



LittleBigPlanet 3 and Beyond:

***Taking Your Score
to Vertical Extremes***

Speaker Name: Winifred Phillips

Twitter: @winphillips

Facebook.com/winifredphillips

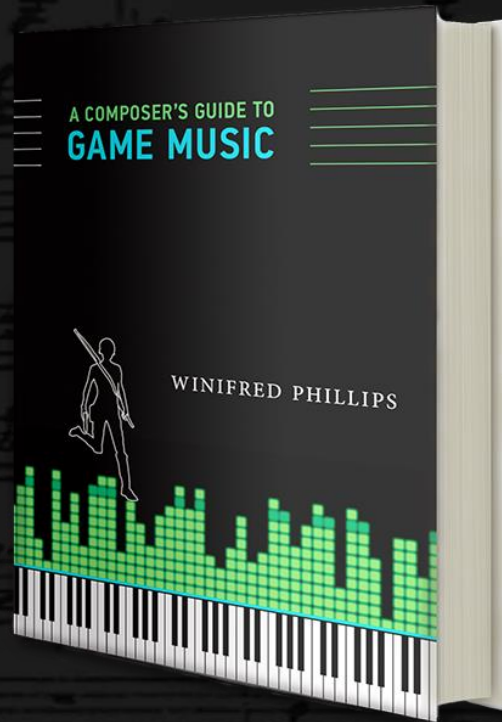
GAME DEVELOPERS CONFERENCE®

MOSCONE CENTER · SAN FRANCISCO, CA

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

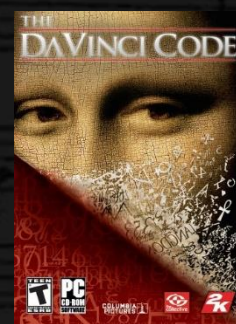
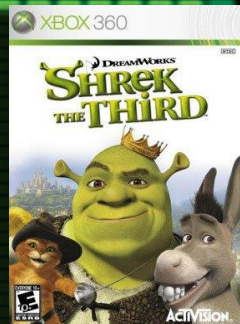
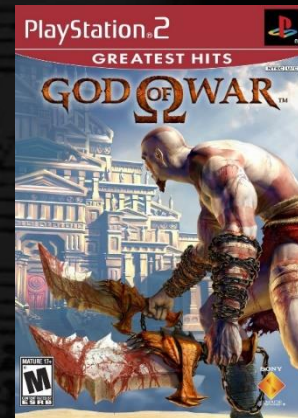
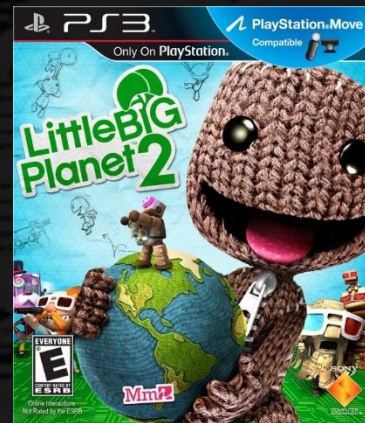
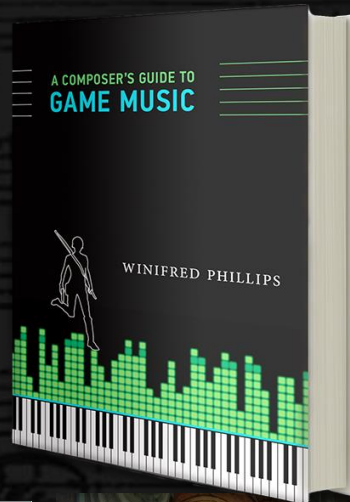
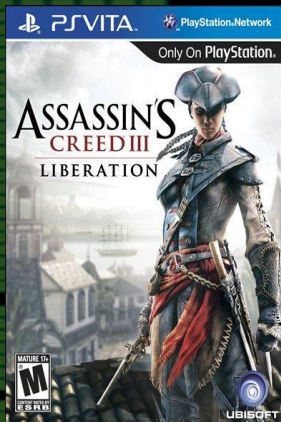


