



Sunset Overdrive

Creating Audio for an Open World Game

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GAME DEVELOPERS CONFERENCE®

MOSCONE CENTER · SAN FRANCISCO, CA

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INSOMNIAC
GAMES



SUNSET OVERDRIVE

CREATING AUDIO FOR AN OPEN
WORLD GAME

SOUND IDEAS FOR AN OPEN WORLD

- ...in the beginning
- New team dynamics
- Comparisons from our past going into the future
- Finding our direction with traversal and environments
- Discovering new possibilities by forgetting our limitations
- New technology to give us and the players freedom
- Making music more interactive

IN THE BEGINNING





A promotional artwork for the video game Overstrike. It features four characters standing against a fiery orange and red background with a grid pattern. From left to right: a woman with dark hair and a headband holding a handgun; a man with a beard and tactical gear with his arms crossed; a woman with short red hair and orange-tinted goggles; and a man with short dark hair and sunglasses holding a submachine gun. The title 'OVERSTRIKE' is written in large, stylized, glowing orange and yellow letters across the center.

OVERSTRIKE™

INSOMNIAC
GAMES







Microsoft





HEADSHOT!!

UGG



TEAM DYNAMICS

Previous Team

- Paul Mudra – Audio Director
- Dwight Okahara – Audio Lead
- Chris Olander – Senior Audio Designer
- Herschell Bailey – Audio Designer
- David Nazario – Associate Audio Designer
- Jeremy Hall – Dialogue Specialist

ORIGINAL TEAM



AUDIO END GAME



NEW TEAM



CREATING AN OPEN WORLD WITH PREVIOUS GAME EXPERIENCE

RATCHET & CLANK

RESISTANCE

FUSE

Switching gears from linear to open world

- Getting started with previous game lessons











Return to the Power Station and use
the Arc Reactor.

14

124m





AUDIO DIRECTION WITH ENVIRONMENT

- Making traversal part of the world interaction
- Finding our direction with Digital Dioramas
- Creating soundscapes to help define the direction we wanted the universe to sound like





x1
Combo Counter

8



AUDIO DIRECTION WITH ENVIRONMENT

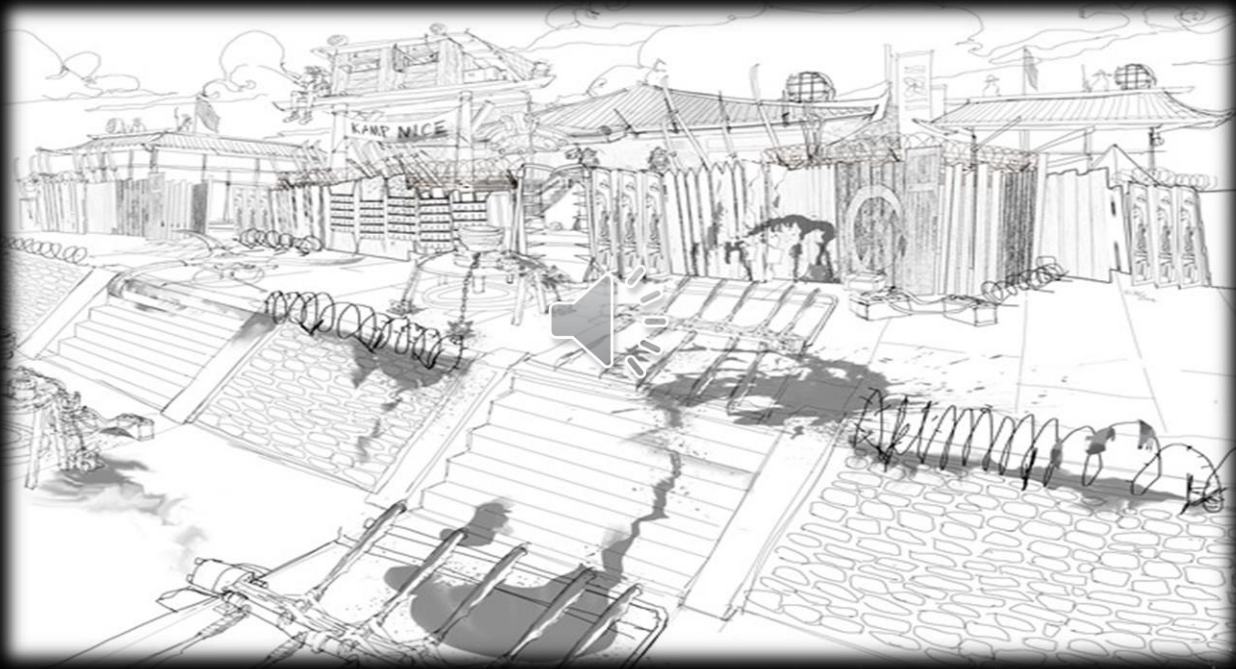
- ~~Making traversal part of the world interaction.~~
- Finding our direction with Digital Dioramas
- Creating soundscapes to help define the direction we wanted the universe to sound like.



