



(Insert the cool ACTOR logo here)

ACTOR Project – Vibe Avenue

BY FRANÇOIS-XAVIER (FX) DUPAS



What is Vibe Avenue?

Music and audio post-production company for films and video games

Founded in 2013 with Mathieu Lavoie

Originally 2 people, now a team of 12 (including 4 composers)

About 30 films and games in 4 years





Who I am

Classical training (harmony, composition, orchestration...) at the Boulogne-Billancourt Conservatory in France

Worked a few years as a composer/arranger/pianist

Masters in film scoring at Université de Montréal

Doctorate at Université de Montréal in 2016 (Composing for the Screen: Style, Production and Interactivity)

Active composer for the screen since 2011

Our use of orchestration

About 80% of the music produced at Vibe Avenue is at least partly « orchestral »

Several hours of music produced every year

100% of the orchestral music produced at Vibe Avenue is at least partly simulated by computers

Two particularly important aspects

- Hybrid orchestration
- Interactivity (in games)



Interactivity in games

Stories: The Path of Destiniy



STORIES

The Path of Destinies

Available April 12th 2016

Follow us on

storiesthepathofdestinies.com



StoriesTPoD



StoriesTPoD

 SPEARHEAD GAMES

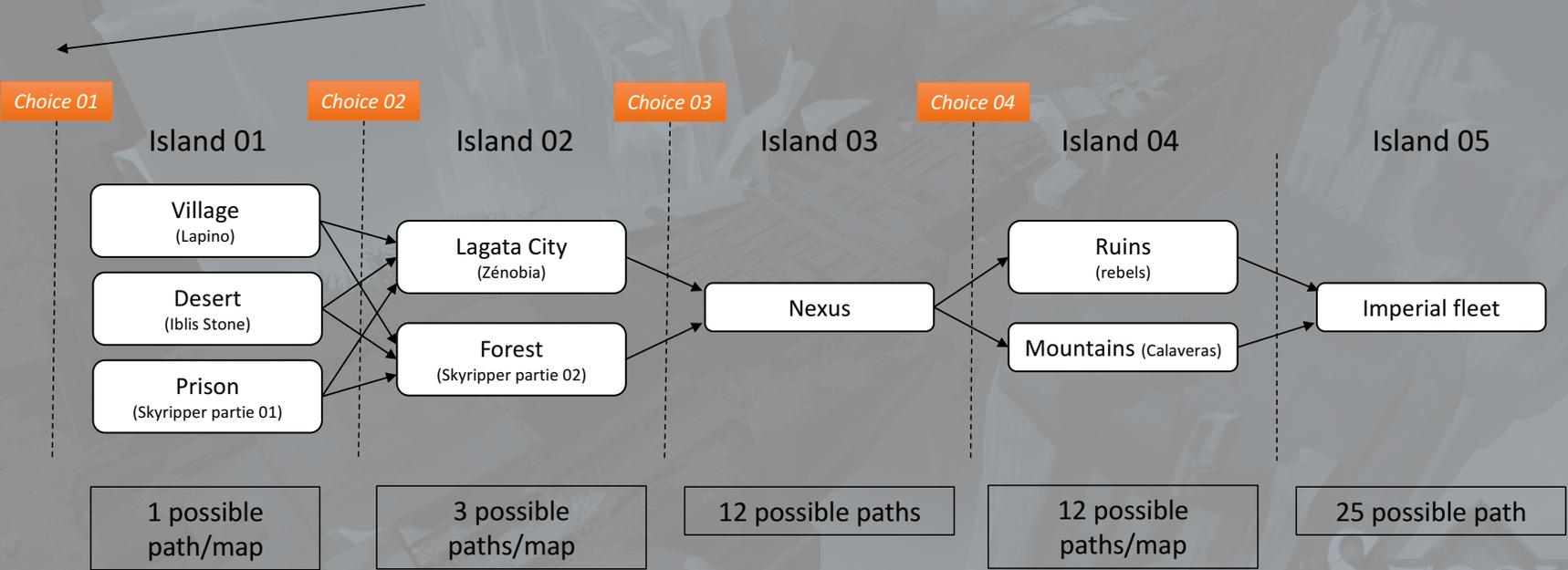
Developed by Spearhead Games. Spearhead Games and the Spearhead Games are registered trademarks of Spearhead Games.
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VIBE
AVENUE

