

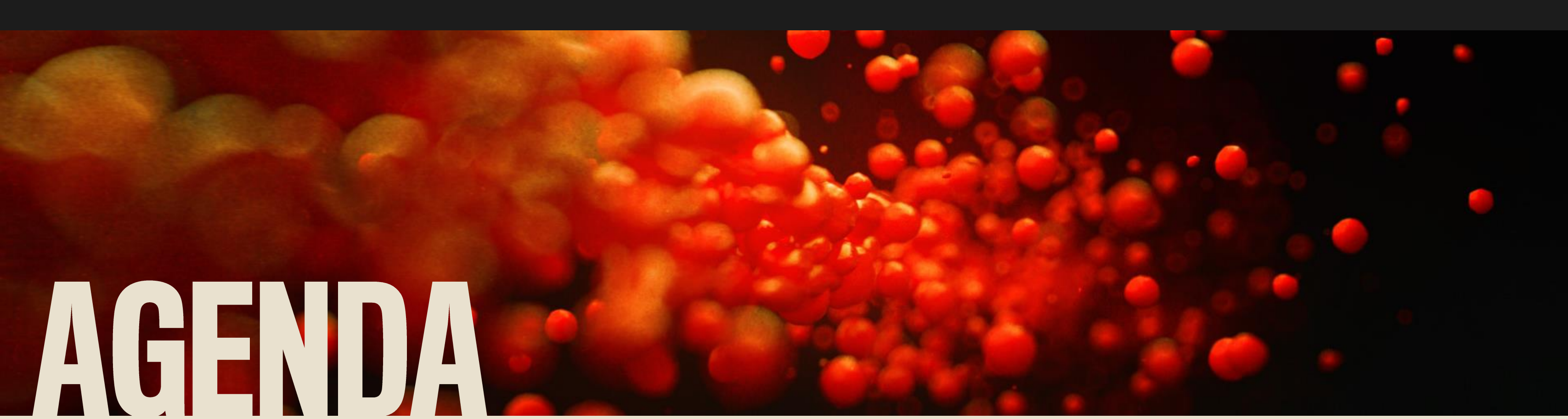
The background of the slide is a promotional image for Far Cry 6. It features a close-up of two characters: a man with a beard and a woman, both looking off to the side. They are wearing red shirts. The background is a warm, orange and yellow sky. In the bottom left corner, there is a small figure of a person standing on a beach, looking out at the ocean.

