

# Postgraduate Certificate

## Audio Creation for 3D Video Games



## Postgraduate Certificate Audio Creation for Video Games and 3D Movies

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtitute.com/in/videogames/postgraduate-certificate/audio-creation-video-games-3d-movies](http://www.techtitute.com/in/videogames/postgraduate-certificate/audio-creation-video-games-3d-movies)

# Index

01

Presentation

---

*p. 4*

02

Objectives

---

*p. 8*

03

Course Management

---

*p. 12*

04

Structure and Content

---

*p. 16*

05

Methodology

---

*p. 20*

06

Certificate

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*p. 28*

# 01

# Presentation

Audio in a gamer project is essential to ensure an even more immersive and adapted gaming experience, favoring the inclusion in the context and guaranteeing a more realistic scenario. For this reason, professionals in this area must know in detail the novelties related to the creation of effects and the composition of soundtracks, as well as master the tools and software for this purpose. The syllabus of this program will allow you to work on these aspects, as well as on the creation of voices and the export and import of different audio formats to the projects you are developing. For this purpose, you will have 150 hours of theoretical, practical and online content that will guarantee the improvement of your professional skills in the sound management of video games through a 100% online training designed by experts in the audiovisual entertainment sector.





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*Do you want to become a true expert in professional audio for 3D and VR video games? Enroll in this program and get it in less than 6 weeks and 100% online"*

Adaptive audio is fundamental for any video game project, having an important influence on the final result and the degree of realism that will accompany the title. Within this area there is not only the soundtrack, characteristic and unique to each one, but also the sound effects, key aspects to create a more immersive gaming experience for the player. For that reason, professionals in this sector must know in detail the ins and outs of its production, as well as the tools and software that allow them to achieve it in the most effective and optimized way possible.

For this they can count on this Postgraduate Certificate in Audio Creation for 3D Video Games, a program designed by experts in the audiovisual sector focused on entertainment that includes 150 hours of the best theoretical, practical and additional content. This is a 100% online educational experience, with which you can delve into the study of the sound identity of the video game and its multiple technical specifications in production, as well as the creation of sound effects adapted to each title. On the other hand, the graduate will also be able to work on the creation of voices and the evaluation of audio quality, focusing, finally, on the preparation of libraries for commercialization.

For this purpose, they will have 6 weeks of training, during which they will be able to access the Global Campus without limits and without timetables, from any device with an internet connection, whether it is a PC, tablet or cell phone. In addition, the entire content (including additional material) will be available from the beginning of the teaching activity and can be downloaded, ensuring that it can be consulted even after the course has been completed. It is, therefore, a unique opportunity to work on the specialization of your professional profile through a multidisciplinary, dynamic, accessible degree that will elevate your talent to the top of the video game industry.

This **Postgraduate Certificate in Audio Creation for 3D Video Games** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ The development of practical cases presented by experts in Video Games and Video Technologies
- ◆ The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- ◆ Practical exercises where self-assessment can be used to improve learning
- ◆ Special emphasis on 3D modeling and animation in virtual environments
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



*A qualification through which you will learn in detail the different types of audio styles in current video games: characteristics, advantages, recommendations for use”*

“

*You will work on the different spatial audio models, being able to implement to your competences the mastery of the most effective sound strategies”*

The program's teaching staff includes professionals from sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

*You will be able to access to the Virtual Campus from any device with Internet connection without any time limit.*

*A program that delves into the evaluation of the complexity and typology of projects to create audio in 3D and VR video game projects.*



# 02

# Objectives

The importance of the sound aspect in its multiple representations when undertaking or working on a video game project is why TECH has considered it necessary to develop a program focused on this aspect. Therefore, its objective is to allow the graduate to specialize in this area through the contribution of the latest and most exhaustive information, allowing him/her to know in detail the technical specifications of the creation of soundtracks, voices or sound effects for gaming titles.





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*Would you like to be able to market audio libraries in today's market? This program will give you the keys to prepare them based on their typology and in the most effective way"*



## General Objectives

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- ◆ Elaborate the sound identity of a 3D video game project
- ◆ Design the appropriate type of audio for the project such as vocals, soundtrack or special sound effects
- ◆ Estimate the audio creation effort to work within an appropriate production plan and timing

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*With this Postgraduate Certificate you will be able to perfect your skills in the evaluation of audio quality through the exhaustive knowledge of the tests and protocols for it"*





## Specific Objectives

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- ◆ Analyze the different types of audio styles in video games and industry trends
- ◆ Examine methods for studying project documentation to build audio
- ◆ Study the main references in order to extract the key points of the sound identity
- ◆ Design the complete 3D video game sound identity
- ◆ Determine the key aspects of creating the video game soundtrack and sound effects for the project
- ◆ Develop the key aspects of working with voice actors and actresses and recording game voices
- ◆ Compile video game audio export methods and formats using current technologies
- ◆ Generate complete sound libraries to be marketed as professional asset packs for development studios

03

# Course Management

This Postgraduate Certificate will be directed by a group of specialists versed in the area of video game production. The team has a long and extensive experience in the sector and has also participated in other teaching projects. Therefore, their professional and teaching experience makes them perfect to share with their graduates the latest and most exhaustive knowledge related to the creation of audio for gaming titles.