RIES

The Path of Destinies

Game structure



Objectives and challenges

- Objectives

- ✓ Underline the characters' emotions and choices as precisely as in film music...
- ✓ ...while keeping a distinctive musical personality for environments
- ✓ Avoid repetitivity

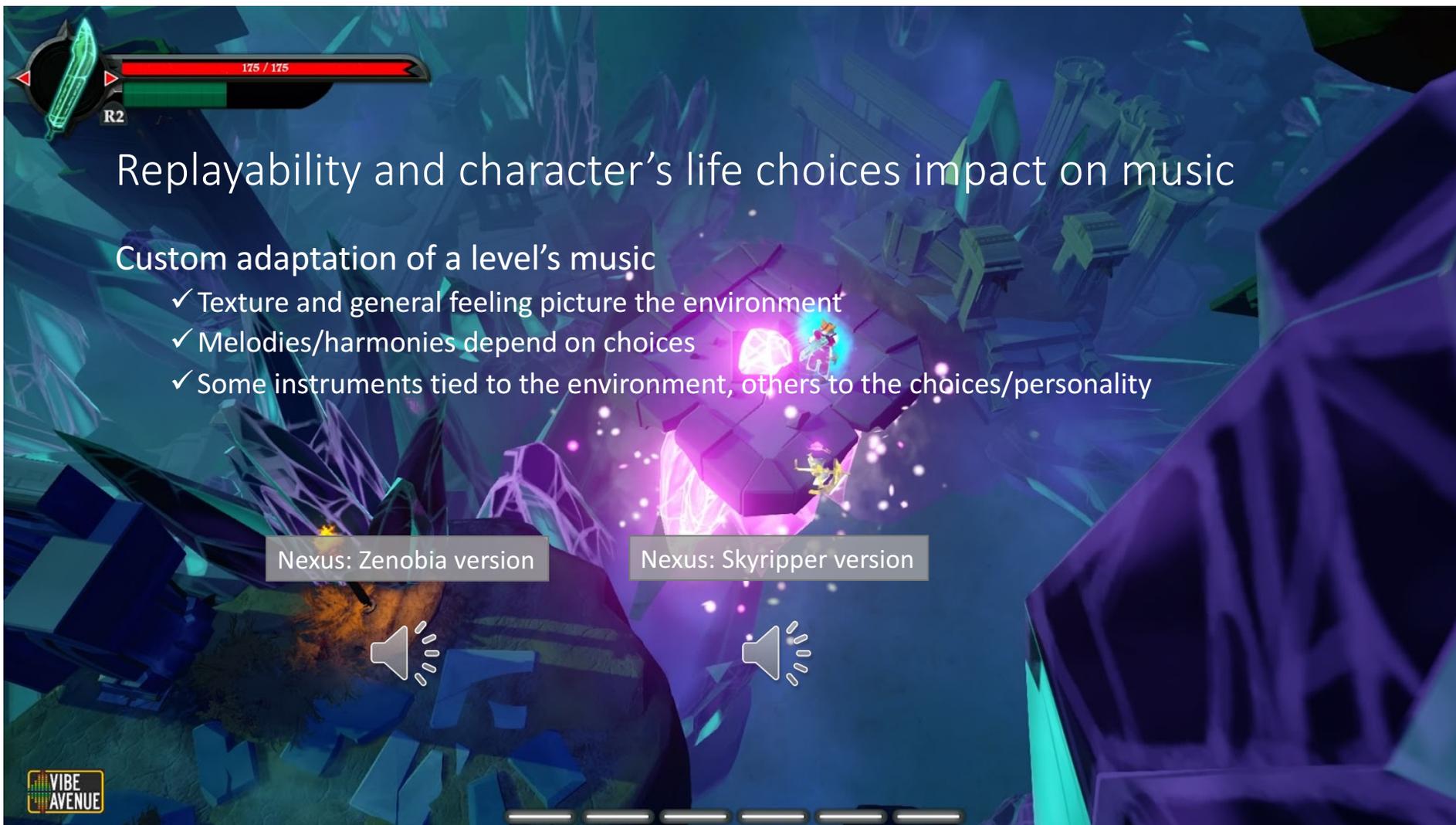
- Challenges

- ✓ Revisit same environments with different choices/personalities
- ✓ Environments are composed of very different subzones
- ✓ Combat/exploration system
- ✓ Cutscenes