THE SOUNDSCAPES OF YARA: AUDIO INNOVATION & REPRESENTATION IN FAR CRY 6

Eduardo Vaisman

Audio Director, Ubisoft Toronto

#GDC2022
March 21-25, 2022



AGENDA

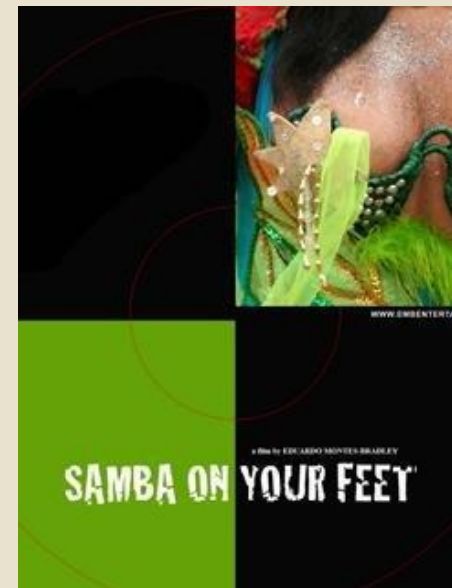
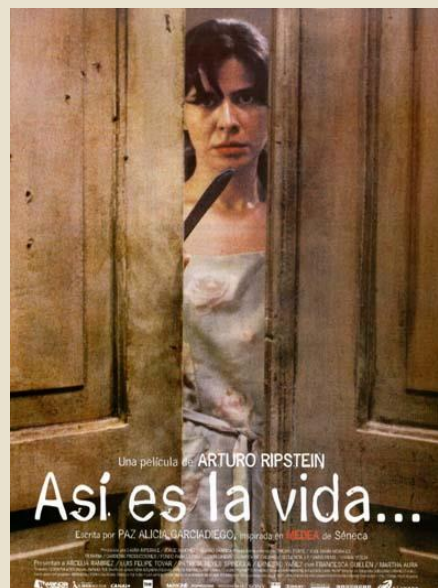
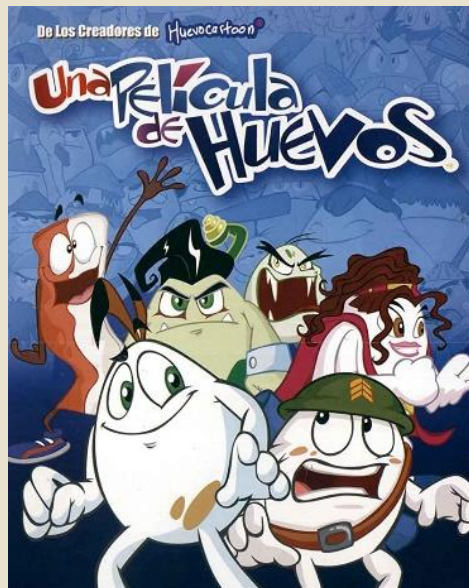
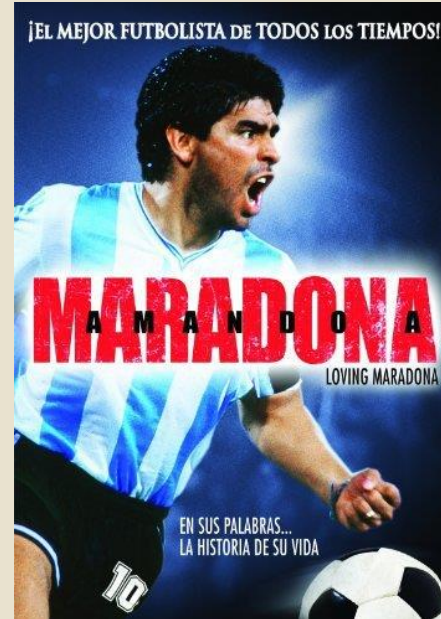
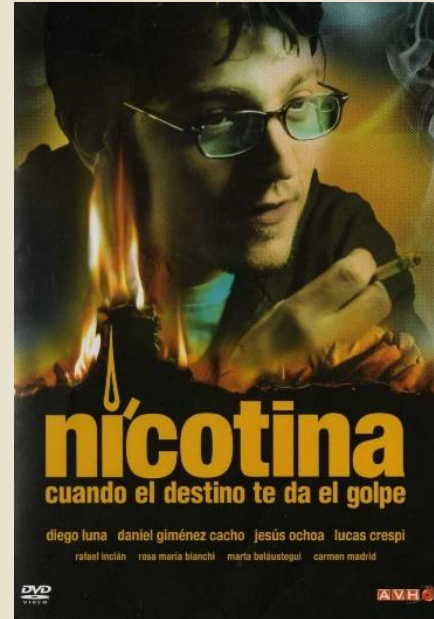
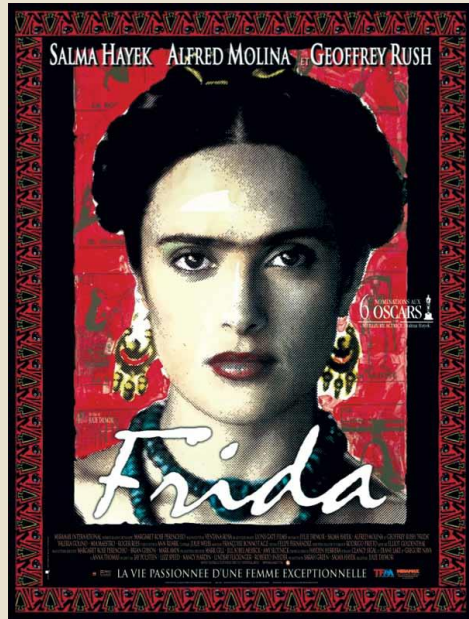
1. ABOUT THE SPEAKER
2. WHAT IS FAR CRY 6 AND WHY INNOVATION AND REPRESENTATION MATTERS?
3. SINGING WITH DANI ROJAS
4. LATINO COMPOSERS & SOUNDTRACK
5. MUSICIANS OF YARA
6. CLOSING STATEMENTS + Q&A

ABOUT THE SPEAKER

1992 - 2010 AUDIO FOR FILM AND TV

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GUERRILLA
WARFARE



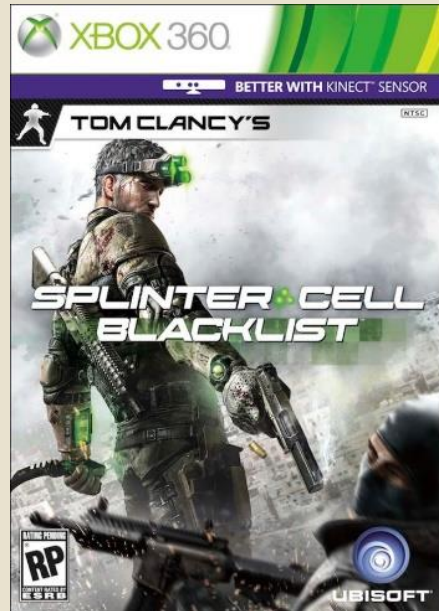
+ 55 FILMS
+ TV SHOWS

ABOUT THE SPEAKER

2010 - 2022 GAME AUDIO - UBISOFT TORONTO

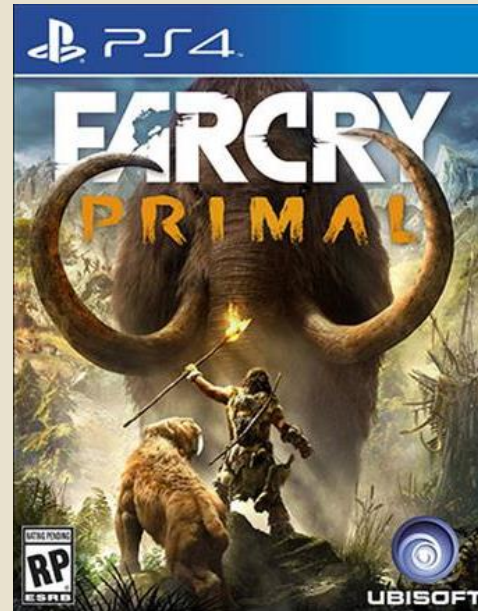
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SOUND DESIGNER

- 5 missions
- Foley/Navigation
- Dialogue
- PerfCap recording



LEAD TEAM AUDIO

- Epic hunts
- Beastmaster mechanics
- Owl Drone
- Boss-fight Udam, Izila



LEAD TEAM AUDIO

- Shangri-La maps
- Demons
- Tiger companion



LEAD TEAM AUDIO

- North region (Jacob Seed)
- 27 missions
- Fishing mechanics
- Cinematics (+2 hours)



AUDIO DIRECTOR

FC6-20-PB-70G023-011

INTRODUCTION

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WHAT IS FAR CRY 6?

