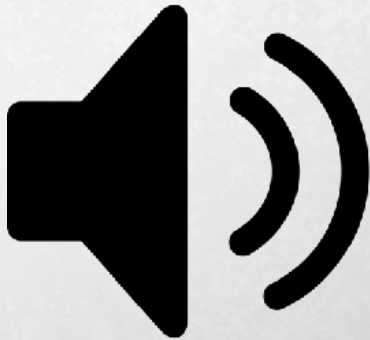
Conditional format rules	
123	Text is exactly "09 Blocked" B3:B100
123	Text is exactly "01 Not Implemented" B3:B100
123	Text is exactly "02 In Progress" B3:B100
123	Text is exactly "04 Implemented" B3:B100
123	Text is exactly "03 Revision Needed" B3:B100
123	Text is exactly "05 Revised" B3:B100
123	Text is exactly "07 Approved PCA" B3:B100
123	Text is exactly "08 Approved Final" B3:B100
123	Text is exactly "06 Unknown" B3:B100
123	Text is exactly "10 Unused" B3:B100
	Cell is not empty

- Info
- Sound
- Music
- Dialogue
- SoundBanks
- Switches
- States
- Parameters
- Reverbs
- Issues

LEVEL	SOURCE	TRIGGER	INTEGRATION NOTES
e.g. pirate ship	e.g. sword	e.g. swishing	e.g. sword swish when attacking and hitting nothing
lobby	2D	start of level	play on start of level
showdown	watertower	player bullet impact watertower basin	"...impact_01" are for the intial impacts and "...loop_01" are the looping water pouring sounds
showdown	watertower	collapsing	play when water tower collapses
showdown	npc: aerial bots	killed	play when the ariel bots are killed by the player
showdown	npc: aerial bots	aerial bots takeoff	spatialized steam/propeller sounds to be attached to aerial bots, post stop event on death
showdown	npc: boss	boss appears	trigger on boss appearing; includes forcefield sound
showdown	npc: boss	killed / explodes	play when the big boss explodes/is killed
showdown	npc: boss	boss escape	Used to allow music to transition to escape music
showdown	npc: boss foot	boss footsteps	should trigger when boss' feet collide with ground
showdown	npc: boss	boss movement	trigger for boss when it looks to the left (refer to screener)
showdown	npc: boss	boss movement	
showdown	npc: boss	magnetic field	trigger when boss uses magnetic field to attract safe
showdown	npc: boss	boss fires rockets	main and alt set of boss rocket sounds; perhaps trigger one "...main_fire" event and a few "...alt_fire" events per grouping (currently it looks like rockets spawn in groups of 3, so 1 "...main_fire" and 2 "...alt_fire" per grouping)

123

Custom formula is
=AND(NOT(ISBLAN...
B3:B100



Tab: Music

Info ▾ Sound ▾ **Music ▾** Dialogue ▾ SoundBanks ▾ Switches ▾ States ▾ Parameters ▾ Reverbs ▾ Issues ▾

[illegible][illegible]

Tab: Dialogue

Info

Sound

Music

Dialogue

SoundBanks

Switches

States

Parameters

Reverbs

Issues

[illegible]

TAKES	SELECTS	ALTS	SESSION NOTES	ASSET NAME	CREDITS	ASSET STATUS	WWISE STATUS	HEXANY REVISION NOTES
e.g. 97a 97b 97c	e.g. a b, 101a	e.g. 101a 101b	e.g. 1st half of a second half of b	e.g. dx_character_0000000256		asset creation	wwise implementation	things hexany needs to fix
				dx_character_0000000256		✓	✓	
				dx_character_0000000512		✓	✓	
				dx_character_0000000768		✓	✓	
				dx_character_0000001024		✓	✓	
				dx_character_0000001280		✓	✓	
				dx_character_0000001536		✓	✓	
				dx_character_0000001792		✓	✓	
				dx_character_0000002048		✓	✓	
				dx_character_0000002304		✓	✓	
				dx_character_0000002560		✓	✓	
				dx_character_0000002816		✓	✓	
				dx_character_0000003072		✓	✓	
				dx_character_0000003328		✓	✓	
				dx_character_0000003584		✓	✓	
				dx_character_0000003840		✓	✓	
				dx_character_0000004096		✓	✓	
				dx_character_0000004352		✓	✓	
				dx_character_0000004608		✓	✓	
				dx_character_0000004864		✓	✓	
				dx_character_0000005120		✓	✓	
				dx_character_0000005376		✓	✓	
				dx_character_0000005632		✓	✓	
				dx_character_0000005888		✓	✓	

