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HOW TO GIVE YOUR GAME AUDIO STYLE

Joanna Orland, Senior Sound Designer
Sony Computer Entertainment Europe
www.JoannaOrland.com
@JoannaOrland

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MOSCONE CENTER · SAN FRANCISCO, CA
MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015

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ME

Joanna Orland

Senior Sound Designer, SCEE

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- **Module leader & lecturer, University of Westminster**

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- Sound Designer, EA / Criterion

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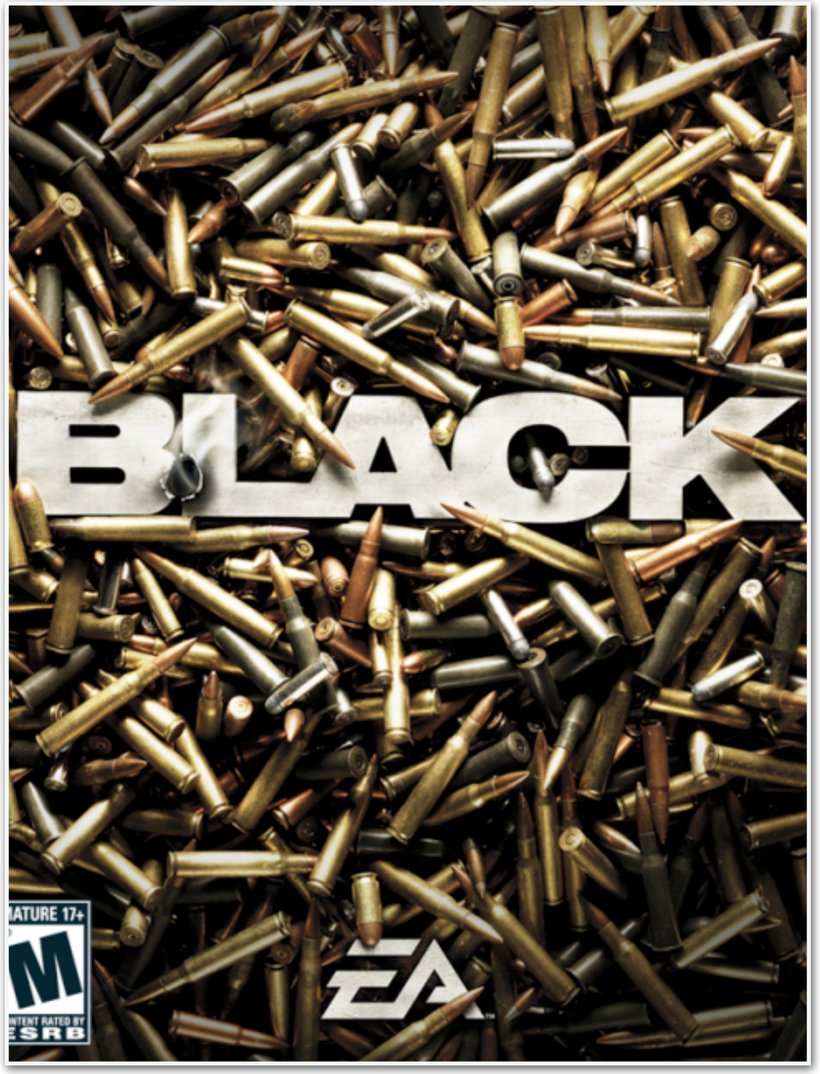

