

## **GDC 2016 G.A.N.G. Demo Derby Sound Design Submission Guidelines**

Please visit the GDC web site for date, time and location of the G.A.N.G. Demo Derby Sound Design

Note that you must be able to attend Audio Session tracks to be part of the G.A.N.G. Demo Derby (eg have an Audio pass, Main Conference Pass or All Access Pass).

***If you would like to enter the G.A.N.G. Demo Derby Sound Design, please read these instructions carefully and completely. Incorrectly formatted submissions will not be considered.***

### **Introduction**

The **G.A.N.G. Demo Derby Sound Design** is an opportunity for sound designers to demonstrate their skills in front of a panel of industry veterans and receive critical feedback on their work. This session is designed to inform and inspire entrants as well as audience members and provide a forum for discussion about sound design production techniques.

### **Session Format**

Entrants are required to submit an example of their work prior to the GDC in the required format (see below). On the session day submissions will be presented in the order submitted. If you are not present when your name is called the panel will move on to the next entrant. The Demo Derby sessions have proven to be very popular in the past and so there will be both a limit on the number of available entrants and the time spent discussing their work. This is to try and allow everyone the chance to receive feedback about their work.

Entrants will be asked to step up to the microphone and describe their work. The panel and audience will then listen to view the submission. After viewing, panellists will take a few moments to make comments on interesting or relevant aspects of the submission. Panellists may ask questions of the entrant to clarify certain details and then offer advice on how to improve various aspects of the project. This is a direct, rapid critique session designed to maximize the feedback in a short period of time.

### **Submissions**

#### **Submission Deadline:**

**All works must be submitted no later than March 7, 2016**

**Submissions will be considered on a first-come, first served basis**

**ENTRIES MUST BE NO LONGER THAN 120 SECONDS**

Demo Derby Sound Design entrants should be placed in the dropbox below:

<https://www.dropbox.com/request/2g3fZ2YGYzmf40DVWluR>

Entrants can submit work in one of 2 ways.

#### **1) Linear content:**

Rework a linear video of a game capture of your choosing, replacing the sound design with your own work. Do not include background music.

#### **2) A/V capture of an Interactive content**

Replace the sound effects in a provided interactive (see below) project and create a 2-minute game-play video showing off your new sound design—captured live (no post production).

There are two projects available for the interactive content side.

**A. Wwise Limbo project**

This is a well known Wwise project that allows entrants to redesign the sounds for the first stages of the Limbo Game. The Wwise Limbo project is part of the Wwise Authoring tool download package and can be obtained from [www.audiokinetic.com](http://www.audiokinetic.com)

**B. FMOD Studio Project**

This is a very simple game demo project specifically designed to allow implementation of music and SFX into FMOD Studio in Unity 5. It requires Unity 5, the Unity Project (link below), the FMOD project (link below). FMOD Studio authoring tool version 1.07.04 and “unity integration package” is recommended and is available for download from [www.fmod.com](http://www.fmod.com)

**The Unity Project**

[http://www.schaud.com/upload/FMOD\\_Unity5\\_Music\\_Project.rar](http://www.schaud.com/upload/FMOD_Unity5_Music_Project.rar)

**The FMOD Project**

[http://www.schaud.com/upload/FMOD\\_Unity5\\_Music\\_Project\\_FMOD\\_Project.rar](http://www.schaud.com/upload/FMOD_Unity5_Music_Project_FMOD_Project.rar)

**Approach**

Both projects offer different challenges to entrants. Limbo is a well-known and critically acclaimed project, reworking a well-known project and achieving something noteworthy can be a significant challenge. The FMOD project is very simple and includes sparse and subtle sound design. Exactly how you approach developing this content is as important as the sounds themselves.

**Delivery**

**IMPORTANT!**

**ALL Sound Design submissions must be in the form of a captured linear video in mp4 format.**

**Create a zip file with your mp4 file and a text file with your name and email address. Name the zip file Last\_First\_2016DemoDerbySD.zip and upload it to the dropbox file.**

To maximize the time that can be spent with each entrant and to minimize technology problems we are requiring all entrants to submit a video of their projects. So whether you rework a linear video or rebuilt an interactive project such as Limbo you will need to capture gameplay playback of the game as a video and submit the video. If you have problems, please email [info@audiogang.org](mailto:info@audiogang.org)

**Suggestions:**

There are various things worth keeping in mind when you submit projects to the Demo Derby  
This is an incredible opportunity!

You have a chance to present your work to your industry peers and also the panellists. This is an excellent opportunity to be noticed for the right reasons. So in many ways you should treat this like a job interview.

Do not underestimate the importance of having your work viewed in public. Be punctual, be polite and be prepared. So, just as if you were attending a job interview make sure you're ready for anything. If the video you submitted prior to the event fails to play, or is corrupted or is lost (anything can happen with technology) BE PREPARED, carry a USB key on you with a backup copy. While it may not be your fault if your submission has an issue, that does not help you if on the day for some reason it cannot be played. Being prepared and able to provide a backup on USB means you won't miss out. It also shows you are well organized.

Be yourself. Create the work you want to create. Do not try and guess what the panellists want to hear. Be creative, be original, be interesting. Both of the interactive projects are subtle, quiet environments. These are some of the hardest projects to design for. Big guns and explosions are "easy", the real challenge is making everyone stop and listen to the little details.

Do not be discouraged or dismayed. Remember the panellists sincerely want to provide useful feedback to as many people as the time allows. Do not expect to hear everyone say "Oh your work is wonderful" That is not actually why you are here. We learn more from our mistakes and we learn more from critical feedback than we ever learn from praise. So if the panellists take the time to describe things that could be better in your project it is not to discourage you, it is to inspire you by increasing your knowledge. More than anything the panellists want you to succeed!

Good Luck and enjoy yourself!!