(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

VIBE AVENUE

LIVELOCK
LEAP OF FATE
STORIES
The Path of Destinies
CASTLE STORY
VIKING MUSHROOM
ULTIMATE CHICKEN HORSE
OK KO!
TURBO
CHILDREN OF ZODIARCS
WAR AGENT

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 »

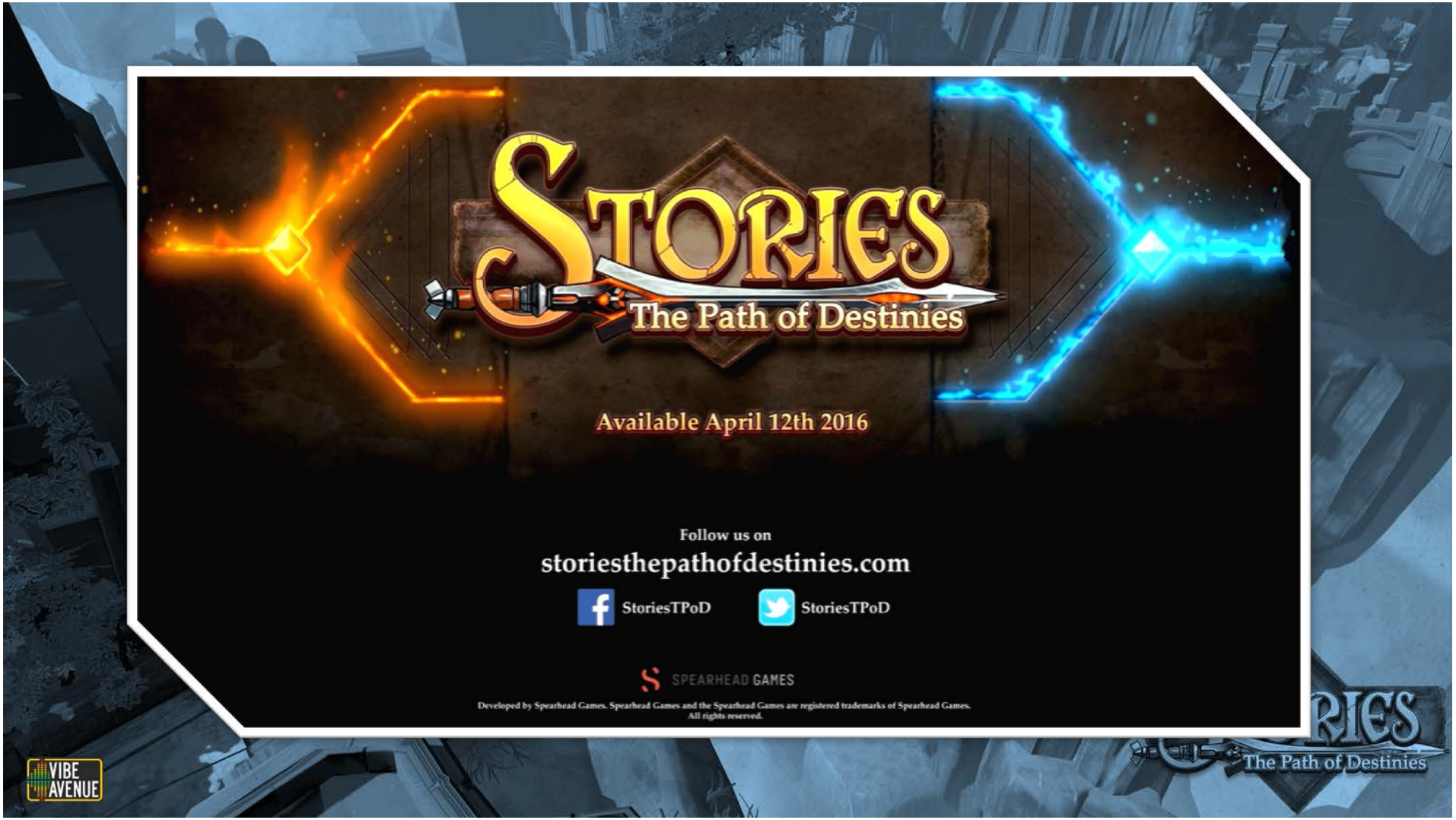
Several hours of music produced every year

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
VIBE AVENUE
SPEARHEAD GAMES


