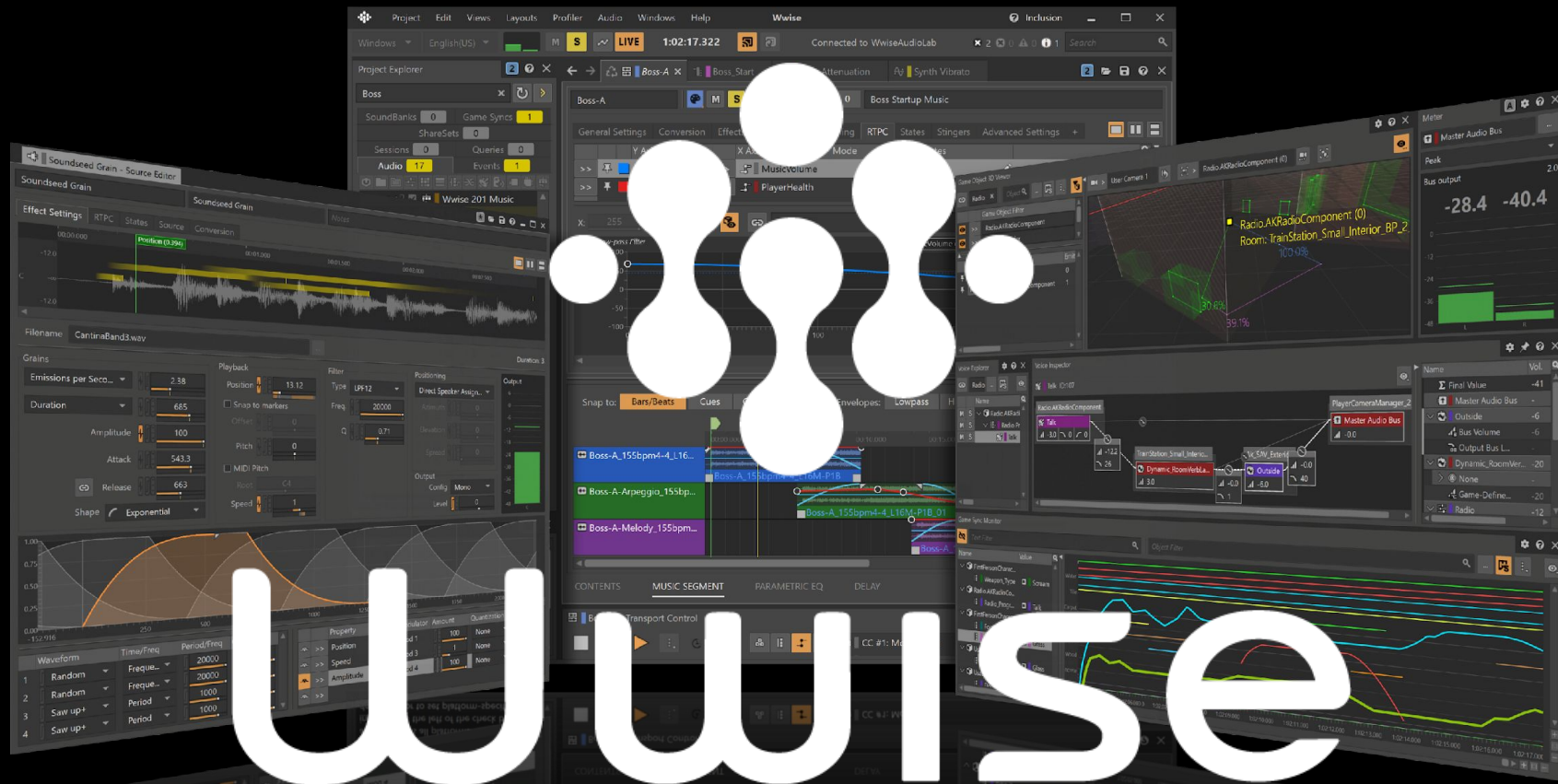
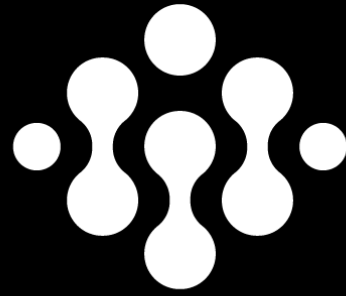


