



Duration:	8 weeks
Course:	Game Audio 2
Instructor:	Johnny Lucas

Course Objective: Expanding on the concepts learned in APP 2 (Introduction to game audio) this course explores the fundamentals of game audio asset preparation and sound engine integration. In this course, students will be assembling and designing assets for interactive music systems, adaptive ambiences, SFX and Foley. Upon completion of Game Audio 2, students will have acquired hands on experience in asset preparation, audio integration as well as utilizing the game audio sound engine to manipulate, design and showcase their intended results.

Bio: Johnny Lucas has been working in the audio industry, indie game industry, and in live performance for the past 15 years. Currently working as a Voice Designer at Ubisoft Toronto, Johnny has had the honor and privilege to work alongside an exemplary audio team, shipping Watch Dogs Legion and Watch Dogs DLC Bloodline, winning over 65 E3 Awards and Nominations, including but not limited to: the NAVGTR, Best Action-Adventure Game at Gamescom 2020, and Game Award for innovation and technology. As a composer Johnny worked on the indie game Elegy, Miracle Fly, as well as licensed a variety of original music for television and promotional trailers worldwide.

Week	Topic
1	Wwise introduction For Labs and Session Setup
2	Interactive Music tutorial: asset preparation / Wwise integration
3	Wwise Music integration Assignment #1
4	Music presentation/review and music integration completion
5	SFX and Adaptive Ambiences tutorial: asset preparation / Wwise integration
6	Wwise SFX and Ambience Integration Assignment #2
7	SFX and Ambience presentation/review and integration completion
8	Final Wwise project (in-class presentation)

Evaluation

Attendance & Participation	20%
Assignments	40%
Final Project Presentation	40%
Total	100%