STORIES
The Path of Destinies
Available April 12th 2016
Follow us on
storiesthepathofdestinies.com
StoriesTPoD
StoriesTPoD
SPEARHEAD GAMES
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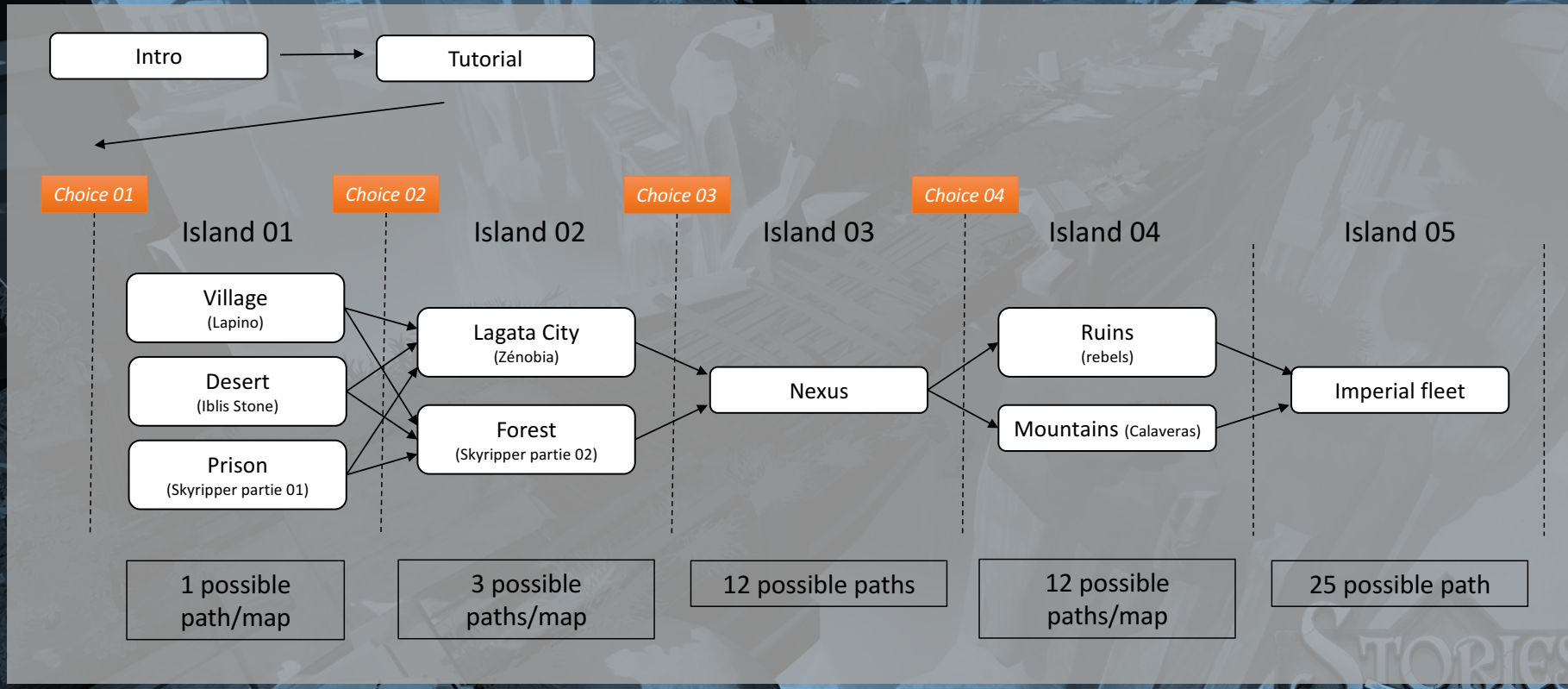
VIBE AVENUE
The Path of Destinies