AND WHY INNOVATION & REPRESENTATION BECAME AUDIO PILLARS?

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AN ESTABLISHED ACTION ADVENTURE FRANCHISE



A LATINO-CARIBBEAN FANTASY



A LOCAL VOICED CHARACTER



SINGING WITH DANI

CREATING THE "SINGING REFLEX"



QUI VOLE UN ŒUF...

Trouvez un œuf de coq dopé pour Elvis.

• Il en a besoin d'un seul.



FONDERIE FL ESCOU

3



L1 + R1

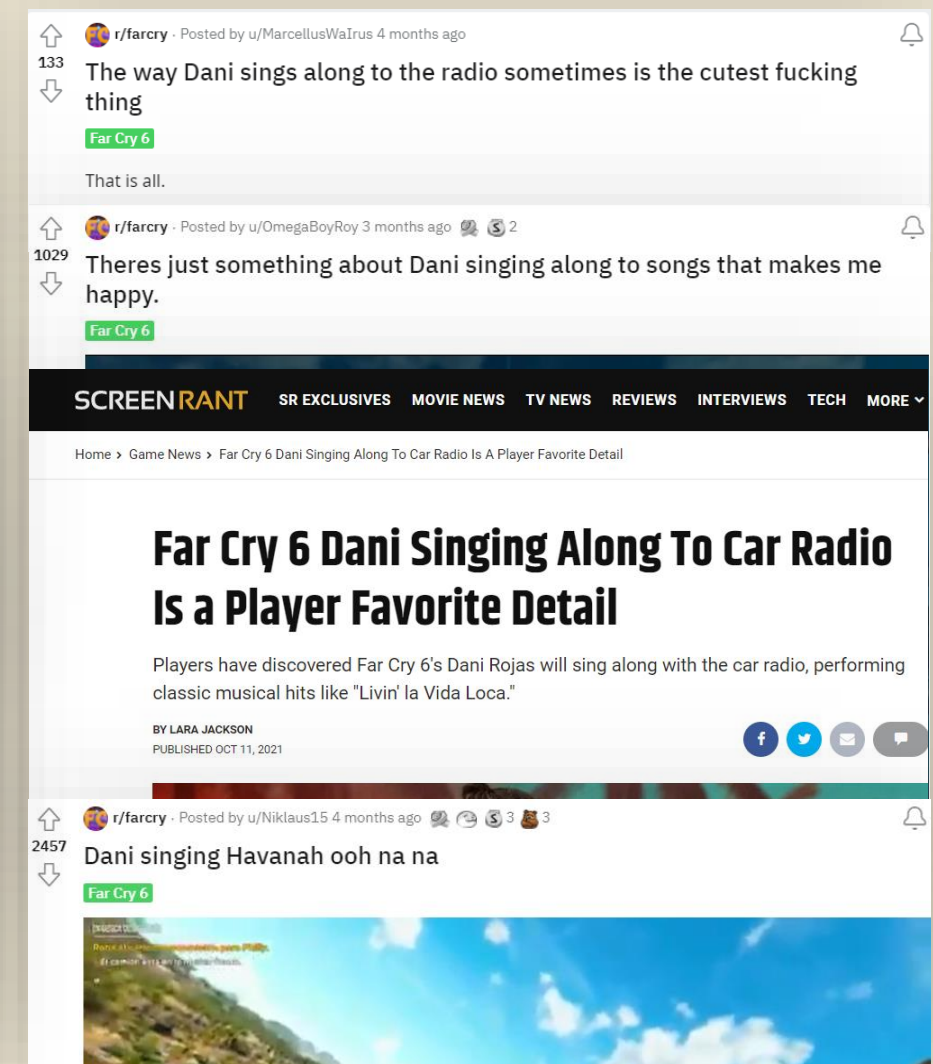
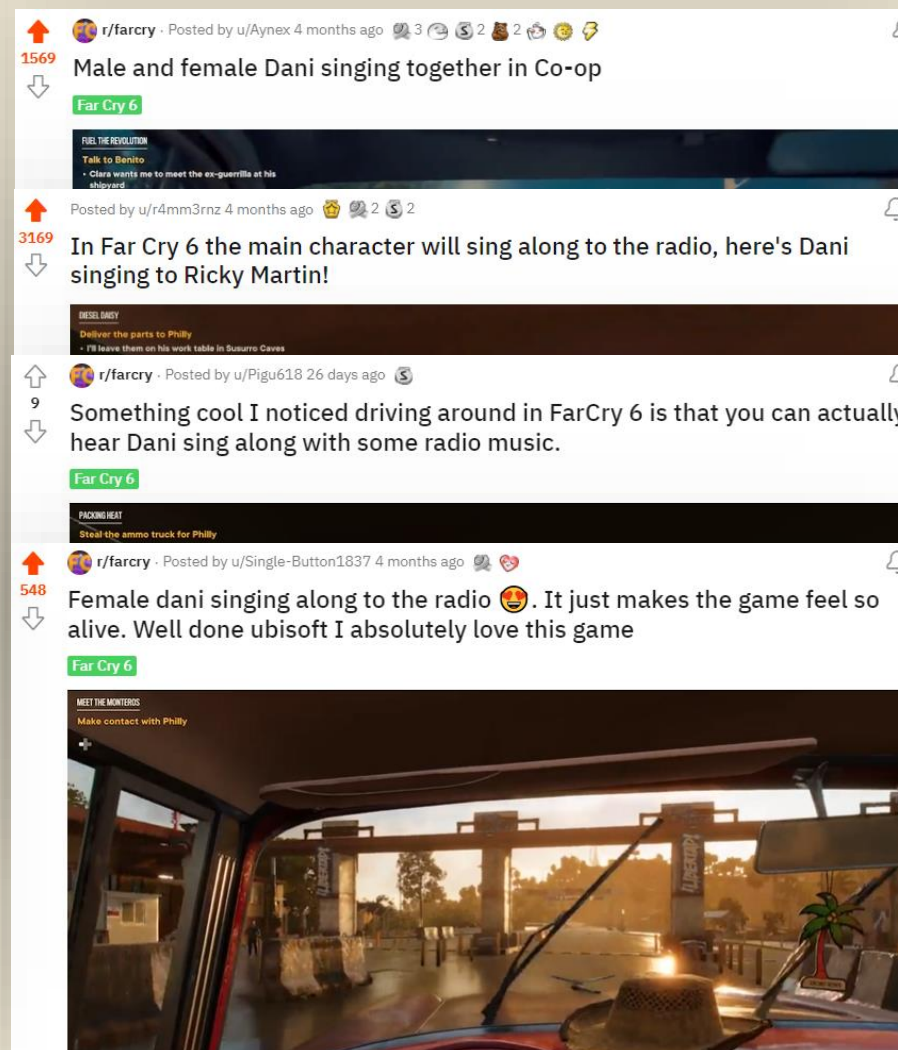
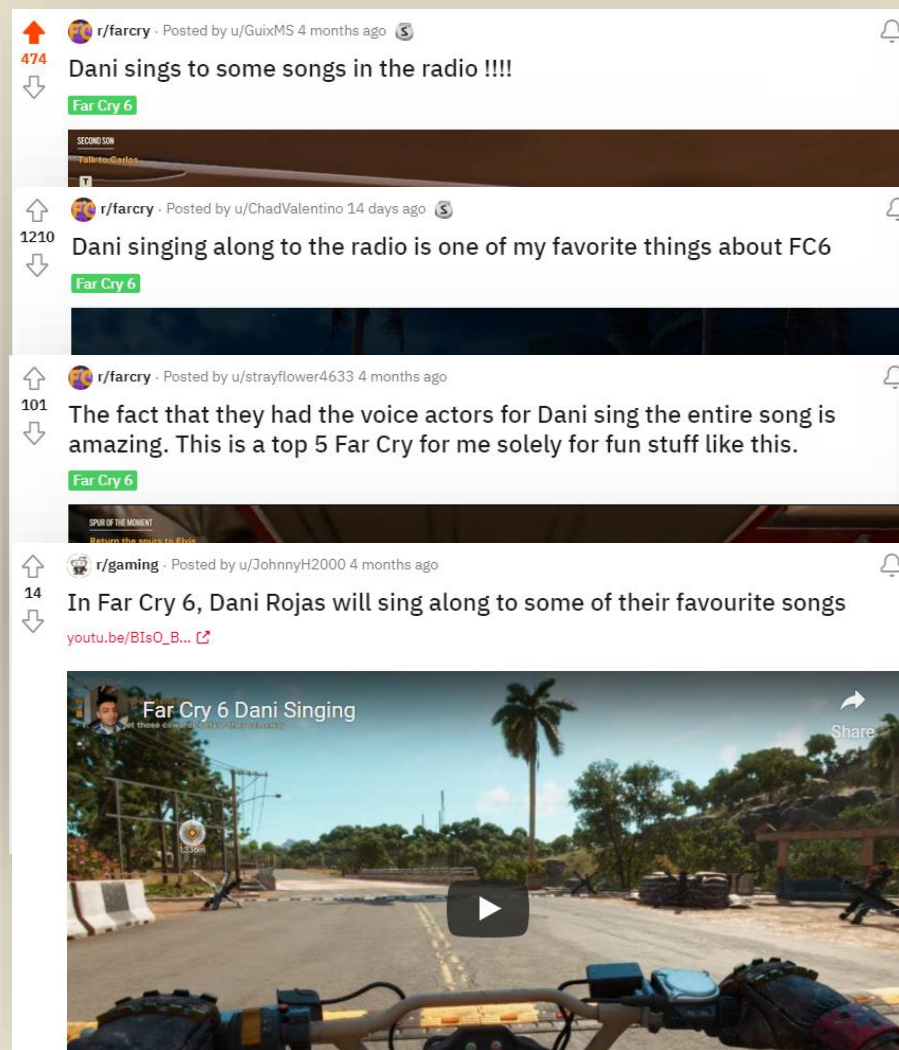
WHY A “SINGING REFLEX” MAKES SENSE IN FAR CRY 6