audiokinetic



Immersive audio, simplified

Empower your audio teams to deliver outstanding immersive experiences



Wwise

Free for Indies

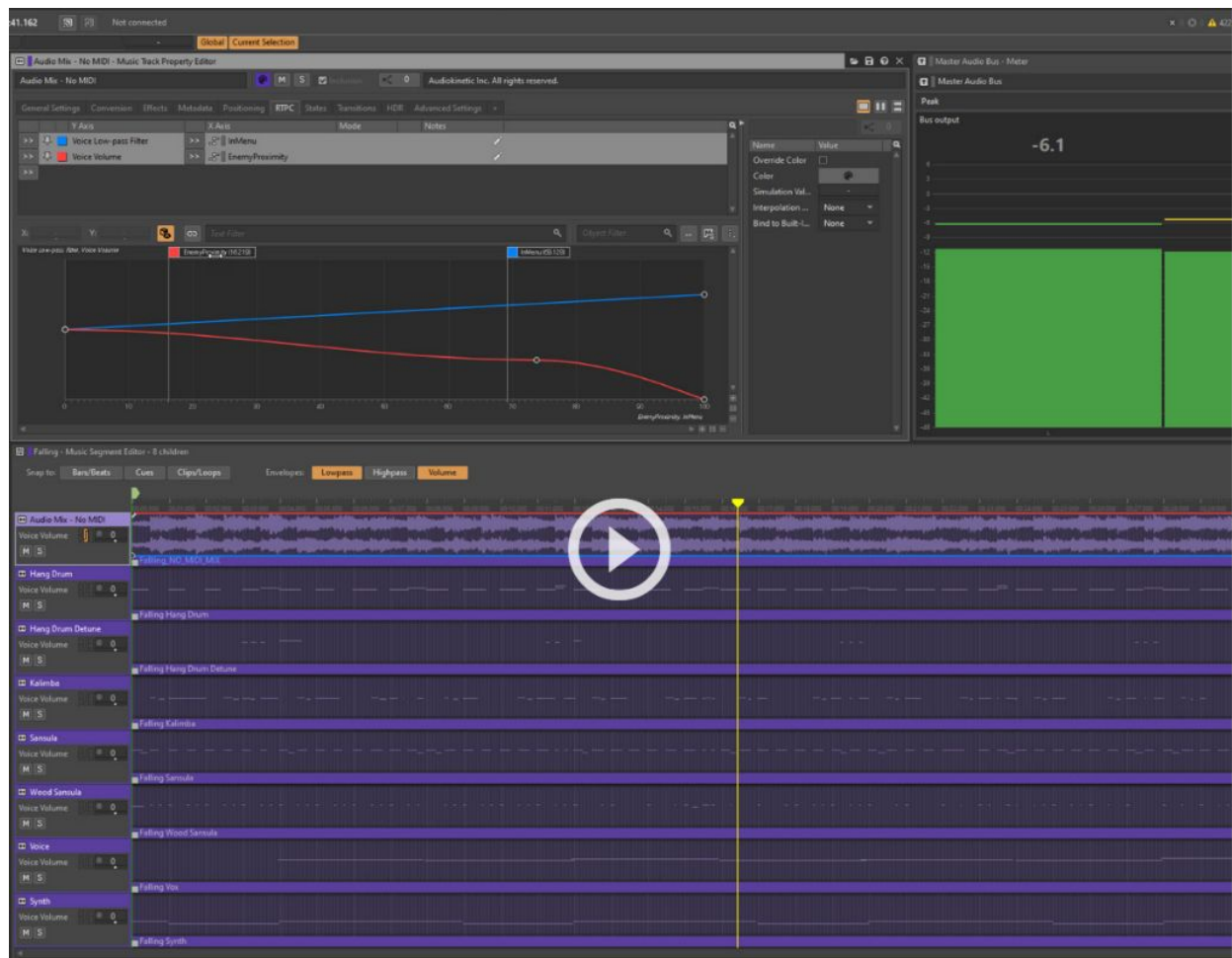
- Adaptable Licensing
- Educational Resources
- Sample Projects



Authoring

Wwise offers endless possibilities, giving you the ultimate in artistic freedom. Programming concerns and performance considerations are removed from the design process, while multi-platform development is simplified.



