Music 15

Lecture 9

Wednesday, March 11, 2020

Lecture Outline

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Announcements

- **<u>Final Project</u>:** DUE by 11:59 pm this Friday, **March 13**

- Due to recent guidelines from UCSD, **attendance is optional** today

Section Information

- If you have written to me about missing section due to illness or other valid reason, I will respond to you soon to confirm that I gave you credit for attendance.

- Assignment 4 grades will be trickling in during the next few days. In general, I've tried to be very thorough with grading, so it's taken longer than expected.

- **I need to turn in your final grades soon**. If I told you through Canvas that you're missing something (e.g. a link to SoundCloud) in **any** of your submissions, you will need to send me that missing item by next week. **You could lose a significant amount of points** if you don't send it to me by next week.

- To those who have sent me your missing items, thank you! I will add your grades to Canvas soon.

Assignment 3 Feedback

- **How did everyone do? Scores are out of 10.**

  - **Average**: **8.5** (11 am section)
  - **Average**: **8.6** (12 pm section)

- **What did I deduct points for?**

  - Fewer than 10 total rows in your analysis table(s)
  - Missing or incomplete sections
  - Late submission

- Several of the submissions were excellent. Thanks for your hard work!

Useful Links

FMOD Download: https://www.fmod.com/download

Wwise: https://www.audiokinetic.com/download/

Flowlab: http://flowlab.io/

UCSD Music Courses: https://ucsd.edu/catalog/courses/MUS.html

UCSD CSE Courses: https://ucsd.edu/catalog/courses/CSE.html

Careers in video games, film, and big tech

Video Game Companies

Rockstar (San Diego/Carlsbad)
PlayStation (San Diego)
Blizzard (Irvine)
Obsidian (Irvine)
Electronic Arts (LA/Seattle/etc)
Nintendo (Seattle)
Unity (Seattle)
Valve (Seattle)
Epic Games (Raleigh)
Audiokinetic (Montreal)

Film Companies

Disney (LA)
Warner Bros. (LA)
Paramount Pictures (LA)
Pixar (Bay Area)
Lucasfilm (Bay Area/etc)

Big Tech Companies

Qualcomm (San Diego)
Apple (Bay Area)
Google (Bay Area/etc)
Facebook (Bay Area/etc)
Adobe (Bay Area/Seattle)
Microsoft (Seattle)

Careers in video games, film, and big tech

- Online search: "**company name**" + "**your speciality (e.g. audio)**" + "**jobs**"

- Read the job postings to discover the skills you need. It's likely that **UCSD offers courses** in those areas. If you decide, for example, that you want to focus on sound design for video games, you may need to take courses in music composition, game audio middleware (FMOD/Wwise), and graphics engines (Unity/Unreal).

- Professor Dubnov and I have talked about offering an upper-division music course that covers FMOD. **If this interests you, please let us know!**

- **Don't get discouraged** if you're not offered a job right away. In my experience, you need to send out several applications before you get an offer. Also, it helps if you know someone at the company, so be sure to network.

Final project help session