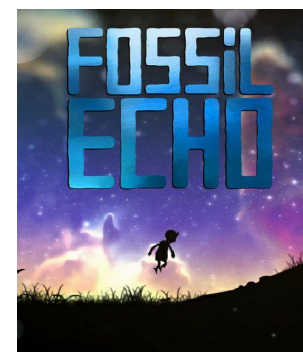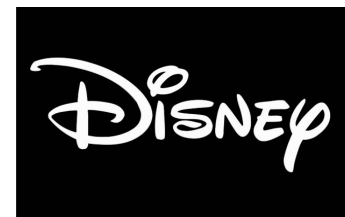# unlock
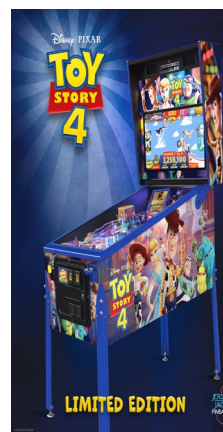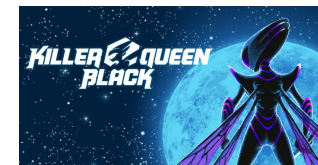
learn more about us.
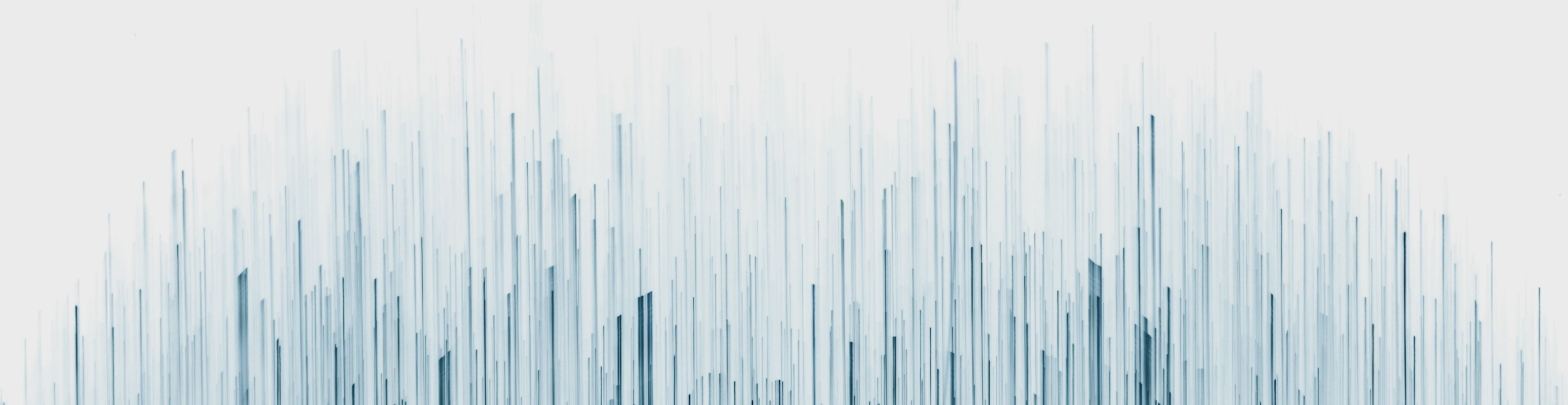
our team experience

From writing Music for trailers to designing and implementing Voice Over, our team has worked on projects in many industries – but most of all, **games**!

unlock

in partnership w/ periscope

Periscope is Unlock's partner for all things game audio. We share staff, knowledge and facilities to make your game sound great.

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what we do

music composition

Music conceptualization and palette experimentation, mixing, mastering, and full composition

sound design & editing

By layering the coolest sounds together and recording our own, we'll create a compelling sonic identity specific to your project

voice acting

Identify and audition actors, then direct, record, and edit the performances that bring your characters to life

sound recording

Whether it's voice actors, SFX or foley, we'll capture all the audio assets you need
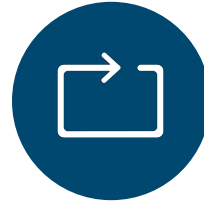
implementation

Audio programming using the game engine itself (Unreal Engine, Unity) and audio middleware (Wwise, FMod)

project management

Scheduling, processes, and documentation so all milestones are hit and no info goes missing

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why unlock instead of...?