Game structure



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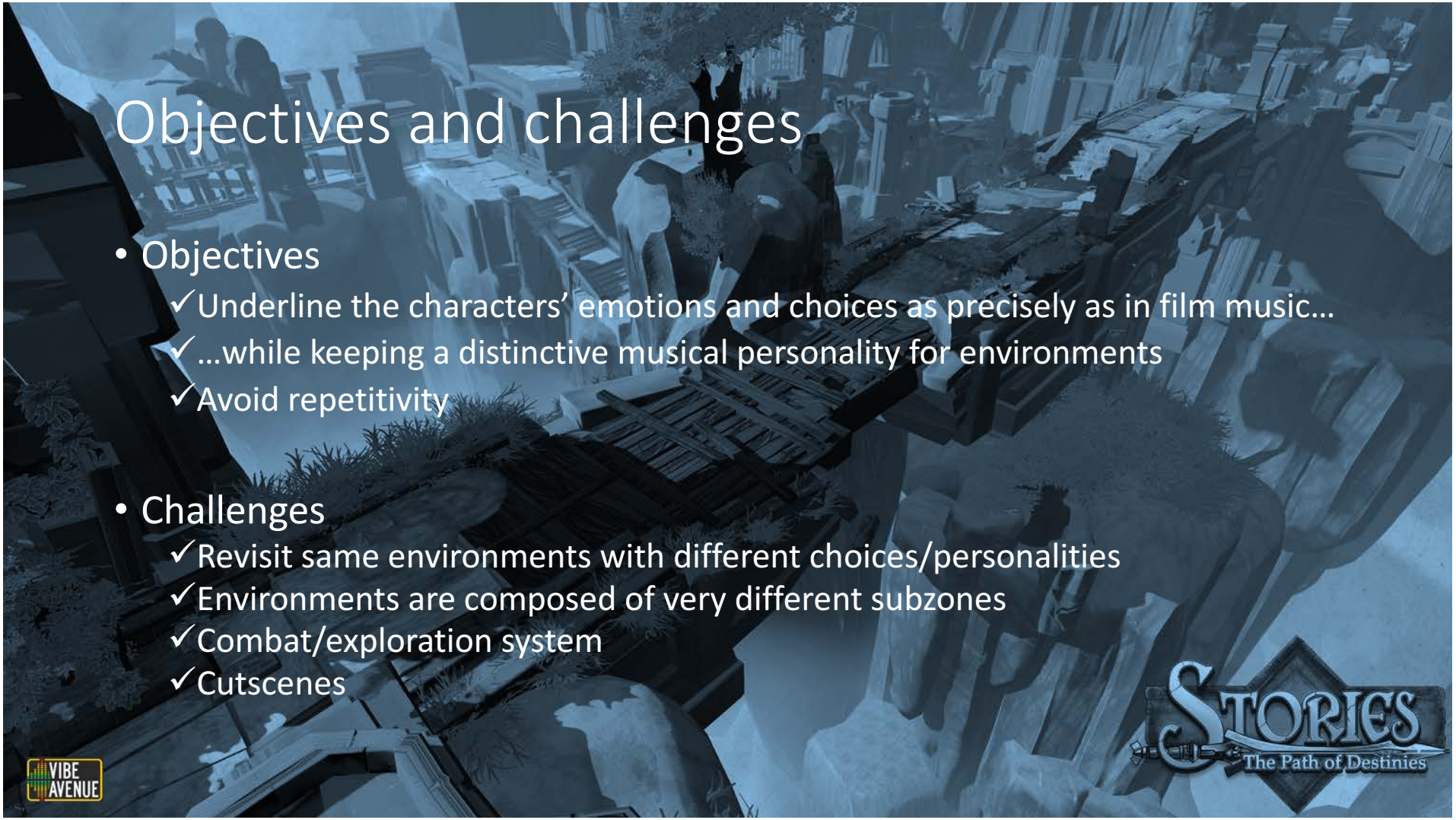
STORIES The Path of Destinies


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
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STORIES
The Path of Destinies

Stories music overview
• Characteristics
✓Epic
✓Fairy tale
✓Dark
• Instrumentation
✓Mostly orchestral
✓Decontextualised ethnicity
✓Voices and choirs
• Production
✓Mostly virtual
✓Recorded solo instruments and vocals
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STORIES
The Path of Destinies

