Abstract

The video game industry has grown to a multibillion dollar, worldwide industry. The background music tends adaptively in reference to the specific game content during the game length of the play. Adaptive music should be further explored by looking at the particular condition in the game; such condition is driven by generating a specific music in the background which best fits in with the active game content throughout the length of the gameplay. This research paper outlines the use of condition driven adaptive music generation for audio and video to dynamically incorporate adaptively.

References

- Georgios N. Yannakakis and Julian Togelius "Experience-Driven Procedural Content Generation"; IEEE TRANSACTIONS ON AFFECTIVE COMPUTING, VOL. 2, NO. 3, JULY-SEPTEMBER 2011
Index Terms

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