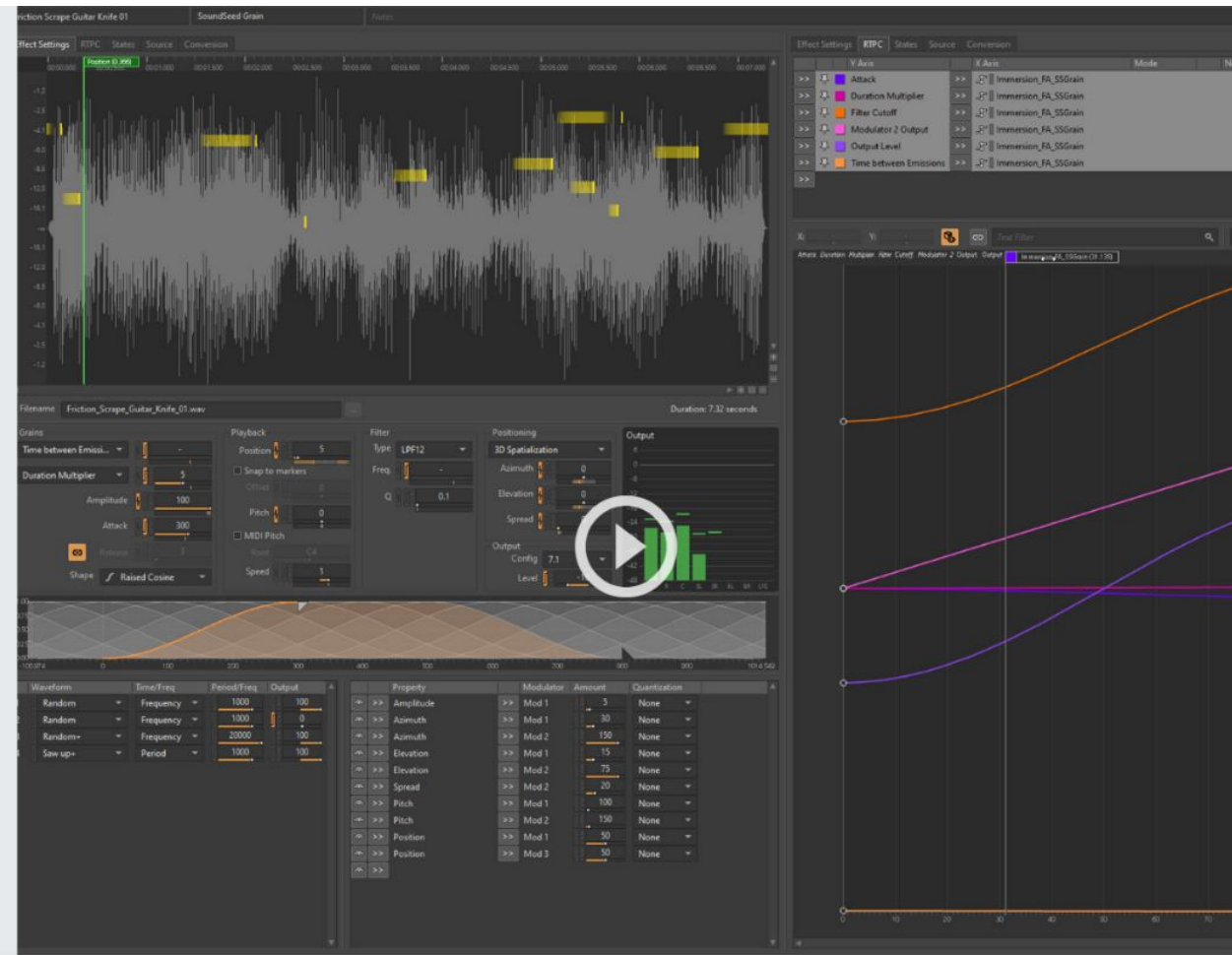


Interactive Music

Wwise gives composers the freedom to create award-winning adaptive musical scores. With Wwise, musical cues respond to rule-based transitions, ensuring the best possible segment plays at any given moment.