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

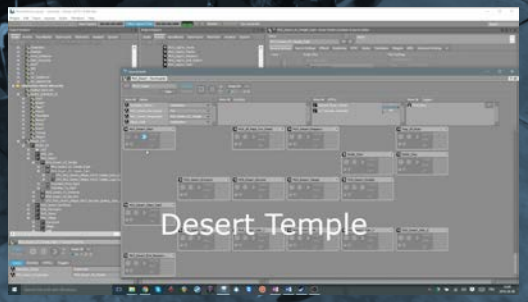
Nexus: Zenobia version

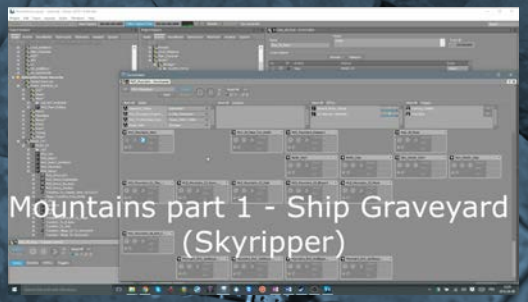
Nexus: Skyripper version

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

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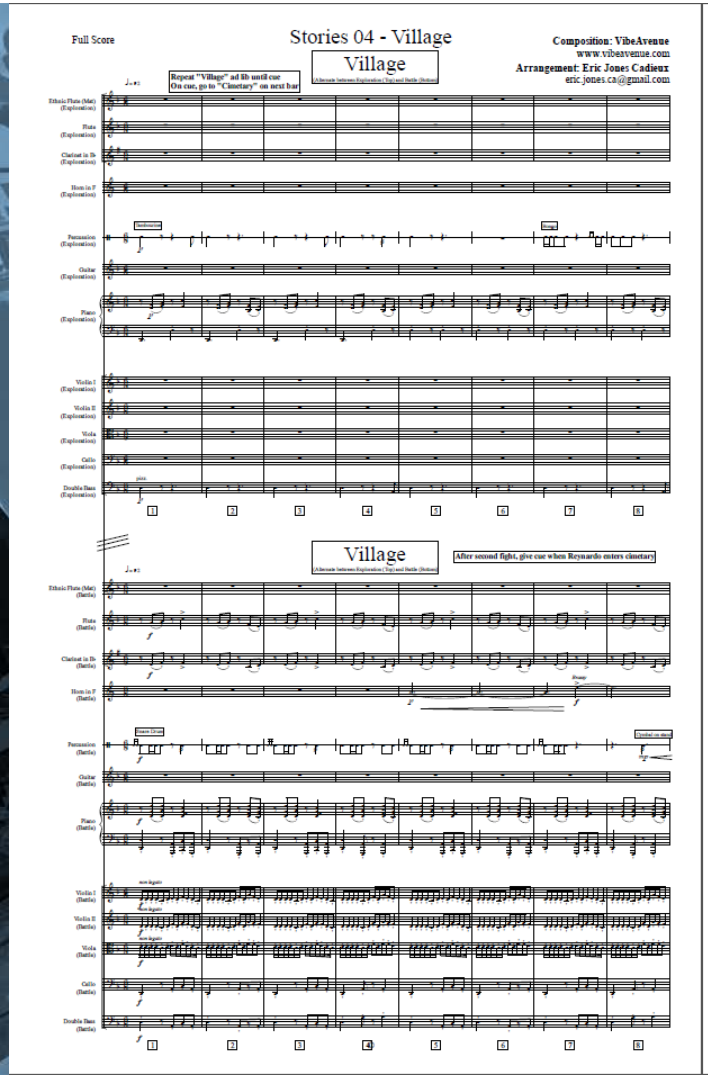
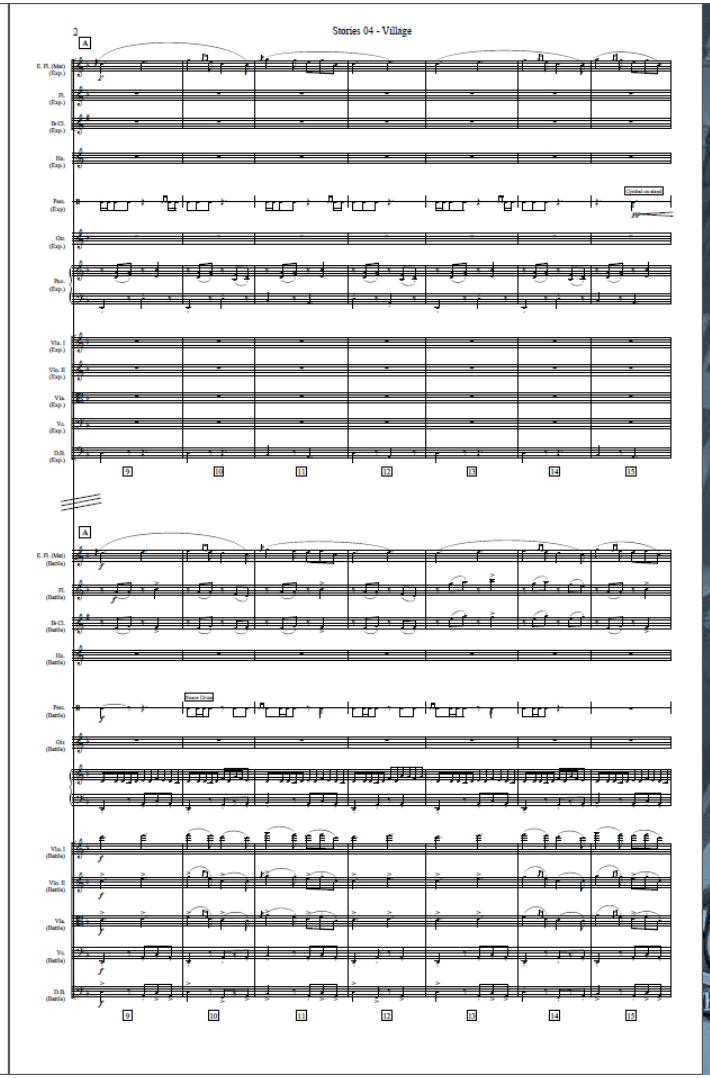