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- Connects the player with the main character, make Dani realistic and relatable
- Immerse player in the Yaran fantasy
- Reinforce Latino representation through language and repertoire
- Provides a relief from a darker atmosphere



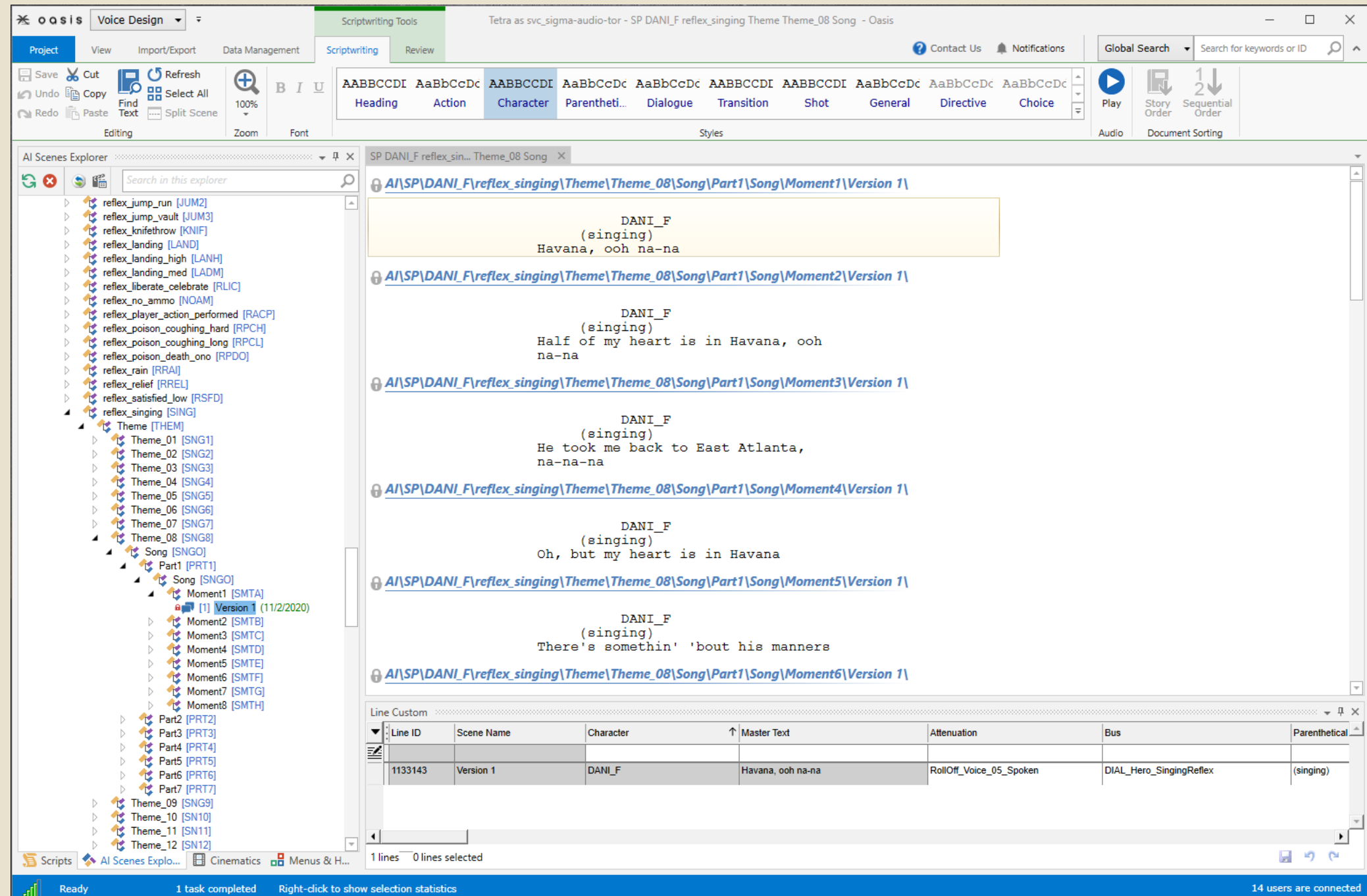
HOW WE ACHIEVED THE SINGING REFLEX

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- The singing reflex is a bark
- When and where Dani should sing? (preconditions)
- Narrative pass for context
- Repertoire - Legal support



