

**University of Rochester
Department of Electrical and Computer Engineering
AME Seminar Series**

**Music in Three Dimensions
and
Finding work in the field of Game Audio**



**Guy Whitmore
Composer-Creative Director-Founder
TricksterSong Productions**

**Wednesday, November 29th
12:00PM – 1:00PM
Wegmans Hall 1400**

Abstract: The recent advances of immersive VR experiences is pushing audio fully into the realm of 3D/360 audio. These are early days of experimentation; there are no hard and fast rules or best practices in this Wild West. This talk will look at current and possible approaches to creating music scores that take advantage of the 360 degree soundstage.

Bio: In 1994, Guy was hired by Sierra On-line as a staff composer/sound designer. His first game-score was nominated for Best Soundtrack by the Academy of Interactive Arts and Sciences (AIAS). At Monolith Productions (1997-1999) his reputation for creating highly innovative interactive music scores, on games such as Shogo, No One Lives Forever, and Tron 2.0, was established. In 1999 he was hired by Bootleg TV, founded by Robert Fripp, where he explored the possibilities of non-linear music as a standalone format. Guy joined Microsoft Game Studios in 2004 where he became Director of Audio, participating in the audio production of major franchises including Fable, Gears of War, Project Gotham Racing, Crackdown, and Halo. Guy moved to PopCap Games/EA in 2010, overseeing classic franchises such as Bejeweled, Peggle, and Plants vs. Zombies, earning 4 G.A.N.G. (Game Audio Network Guild) awards, positive press, and much fan appreciation and joy! This year Guy launched TricksterSong; a music production company focusing on adaptive soundtracks for games, VR, and new media.

Pizza and soda provided