DIGITAL DIORAMA BUSHIDO BASE



DIGITAL DIORAMA BUSHIDO BASE



DIGITAL DIORAMA SPACESHIP MURICA



DIGITAL DIORAMA SPACESHIP MURICA



AUDIO DIRECTION WITH ENVIRONMENT

- ~~Making traversal part of the world interaction.~~
- ~~Finding our direction with Digital Dioramas~~
- Creating soundscapes to help define the direction we wanted the universe to sound like.

A LIVING DEAD WORLD

- Keeping the world alive with pocketed audio experiences
- Everything was left on after the awesomepocalypse



+14

Find Troopmaster Bryllcream at the Japanese Heritage Museum.

SUNSET CITY TRANSIT





Health bar with a green plus sign and a small flame icon with the number 14.

Mini-map showing the current location and a compass rose with an 'N' for North.

SASQUATCH
AND
FRIENDS



Health bar with a green cross icon and a timer showing 14.

Pizzy

WOK
YOU WANT

WOK
YOU WANT

SUNSET
ELECTRONICS

SUNSET
electronics and more

Weight Loss
SANTO PASTA



SWAT
SMASH



Find Troopmaster Bryllcream at the Japanese Heritage Museum.

103m

SEXBURGER

14

Find Troopmaster Bryllcream at the Japanese Heritage Museum.