Wwise: SoundBanks

Info

Sound

Music

Dialogue

SoundBanks

Switches

States

Parameters

Reverbs

Issues

[illegible]

Info ▾ Sound ▾ Music ▾ Dialogue ▾ SoundBanks ▾ **Switches ▾** States ▾ Parameters ▾ Reverbs ▾ Issues ▾

Info ▾ Sound ▾ Music ▾ Dialogue ▾ SoundBanks ▾ Switches ▾ States ▾ Parameters ▾ Reverbs ▾ Issues ▾

Info ▾ Sound ▾ Music ▾ Dialogue ▾ SoundBanks ▾ Switches ▾ States ▾ Parameters ▾ Reverbs ▾ Issues ▾

Wwise: Parameters, Reverbs

Info ▾ Sound ▾ Music ▾ Dialogue ▾ SoundBanks ▾ Switches ▾ States ▾ Parameters ▾ Reverbs ▾ Issues ▾

[illegible]

Info	Sound	Music	Dialogue	SoundBanks	Switches	States	Parameters	Reverbs	Issues
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Tab: Issues

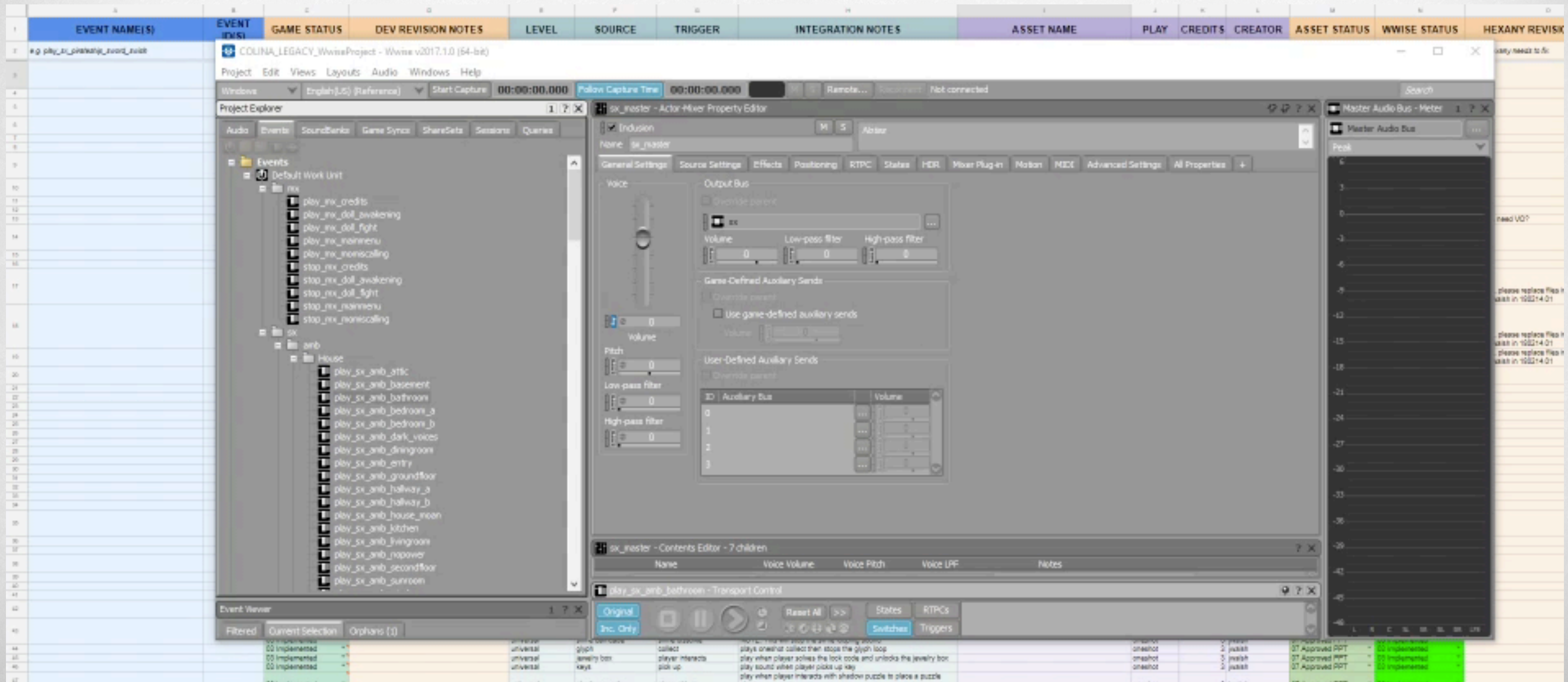
Info ▾ Sound ▾ Music ▾ Dialogue ▾ SoundBanks ▾ Switches ▾ States ▾ Parameters ▾ Reverbs ▾ Issues ▾

