

```
void UpdateEventParameter(  
    FMOD::EventInstance& EventInstance,  
    const std::string& Parameter, float Value)  
{  
    EventInstance->setParameterByName(  
        Parameter.c_str(), Value);  
}  
void UpdateEventRTPC(  
    AkGameObjectID GameObjectId,  
    const std::string& Parameter, float Value)  
{  
    AK::SoundEngine::SetRTPCValue(  
        Parameter.c_str(), Value, GameObjectId);  
}
```

Game Audio Programming 5

Principles and Practices

Edited by
Guy Somberg



CRC Press
Taylor & Francis Group

Game Audio Programming Principles And Practices

Julia Schneider



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Game Audio Programming Guy Somberg,2016-10-14

Welcome to Game Audio Programming Principles and Practices This book is the first of its kind an entire book dedicated to the art of game audio programming With over fifteen chapters written by some of the top game audio programmers and sound designers in the industry this book contains more knowledge and wisdom about game audio programming than any other volume in history One of the goals of this book is to raise the general level of game audio programming expertise so it is written in a manner that is accessible to beginners while still providing valuable content for more advanced game audio programmers Each chapter contains techniques that the authors have used in shipping games with plenty of code examples and diagrams There are chapters on the fundamentals of audio representation and perception advanced usage of several different audio middleware platforms Audiokinetic Wwise CRI ADX2 and FMOD Studio advanced topics including Open Sound Control Vector Based Amplitude Panning and Dynamic Game Data and more Whether you re an audio programmer looking for new techniques an up and coming game developer looking for an area to focus on or just the one who got saddled with the audio code this book has something for you Cutting edge advanced game audio programming concepts with examples from real games and audio engines Includes perspectives of both audio programmers and sound designers on working and communicating together Coverage not just on game audio engine design but also on implementing audio tools and working with sound designers providing a comprehensive perspective on being an audio programmer

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book delivers an emergent framework of VR sound This framework brings together numerous elements that collectively determine the nature of sound in VR from various aspects of VR technology to the physiological and psychological complexities of the user to the wider technological historical and sociocultural issues Garner asks amongst other things what is the meaning of sound How have fictional visions of VR shaped our expectations for present technology How can VR sound hope to evoke the desired responses for such an infinitely heterogeneous user base This book is for those with an interest in sound and VR who wish to learn more about the great complexities of the subject and discover the contemporary issues from which future VR will surely advance

Multimodal Semiotics and Rhetoric in Videogames Jason Hawreliak,2018-09-14 This book merges recent trends in game studies and multimodal studies to explore the relationship between the interaction between videogames different modes and the ways in which they inform meaning for both players and designers The volume begins by laying the foundation for integrating the two disciplines drawing upon social semiotic and discourse analytic traditions to examine their relationship with meaning in videogames The book uses a wide range of games as examples to demonstrate the medium's various forms of expression at work including audio visual textual haptic and procedural modes with a particular focus on the procedural form which emphasizes processes and causal relationships to better showcase its link with meaning making The second half of the book engages in a discussion of different multimodal configurations and user generated content to show how they contribute to the negotiation of meaning in the player experience including their role in constructing and perpetuating persuasive messages and in driving interesting and unique player decisions in gameplay Making the case for the benefits of multimodal approaches to game studies this volume is key reading for students and researchers in multimodal studies game studies rhetoric semiotics and discourse analysis

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