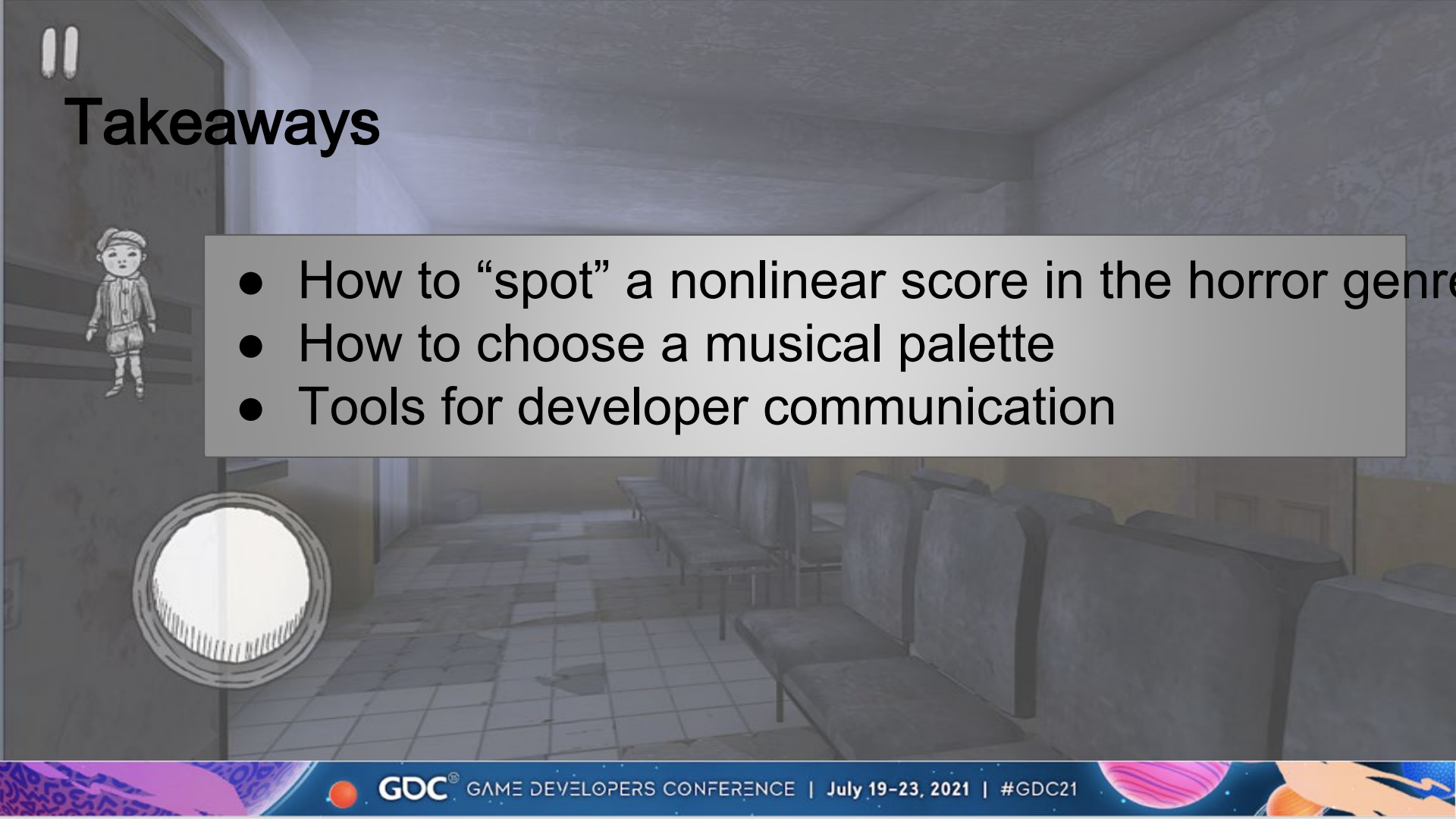


Creating a Horror Score on a Shoestring Budget

By Spencer Bambrick & Gina Zdanowicz

Name

Speaker Title & Company



Takeaways

- How to “spot” a nonlinear score in the horror genre
- How to choose a musical palette
- Tools for developer communication