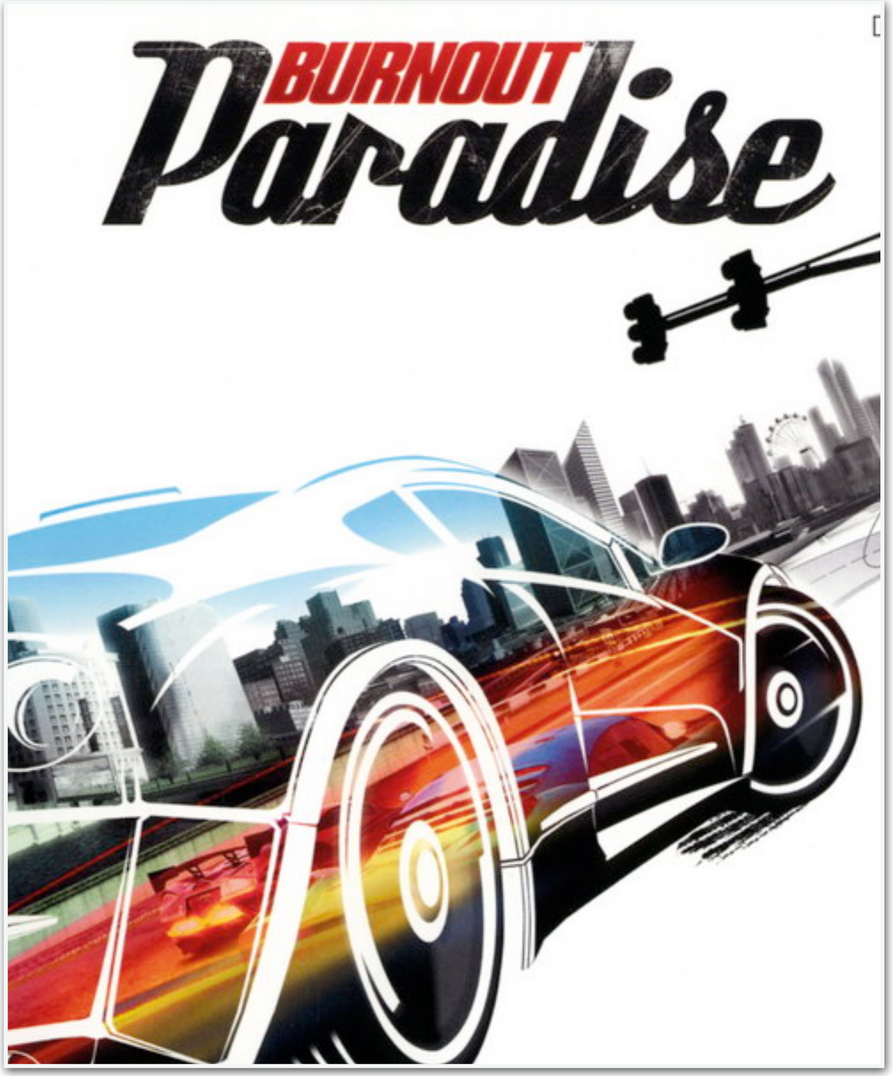

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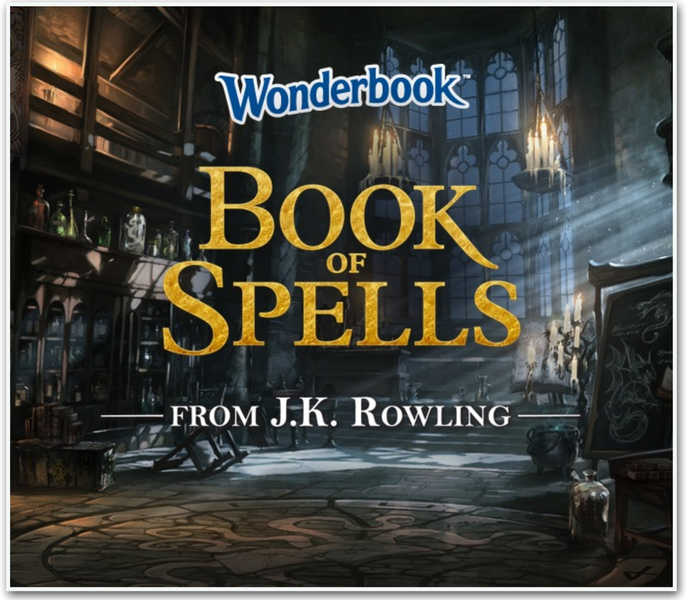

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OVERVIEW

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OVERVIEW

1. Research
2. Psychoanalysis
3. Define audio style
4. Create an audio language
5. Realize vision

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1. RESEARCH

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1. RESEARCH

- Books
- Articles
- Films
- TV
- Games

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WONDERBOOK™: BOOK OF SPELLS

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HORROR

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HORROR

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2. PSYCHOANALYSIS

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WONDERBOOK™: BOOK OF SPELLS

Making Magic Real

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HORROR

Putting a Real Character Into a Hyperreal Environment

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3. DEFINE AN AUDIO STYLE

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HORROR

Putting a Real Character Into a Hyperreal Environment

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HORROR

Putting a Real Character Into a Hyperreal Environment

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WONDERBOOK™: BOOK OF SPELLS

"Magic Is a Force of Nature"

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OVERVIEW

1. Research
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4. CREATE AN AUDIO LANGUAGE

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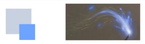
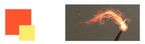
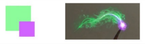
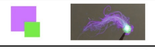
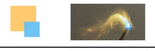
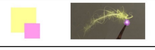
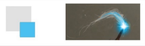
Chapter 1