103m

SEXBURGER



SEXBURGER



SEXBURGER



Guilt Trip

Guilt Trip
JEWELRY - 90% MART
get out of the dog house
...and into her pants

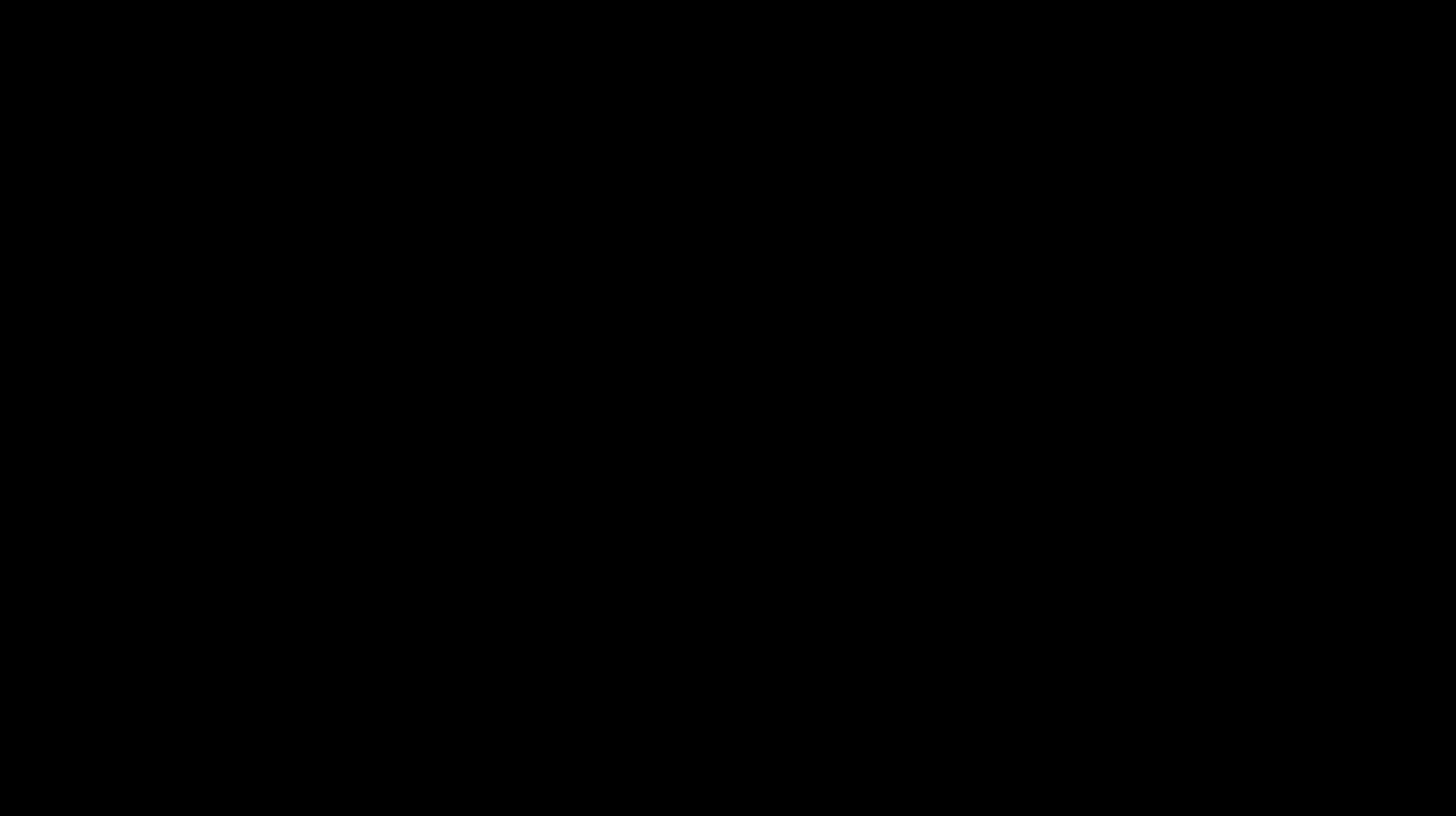
GUILT TRIP JEWELERS

INTERACTING WITH A LIVING DEAD WORLD

- Guns that go beyond “pull trigger = Bang!”
- Traps that entertain as well as kill







NEW TECH SOLUTIONS FOR OPEN WORLD AUDIO PROBLEMS

- Building assets with audio in Prefab form
- Horde crowd system
- Using new tech in custom quarantined levels

