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Game Audio Professionals to Collaborate on Standards for Physical Modeling of Sounds in Games

IASIG's "Physical Modeling Plug-in Working Group" will launch
at IASIG's 21st Audio Town Hall Meeting during GDC.

San Francisco, CA (Mar. 2, 2015) – The non-profit Interactive Audio Special Interest Group (IASIG) has announced a new working group to accelerate the adoption of "physical modeling" sound synthesis in games. All game audio professionals interested in learning more about the project are welcome to attend the IASIG Audio Town Hall Meeting in Room 3002, West Hall of the Moscone Convention Center in San Francisco on Friday, March 6, 2015 from 12:15 to 1:15 pm during the 2015 Game Developer's Conference (GDC).

The IASIG Town Hall Meeting is held annually at GDC to provide status updates on the IASIG's activities and to give game audio developers and educators at GDC an opportunity to take the floor and suggest how to improve the state of the art for interactive audio entertainment. This year's agenda includes the introduction of the new Physical Modeling Plug-in Working Group and the announcement of a new discussion forum on Facebook.

"Physical modeling is a way to improve realism and variation in sounds in a game, and can help reduce file sizes significantly compared to sampling," said Brennan Anderson, the IASIG Steering Committee member responsible for leading the working group. "It has become more interesting to game audio professionals as computational power has increased in both home computers and consoles."

"Having a new Working Group is always exciting news for us," said Kurt Heiden, Chair, IASIG. "In addition, we are really interested in hearing from attendees about how we can help bring people together to work on advancing the audio capabilities of games and other interactive audio applications and platforms."

In addition to the Audio Town Hall Meeting at GDC, the IASIG will host their Annual Audio Mixer meet-and-greet event for audio professionals at GDC, which is sponsored by IASIG Corporate Members: Audiokinetic; Berklee College of Music; FMOD Studio; Tazman Audio; and Dolby. Prizes valued at thousands of dollars will be raffled at the Audio Mixer from event sponsors iZotope and IK Multimedia. The IASIG Audio Mixer takes place Wednesday, March 4 and is by invitation only to audio professionals at GDC.

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About the Interactive Audio Special Interest Group

Since 1994, the Interactive Audio Special Interest Group (IASIG) has enabled developers of audio software, hardware, and content to freely exchange ideas about interactive audio. Its goal is to improve the performance of interactive applications by influencing hardware, software, and tool design. The IASIG also provides resources in the form of research reports and recommended practices for developers and educators. The IASIG is a non-profit operated by the MIDI Manufacturers Association (www.midi.org) with the generous assistance of Corporate Sponsors, including: AudioKinetic, Fmod Studio, Binarì Sonori, Ex'pression College for the Digital Arts, Berklee College of Music, Tazman Audio, Dolby, and Game Sound Con. Anyone with a desire to contribute to the work of the IASIG is encouraged to become a member at www.iasig.org/join.

About the MIDI Manufacturers Association

Since 1985, the non-profit MIDI Manufacturers Association (MMA) has managed the evolution and promotion of GRAMMY-winning "MIDI" technology, releasing more than 75 specifications that make MIDI products work together, and making sure that MIDI remains a uniquely valuable technology for consumers all over the world for more than 30 years.