Spell Name	Spell Colour	Summary	Spell SFX
Wingardium Levitation Charm		Wind	As the spell's results are based in moving things through the air, it will be the wind element that features prominently in the sounds of this spell.
Lumos Wand-Lighting Charm		Earth + Fire	Earth is the element to be primarily used in this spell. While not being the obvious sound of Earth, light is related to the Earth element and the fire sound will be manipulated to represent the lit wand. Metallic (Earth-based) elements will also be subtley used to represent a magical shock of light.
Alhomora Unlocking Charm		Earth	Earth assets will be used in the sound effects to represent the movement of opening objects. There will also be some metallic (Earth-based) elements
Aguamenti Water-Making Spell		Water	Water is the key element in the water making spell. All the sound effects will be sourced from water.

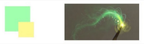
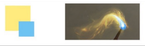
Chapter 2

Spell Name	Spell Colour	Summary	Spell SFX
Incendio Fire-Making Spell		Fire	Fire is the key element in the fire making spell. All the sound effects will be sourced from Fire.
Avis Bird-Counjuring Charm		Wind + Earth	Shotgun + Birds (Earth-based) + Wind. Even the shotgun sound itself will solely be created from the 2 elements including metal (Earth), & Wind.
Oppugno Controling birds		Wind + Earth	Wind + Earth-based elements will be used to control the Avis birds. Primarily you will hear wind movement and bird sounds.
Aparecium Revealing Charm		Earth	Earth will be the primary element in this sound source.
Engorgio Engorgement Charm		Earth + Wind	Earth with a hint of Wind to signify the growth of an object and its movement through sizes.
Reducio Shrinking Charm		Earth + Wind	Earth with a hint of Wind to signify the shrinking of an object and its movement through sizes.

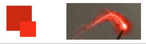
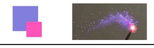
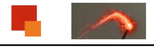
Chapter 3

Spell Name	Spell Colour	Summary	Spell SFX
Defodio Gouging Charm		Earth	Earth elements will be used for this sound.
Geminio Curse		Wind + Earth	Wind & Earth sounds will be used to create the duplication of an object sound.
Reparo Mending Charm		Earth	Earth will be the primary element.
Scourgify Scouring Charm		Earth + Wind	Earth & Wind elements combined will make up the source of this spell.
Protego Shield charm		Earth + Fire	Metal (Earth-based) as well as hints of Wind and Electricity (Fire) will make up the results of the spell

Chapter 4

Spell Name	Spell Colour	Summary	Spell SFX
Accio Summoning Charm		Wind	Wind will be the primary element in this sound source.
Diffindo Severing Charm		Earth	Earth will be the primary element in this sound source including some earth based metalic sounds.
Impedimenta Impediment Jinx		Wind + Earth	Wind & Earth - movement will be used to represent the time freeze
Duro Hardening Charm		Earth + Water	Earth will be the primary element in this sound source. There will also be hints of Ice (Water) to give it that extra feel of something hardening.
Disillusionment Charm		Wind + Earth	Wind & Earth sounds will be used to create the duplication of an object sound.
Rictusempra Tickling Jinx		Wind	Wind with elements of Earth will make up the sound source including some earthed based metalic sounds.

Chapter 5

Spell Name	Spell Colour	Summary	Spell SFX
Expelliarmus Disarming Charm		Wind	Wind will be the primary element in this sound source.
Reducto Reductor Curse		Earth + Fire	Earth will be the primary element in this sound source. Thunder / Electricity (Fire) will also be used as sound source
Expecto Patronum Patronus Charm		Wind + Earth	Wind with elements of Earth will make up this sound source.
Stupefy Stunning Spell		Fire	Fire - electricity will be the key element in this sound source.

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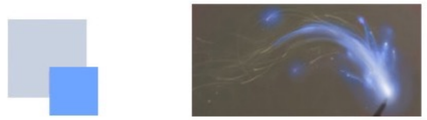
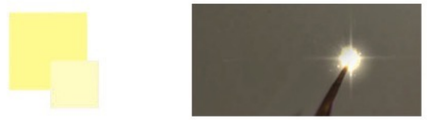
Chapter 1

Spell Name	Spell Colour	Summary	Spell SFX
Wingardium Levitation Charm		Wind	As the spell's results are based in moving things through the air, it will be the wind element that features prominently in the sounds of this spell.
Lumos Wand-Lighting Charm		Earth + Fire	Earth is the element to be primarily used in this spell. While not being the obvious sound of Earth, light is related to the Earth element and the fire source will be manipulated to represent the lit wand. Metallic (Earth-based) elements will also be subtley used to represent a magical sheen of light.
Alhomora Unlocking Charm		Earth	Earth assets will be used in the sound effects to represent the movement of opening objects. There will also be some metallic (Earth-based) elements
Aguamenti Water-Making Spell		Water	Water is the key element in the water making spell. All the sound effects will be sourced from water.