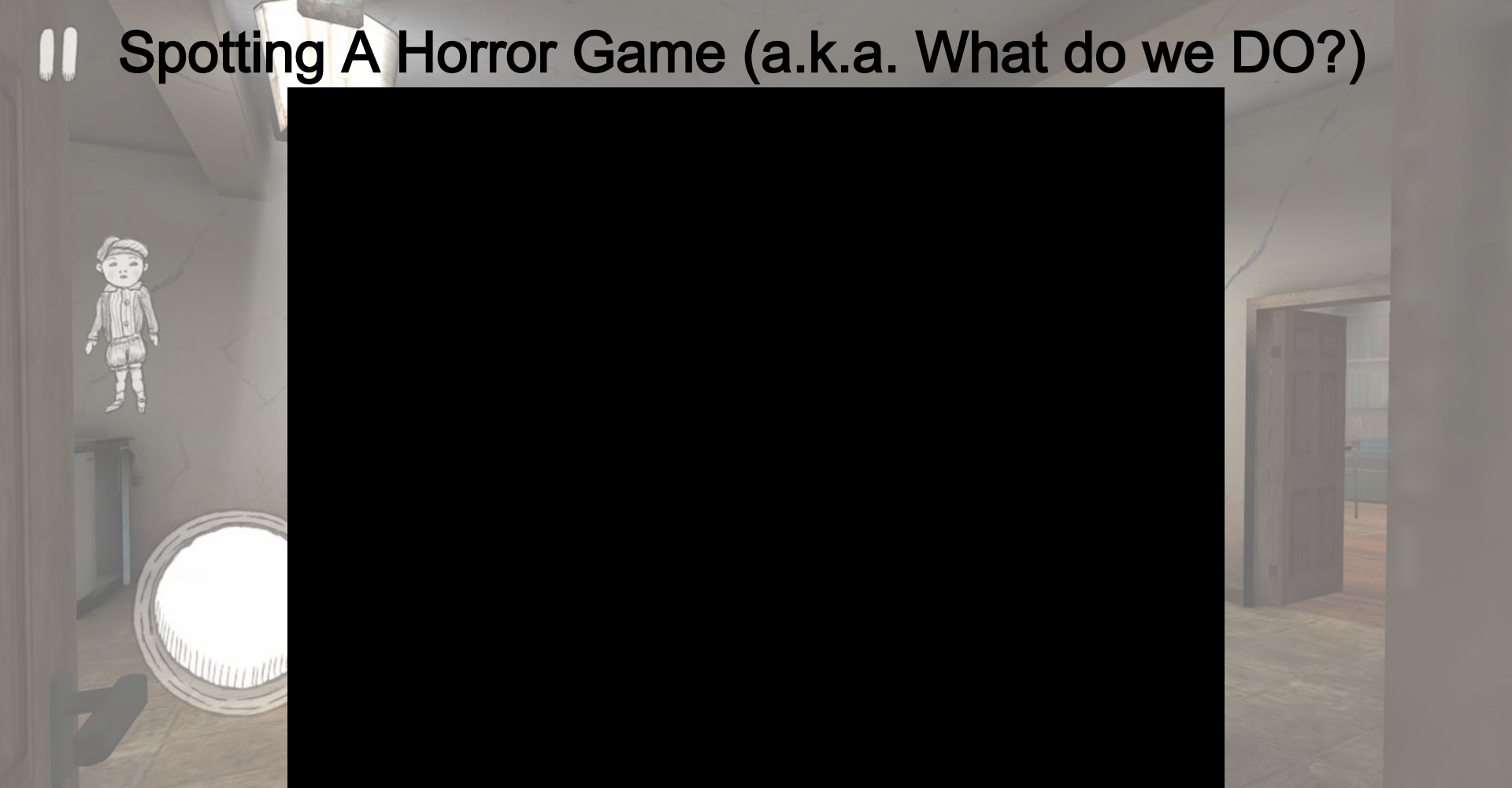


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Spotting A Horror Game (a.k.a. What do we DO?)