Full Score
Stories 04 - Village
Composition: VibeAvenue
www.vibeavenue.com
Arrangement: Eric Jones Cadieux
eric.jones.ca@gmail.com
Village
Repeat "Village" ad lib until cue
On cue, go to "Cimetary" on next bar
Village
After second fight, give cue when Reynardo enters cimetary


Stories 04 - Village

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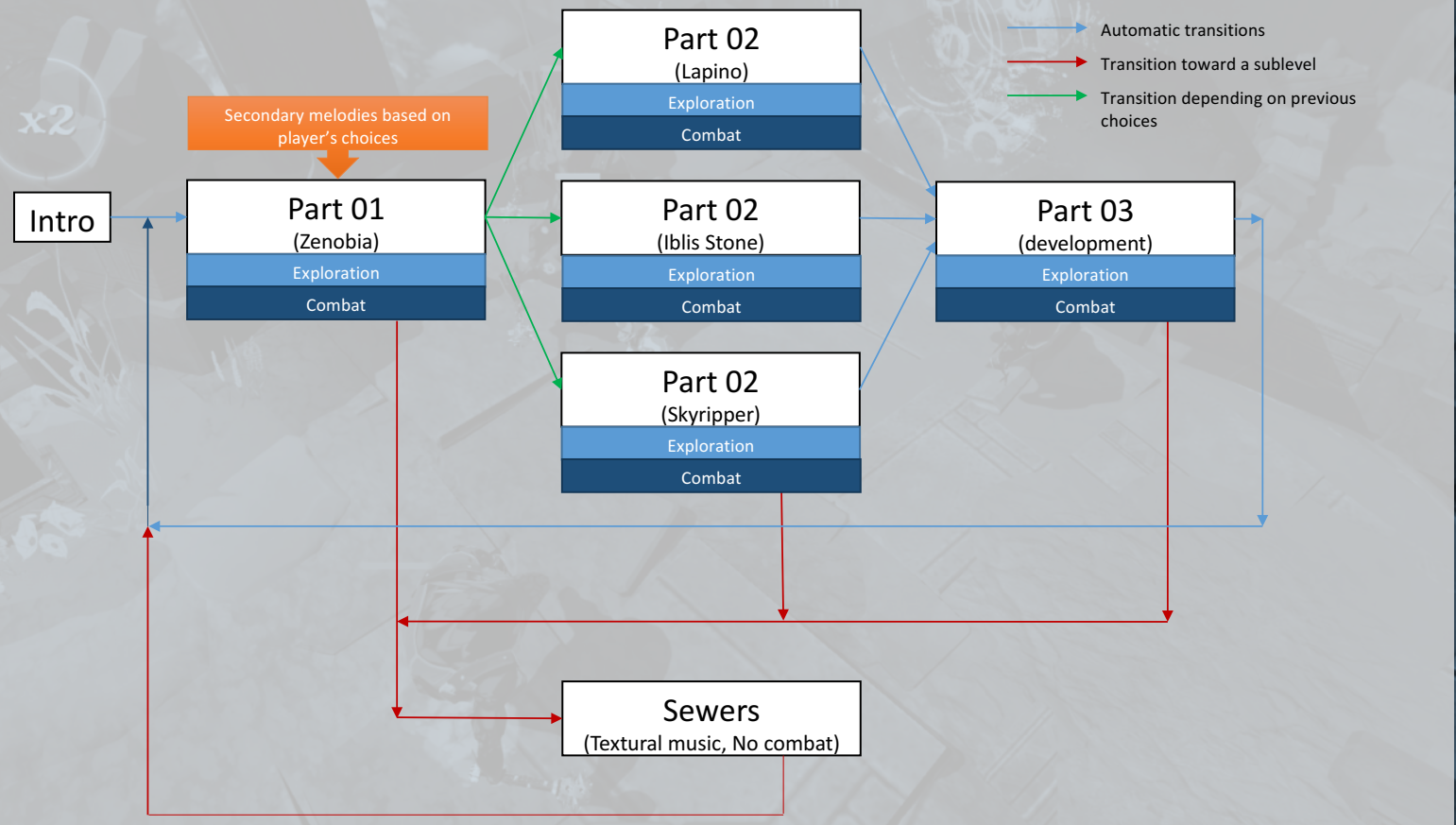