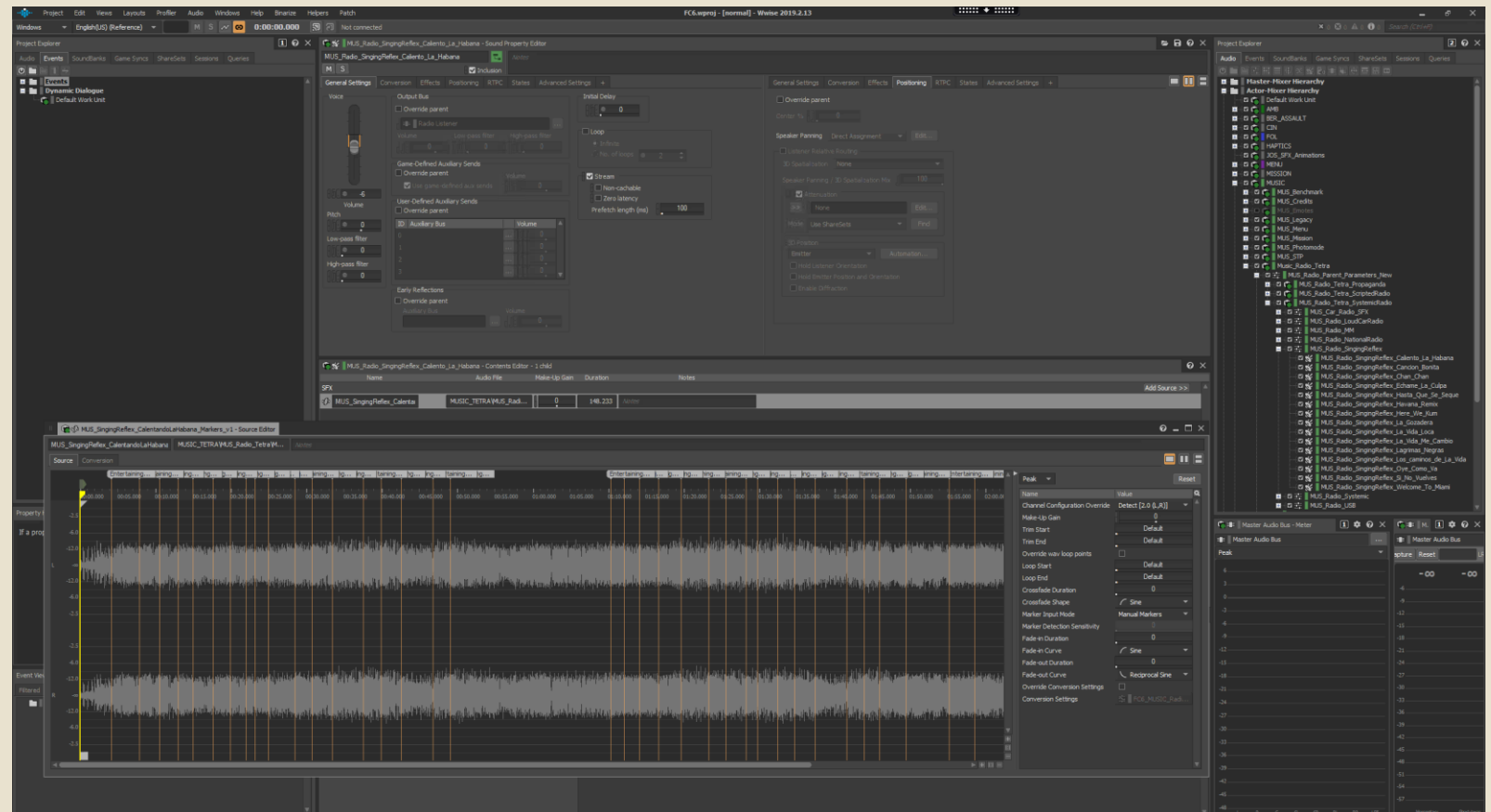
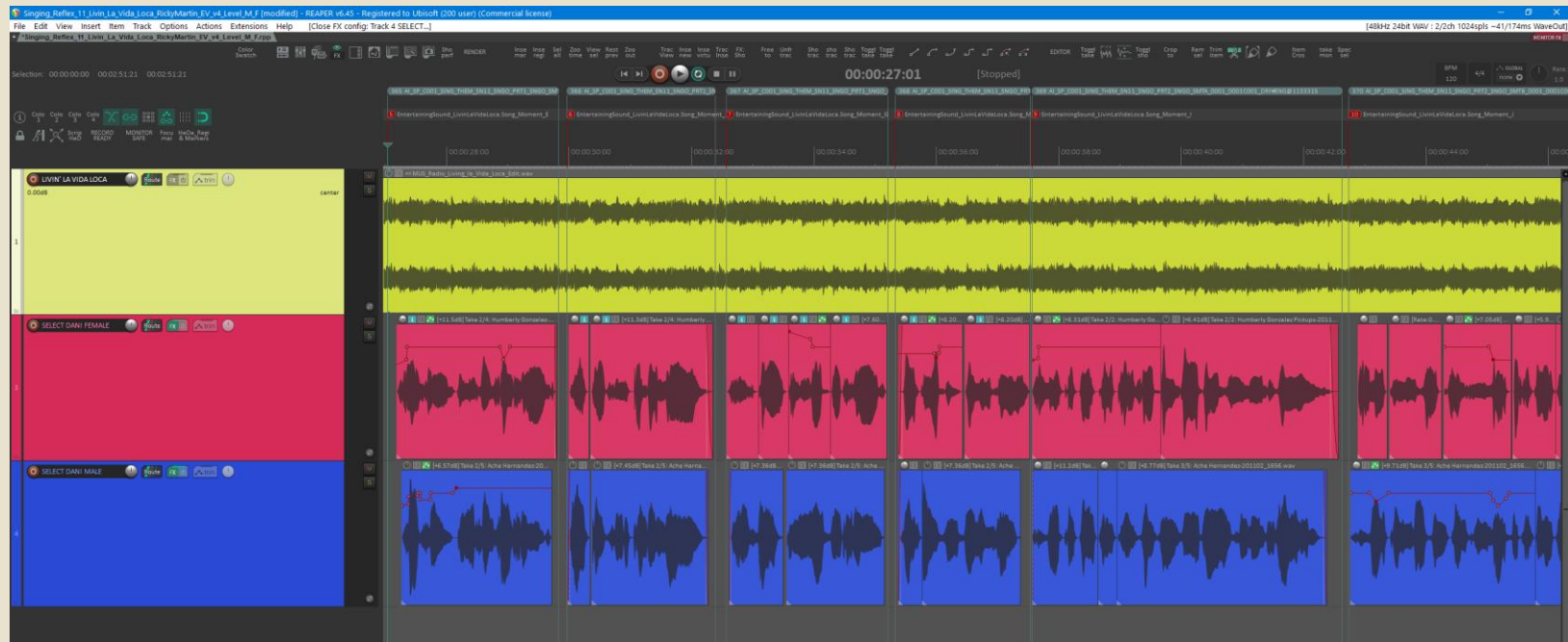
HOW WE ACHIEVED THE SINGING REFLEX