Synthesis

Wwise features an array of built-in sound synthesizers, giving sound designers the power to generate infinite variety with little impact on resources.



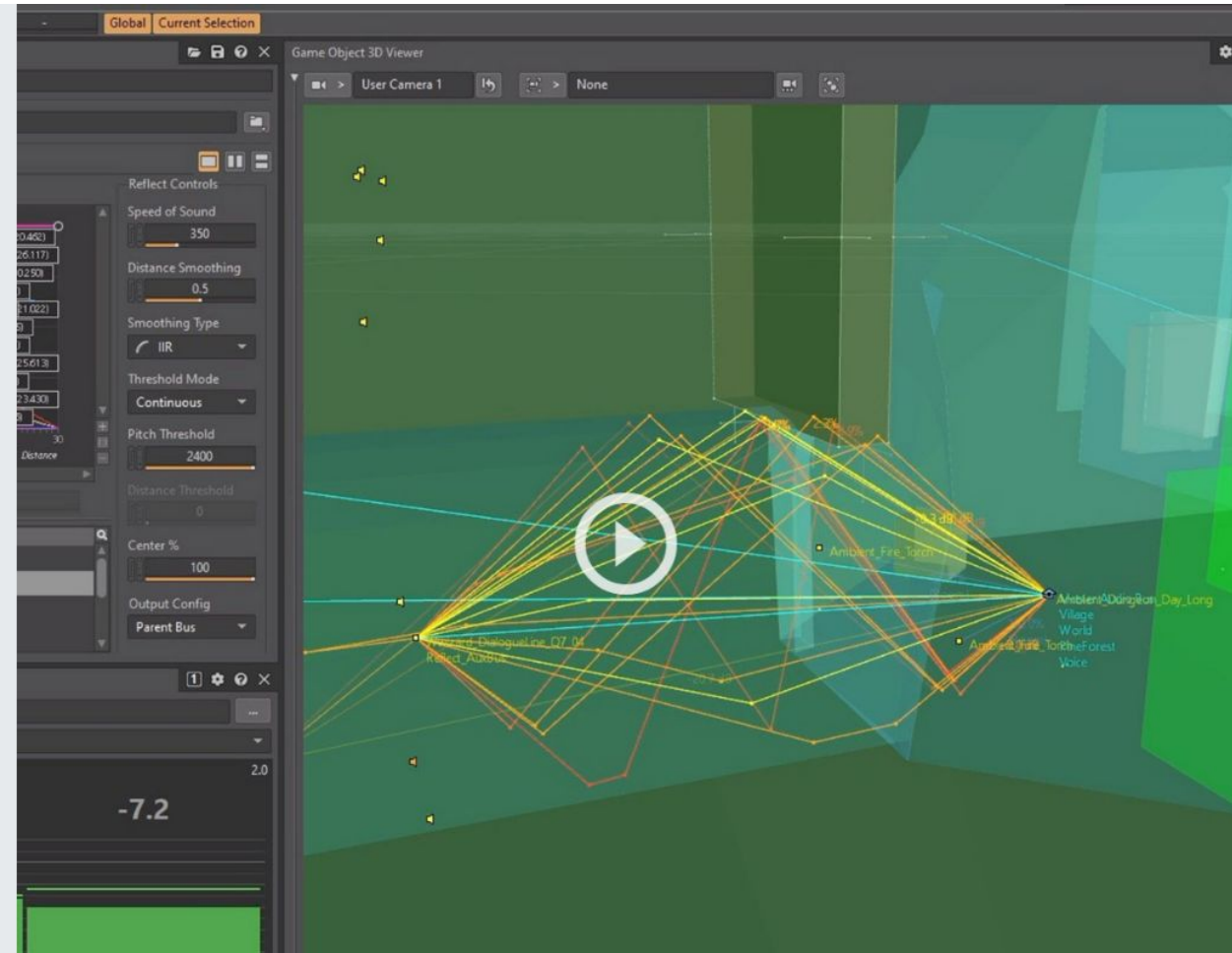


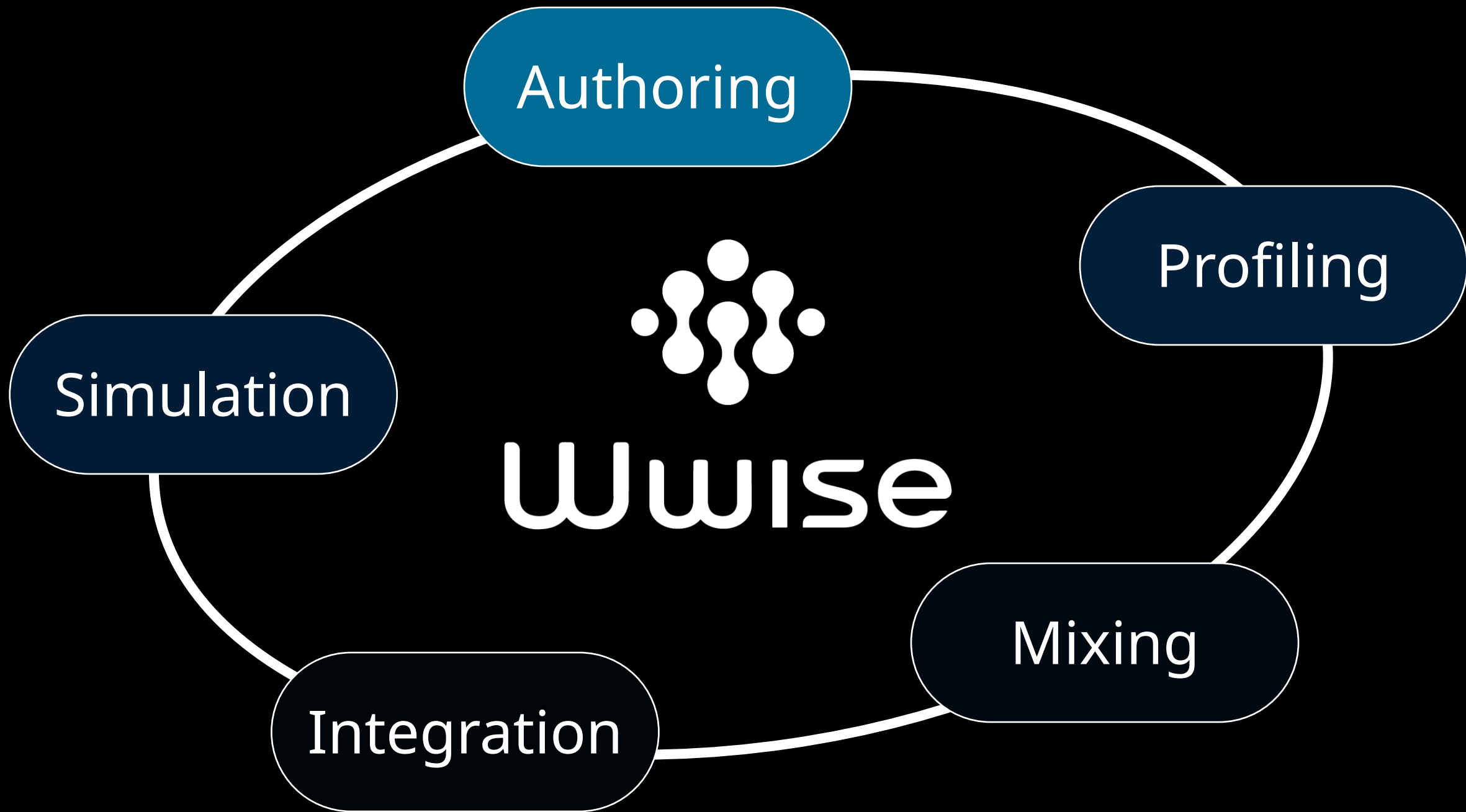
Dynamic Mixing

Wwise offers various dynamic mixing techniques, letting you manage sound priority based on changing conditions while ensuring processing constraints are respected and processing power is put to best use.

Spatial Audio

Wwise Spatial Audio specializes in sound propagation, virtual acoustics, and spatially informed audio rendering, making it easy to create highly-immersive audio environments with an unparalleled sense of your virtual surroundings. As a continuing field of research at Audiokinetic, many new spatial audio features, plug-ins, and partnerships can be expected in the coming years.





Author

Build sound, motion, and music structures and define properties and behaviors.