Stories music overview

- Characteristics
 - ✓ Epic
 - ✓ Fairy tale
 - ✓ Dark
- Instrumentation
 - ✓ Mostly orchestral
 - ✓ Decontextualised ethnicity
 - ✓ Voices and choirs
- Production
 - ✓ Mostly virtual
 - ✓ Recorded solo instruments and vocals



Replayability and character's life choices impact on music

Custom adaptation of a level's music

- ✓ Texture and general feeling picture the environment
- ✓ Melodies/harmonies depend on choices
- ✓ Some instruments tied to the environment, others to the choices/personality

Nexus: Zenobia version

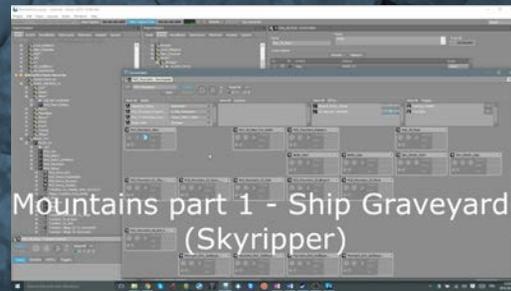
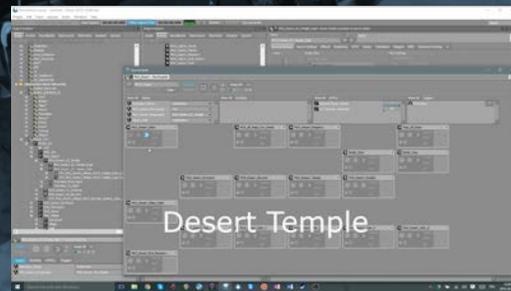
Nexus: Skyripper version



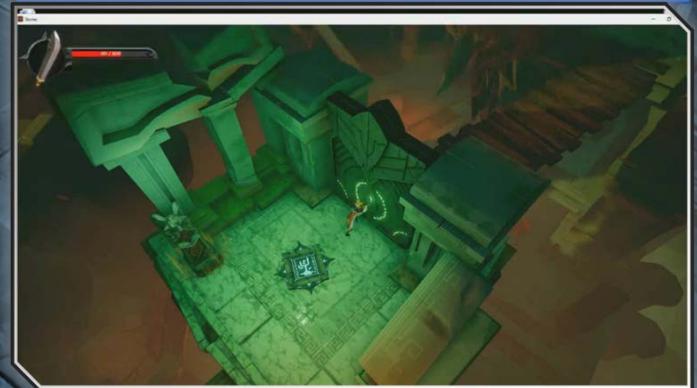
45 / 100
▶ Combat / Exploration

- ✓ Dual orchestration for every music
- ✓ In some rare occasions, simply play an additional layer for combat
- ✓ Stingers and transitions

Recording Combat Stingers during our X-mas Vibe party with clients



Exploration to Combat – Combat to Exploration
Stories: Forest level – Castle section





Full Score
Stories 04 - Village
Village
Composition: VibeAvenue
www.vibeavenue.com
Arrangement: Erik Jones Cadieux
erik.jones.ca@gmail.com