[illegible]

Hexany Asset Tracker

EVENT NAME(S)	GAME STATUS	DEV REVISION NOTES	LEVEL	SOURCE	TRIGGER	INTEGRATION NOTES	ASSET NAME	PLAY	CREATOR	ASSET STATUS	WWISE STATUS	HEXANY REVISION NOTES
play_sx_creature_largest_attack2	01 Not Implemented	Footstep (normal) doesn't seem to be called properly in the 70 Spider script. I'm not sure those are needed, very similar to base damage	Universal	Large Rat	Attack2	Large Rat Attack	clr_sx_creature_rat_attack2_01.x3	OneShot	jason	06 Approved PPT	06 Implemented	
play_sx_creature_largest_walk_die	01 Not Implemented		Universal	Large Rat	walk + die	Large Rat walk + die	clr_sx_creature_rat_walk_die_01.x3	Loop	jason	06 Approved PPT	06 Implemented	
play_sx_creature_largest_walk_die	01 Not Implemented		Universal	Spider	Idle	Fly on idle	clr_sx_creature_spider_idle_01.x2	OneShot	jason	06 Approved PPT	06 Implemented	
play_sx_creature_spider_walk	01 Not Implemented		Universal	Spider	Walk	Fly on walk	clr_sx_creature_spider_walk_01	OneShot	jason	06 Approved PPT	06 Implemented	
play_sx_player_night_land_1	01 Not Implemented	Fly on land when character or npc lands	Universal	Player	Landing After Jump or Dive	play when character or npc lands	clr_sx_player_night_land_1_01.x3	OneShot	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_ship_civiliantransport_idle	01 Not Implemented		Universal	civilian transport ship	Idle at all times	the ship should always be playing	clr_sx_ship_civiliantransport_idle_01.x3	Loop	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_ship_enemy_smallcourtyrdone_explose	01 Not Implemented		Universal	small courtyard done	explosion	death of small security drone	clr_sx_ship_enemy_smallcourtyrdone_explose_01	OneShot	max	06 Approved PPT	06 Implemented	
play_sx_ship_flagship_internal_reactor	01 Not Implemented	Flagship	engineering section	ambience	sound coming from the engineering section	clr_sx_ship_flagship_internal_reactor_heat_1	Loop	max	06 Approved PPT	06 Implemented		
clr_sx_ship_flagship_internal_reactor_heat_2												
play_sx_ship_generic_external_weapon_maingun_projectile	01 Not Implemented	Universal	main gun projectile	flying	sound coming from the main gun projectile	clr_sx_ship_generic_external_weapon_maingun_projectile_01	Loop	max	06 Approved PPT	06 Implemented		
play_sx_ship_generic_internal_computer_ui_error	01 Not Implemented	Universal	UI	error	player tries to interact with blocked ui	clr_sx_ship_generic_internal_computer_ui_error_01	OneShot	max	06 Approved PPT	06 Implemented		
play_sx_station_nuc_ambience_garden	01 Not Implemented	Station Hub	Garden	in-run	Florisio as normal	clr_sx_station_nuc_ambience_garden_01	Loop	jason	06 Approved PPT	06 Implemented		
play_sx_creature_ractor_footstep	01 Not Implemented	Should be tied to animation, animations currently locked.	Universal	3D	Footstep	Ractor footstep	clr_sx_creature_ractor_footstep_01	OneShot	bahar	06 Approved PPT	06 Implemented	
play_sx_player_item_grenadelauncher_reload	01 Not Implemented	Should be tied to animation but animation is locked and cannot be edited with events	Universal	Grenade Launcher	shoot	Play when player shoots grenade launcher and is out of ammo	clr_sx_player_item_grenadelauncher_reload_01.x2	OneShot	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_player_item_grenadelauncher_reload	01 Not Implemented		Universal	Grenade Launcher	reload	play when reloading launcher	clr_sx_player_item_grenadelauncher_reload_01.x4	OneShot	bahar	06 Approved PPT	06 Implemented	
play_sx_player_item_magazinegrenade_ambience	01 Not Implemented		Universal	grenade	ambience	ambient sound of the grenade as players can access it via audio	clr_sx_player_item_magazinegrenade_ambience_01	Loop	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_player_item_magazinegrenade_ambience	01 Not Implemented		Universal	grenade	shoot	grenade explosion	clr_sx_player_item_magazinegrenade_ambience_01	Loop	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_player_item_magazinegrenade_ambience	01 Not Implemented		Universal	grenade	explode	grenade explosion	clr_sx_player_item_magazinegrenade_ambience_01	Loop	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_player_item_magazinegrenade_ambience	01 Not Implemented		Universal	grenade	explode	grenade explosion	clr_sx_player_item_magazinegrenade_ambience_01	Loop	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_player_item_magazinegrenade_ambience	01 Not Implemented		Universal	grenade	explode	grenade explosion	clr_sx_player_item_magazinegrenade_ambience_01	Loop	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_player_item_magazinegrenade_ambience	01 Not Implemented		Universal	grenade	explode	grenade explosion	clr_sx_player_item_magazinegrenade_ambience_01	Loop	rtomasselli	06 Approved PPT	06 Implemented	
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play_sx_player_item_magazinegrenade_ambience	01 Not Implemented		Universal	grenade	explode	grenade explosion	clr_sx_player_item_magazinegrenade_ambience_01	Loop	rtomasselli	06 Approved PPT	06 Implemented	
play_sx_bullet_loadboard_update	01 Not Implemented	Should be tied to animation but animation is locked and cannot be edited with events	Universal	Infected Crowler	Attack	Infected Crowler Attack	clr_sx_bullet_loadboard_update_01	OneShot	max	06 Approved PPT	06 Implemented	
play_sx_bullet_loadboard_update	01 Not Implemented	Should be tied to animation but animation is locked and cannot be edited with events	Universal	Infected Crowler	Attack	Infected Crowler Attack	clr_sx_bullet_loadboard_update_01	OneShot	max	06 Approved PPT	06 Implemented	
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play_sx_bullet_loadboard_update	01 Not Implemented	Should be tied to animation but animation is locked and cannot be edited with events	Universal	Infected Crowler</								