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Spotting A Horror Game



- Silence!
- Structure: Build (silence) + Chaos + Denouement (falling action) = Scary
- Game Version: SFX/Ambience + Stinger + Loop



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Spotting A Horror Game





Instrumentation

- Budget
- Flexibility
- Plugin FX
- People Not Instruments



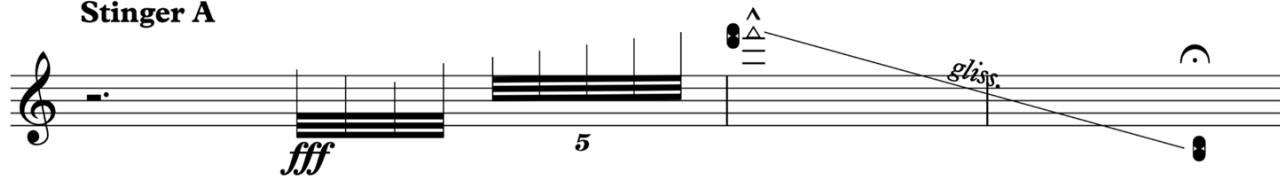
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Aleatory and Extended Techniques

♩ = 160

Stinger A



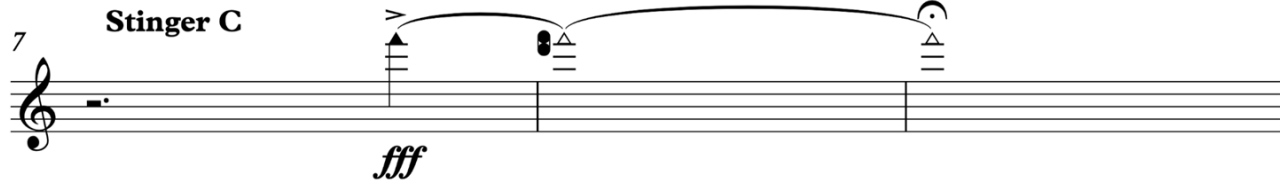
Stinger B

does **not** have to be the same notes as Stinger A



Stinger C

wide, slow vibrato



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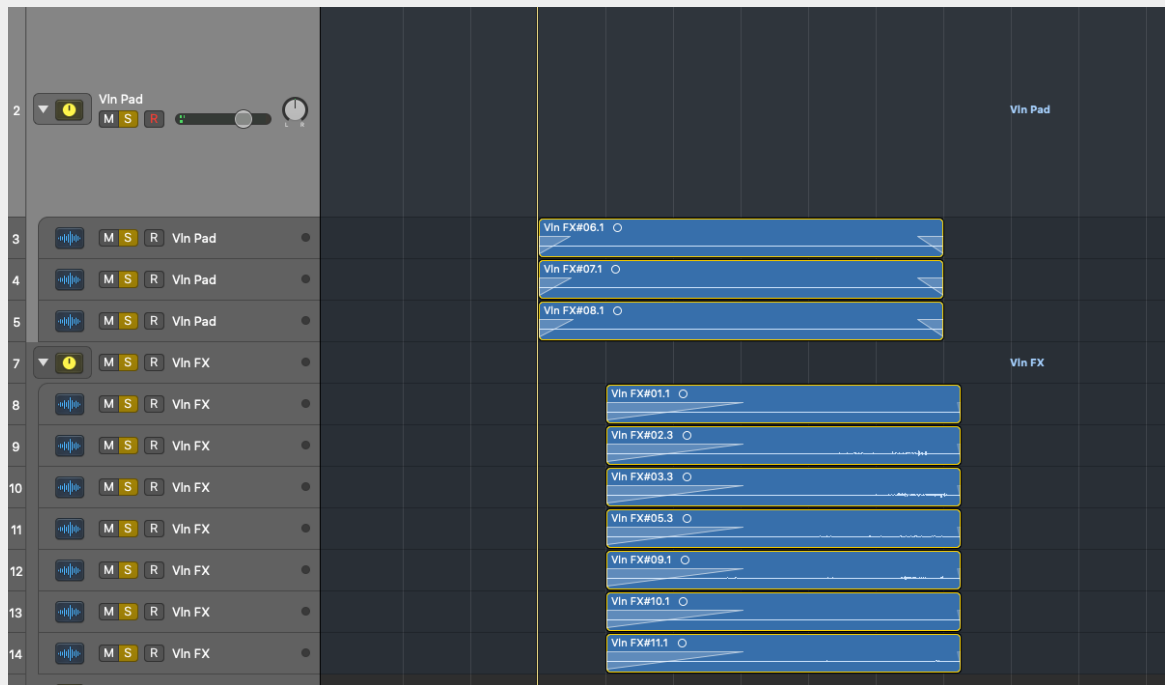
Demonstration



