



The sounds of Year Walk and DEVICE 6

Daniel Olsén

Freelance composer and sound designer

GAME DEVELOPERS CONFERENCE®

MOSCONE CENTER · SAN FRANCISCO, CA

MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015



I'm Daniel Olsén

- Started making games in 1995 on Amiga
- Pixel Art in Deluxe Paint
- Chip tunes in Pro Tracker



Started at Massive Entertainment
in 2001 as a 3D and concept artist.





Slowly moved over to music and sound





Southend let me grow in to the roll





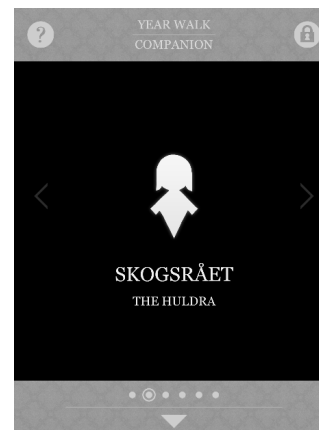
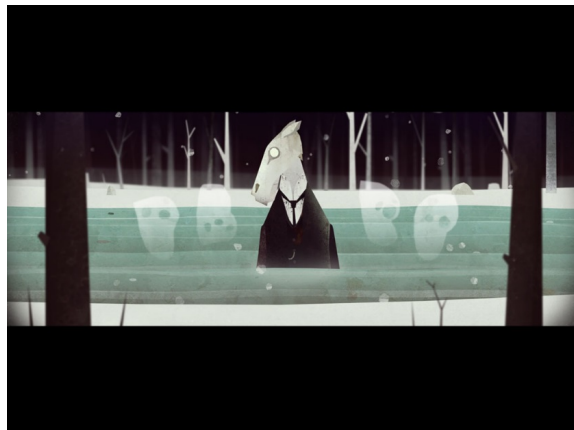
Left the game industry in 2009 and moved
to California





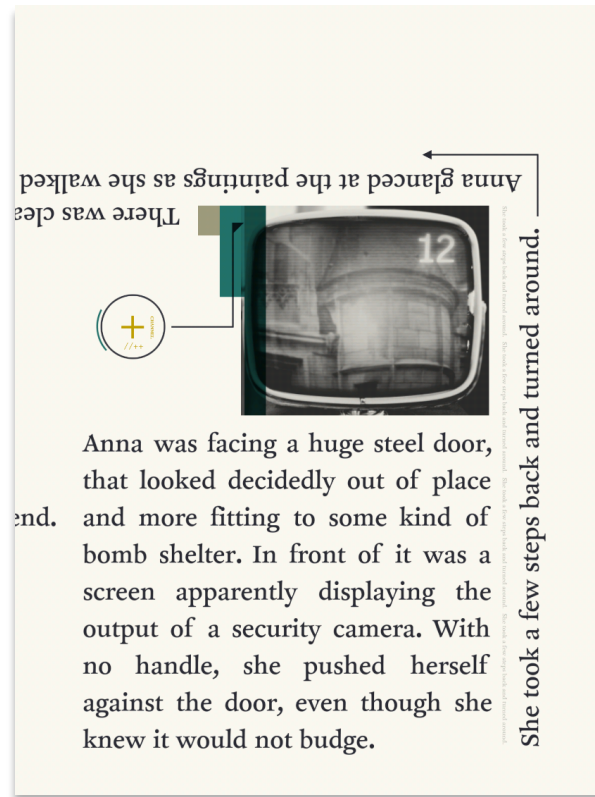
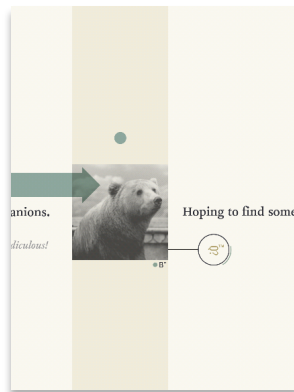
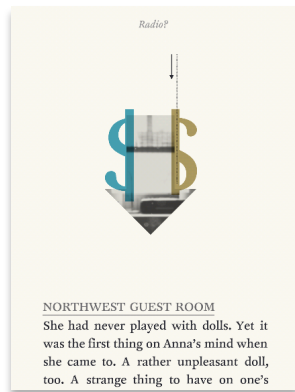
I missed working with games!







DEVICE6





- How do you write engaging music?
- What makes a scene engaging?
- How do you engage the player?



