

# wwise®



smart audio

**audio**kinetic

## What is Wwise®?

Wwise from Audiokinetic is the industry's most advanced, most used audio engine. Adopted by every major game studio worldwide, it features an optimized run-time sound engine and an audio authoring application for creating and managing game audio content. Wwise is the perfect tool for game production because it is fast, robust, and stable, and our customer support is the best in the industry.

# Wwise®

### **A complete Authoring Solution**

Wwise gives sound designers the power to create and implement audio at every phase of the development process. With an intuitive user interface and comprehensive feature set, Wwise allows users to manage all aspects of game audio creation in real time and in the context of the game.

### **Redefining the Audio Production Workflow**

With support for both multi-user and off-site collaboration, Wwise has revolutionized audio production for interactive media. The workflow in Wwise optimizes the distribution of work and greatly reduces the dependencies between sound designers and audio programmers. As a result, everyone can focus on their core competencies.

### **Improving Pipeline Efficiency**

By decreasing the number of interactions between development teams, Wwise optimizes game pipelines and reduces both risk and development costs. And because the Wwise sound engine is easily and quickly integrated, the audio team can focus on creating unique content and custom audio plug-ins that add significant value to a game title.

### **Enhancing the Gaming Experience**

Wwise provides sound designers with all of the tools required to produce sophisticated audio that will enhance the visceral experience of any game. Wwise makes it possible to front-load all authoring and implementation tasks to the beginning of the production cycle, which frees up more time for fine tuning the game as the project matures.

*With Wwise, game developers have the flexibility, toolset, and workflow necessary to dramatically advance the gaming experience.*

# Wwise – A comprehensive Audio Pipeline

The Wwise production pipeline is highly efficient and maximizes the productivity and creativity of the audio team throughout the development cycle.