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- Implementation - keeping singing in sync
- Recording, editing, integration (examples later)
- Adding songs through USB keys
- Dani + Dani singing
- Localization Conundrum



ACKNOWLEDGEMENTS

AND WHY INNOVATION & REPRESENTATION BECAME AUDIO PILLARS?

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SINGING REPERTOIRE:

CUBA

SI NO VUELVES

Gente de Zona

CANCION BONITA

El Micha, Diana Fuentes

HASTA QUE SE SEQUE EL MALECON

Jacob forever

LA VIDA ME CAMBIO

Diana Fuentes, Gente de Zona

LAGRIMAS NEGRAS

El Chacal

CALENTANDO LA HABANA

El Chacal

COLOMBIA - ARGENTINA

LOS CAMINOS DE LA VIDA

Omar Geles / Vicentico

PUERTO RICO

LIVIN' LA VIDA LOCA

Ricky Martin

ECHAME LA CULPA

Luis Fonsi, Demi Lovato

MEXICO

HERE WE KUM

Molotov

CUBAN-AMERICAN

WELCOME TO MIAMI

Timbalive

OYE COMO VA

Celia Cruz

LA GOZADERA

Gente de Zona, Mark Anthony

HAVANA

Camila Cabello



EDUARDO VAISMAN

Direction / Editing

GREIG NEWBY

Design / Integration

ANDREW SMITH

Audio Programming



STEPHANE WANTIEZ

AI Programming

GREGOIRE LUCAS MONTEIL

Game Designer

SIMON LANDRY

Music Supervisor

ANTOINE BISSONNETTE-LAVOIE

License Specialist

BONUS TRACK



LATINO COMPOSERS & MORE

REPRESENTATION THROUGH MUSIC AND ACTING



CUBA

**HILARIO
DURÁN**



BRAZIL

**PEDRO
BROMFMAN**



VENEZUELA

GABYLONIA

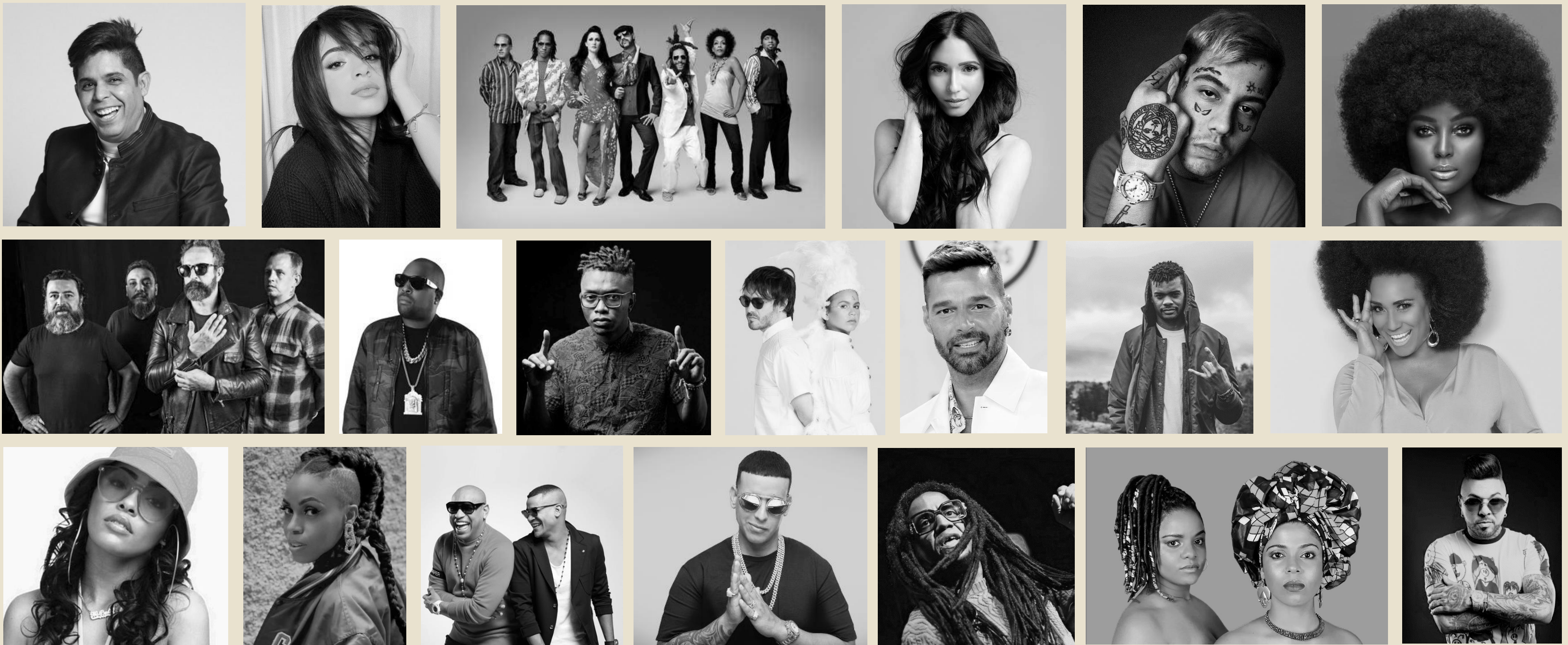


ARGENTINA

**ARIEL
CONTRERAS
-ESQUIVEL**



A SOUNDTRACK CURATED WITH DIVERSITY AND REPRESENTATION IN MIND



MOST OF THE VOICES AND MUSIC OF YARA COME FROM:

Latinos in Canada

Latinos in USA

Cuba

Dominican Republic

Puerto Rico

México