Simulate

Validate artistic direction and simulate game play.

Integrate

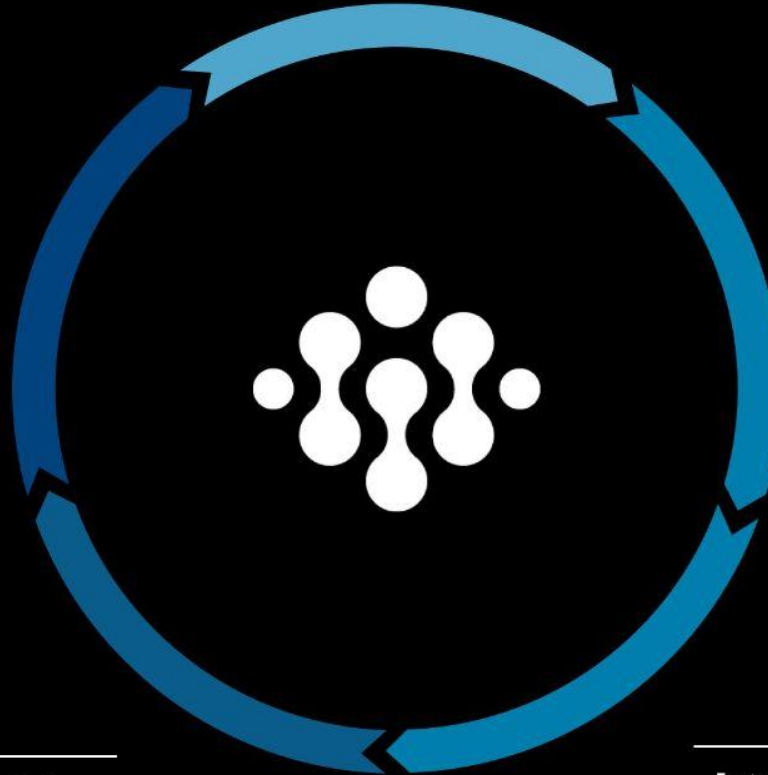
Integrate early without additional programming.

Mix

Mix properties in game in real time.

Profile

Profile in real time to ensure game constraint compliance.

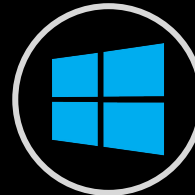
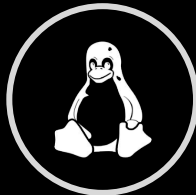


Wwise Partners Ecosystem

Engines



Platforms



Sample Games



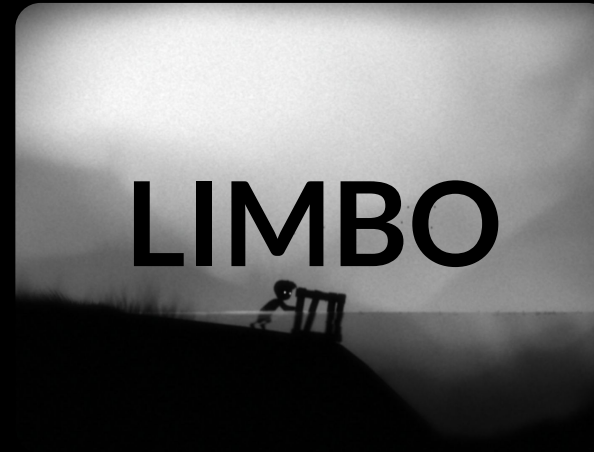
- Non-violent adaptation
- 1st Person perspective
- Windows, Mac
- Used in Wwise-101 & Wwise-201 course



- A-B Lab for Spatial Audio and 3D Audio
- 1st Person perspective
- Full Unreal project available
- Windows, Mac, Oculus & Vive



- Full game with quests, items and enemies
- 3rd Person perspective
- Full Unity project
- Windows, Mac, iOS, Android



- Published game sample
- 2D side-scroller
- Full Wwise project with no original audio files
- Windows, Mac

Wwise Benefits

Industry Standard

Most sound designers and many programmers have experience with Wwise.

Feature Set

More audio features in Wwise than all competitors grouped.

Cross Platform

Design once, port to many platforms.

Collaboration

Facilitates collaboration among distributed teams/content providers.