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Demonstration



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Thank You!

Jeff Penny (Saxophone, Clarinet)
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Anthony Carey (Violin)
antcarey89@gmail.com



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Challenges: Budget



- **Tight Budget for music, sound and VO production**
- **Stingers reduced the cost since we recorded shorter pieces to save money.**



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Sound Design and Music Working Together



- Avoiding wall-to-wall music
- Focus on Ambiences, SFX and DSP



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Sound Design and Music Working Together



Digital Signal Processing (DSP)



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Sound Design and Music Working Together



NPC Footsteps



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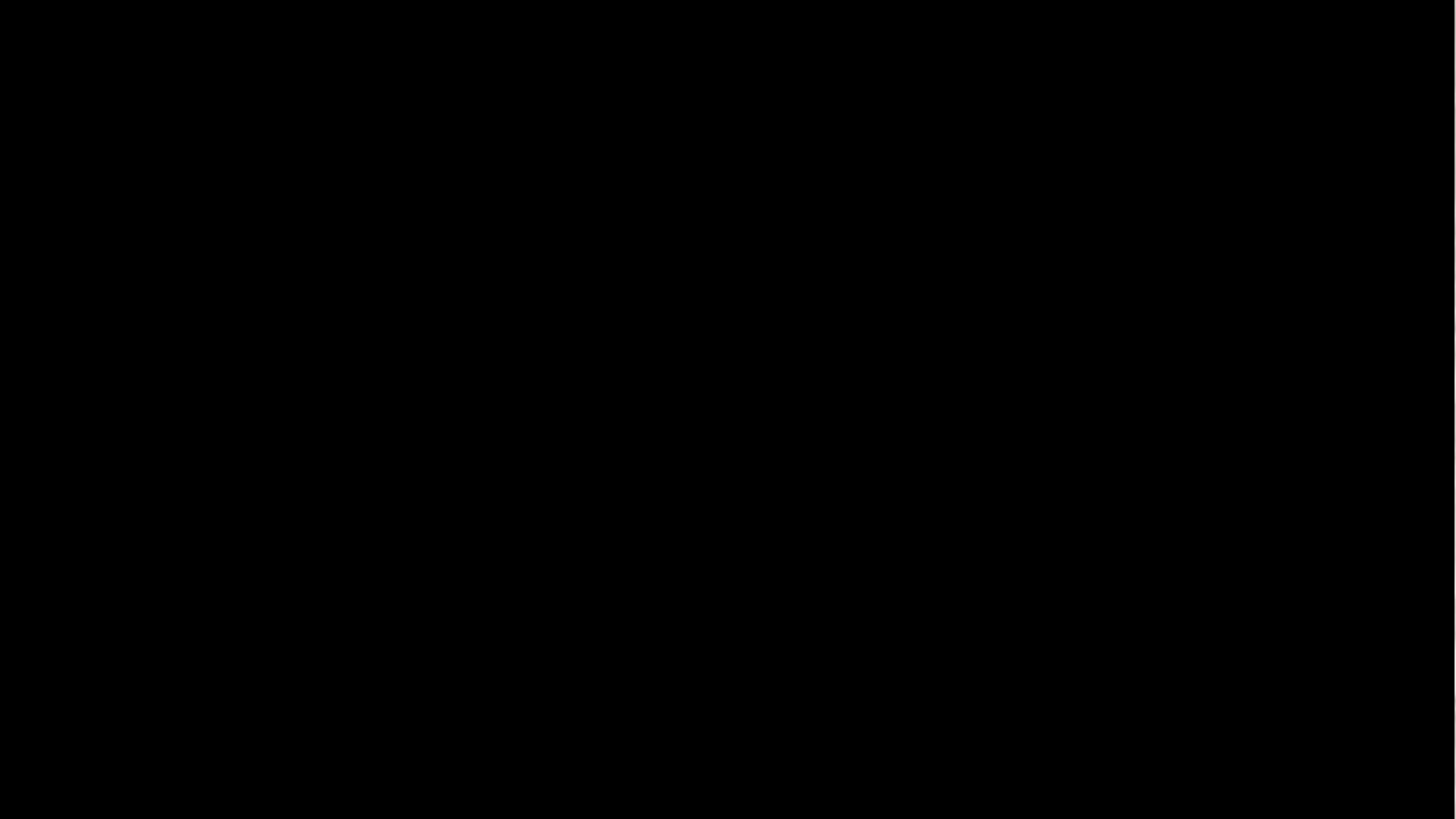
Challenges: Technology