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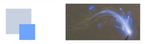
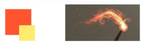
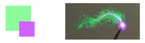
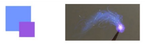
Chapter 1

Spell Name	Spell Colour	Summary	Spell SFX
Wingardium Levitation Charm		Wind	As the spell's results are based in moving things through the air, it will be the wind element that features prominently in the sounds of this spell.
Lumos Wand-Lighting Charm		Earth + Fire	Earth is the element to be primarily used in this spell. While not being the obvious sound of Earth, light is related to the Earth element and the fire sound will be manipulated to represent the lit wand. Metallic (Earth-based) elements will also be subtley used to represent a magical shock of light.
Alhomora Unlocking Charm		Earth	Earth assets will be used in the sound effects to represent the movement of opening objects. There will also be some metallic (Earth-based) elements
Aguamenti Water-Making Spell		Water	Water is the key element in the water making spell. All the sound effects will be sourced from water.

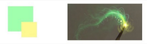
Chapter 2

Spell Name	Spell Colour	Summary	Spell SFX
Incendio Fire-Making Spell		Fire	Fire is the key element in the fire making spell. All the sound effects will be sourced from Fire.
Avis Bird-Counjuring Charm		Wind + Earth	Shotgun + Birds (Earth-based) + Wind. Even the shotgun sound itself will solely be created from the 2 elements including metal (Earth), & Wind.
Oppugno Controling birds		Wind + Earth	Wind + Earth-based elements will be used to control the Avis birds. Primarily you will hear wind movement and bird sounds.
Aparecium Revealing Charm		Earth	Earth will be the primary element in this sound source.
Engorgio Engorgement Charm		Earth + Wind	Earth with a hint of Wind to signify the growth of an object and its movement through sizes.
Reducio Shrinking Charm		Earth + Wind	Earth with a hint of Wind to signify the shrinking of an object and its movement through sizes.

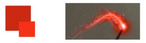
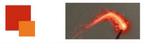
Chapter 3

Spell Name	Spell Colour	Summary	Spell SFX
Defodio Gouging Charm		Earth	Earth elements will be used for this sound.
Geminio Curse		Wind + Earth	Wind & Earth sounds will be used to create the duplication of an object sound.
Reparo Mending Charm		Earth	Earth will be the primary element.
Scourgify Scouring Charm		Earth + Wind	Earth & Wind elements combined will make up the source of this spell.
Protego Shield charm		Earth + Fire	Metal (Earth-based) as well as hints of Wind and Electricity (Fire) will make up the results of the spell

Chapter 4

Spell Name	Spell Colour	Summary	Spell SFX
Accio Summoning Charm		Wind	Wind will be the primary element in this sound source.
Diffindo Severing Charm		Earth	Earth will be the primary element in this sound source including some earth based metalic sounds.
Impedimenta Impediment Jinx		Wind + Earth	Wind & Earth - movement will be used to represent the time freeze
Duro Hardening Charm		Earth + Water	Earth will be the primary element in this sound source. There will also be hints of Ice (Water) to give it that extra feel of something hardening.
Disillusionment Charm		Wind + Earth	Wind & Earth sounds will be used to create the duplication of an object sound.
Rictusempra Tickling Jinx		Wind	Wind with elements of Earth will make up the sound source including some earthed based metalic sounds.

Chapter 5

Spell Name	Spell Colour	Summary	Spell SFX
Expelliarmus Disarming Charm		Wind	Wind will be the primary element in this sound source.
Reducto Reductor Curse		Earth + Fire	Earth will be the primary element in this sound source. Thunder / Electricity (Fire) will also be used as sound source
Expecto Patronum Patronus Charm		Wind + Earth	Wind with elements of Earth will make up this sound source.
Stupefy Stunning Spell		Fire	Fire - electricity will be the key element in this sound source.

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5. REALIZE VISION

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IN SUMMARY

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1. Research

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2. Psychoanalysis

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IN SUMMARY

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QUESTIONS?

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