

Video Game Design Composition © 2014

Chapter 8: Sound FX Composition—Glossary

actual sound. Sound made by a real object, animal, or person.

bit rate. Number of bits of data transferred per second; refers to the number of bits of information recorded for every unit of time, such as bits per second (bit/s).

boom mount. Places the microphone at the end of a long overhead pole so the microphone can be placed above the source being recorded.

canned sound. A prerecorded, standard or stock sound that can be used in various applications; comes from the physical metal containers that were used to store tape recordings.

chorus. Similar to reverb except it adds a delay to the sound to simulate more than one sound source.

composing. Creating music.

composite sound. Several sound assets mixed to render a single sound.

cue. Trigger for an action, such as playing a sound sample.

database. Organized system of storing information that allows for searching and retrieval of the data.

dialogue. Conversation between characters.

differentiate. To show a difference.

digitized. Converted to digital form.

field recording. Made by a sound engineer using a microphone and recording device outside of the studio.

file-naming convention. Standardized way of naming an asset.

lagging. Falling behind or happening later than intended.

looping. Sound or animation restarts at the end of playing.

microphone. Device that detects sounds, converts it to an electrical signal, and transmits the signal to an output.

mixing. Process of combining two or more recorded sounds into a single sound.

mono. Having a single audio channel; short for monophonic.

mount. Device used to hold and place a microphone.

musical instrument digital interface (MIDI). Used to connect musical instruments to a computer using a cable connection.

optimizing. Formatting audio so it sounds best from a playback device.

placeholder. Substitute for the asset that is being created.

plug-in. Software that enhances another program by extending its capabilities.

pop screen. Placed in front of a microphone to diffuse air pressure created by a voice.

preloading. Sound sample is loaded into a computer memory before it plays.

recording device. Piece of equipment that takes electronic signals from a microphone and stores them on media.

Red Book standard. Refers to specifications for the physical properties of compact discs and for the digital audio on the discs.

reverb. Echo effect that makes sound full by simulating the reflecting of sound waves off of walls and objects.

sample. Small segment of recorded sound.

sampler. Device that records a sound and plays it back at different pitches.

sampling frequency. How many times per second the sound data are recorded.

shock mount. Suspends the microphone on rubber or springs so any vibration from the main mount will not interfere with the recording.

similar sound. Sound that imitates the sound from something else.

sound context. Description of what and where an action is occurring.

sound engineer. Team member responsible for sound production.

sound engineering. Art and science of creating, editing, mixing, and synchronizing sounds.

sound FX. Active sounds or audio game assets used as content or artistic enhancements within gameplay and usually played in response to action in the game; also called *sound effects*.

sound library. Collection of completed sound samples that are available for use.

sound meter. Measures the level, or volume, of sound in decibels.

sound rendering. Process of using sound to communicate feelings, effects, and acoustic reality in a virtual world.

synthesizer. Creates artificial sounds from pure tones.

voice actor. Person hired to be the voice of a game character.

windscreen. Foam or furry cover over a microphone that reduces wind noise detected by it.

workflow identifier. Item or information that helps keep a work moving forward.