



# Audio & Music Engineering

Audio for Visual Media Guest Lecturer Series

## Audio for Gaming

**Guy Whitmore (PopCap Games, Seattle)**

**Wed, April 19<sup>th</sup> • 1:00 - 2:00 PM  
Computer Studies Building, Room 209**

- FREE pizza and soft drinks will be provided! •



### Game vs. Film Composing: Is it Really That Different?!

**Guy Whitmore** In 1994, Guy was hired by Sierra On-line as a staff composer/sound designer. His first game-score, *Mixed Up Mother Goose Deluxe* (PC), was nominated for Best Soundtrack by the AIAS. Guy moved to Monolith Productions in 1997, where his reputation for creating highly innovative interactive music scores was established. On games such as *Shogo*, *No One Lives Forever*, and *Tron 2.0*, scores flow easily between game-states with seamless musical transitions. In 1999 Guy set out on his own as a free-lancer, expanding the range and styles of games scored. He then took a chance with startup Bootleg TV, founded by Robert Fripp of the band King Crimson. There he explored the possibilities of non-linear music as a standalone format. After another freelance stint, Guy joined Microsoft Game Studios where he became Director of Audio. There, he and his central audio team assisted in the audio production of many major franchises including *Fable*, *Gears of War*, *Project Gotham Racing*, *Crackdown*, and *Halo*. The primary mandate of this role was innovation, including technical advances, creative exploration and improved production practices. Getting back to hands-on creation of music and sound, Guy moved to PopCap Games, an Electronic Arts label, where he is their Studio Audio Director, overseeing new and classic franchises such as *Bejeweled*, *Plants vs. Zombies*, and *Peggle*. His scores for *Peggle 2* (Xbox One, PS4) and *Peggle Blast!* (iOS/Android) have won four G.A.N.G. Awards between them. *Best Interactive Score* (2013), *Best Audio in a Casual/Indie Game* (2013), *Best Handheld Audio* (2014), and *Best Music in a Casual Game* (2014).