Winifred Phillips






Winifred Phillips





Winifred Phillips



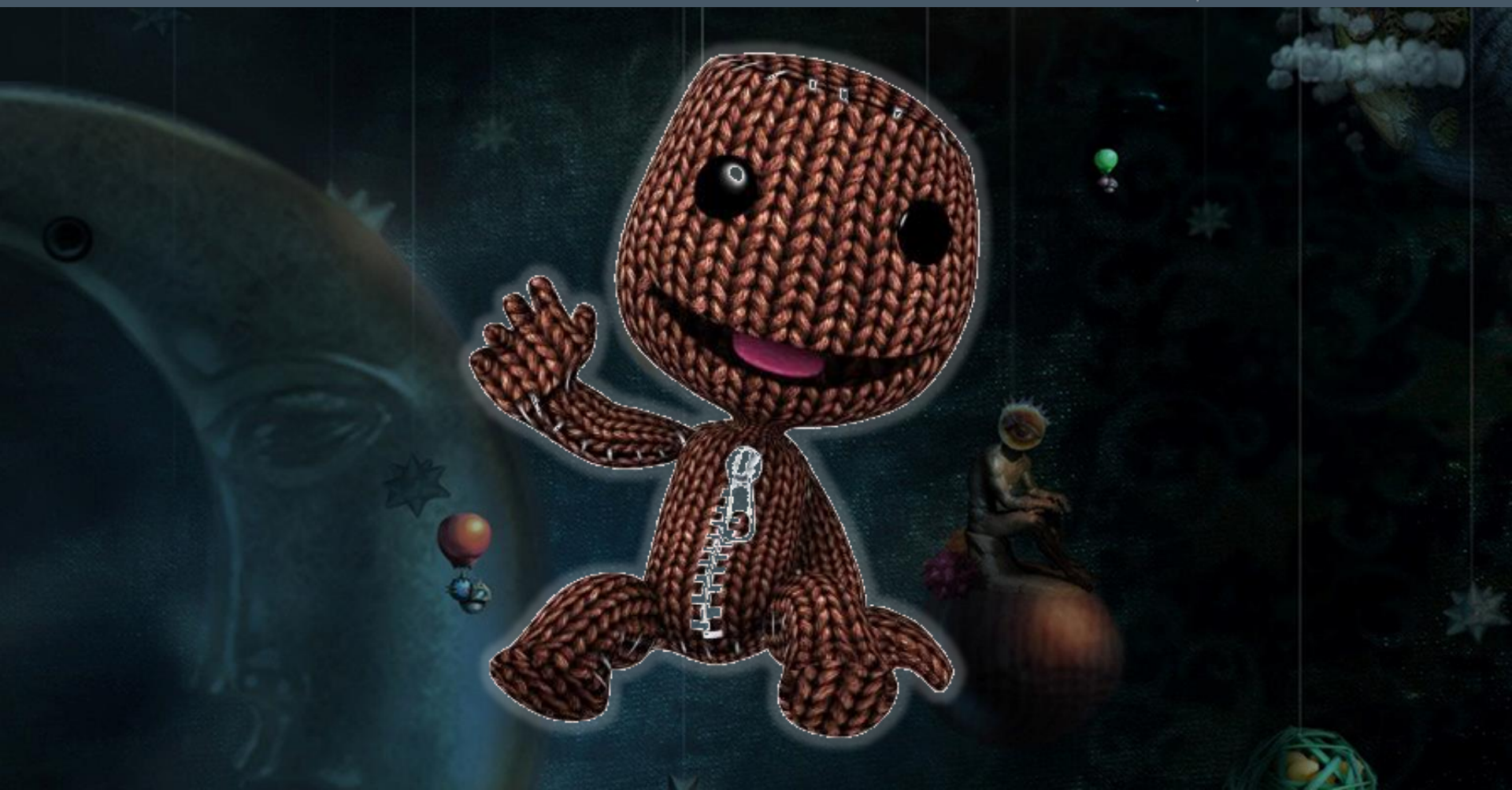
The background of the slide is a screenshot from the game LittleBigPlanet 3. It shows a dark, starry space environment. On the left, a large, curved, metallic structure, possibly part of a spaceship or a planet's surface, is visible. In the center, a small, brown, furry character is riding a large, brown, spherical object. To the right, a small, green, spherical object is floating. The overall scene is dark and atmospheric, with various celestial bodies and structures scattered throughout.