## Author

Build sound structures and define properties and behaviors

## Integrate

Integrate early and reduce programmer dependencies

## Profile

Profile in real time to ensure game constraint compliance

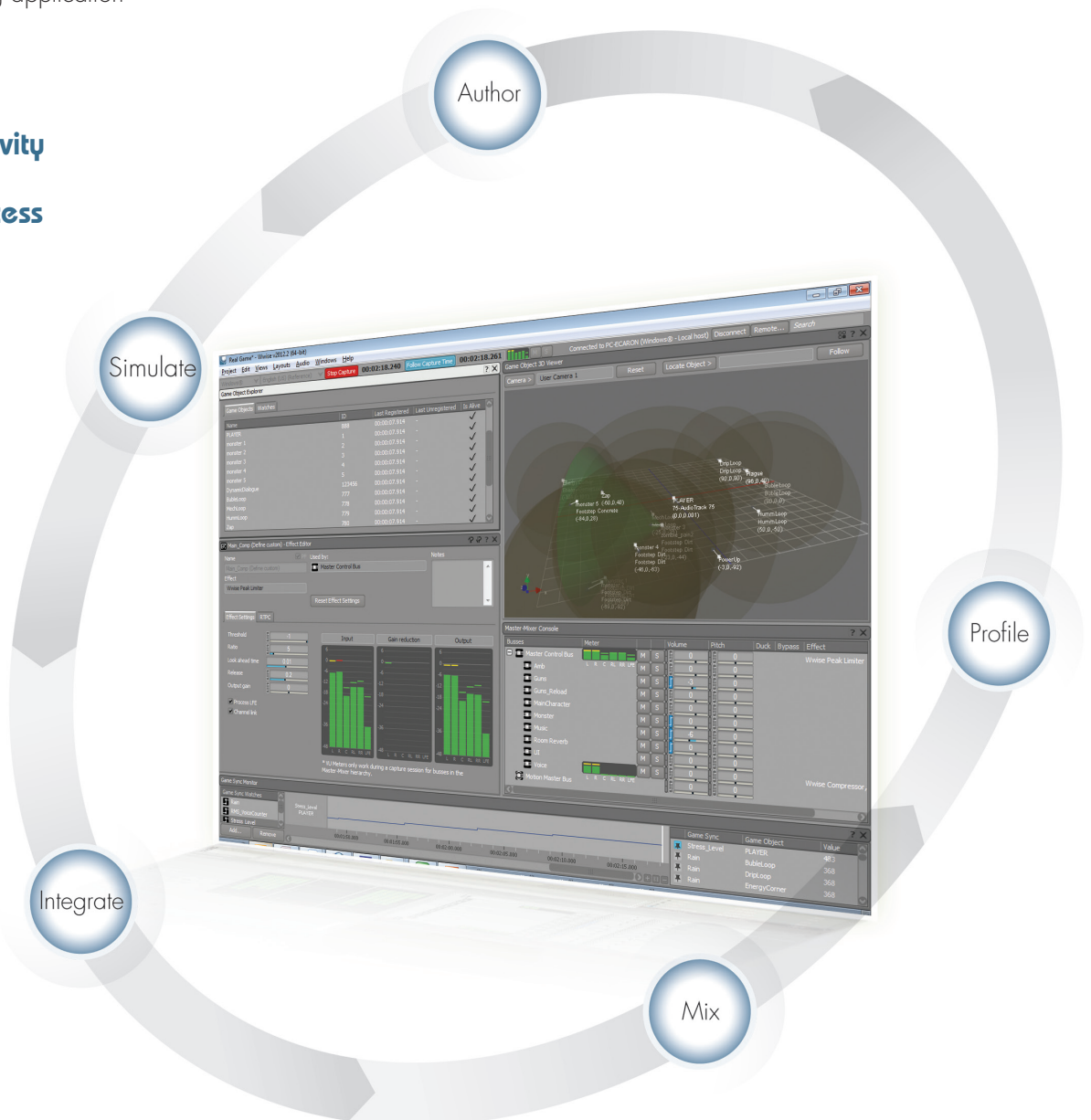
## Simulate

Validate artistic direction and prototype ideas directly in the authoring application

## Mix

Mix properties and behaviors in-game in real time

Increases productivity + simplifies the development process

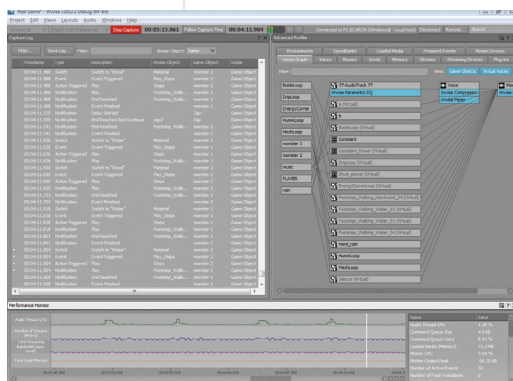


## We're in your game™

With the most comprehensive feature set on the market, Wwise has real-time in-game authoring and profiling, advanced dynamic mixing, as well as the most sophisticated interactive music system. Wwise also has the most audio plug-ins; developed by Audiokinetic and leading audio industry partners.

### Stay in control with the Profiler

Editing in the context of the game while profiling in real time allows you to monitor performance and troubleshoot issues.

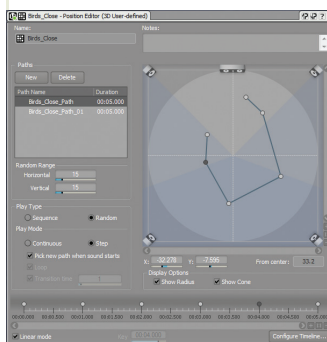


### Keep control of run-time performance

Keep voice counts low, prioritize sounds and manage virtual voices to maintain the clarity of your mix by emphasizing only the important sounds.

### Create engaging and immersive Soundscapes

Use the extensive positioning and distance attenuation features to create engaging and natural sounding propagation.

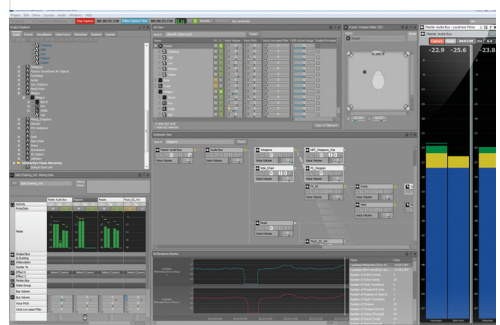


### Multi-Platform and localization simplified

Managing thousands of dialogue lines in several languages is just as easy as customizing the content of each audio structure of your game, meaning that you can take full advantage of the strengths of each platform.

