

GameSoundCon 2021 Is On: Virtually!

GameSoundCon, the largest professional conference for video game music and sound design, will be held from November 8-10, 2021. Following last year's success, the event will again be held in a virtual format. Attending this event from the comfort of your own home has proven to be very appealing to game audio professionals in 2020 as the attendance far exceeded previous years' numbers.

Conference Founder and Executive Director, Brian Schmidt says: "Going virtual for the first time last year was definitely a challenge - and it turned out great with over 1,100 virtual attendees. But I feel this year we're kicking it up even more, knowing what works best in this format and having experienced what attendees found to be most valuable."

A great investment for game sound pros and those who are interested in learning more about that career path, registration to this premier conference is now open and tickets are only \$75 each. Again this year, GameSoundCon will donate a portion of the ticket prices to Education Through Music-Los Angeles. Last year, the donation amounted to \$20,000 and helped the organization to support in-school music education among disadvantaged Los Angeles communities.

Speakers at GameSoundCon 2021 include the legendary Tom Salta who will be presenting on "Interactive Music Composition" and will also give a talk about composing the music for Deathloop. Tom has worked on Halo (Multiple versions), Killer Instinct, Prince of Persia, Wolfenstein:Youngblood, Ghost Recon, Red Steel, and other games.

Another speaker is Mason Lieberman, Senior Composer and Game Audio Supervisor for Tencent, the largest game company in the world. In addition to work at Tencent, Mason is an Anime expert, and he will be giving the talk "The Anime Panel: How Anime's History, Aesthetic, and Workflow Can Make You a Better Game Audio Pro!"

GameSoundCon's "Studio Deep Dive", where one studio will present 4 hours of talks covering all their game disciplines, from music to sound design to tech to teamwork. Andrea Chang, the Audio Director for HiRez Studios will be leading this session.

Three days of game music, sound, dialogue and more: GameSoundCon is geared towards professionals, but an entire extra day was added for those who are new to game sound or have limited experience. Great for "newbies", the day is packed with tutorials on the unique creative and technical challenges of working in game music or sound design.

On the following two days, Nov 9 & 10, GameSoundCon Core covers indie games to AAA titles for composers, sound designers, dialogue specialists, researchers and others who want to keep up with the cutting edge in video game sound, music, dialogue and technology.

Topics include:

- Music

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Tuesday, 21 September 2021 20:20

- Sound Design
- Technology
- Business/Career
- Virtual/Mixed Reality Audio
- Dialogue/Performance
- Interactive Audio Research
- Ludomusicology and the study of game music and sound
- Tutorials

Please go to the website below to register for GameSoundCon.

www.gamesoundcon.com