Wwise Authoring API: Automatic Tracker Population



Task Management



Management Options

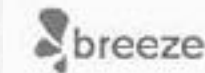
1 Trello

2 Jira

3 Breeze



Breeze



Search

TasksProjectsCalendarReportsActivityRene

Welcome to Breeze !

This is a task

Tasks are added to lists

... and lists are added to projects.

You can add as many projects as you like.

8h / 9h

Click on a task to see what's behind it

Try dragging task around

... you can move tasks between lists and inside a list to prioritizes certain tasks.

You can also add comments to tasks

1

... and assign tasks to people

Dec 1 - Dec 7

3h

You can add attachments to tasks and comments. Drag and drop files to tasks and comments or use the picker.

Tasks have to-do lists

1 / 4

You can log work on every task !

Nov 15 - Nov 25

45m / 1h

Click on the small gear just left of the screen

1

Dec 23 - Dec 30

... from there you can change project settings

Add new task lists by click on the "Add a new list" link

You can see all projects under the Projects tab

Dec 19 - Dec 20

4h / 5h

Time tracking reports are under the Reports tab

... and you can invite new people from the People tab

For extra productivity use keyboard shortcuts, press the '?' key to see help

DONE

Sign up with Breeze

15m / 15m

DONE

Thanks for choosing Breeze !

DONE

Also check out our mobile webapp

Add a new task, #tag it, assign it to @user and !list

Add

Filter tasks

Recent activity

Add a new list



To Summarize...

What did we cover?

▶ File Naming

- ▶ No version numbers
- ▶ Categorization
- ▶ Build from general to specific

▶ Asset tracking

- ▶ Google Sheets
- ▶ Formulas & Conditional Formatting
- ▶ Macros + Google API

▶ Task Management

- ▶ Breeze.pm





Q & A

THANKS
FOR
COMING!



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