- No middleware for implementation.
- Asset Cannon Approach.
- Video mockups and sound paintings.
- Midi vs. Live Musicians.



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Challenges: Temp Assets

- Temp sound
- Overcoming expectations



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Working With The Developer



- Communication with dev on a tight budget without control over implementation
- Testing and providing feedback on implementation



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ASSET	DESCRIPTION	ASSET TYPE	2D / 3D	LOOP	STATUS	FILE NAME	DEV's COMMENTS	SLS COMMENTS
Chase Music		Music	2D	✓	Delivered	chase_high_livemix_01 chase_low_livemix_01		Delivered high and low intensity mixes
Chase Stingers		Music	2D		Delivered	chase_stinger_01 chase_stinger_02 chase_stinger_03		Trigger these at the same time as the nun scream Randomly alternate these variations
Final Cinematic Music	reference video: https://www.dropbox.com/s/izjfmj3gk2fozrkr/FinalCinematic_1.mov?dl=0	Music	2D	✓	In Progress			
Menu Music	Main menu music	Music	2D	✓	Delivered	music_mainmenu_03.1		
Doll: Countdown stinger	reference video: use_doll_explosion_take_safe_key	Music Stinger	2D		Delivered	doll_stinger_01		I basically merged these two since they start at the same time. Let me know if you like it!
Doll: Countdown Melody	reference video: use_doll_explosion_take_safe_key	Music	2D	✓	Delivered	doll_stinger_01		
Sudden Tense Stinger	When the nun has spotted you - She screams - These should play along with the screams	Music Stinger	2D		In Progress			I'm going to do a few variations of these so they can be randomized. I think it will be scarier this way as it will sound different every time the nun spots you! I'll write them so the chase music can directly follow these stingers
3D Emitters 1	Random noises in the SFX/Ambience/3D Emitters folder to place around where there may be pipes in the walls or to get an eerie feel. They should be in a random array	SFX	3D		SLS ADDED / Delivered	building_creaks_01 & wall_bangs	We let this for next updates	



Testing



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Thank You for Listening!

Contact Us!

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