Other Audio Outsourcers

- **No Studio Facility Overhead**
  Others charge $300+/hr due to their brick and mortar location. Our facility partnership provides studio access without the default cost.

- **Non-Linear Media Specialization**
  Film, TV and Commercials aren't Games Different mediums have different needs

- **More Hours/Availability**
  A remote team with members in North America and Europe can provide continuous service and accommodate more production schedule needs

## In-House Hires

- **Less Expensive than In-House**
  The true cost of a single hire is 3x their salary – and what happens if they leave?

- **Greater Skillset/Experience**
  If it was a team of 2 vs 5, who do you think would win? What about 1 vs 7?

- **Larger Bandwidth**
  A full team will always do more, faster

- **Studio Facility Access**
  Nothing replaces a true studio

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pricing

Broader needs can be priced based on a percentage of the development budget, so it's always:

- **Fair** – treat all teams and projects the same.

- **Reliable** – pricing that is accurate for both upfront budgeting, and if things change during development.

- **Transparent** – no one should ever question whether they were treated with integrity.

- **Customizable** – teams should be able to get exactly what they want!

- **Aligning with Project Management** – the game is part of an even larger campaign. How can we help with managing that?

- **Easy** – we designed this system to make things easy and straightforward for high end indie and mid-level teams. For AAA teams, a traditional pricing structure is usually preferred.

unlock
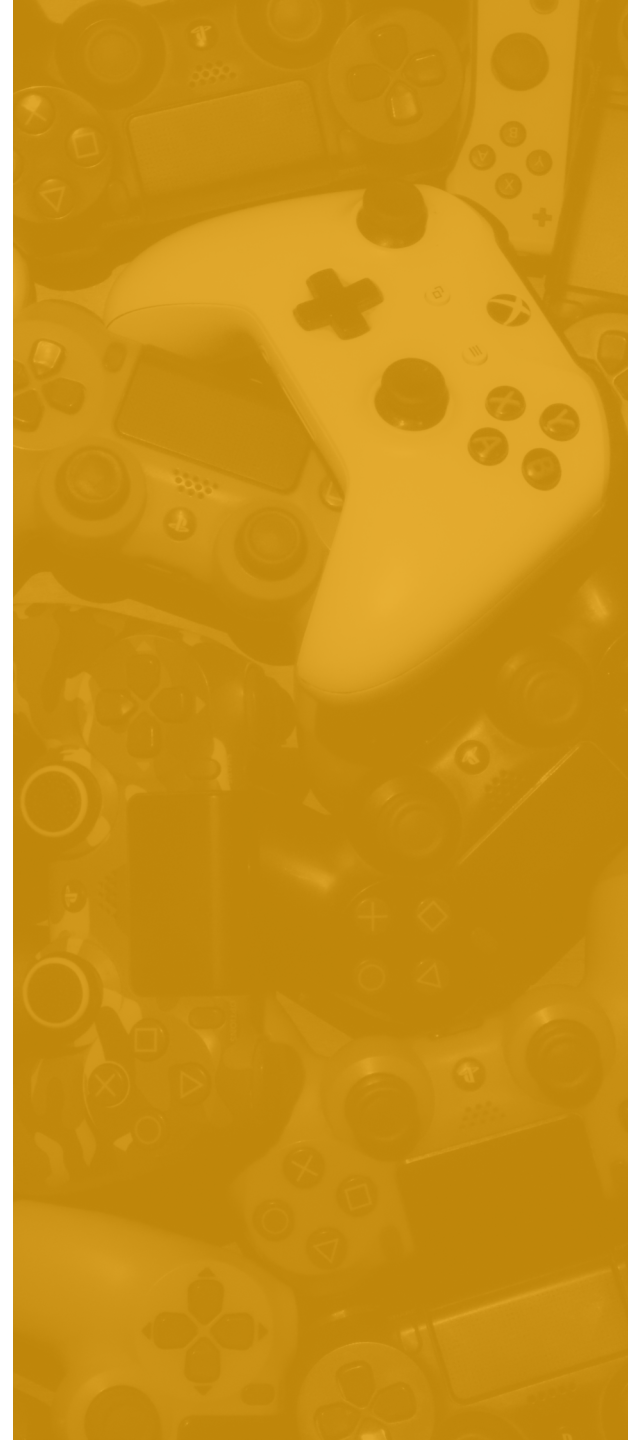
types of engagement

traditional

Typical Developer Needs

Extra hands to meet a deadline. Wanting to "test" us out. Having only very specific needs. Changing audio that just isn't "working." Preferring a familiar model.