Guatemala

Chile

Ecuador

El Salvador

Venezuela

Colombia

Peru

Argentina

Brasil



Michael Tompsett

LATIN AMERICA

MUSICIANS OF YARA

IN SYNC AND ON BUDGET



HOW WE ACHIEVED THE STREET MUSICIANS

MUSICAL STP

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- **Why I wanted this feature to be done?**
- **Adapting the design to technical constrains**
- **Key role of co-dev partners in Kyiv**
- **Music driving animation**
- **Working with the composer**



HOW WE ACHIEVED THE STREET MUSICIANS

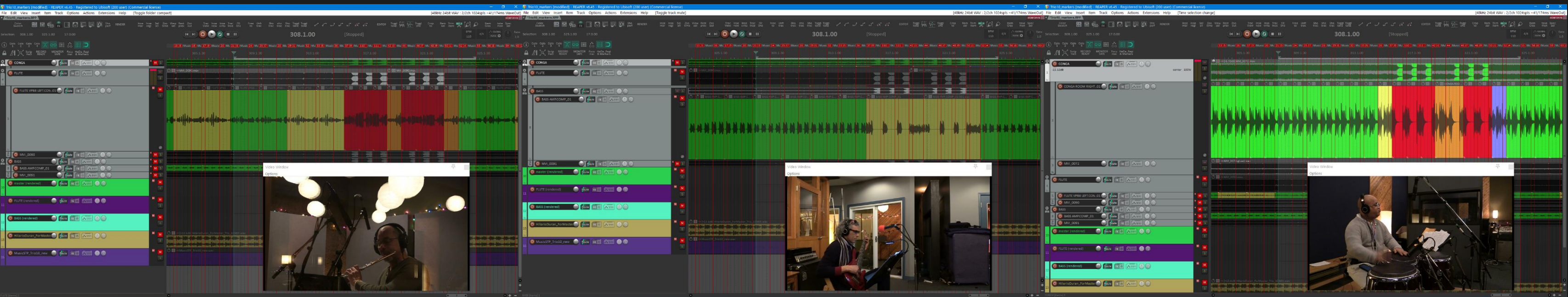
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MUSICAL STP

- **Patterning**
- **Planning of recording with audio and video**
- **Editing and slicing music and animations**
- **Additional animations and repertoire assembly**





'Patterning' REAPER Session



FC6 Street Musicians - Evolution

THE TEAM BEHIND THE STREET MUSICIANS

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WARFARE



LA SONORA YARANA

HILARIO DURAN

Composer and arranger

ROBERTO RIVERON

Bass

'PAPIOSCO' TORRES PAUMIER

Drums

PABLOSKY ROSALES PEÑALVER

Tres

JORGE MAZA

Flute

ALEXANDER BROWN

Trumpet

CANTERBURY STUDIO

Jeremy Darby
Julian Decorte



EDUARDO VAISMAN

Direction

GREIG NEWBY

Editing / Integration

TONY KWAN

Animation Director



OLEKSANDR SHMYGUN

Lead Animator

IVAN CHERNYSHOV

Senior Animator

VLADYSLAV MELKUMO

Senior Animator

OLEKSII ZINCHENKO

Senior Technical Animator

OLEKSANDR MALIN

Technical Animator

ANDRII LEVKOVSKYI

Gameplay Programmer

ROMAN GUSAK

Project Manager

EMBRACING YARA

VOICES AND NARRATIVE



QUESTIONS ?



 **@EdVaisman - DM open**

 **Eduardo Vaisman**