Stability

Rock-solid!

Support

Fast turnaround. Personalized.

Workflow

Reduces dependencies on programmers.

Runtime Performance

Good balance of flexibility vs. perf. on all platforms.

Integrations

Ready-made integrations. Customizable by developers.

Easy to Learn

Quality certification courses, documentations & samples. 250 registered academic institutions.

Wwise User Ecosystem

Partners

1.5K
Developers

Automobile
Manufacturers

Platform
Manufacturers

Wwise
Ambassadors

Blog
Readers
77K /yr

1.2K Blogs
published in
all languages

Authors
200



250K
Wwise Users

Wwise
Certified
3K

475
Academic
Institutions

Wwise
Instructors
99

45K
Wwise
Students
4 Certifications

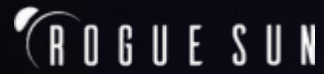
5 Languages

POWERED BY WWISE

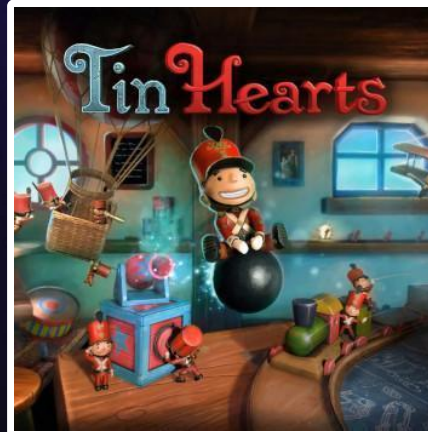


Gaming

Powered by



SUMMERFALL
STUDIOS



Gaming

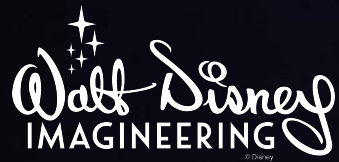
Powered by



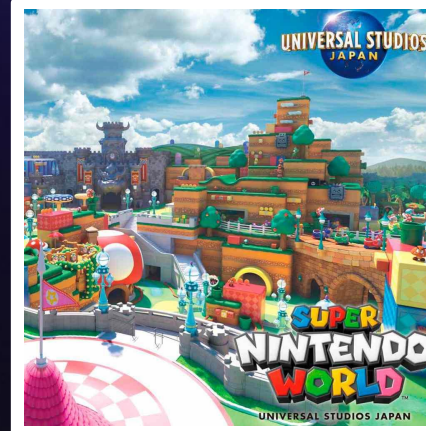
Location-Based Entertainment

Powered by

Wwise



Madison Square Garden
Sphere, Las Vegas



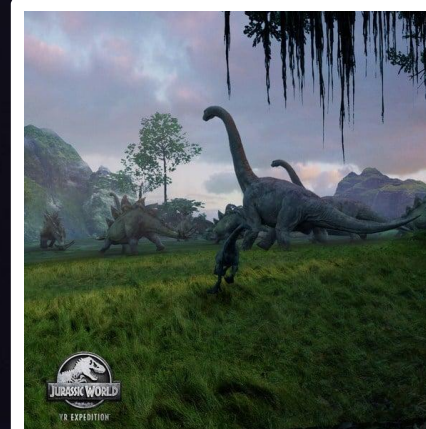
Super Nintendo World,
Universal Studios, Osaka



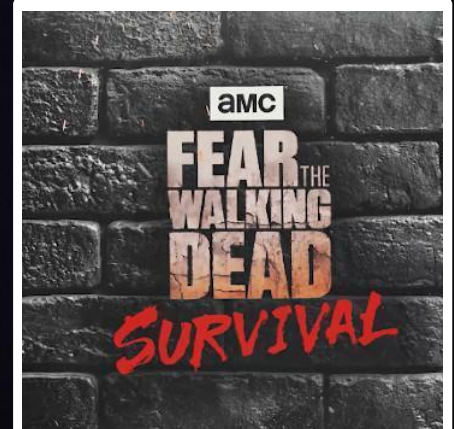
NFL, 2020-2021 Season



Star Wars: Galactic
Starcruiser Adventure,
Disney Park, Orlando



Jurassic World: VR
Expedition



Amc Fear the walking
dead Survival