

Wing Commander Armageddon Audio Summary

1. Overview - Music, Dialog, Sound
2. Spaceflight Dialog Statement
3. Budget
4. Schedule

Overview

WCA audio will continue in the WC tradition of bringing higher quality, more intense audio to the public than ever before. The music will see the addition of militarized, high adrenaline rock in the spaceflight action to offset the world class orchestral scoring of George Oldziey during movie segments. The dialog will be more extensive than ever, enhancing the wider variety of player (and wingman) options. Movie-quality, three dimensional sound will be recorded and used in both spaceflight and movie segments. Because of the scaled down need for "audio for picture", this will all be achieved in-house, further adding ROI value to this product.

Spaceflight Dialog Statement

More characters, more player options, multi-player capability, new alien enemies - Spaceflight dialog will be bigger in quantity than ever before. That is why the **quality** of Spaceflight dialog will be the main focus of the WCA audio team.

Budget

Soundtrack - \$10,000 at the most for foley
Music - \$10,000 at the most for rock talent and studio time
Total Out-of-house charges = **\$ 20,000**

In-house A/V Services charges

Audio

10 months x 1 personnel = 217 man days X 8 hr. X 100/hr = \$174,285

4 months x 3 personnel = 261 man days X 8 hr. X 100/hr = \$209,000

Video

8 months x 1 personnel = 174 man days X 8 hr. X 100/hr = \$139,428

3 months x 1 personnel = 65 man days X 8 hr. X 100/hr = \$ 52,285

Total In-house charges = **\$ 575,000**

Schedule

Estimated SPFLT Schedule

combat

50 lines x (8 females + 8 males + 16 wingman selections) = 1600

briefing (single player)

15 mission specific lines x 50 missions = 750

misc.

250 multi-player cooperative, mission specific comm. lines (between players)

100 multi-player combative, mission specific comm. and taunt lines (between players)

100 fighter to ship comm.'s (mission specific - clock reminder, target reminder)

Estimated sync'ed dx lines

200 CG comm. lines (debriefing, success, failure, etc.)

200 Green screen comm.'s (cut scene type cockpit comms - 2nd squad status, major development/changes)

100 misc. plot comm.'s (character building, chatter about aliens, etc.)

TOTAL = 3200 lines of dialog

This, of course, does not include production sync'ed and wild dialog lines

Auditions 3rd week in Feb. - 1st week in March

Recordings starting 2nd week March through 1st week April

Dialog processed and ready to be put in the game by July 1st

Estimated Post Schedule

Post wrap-up for English will be 12 weeks from first day of locked picture ***

***this assumes 50 minutes of production video and animation combined