

DOLBY CONTACTS

For any questions, including technical matters and requests for marketing support, please email games@dolby.com.

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SURROUNDED!

Dolby® Sound for Your Next Game





CINEMA-QUALITY SOUND FOR GAMES

Innovative Dolby® technologies revolutionized cinema sound. Then they catalyzed home theater. Now these same technologies put gamers right in the middle of the action. Dolby surround sound makes games more exciting, more playable—and more in demand.

Dolby technology adds a whole new dimension to game playing. Just as 3-D graphics are more engrossing than 2-D, surround sound is far more involving than conventional stereo. Today's top games feature cinematic Dolby Digital or Dolby Pro Logic® II surround sound that dramatically enhances their striking graphics. Surround sound also acts on a subconscious level so that players feel truly “inside” the game.

Dolby Pro Logic II and Dolby Digital technologies help you produce and deliver stunning multichannel soundtracks on any game platform, including the Sony PlayStation® 2, Microsoft® Xbox®, Nintendo® GameCube™, and the PC. Dolby Digital and Dolby Pro Logic II encoding give active sound positioning that follows the screen action with as many as 5.1 audio channels, for a listening experience that rivals Hollywood's top movies.



Dolby Audio Technologies for Games

DOLBY DIGITAL (5.1)

Dolby Digital programs deliver up to five discrete full-range channels that create a convincing, realistic ambience, plus a low-frequency effects (LFE) channel for stunning bass impact. The 5.1-channel arrangement—Left, Center, Right, Left Surround, and Right Surround, plus LFE—also enables precise placement of sounds. You'll be able to hear helicopters coming in behind you, or footsteps sneaking up on your side. Dolby Digital sound can enhance games for the Microsoft Xbox and for PC platforms.

DOLBY PRO LOGIC II

Dolby Pro Logic II technology provides full-bandwidth, five-channel surround sound for game consoles. For players, Pro Logic II incorporates advanced matrix sound technology to offer compelling and convincing ambience and effects. For game developers, Pro Logic II enables next-generation game consoles to deliver five-channel sound with no demands on the host CPU.

Dolby Pro Logic II is completely backward-compatible with Dolby Pro Logic technology, and transforms any high-quality stereo program, especially music, into a natural and enveloping surround sound experience.

Dolby Pro Logic II technology is now available for Sony PlayStation 2 and Nintendo GameCube developers through know-how delivered directly from Dolby Laboratories. Many middleware solutions are also available, including Nintendo's MusyX™ development tool for GameCube, as well as its low-level AX libraries. In addition, Criterion® Software has integrated Dolby Pro Logic II into RenderWare® Audio for the PlayStation 2.

Technical and Marketing Support

FOR GAME DEVELOPERS

Our Game Developer Support Program is ready to supply you with everything you need to create stunning, cinematic audio enabled by the latest Dolby technologies. Available resources include a secure, online support forum, accessible around the clock, at www.dolbygames.com.

FOR GAME PUBLISHERS

We offer a wide range of marketing support to help you promote game titles featuring our technologies. This can include launch events at one of our state-of-the-art presentation theaters, as well as comprehensive support for your tradeshow presence. For games with movie tie-ins, we offer unique promotions right at the cinemas. Talk to us about your particular needs and situation.

HOW TO GET STARTED

Once you've decided to include spectacular Dolby sound in your game, there are a few easy procedures for getting started and bringing the finished product to market. We'll work with you at every step.

First, register for the Dolby Game Developers Forum at www.dolbygames.com. Then, get in touch with our games group at games@dolby.com for customized support, including how to use our logo.

GAME EVALUATION

To help you get the best possible audio into your game, we offer an optional evaluation service for games in development. This program is available in our San Francisco, London, and Tokyo offices. If you are interested in having your game evaluated, please contact us for timing and submission requirements.