THE VIDEO GAME
AUDIO PROCESS

0 PROTOTYPING

Developers will work on a rough audio prototype.

1 FAMILIARIZATION/ KICKOFF

The developer works with an audio production company, or studio, to outline the project, its timeline, and expectations. Initial SFX design also begins at this stage.

2 CASTING, CONTRACTS, SCHEDULES

Local Casting Directors put together casting samples, which the developer will review. The best-suited actors are selected and contracted.

3 SOURCE ASSET PREP

The developer submits source assets. The studio will validate that everything is in good order, and report any issues to the developer.

4 SCRIPT TRANSLATION, REVIEW, & ADAPTATION

For localized projects, scripts and metadata are translated and reviewed. Additionally, a linguist creates pronunciation glossaries for unique terms. Once ready, a reviewer adjusts accordingly.

5 STUDIO RECORDING

A voice director guides the actor's performance to ensure that recorded dialogue fulfills the creative vision. Sometimes, the recording team may change the script during the recording process.

5.5 RETAKES & IMPLEMENTATION

Multiple retake sessions may occur throughout the remainder of the process as needed to accommodate content changes in the original version.

6 AS-RECORDED UPDATES

Any changes to the script made by the recording team are immediately reviewed by the lead dialogue reviewer to ensure the script passes muster and no errors have been introduced.

7 CLEAN/ TRIM

Audio files, including alternative takes, are cleaned, trimmed, and automatically named.

8 LEVELLING & FX PROCESSING

Audio volume is roughly balanced, compressed, and EQ'd. Then, an FX chain is applied. Files are then re-leveled as specified.

9 MIX, MASTER, AND SYNCING

Audio is edited to match the visual experience, with special attention to cutscenes.

10 LOCAL QA

Localized audio undergoes Localization Quality Assurance. Native speakers verify every take for actor performance, clean up, duration and sync requirements, script vs audio match, and technical requirements.

11 DELIVERY QA

QA teams perform additional pre-delivery checks for duration, technical requirements, naming conventions, and folder structures, as well as triple-check that nothing has been missed.

12 QUALITY MONITORING

Quality doesn't end at delivery. Meticulous studios continue to sample delivered content for intensive quality evaluation.

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