PRE-FAB CREATION

Prefab



jp_goldenage_co
mic_sign_audio_p

Prefab



jp_mooil_prices_si
qn

Prefab



lvw_sign_do_donu
ts

Prefab



lvw_sign_guilt_trip
_01

Prefab



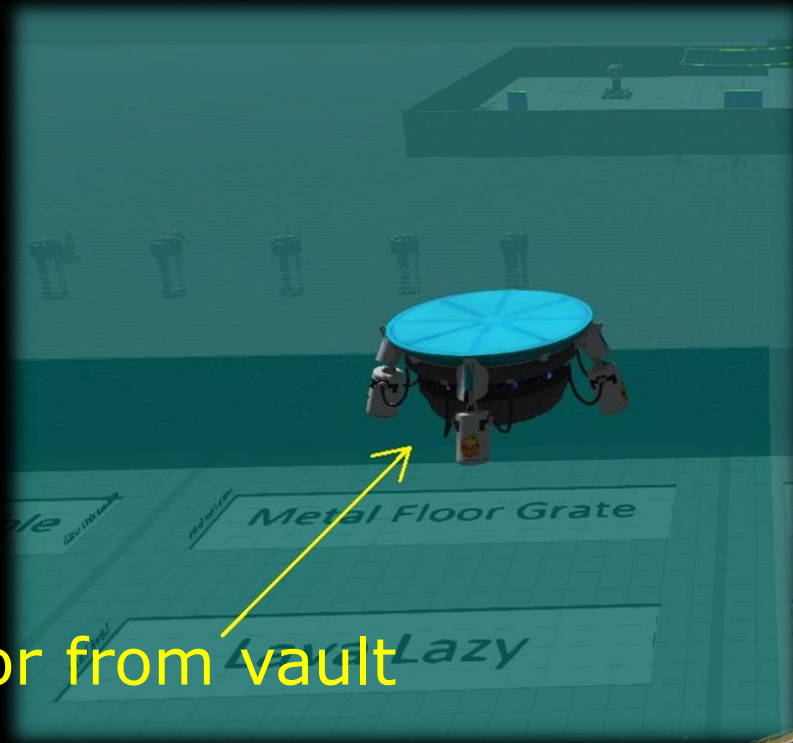
lvw_sign_kdiy_bbq

Prefab



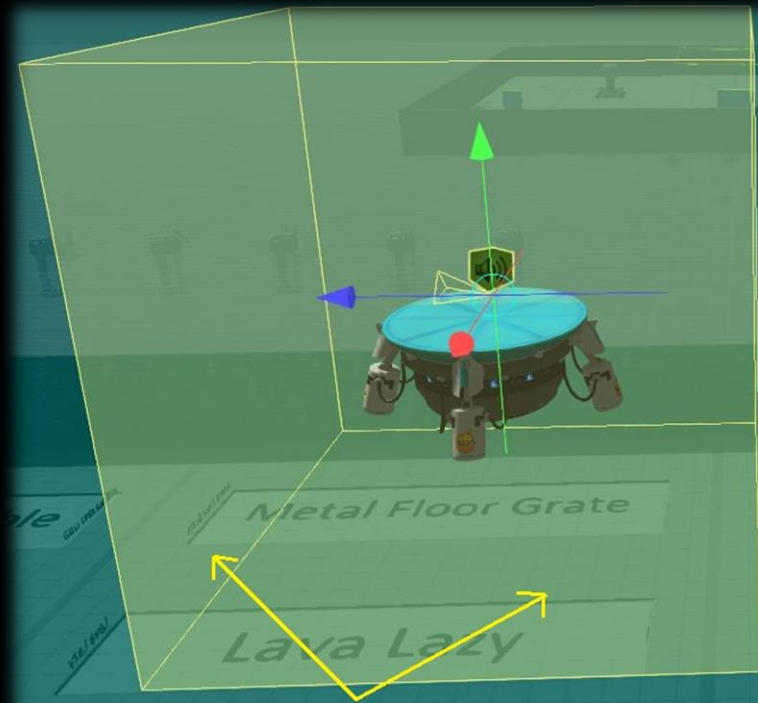
lvw_sign_sexburg
er

PRE-FAB CREATION



Actor from vault

PRE-FAB CREATION



Trigger volume

PRE-FAB CREATION

Sound emitter





Get home.

CENTRAL ST

21m





Get home.

CENTRAL ST

21m





Get home.

