

Cutting-edge interactive sound with gesture control now available for your Wii projects !



AudioGaming introduces the first middleware for real time gesture control of sound objects. Forget the old way of sonifying weapons and other objects and get NextGen sound tools ! Our middleware is based on expert DSP algorithms and provides wide possibilities for sound designers to get expert control of motion signals. Audiogesture is already available for Wii, and will be soon available for PS3 (S2 2010), XBOX (S2 2010).

5 key benefits of AudioGesture:

- **plug & play**
- **fully customizable by sound designer**
- **faster & cost effective production process: save a huge amount of your (re)design time**
- **real-time, dynamic audio rendering**
- **new gaming experience for end-users**

Case study:

Jerry, lead audio for a Fantasy RPG project, needs to get good swords sounds for a variety of movements and swords. Instead of going into the long process of sound recording/editing/tagging/integration, he chooses the AudioGesture object SWORD from AudioGaming gesture oriented sound objects catalog.

In the design step, he adjusts some tuning parameters to get the desired sword sounds when moving his Wiimote. After the tuning step, the programming team integrates the object library directly into the game, using the parameters set defined by Jerry.

Two months before shipping, the use of big swords is changed for small daggers. Usually bad times for audio changes... Without any need for last minute recordings/edits, Jerry adjusts his AudioGesture object for a dagger sound, and sends a new parameters set for integration. And it took him the time he would have spent to set up the new recording session.

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Applications:

You don't need swords ? Think of all the other objects you need to sonify in your game: like cars, motorbikes, chainsaws, whips, paintcans, teapots, light sabers, shavers, metal detectors... we've got all that in our AudioGesture catalog.

Main applications are:

- audio feedback
- real-time interaction with gesture interfaces (Wiimote, Sixaxis and then Natal, MotionControl / Eyetoy...)
- audio centered gameplays (music games, etc.)

More than 50 AudioGesture objects will be available for mid 2010. Contact us, we have solutions for your needs, ready for integration in your current project.

Integration:

AudioGesture has been designed to be easily integrated :

- AudioGesture doesn't use any thread. The calculations are done when you ask for them.
- You can plug the sound created by gost by retrieving the audio block from gost and send them to your actual sound engine.
- The initialisation of the library is done in a single ligne of code. Same thing to load an object. One single line to send a parameter to the lib also. The API is really straightforward.
- Computation can be turned on and off dynamically and unloading the lib free all the allocated memory
- AudioGesture uses very low CPU: a few percent per frame.
- AudioGesture uses very few memory: less than a megabyte.

Licensing:

Licenses for AudioGesture objects are available per game per platform. Support is provided with the license, until the shipping of your project.

Contact our sales manager for demos / pricing information:

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