

# *PlayStation Audio - A Musician's Perspective*



# *Presentation Overview*

- ▶ Sound Tools
- ▶ A Sample Project
- ▶ MIDI Engineering with Buzz Burrowes
- ▶ Q&A

# *Sound Tools*

# *AIFF2VAG*

- ▶ Conversion
- ▶ Compression
- ▶ Modes

# *SoundDelicatessen*

- ▶ OMS and FreeMIDI Compatible
- ▶ Menu Items
  - ❑ Import/Export vs. Mark Boxes
  - ❑ Preferences
  - ❑ Edit Functions
  - ❑ DSP Effects
- ▶ Tone List Items
  - ❑ SsVoKeyOn(multiple) Check Box
  - ❑ Determining Center Note
    - $x - 60 + y = z$
  - ❑ ADSR Window

# *SMF2SEQ*

- ▶ Conversion
- ▶ Output Mode

# *RAW2DA*

- ▶ Output Mode

# *RAW2XA*

## ▶ Format



# *A Sample Project*

# *Sequencing*

- ▶ Callback Markers: the key to interactivity
- ▶ Control Changes and the PlayStation

# *Instrument Creation*

- ▶ Sampling
- ▶ Waveform Editing
- ▶ Conversion

# *Sequence Adjustments and Final Mix*

- ▶ Instrument Balance
- ▶ Velocity vs. Volume

# *Post-Compilation Modifications*

- ▶ Good Communication with Engineers
- ▶ Keep Notes

# *MIDI Engineering with Buzz Burrowes*

- ▶ MIDI Engine Demo
- ▶ Tips and Tricks

# Q & A