

Obiwannabe

Use the source...

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Practical synthetic sound design - by Andy Farnell

Introduction

Some hows, whys, and whatjamajigs of native digital synthetic sound design.

Introduction for games developers

Introduction for film, animation and TV sound

Part 1: Three telephone bells

Some exercises to explore essential principles by building a sound in 3 ways.

1980s telephone sounds

Old style telephone bell

Efficient alarm bell

Part 2: Earth, air, fire and water

Traditional staple elements for games and film sound designers

Firestarter

Bubbles

Running water

Rain

Tea

Thunder and wind

Part 3: Project Mayhem

How to build guns, bombs, rocket propelled grenades and all that stuff.

Introduction

AK47

Part 4: Engineering

Make machines that go ping, lifts, fans, clocks, engines and other mechanics.

Introduction to machines

Switches

Clocks

Motors

Part 5: Future shock

Unreal weapons, lasers, pickup sounds, everything SciFi and outer-space.

Droids

Laser beam

Alien blood / Biosludge

Part 6: Monster mash

How to make scary beasts and animals come alive.

Human Footsteps

Human Crowds

Roar!

Birds