LittleBigPlanet 3 and Beyond: Taking Your Score to Vertical Extremes



















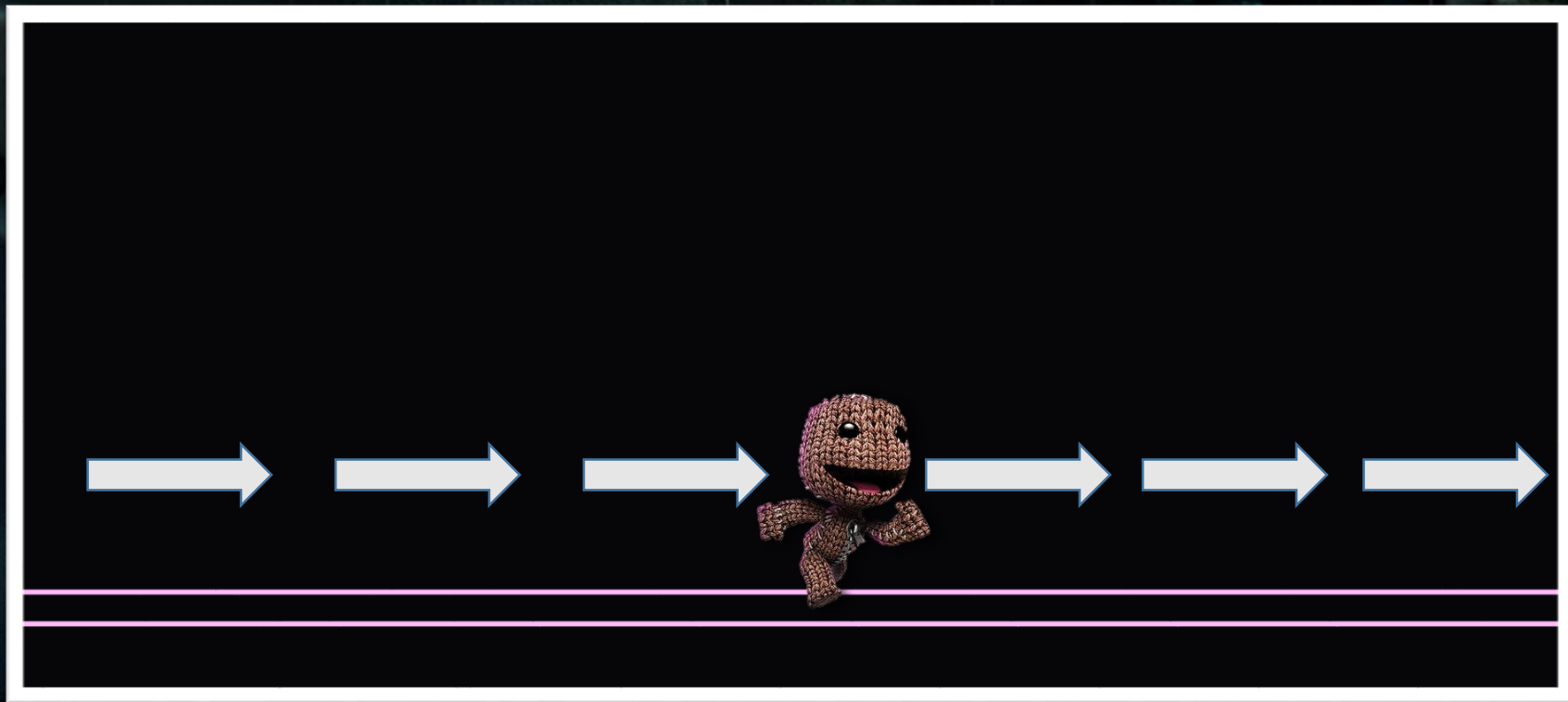




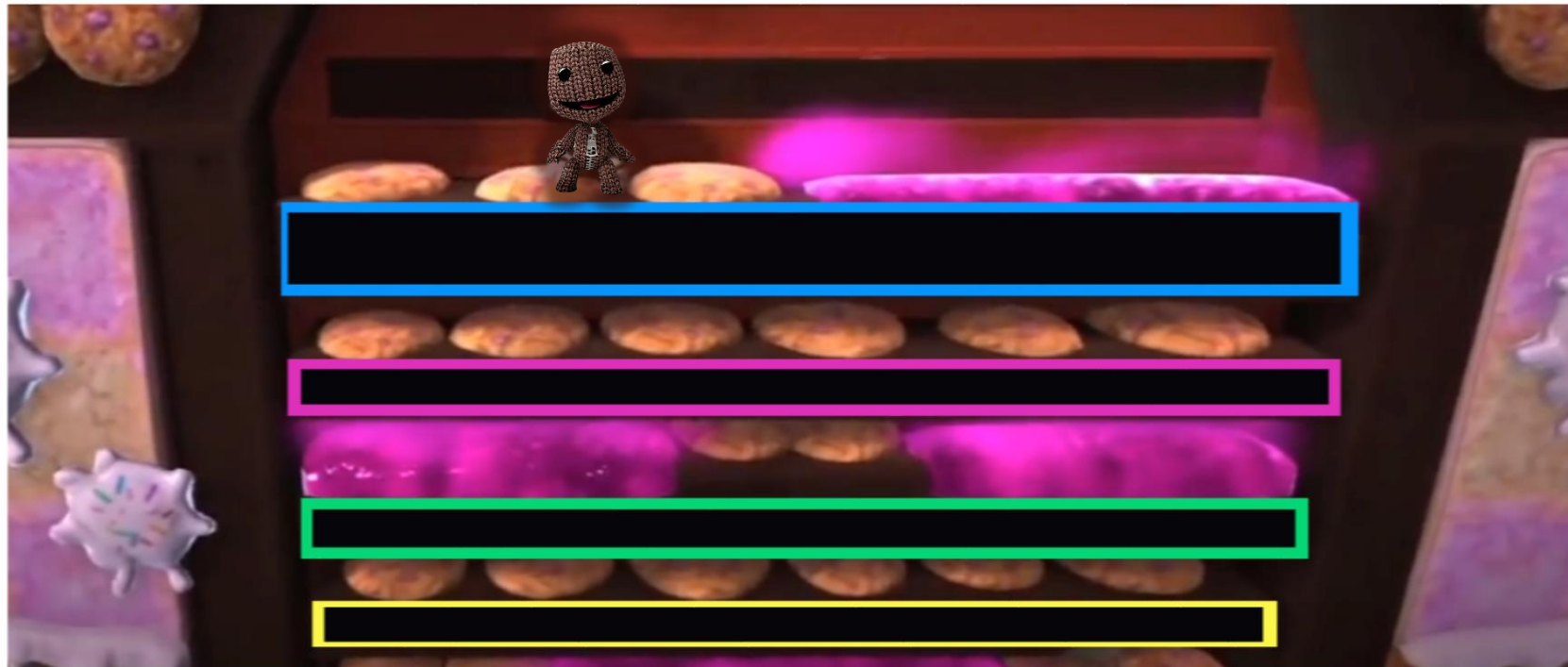
Taking Your Music to Vertical Extremes

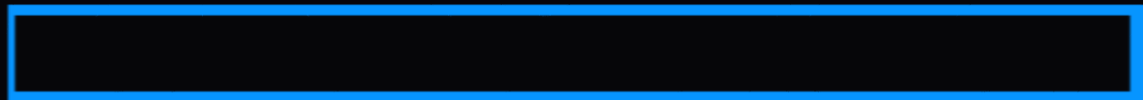










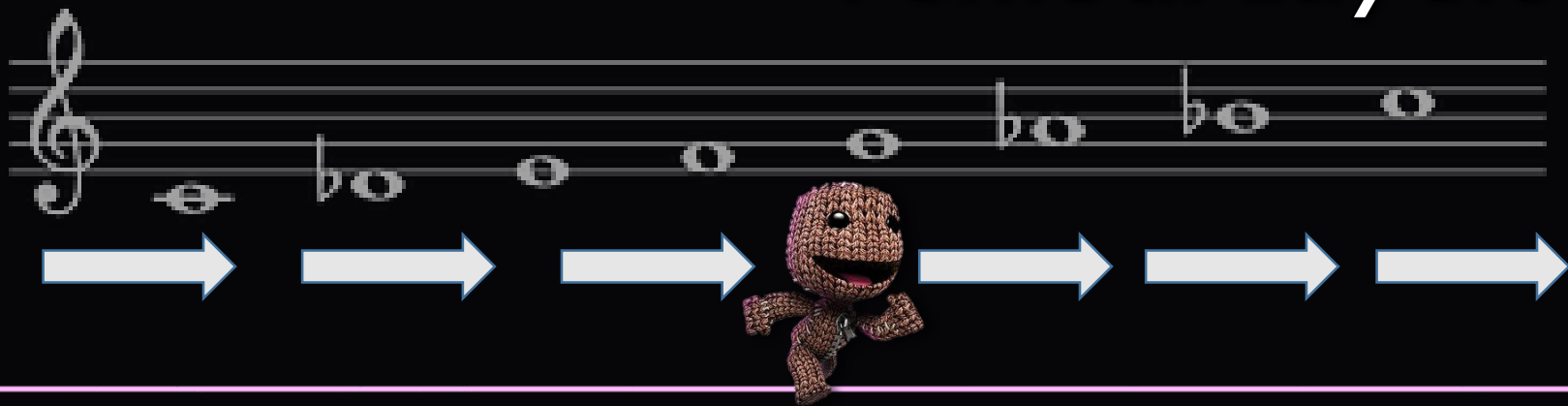


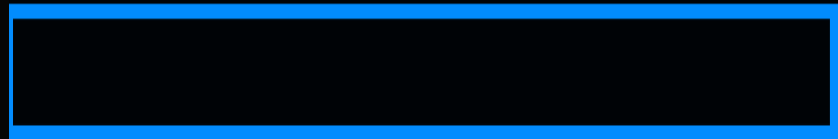






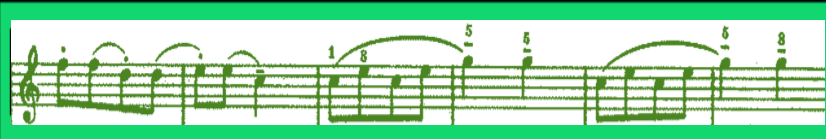
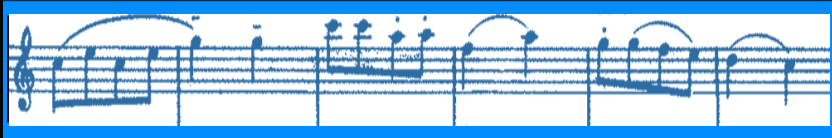
