

The IASIG Mission is "to facilitate the advancement of music and audio in interactive media via the coordination of content, software, and hardware professionals toward the development of recommended practices and specifications."

A Big Mission, and A Big Job!

That's why representatives from companies such as AMD, Apple, Bose, Broderbund, Creative Labs, Crystal Semiconductor, E-mu Systems, Lucas Arts, Microsoft, Rockwell, Roland, S3, Yamaha, and many others, are all pitching in.

But being a big company is not a requirement. Having good ideas, being available to contribute your spare time and energy, and having a spirit of cooperation are all that is necessary to influence the future of audio in interactive applications.

The IASIG contributes valuable feedback to leading hardware and software companies, resulting in significant improvements to the PC audio platforms.

It's about Working!

Working Groups are the basis of the IASIG structure and philosophy. Using email as the primary communications vehicle, working groups have tackled the following subjects:

- **Downloadable Samples:** a specification for playback devices and file storage which provides standardized yet customizable sounds for playback via MIDI. The Working Group drafted the initial proposal to the MIDI Manufacturers Association which became an industry standard in June of 1997, and is supported by S3, ESS, Analog Devices, VLSI, Rockwell, Yamaha, Microsoft and others.
- **Interactive Composition:** defining the lexicon for interactive music, and a common set of features for real-time composition and interactivity. This group has encouraged the independent development of numerous interactive music engines, and has established the direction for cross-platform fully-interactive music with products such as Microsoft's DirectMusic, Sseyo's KOAN, Harmonix's Axe and others.
- **3D Audio:** defining a common set of functions for device-independence and scaleable playback of 3D commands. The Working Group defined extensions to DirectSound 3D to enable hardware acceleration of 3D audio, and has published 3D Audio Rendering and Evaluation Guidelines for developers and reviewers, to help define what is and is not "Interactive 3D" Audio.
- **Audio Advisory:** managing industry efforts to promote high-quality audio for interactive entertainment.
- **Platform Development:** defining the features required to get high-quality audio with interactive entertainment.

ARE YOU A PROFESSIONAL MEMBER OF THE AUDIO COMMUNITY? WE NEED YOUR HELP IN SHAPING THE FUTURE. JOIN US TODAY....

MIDI
Streaming Audio
Audio Compression
3D localization
Effects Processing
Audio on the Internet
General MIDI
Interactive Composition
Sound Effects
Wavetable Synthesis
Interactive Surround

If these are some of the issues you deal with everyday in your work, the IASIG can help. We are composers, sound designers, programmers, and hardware manufacturers with these same interests, and we are working together to provide better production tools and a higher performance, "common playback experience" in multimedia titles.



Have a Hot Topic of your own? You tell us new working groups are forming now! Join us, and help take part in shaping the future of interactive audio!

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