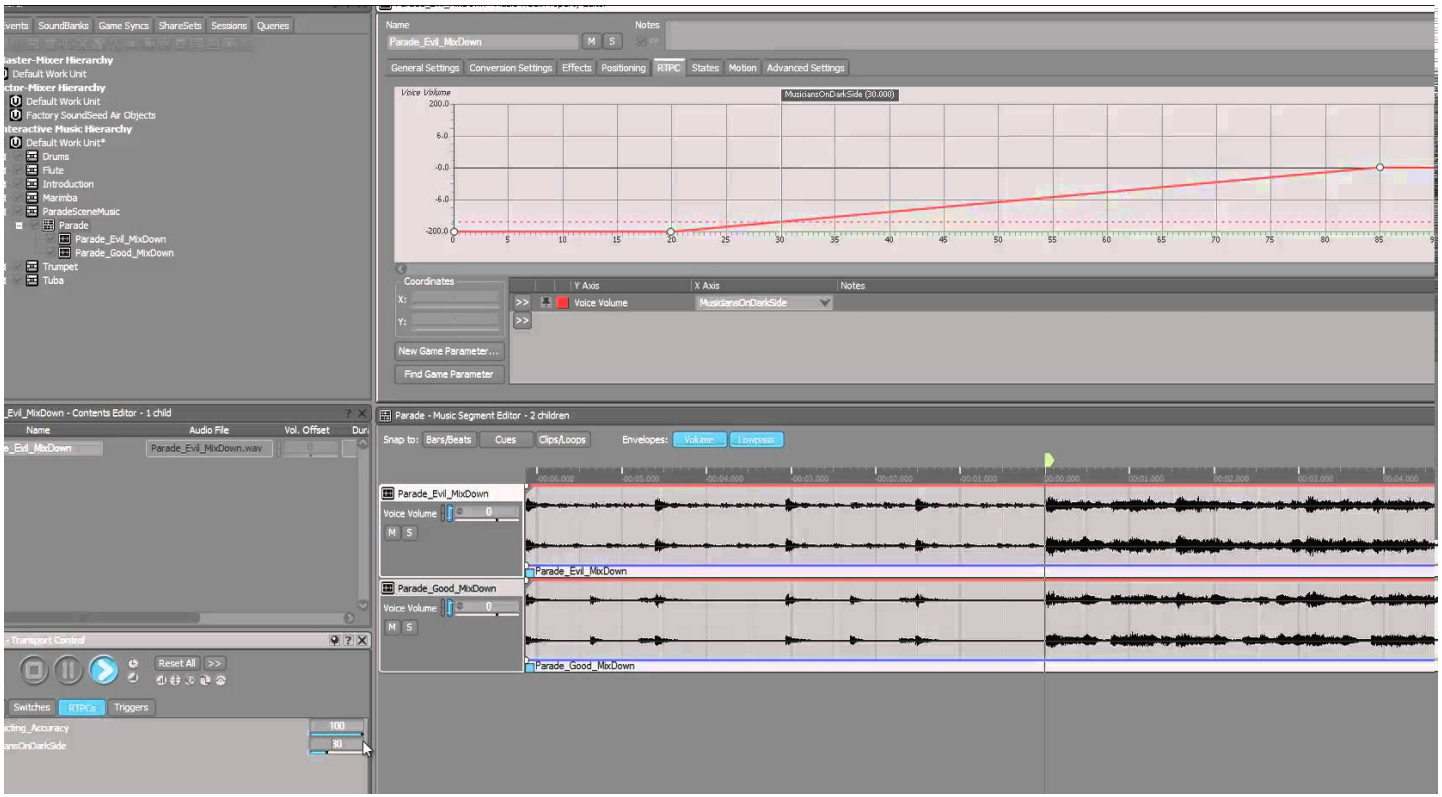
City: final structure



Wwise®

empowers audio creators



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LIVELOCK
Hybrid Orchestration
LIVELOCK
VIBE AVENUE

LIVELOCK

Livelock

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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

Thank you!

Questions?