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*A team of experts in music and sound production will provide you with the best theoretical, practical and additional material for you to learn in detail the ins and outs of this area"*

## Management



### Mr. Ortega Ordóñez, Juan Pablo

- ◆ Director of Engineering and Gamification Design for the Intervenía Group
- ◆ Professor at ESNE of Video Game Design, Level Design, Video Game Production, Middleware, Creative Media Industries, etc.
- ◆ Advisor in the foundation of companies such as Avatar Games or Interactive Selection
- ◆ Author of the book Video Game Design
- ◆ Member of the Advisory Board of Nima World

## professors

### Mr. Núñez Martín, Daniel

- ◆ Producer at Cateffects S.L.
- ◆ Music producer specialized in the composition and design of original music for audiovisual media and video games
- ◆ Audio designer and music composer at Risin' Goat S.L.
- ◆ Sound technician for audiovisual dubbing at SOUNDUB S.A.

- ◆ Content creator for the Talentum Master in Video Game Creation at Telefónica Educación Digital
- ◆ Higher Technician in Professional Sound Training from the Francisco de Vitoria University
- ◆ Intermediate Degree of Official Music Education by the Conservatorio Manuel de Falla, specializing in Piano and Saxophone



# 04

## Structure and Content

This Postgraduate Certificate includes 150 hours of the best and most innovative theoretical, practical and online content selected by the teaching team based on two criteria: the demanding quality guidelines imposed by TECH and the immediate current situation of the video game sector. Thanks to this, it has been possible to create a comprehensive, dynamic, multidisciplinary and austere program, with which, any graduate will be able to work on the improvement of their professional skills in a guaranteed way.





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*Completion of this Postgraduate Certificate will provide you with the necessary knowledge to create functional sound effects adapted to the different types of gaming projects that you may develop"*

## Module 1. Professional Audio for 3D VR Video Games

- 1.1. Professional 3D Video Games Audio
  - 1.1.1. Video Game Audio
  - 1.1.2. Audio Style Types in Current Video Games
  - 1.1.3. Spatial Audio Models
- 1.2. Preliminary Material Study
  - 1.2.1. Game Design Documentation Study
  - 1.2.2. Level Design Documentation Study
  - 1.2.3. Complexity and Typology Evaluation to Create Audio Projects
- 1.3. Sound Reference Studio
  - 1.3.1. Main References List by Similarity with the Project
  - 1.3.2. Auditory References from Other Media to Give Video Games' Identity
  - 1.3.3. Reference Study and Drawing of Conclusions
- 1.4. Sound Identity Design for Video Games
  - 1.4.1. Main Factors Influencing the Project
  - 1.4.2. Relevant aspects in the audio composition: instrumentation, tempo, etc.
  - 1.4.3. Voice Definition
- 1.5. Soundtrack Creation
  - 1.5.1. Environment and Audio Lists
  - 1.5.2. Definition of Motif, Themes and Instrumentation
  - 1.5.3. Composition and Audio Testing of Functional Prototypes
- 1.6. Sound Effect Creation (FX)
  - 1.6.1. Sound Effects: FX Types and Complete Lists According to Project Needs
  - 1.6.2. Definition of Motif, Themes and Creation
  - 1.6.3. Sound FX Evaluation and Functional Prototype Testing



- 1.7. Voice Creation
  - 1.7.1. Voice Types and Phrase Listing
  - 1.7.2. Search and Evaluation of Voice Actors and Actresses
  - 1.7.3. Recording Evaluation and Testing of Voices on Functional Prototypes
- 1.8. Audio Quality Evaluation
  - 1.8.1. Elaboration of Listening Sessions with the Development Team
  - 1.8.2. All Audio Integration into Working Prototypes
  - 1.8.3. Testing and Evaluation of the Results Obtained
- 1.9. Project Exporting, Formatting and Importing Audio
  - 1.9.1. Video Game Audio Formats and Compression
  - 1.9.2. Exporting Audio
  - 1.9.3. Importing Project Audio
- 1.10. Preparing Audio Libraries for Marketing
  - 1.10.1. Versatile Sound Library Design for Video Game Professionals
  - 1.10.2. Audio Selection by Type: Soundtrack, FX and Voices
  - 1.10.3. Audio Asset Library Marketing

“*A unique educational experience that will elevate your knowledge and professional skills to the pinnacle of the gaming industry, to the level required by large companies such as Sony or Nintendo*”

# 05

# Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





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*Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"*

## Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

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*At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”*



*You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.*



*The student will learn to solve complex situations in real business environments through collaborative activities and real cases.*

### A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“*Our program prepares you to face new challenges in uncertain environments and achieve success in your career*”

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your ideas and decisions.

## Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

*In 2019, we obtained the best learning results of all online universities in the world.*

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.





In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

*Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.*

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



### Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



### Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



### Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



### Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





#### Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



#### Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



#### Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



# 06 Certificate

The Postgraduate Certificate in Audio Creation for 3D Video Games guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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*Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”*

This **Postgraduate Certificate in Audio Creation for 3D Video Games** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery\*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Audio Creation for 3D Video Games**

Official N° of hours: **150 h.**



\*Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

future  
health confidence people  
education information tutors  
guarantee accreditation teaching  
institutions technology learning  
community commitment  
personalized service innovation  
knowledge present  
online training  
development languages  
classroom



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