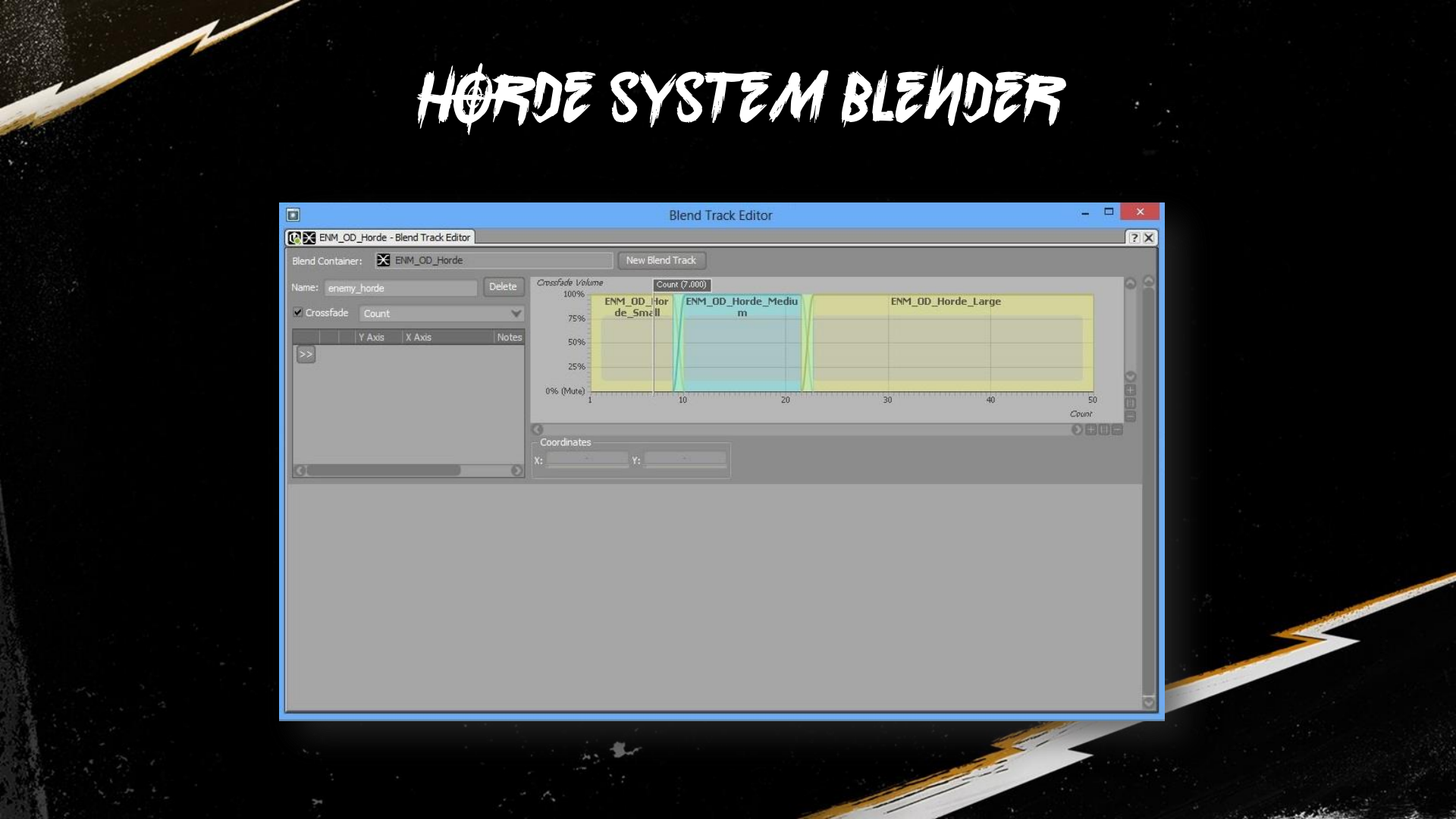
CENTRAL

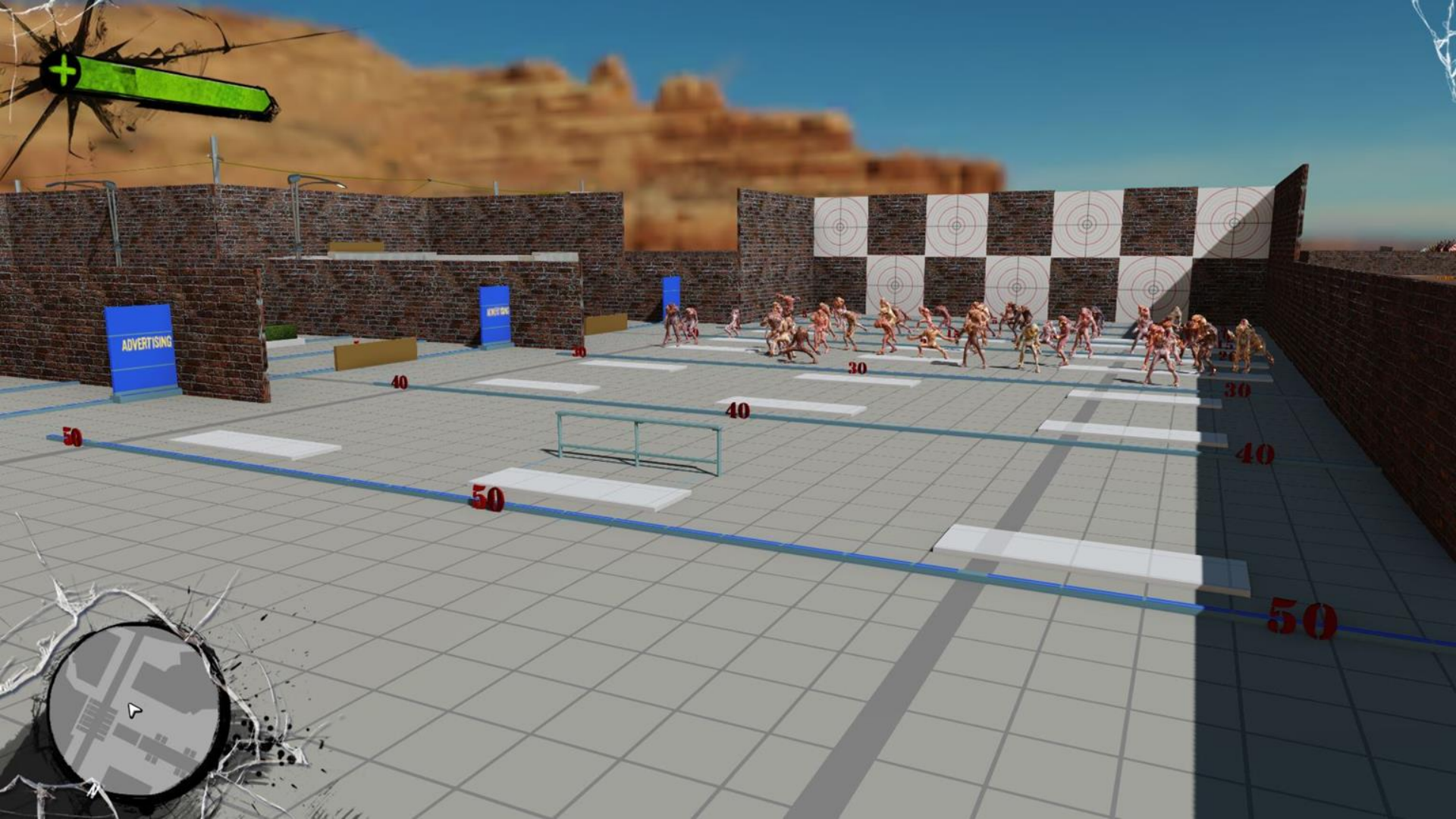
21m

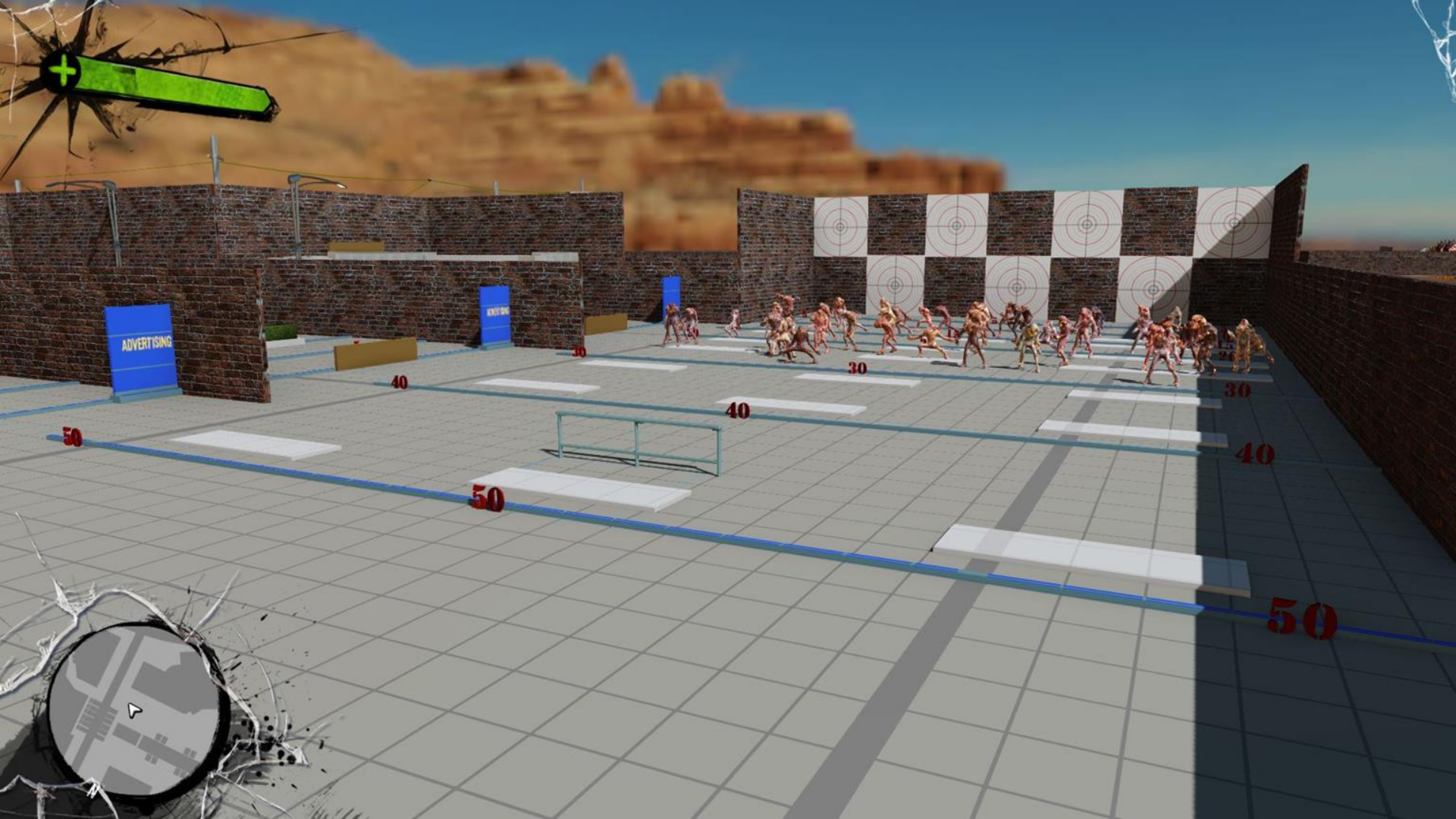
Invisible actor



HORDE SYSTEM BLENDER







DISCOVERING NEW POSSIBILITIES BY FORGETTING OUR LIMITATIONS

- Creating our vanity system
- Making music more interactive

GETTING PERSONAL WITH VANITY SYSTEM



INTERACTIVE MUSIC





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