End Deliverable

Assets, implementation and/or consultation depending on your specific needs. Whether you prefer hour, day, or per asset rates, we got you.
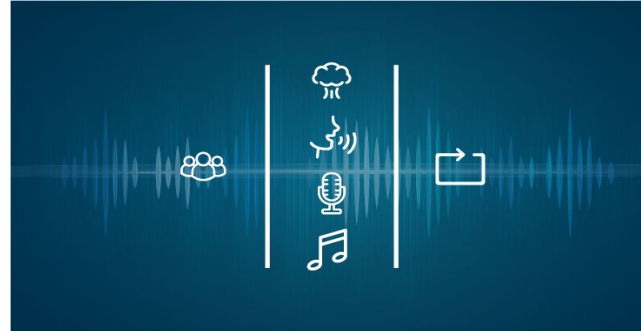
phase bundle

Typical Developer Needs

Some teams know what they need for their entire project, some don't. Some need a team to make assets and support audio resources they already have, while some only need implementation.

End Deliverable

DISCOVER: creative and implementation consultation. With this, you'll know the audio roadmap for your game.

CREATE: all custom audio assets for the entire project. Music, sound design, foley, and voice services – we have you covered.

IMPLEMENT: all final audio programming using the engine itself, and audio middleware.

premium bundle

Typical Developer Needs

Someone to act as a complete audio department. Discovery, music, sfx, foley, voice acting, recording, editing, production, mixing, implementation – basically, everything!

End Deliverable

All materials for Discovering, Creating and Implementing your audio.

Simply put, anything and everything to make a great audio experience.

unlock

traditional

To meet a deadline or "test" us out. Very specific needs. Changing audio that isn't "working." Preferring a familiar model.

Options

Per Hour: $150 - $250

- Voice Casting, Directing and Editing
- Creative or Technical Consultation

Per Day: $700 - $1250

- Sound Design, Mixing
- Implementation
- Live Recording Sessions

Per Asset: Inquire for Details

- Per Sound Effect
- Per Minute of Music

Benefits:

- Provides cost flexibility with changing or unknown needs
- Allows both parties to "test" partnership before making larger commitments
- Can be "rolled" into bundle pricing

Cons:

- Limited ability to reliably forecast costs

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phase bundle

Some teams know what they need for their entire project, some don't. Some need a group to make assets and support audio resources they already have, while some only need implementation.

End Deliverables

Discover Phase – 1.5% Development Budget

- Consultation to identify creative vision for the entire game with team
- List of audio and music assets with implementation notes to give your game a compelling audio identity
- Voice actor auditioning and recommendation(s)
- A "Discover Deck" analyzing genre tendencies and opportunities

Create Phase – 9% Development Budget

- All sfx and music for your game
- Edited voice actor performances
- Audio for cinematics

Implementation Phase – 4% Development Budget

- Asset import and organization
- Audio programming & QA

Benefits:

- Predictable cost for broader needs compared to traditional pricing
- Many times, this model can be less expensive than a traditional model

Cons:

- Larger upfront commitment
- Less cost effective than Premium Bundle

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premium bundle

A complete audio department. Music, SFX, foley, voice acting, editing, production, mixing, implementation.

End Deliverables

Discover, Create & Implement – 12% Development Budget

All materials for discovering, creating & implementing your audio. Simply put, anything and everything to make a great audio experience. Premium includes but is not limited to:

- Regular consultations to ensure creative vision is met
- SFX asset list with implementation and creative guidance
- Music asset list with implementation and creative guidance
- Voice actor auditioning and recommendation(s)
- SFX audio files
- Music audio files
- Edited voice actor performance audio files
- Audio for cinematics
- Asset import and organization
- Audio implementation, programming & QA

Benefits:

- Predictable, flat fee to handle all audio for entire project
- Reduced cost compared to phase bundle pricing
- Allows developer to do anything and everything for audio with no additional cost

Cons:

- Largest upfront commitment

unlock