Subject: Video Game Audio
Posted by timron on Sat, 22 Feb 2014 09:20:01 GMT
View Forum Message <> Reply to Message

It's amazing to me how far video games have come. When most people say that, I think they're mostly talking about the improvements in graphics, but I'm referring to the audio, too. I normally play games on an Xbox One, but for the heck of it I went back and played some vintage Super Nintendo games last night, and the difference in the audio between the two is just astounding!

Subject: Re: Video Game Audio
Posted by Samuel on Sun, 23 Feb 2014 11:30:48 GMT
View Forum Message <> Reply to Message

There's so much more available to game devs now than there used to be. Not only in the quality of the equipment, but more importantly they aren't trying to store an entire game's audio in just 28kb of ROM.

Subject: Re: Video Game Audio
Posted by timron on Wed, 05 Mar 2014 02:20:53 GMT
View Forum Message <> Reply to Message

Yeah, you have a good point there. The more memory the game has access to, the more it can do. I think sound cards have come a long way too, and I'm sure that helps.

Subject: Re: Video Game Audio
Posted by Jackson on Sun, 09 Mar 2014 21:34:07 GMT
View Forum Message <> Reply to Message

It is almost like really being there when you play most modern video games these days. I think that the difference comes when the game programmers are actually trying to make realistic games versus something like Super Mario Brothers.