Subject: Gaming Audio
Posted by The Noise on Sat, 18 Aug 2018 21:41:11 GMT
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Do you think the audio from a game on a gaming station like PS4 is comparable to the audio from a music CD? Do you think they use the same, or comaprable, recording equipment?

Subject: Re: Gaming Audio
Posted by gofar99 on Sat, 25 Aug 2018 22:10:23 GMT
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Hi, they could , but I doubt it as they want to maximize video performance and every bit of PC performance is important.

Subject: Re: Gaming Audio
Posted by Trilling Me Softly on Wed, 13 Feb 2019 00:41:57 GMT
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I don't think many gamers pay that much attention to the music on games. Sound effects might matter a bit more, but overall they're usually focused on hearing each other through the mic or they're paying attention to gameplay. I can't imagine developers spending much money or time on it. I could be wrong though.

Subject: Re: Gaming Audio
Posted by Newjack on Sat, 23 Feb 2019 17:17:14 GMT
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It depends on the game. A very atmospheric or story driven game is going to have top notch audio that really immerses you in the game world. These games often have the soundtrack for sale as a separate product. If you're playing a silly, short game, it's not as important and not as much time and effort goes into the audio.

Subject: Re: Gaming Audio
Posted by TheWanderer on Sun, 17 Mar 2019 02:50:58 GMT
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Audio can really make or break a game for me. If it's terrible quality or just really amateur sound effects, the game completely loses its appeal. I get distracted at how bad everything sounds and it makes my game experience stink. Thankfully, there are plenty of games with top-notch audio that you can tell a lot of thought and time went into creating it.

Subject: Re: Gaming Audio
Posted by Malfoy on Sat, 23 Mar 2019 17:01:31 GMT
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There are some game developers that have a very good soundtrack in their games like Square Enix (makers of Final Fantasy) and Ubisoft (makers of Assassin's Creed). I've played both games and they make the game more enjoyable with the soundtrack playing in the background, and the sound effects of the actions done by the characters.