

SPATIAL AUDIO DIRECTOR

Overview

[Mod](#) is seeking an organised and collaborative Spatial Audio Director to help with visual design and completion of a unique hybrid VR app for a Meta Quest training experience for Indigenous Top End Rangers.

The product comprises 5 chapters where each chapter includes both 3D VR180 video playback and a simple game. The play time of the entire experience is about 1 hour (with 30mins of video content).

Deliverables

Review audio work-in-progress (app is nearly functionally complete) and set quality benchmark for project

Finalise audio assets for Quest VR title

- 5 x VR180 videos (30mins total)
- 5 x mini-games (equivalent interactive experience)

Use mono and ambisonic audio recordings from live action shoot (Zoom H3 VR) and stock assets to complete audio post production for initial Quest 2 delivery.

Experience

Audio post production including first-order ambisonic assets for VR.

Nice to have - UE audio implementation experience.

Request for Quote

Please include fixed price and input requirements.

Contact

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