

## ***Wing Commander Armageddon Audio Summary***

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### **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 Oldziej 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 - 2<sup>nd</sup> 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 3<sup>rd</sup> week in Feb. - 1<sup>st</sup> week in March

Recordings starting 2<sup>nd</sup> week March through 1<sup>st</sup> week April

**Dialog processed and ready to be put in the game by July 1<sup>st</sup>**

### 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