### Maintain the focus with Dynamic Mixing Tools

Use Real Time Parameter Controls, Mixer Snapshots, Dynamic effects, Side-chaining, Loudness Meters ITU BS.1770-3 & EBU R128 and HDR audio to maintain the focus of your audio mix.



### Manage multi-user projects with Source Control

Execute source control operations directly from the Wwise user interface for Perforce or Subversion source control systems.

## Built for all games and all budgets

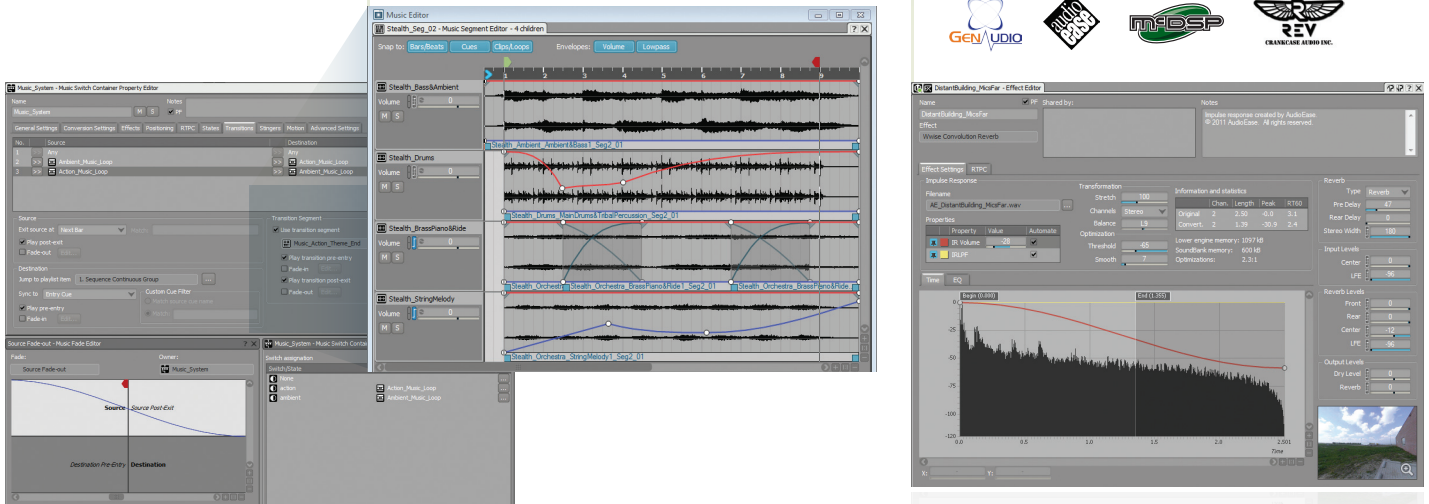
Wwise suits every budget and empowers Indie, mobile to AAA. Starting as low as \$750 USD, the cost of a Wwise license is tiered by the total production budget of a project. For indie games containing a maximum of 200 media assets, Wwise is free! This means that Indie and mobile game developers have access to the same cross platform audio engine used on AAA titles.

### Create dynamic game-driven musical scores

Produce engaging musical scores with Audio and MIDI content using the most comprehensive interactive music system.

### An Ecosystem of Partners

Wwise offers the most cross platform high quality audio plug-ins, including Auro Technologies, AudioEase, Crankcase Audio, GenAudio, Iosono, iZotope, and McDSP.



## Wwise supports the following:

### Platforms –

- Android
- iOS
- Linux
- Mac®
- Nintendo 3DS™
- PlayStation®3
- PlayStation®4
- PlayStation®Vita
- Wii™
- Wii U™
- Windows® 32-bit and 64-bit (XP/Vista/7/8)
- Windows® Phone 8
- Xbox 360™
- Xbox One™

### Integrations –



**Contact us**

300-409 Saint-Nicolas Street  
Montreal (Quebec) H2Y 2P4  
Canada

T + 1 514 499 9100  
sales@audiokinetic.com  
info@audiokinetic.com

[www.audiokinetic.com](http://www.audiokinetic.com)



**Wwise<sup>®</sup>**  
empowers audio creators