Repeat "Village" at 0:00 and cut
On cue, go to "Destiny" on next bar

2:41

Repeat "Village" at 0:00 and cut
On cue, go to "Destiny" on next bar

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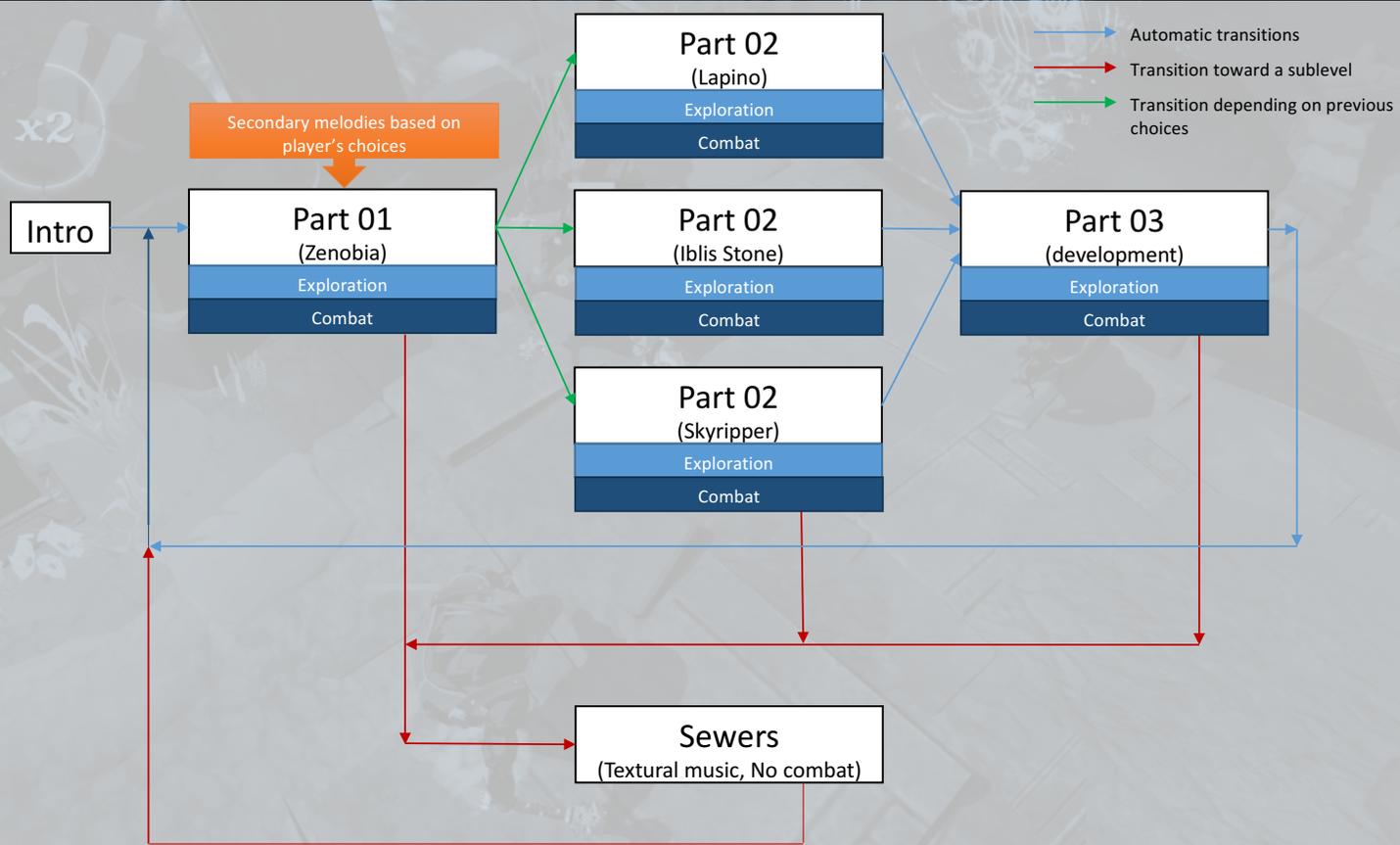
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City: final structure



Wwise®

empowers audio creators

The screenshot displays the Wwise software interface, divided into several functional areas:

- Left Panel (Hierarchy):** Shows a tree view of the audio project structure, including 'Master-Mixer Hierarchy', 'Default Work Unit', and 'Interactive Music Hierarchy' with sub-elements like 'Parade', 'Parade_Evil_MixDown', and 'Parade_Good_MixDown'.
- Top-Right Panel (Parameter Editor):** Focuses on the 'Parade_Evil_MixDown' parameter. It features a 'Voice Volume' graph with a red line showing a linear increase from -200.0 to 200.0 over time. The X-axis is labeled 'MusiciansOnDarkSide (00.000)'.
- Bottom-Left Panel (Contents Editor):** Lists audio files and their properties, such as 'Parade_Evil_MixDown.wav'.
- Bottom-Right Panel (Music Segment Editor):** Shows a multi-track timeline with waveforms for 'Parade_Evil_MixDown' and 'Parade_Good_MixDown'. It includes transport controls and a 'Switches' section at the bottom.





LIVELOCK

Hybrid Orchestration

LIVELOCK



 LIVELOCK

Livelock



Our interests in the ACTOR Project

Provide orchestral scores from film and video games music

Analysis (music/perceptual)

Host people (interns, researchers...)

Training / mentoring

Tools

- Inspiration
- Simulation
- Score production
- Teaching

Games and applications



END

Thank you!

Questions?

