

## Finishing Move to give Keynote Speech at GameSoundCon 2022



L-R: Brian Lee White, Brian Trifon. Picture: Zach Bell

GameSoundCon, a professional conference for video game music and sound design, returns to the Millennium Biltmore Hotel in Los Angeles, on October 25-26. This year's keynote speech will be given by Brian Trifon and Brian Lee White, founders of Finishing Move, an award-winning production powerhouse specializing in music composition, sound design, and score supervision for video games, ad campaigns, television and film. Finishing Move's game credit list spans from Borderlands 3, Flight Simulator, Crackdown 3, Halo Wars 2 to Grounded 1.0 which has already proved to be a huge success during the game's early access launch.

Brian Trifon and Brian Lee White accepted the offer to be this year's keynote speakers with delight. "We are thrilled to finally be back in-person at this year's GSC. Some of our most meaningful industry and personal connections have been made during GameSoundCon and the convention has always been a highlight of our year. It's truly an honor to be delivering this year's keynote and we are excited to reconnect with old friends, meet new ones and continue to expand our craft with

the amazing game audio community.”

GameSoundCon 2022 offers a packed program with sessions covering sound design and technology, music composition for games, game audio studies, dialogue & performance, and spatial audio. Epic-Unreal workshops teach attendees all about MetaSounds and the latest updates in the UE audio engine. Audiokinetic represents with many sessions and workshops about Wwise, from 3D Audio Implementation with Wwise, to Interactive Music Structures and Strategies. Some topical new additions this year include Writing Japanese Video Game Music and Working with Vocalists in an Unfamiliar Language and more.

Conference Founder and Executive Director, Brian Schmidt says: “We’ve got a great program again this year! There are more than 70 sessions, accessible both in person and online, and the subjects are super compelling: case studies, hands-on workshops for Wwise and Unreal, how to compose for specific scenarios, how to compose interactive music, how to produce a motion capture shoot, how to make audio decisions for retro revivals, how to navigate the changing landscape of Spatial Audio, and much more. I’m confident both new and returning attendees will walk away with newfound knowledge that is very applicable to their craft and in their jobs.”

This year's conference culminates with Finishing Move’s Keynote address. Sure to be inspiring and informative, Brian Trifon and Brian Lee White are eager to share their take on the industry as well as experiences and knowledge to help attendees navigate their path in game audio.

GameSoundCon’s EARLY BIRD registration price of \$449 has been extended for an extra week and is now available through October 2 (online only access is \$125). To register, please go to the website below.

[www.gamesoundcon.com](http://www.gamesoundcon.com)