You need the right song
for the right moment



Get in the roll

- Writing for a game is like acting
- The music you listen to outside will influence your decisions
- Shortest frame of reference



There is no right or wrong way



Photo: Wikimedia

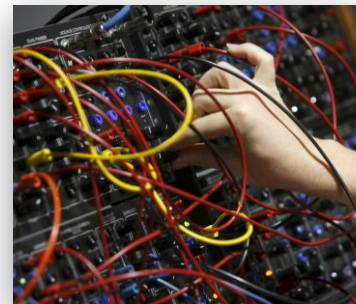


Photo: Scott Groeller

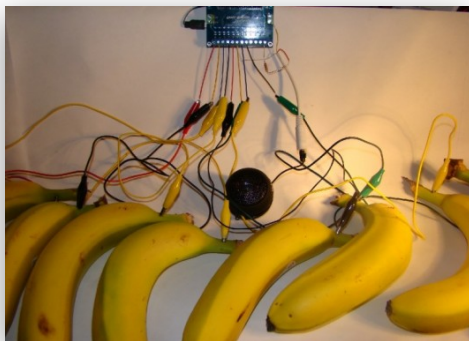


Photo: Jeff Ledger



Photo: Xavi Lozano

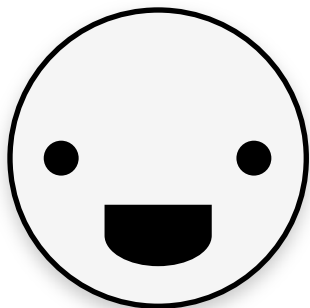




It's important how it feels!



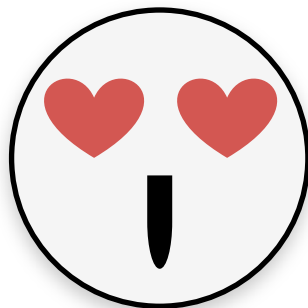
Photo: Ragnar Schmuck Studio, Modeselektor



OK



OK



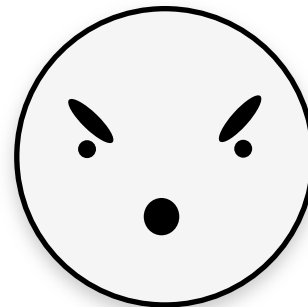
OK!



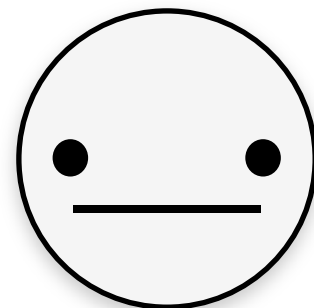
OK!



OK!



OK!



No thanks!



Consider all the factors

- Pace of the game
- Character and camera movement
- What's happening?
- What other sounds are playing?



Create a unified coherent experience

The end result should be larger than the individual pieces.

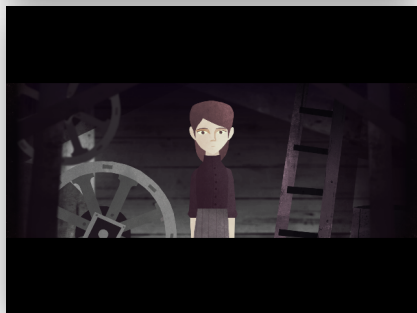
$$\mathbf{1+1=3}$$



Making the music fit



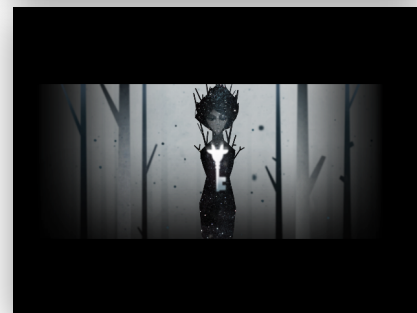
Version



Version



Version





Make the player feel connected with the music

- Make them notice the music





Make the player feel connected with the music



Images: Nintendo



How do you implement the audio?

- Use sound effects like music
- Use music like sound effects

Hideout Omega



Analogue Sounds



Bleeps





Audio Collages



YW Collage



D6 Collage



Can I do anything else to the music?

- Create contrasts between songs
- Create as wide range of emotions as you can
- It's more important the music fits with the game
- Let go of your ego and always listen to others
- See unpleasant feedback as a chance to improve your work



Try not to play it safe! Challenge yourself.

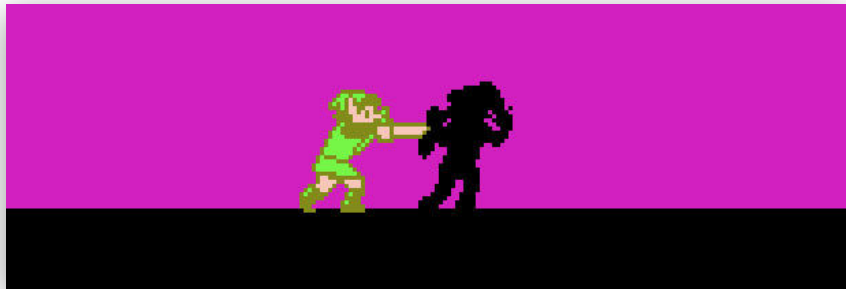


Image: Nintendo





Summary



- Pay attention to the pace of the game
- It's not important how you create the music
- The music should make you feel something.
- Remind the player of the music
- Don't forget that audio implementation is an expressive tool as well.
- Create contrasts between songs
- Don't play it safe. If you get stuck: Challenge yourself!



Questions?



Thank you!

www.danielolsen.net

@olsefaeken