Vertical Layers





Vertical Layers

✓ *Simultaneous*



Vertical Layers

- ✓ *Simultaneous*
- ✓ *Reactive*



Vertical Layers

- ✓ *Simultaneous*
- ✓ *Reactive*
- ✓ *Challenging*



Martin Hewett
Sr. Music Supervisor



COMPUTER
ENTERTAINMENT®



Martin Lynagh
Producer



Kenny Young
Audio Lead







TARSIER
STUDIOS



Tobias Lilja
Audio Designer



COMPUTER
ENTERTAINMENT®



Martin Hewett
Sr. Music Supervisor



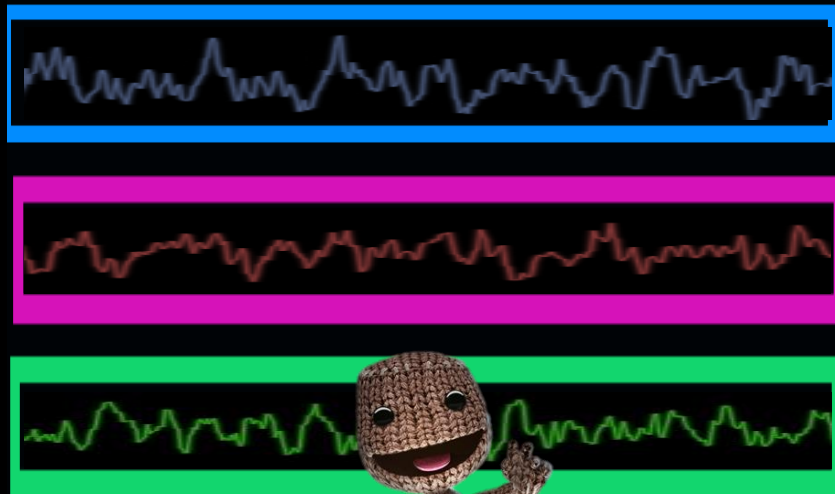


**Land of
Marianne**





**Land of
Marianne**







Music Design Brief





Music Design Brief

✓ *Structural
Intricacy*



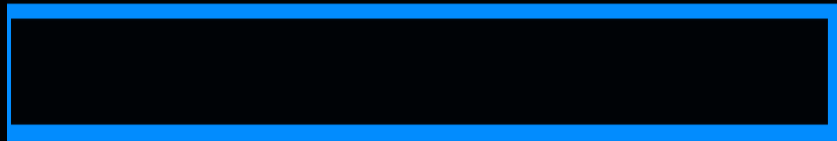


**Land of
Marianne**





**Land of
Marianne**



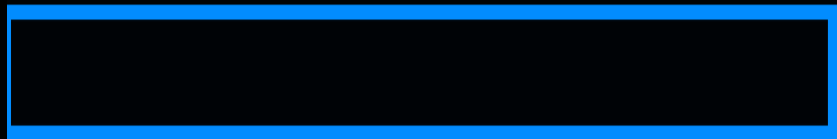


**Land of
Marianne**





**Land of
Marianne**





**Land of
Marianne**





**Land of
Marianne**





**Land of
Marianne**





**Land of
Marianne**

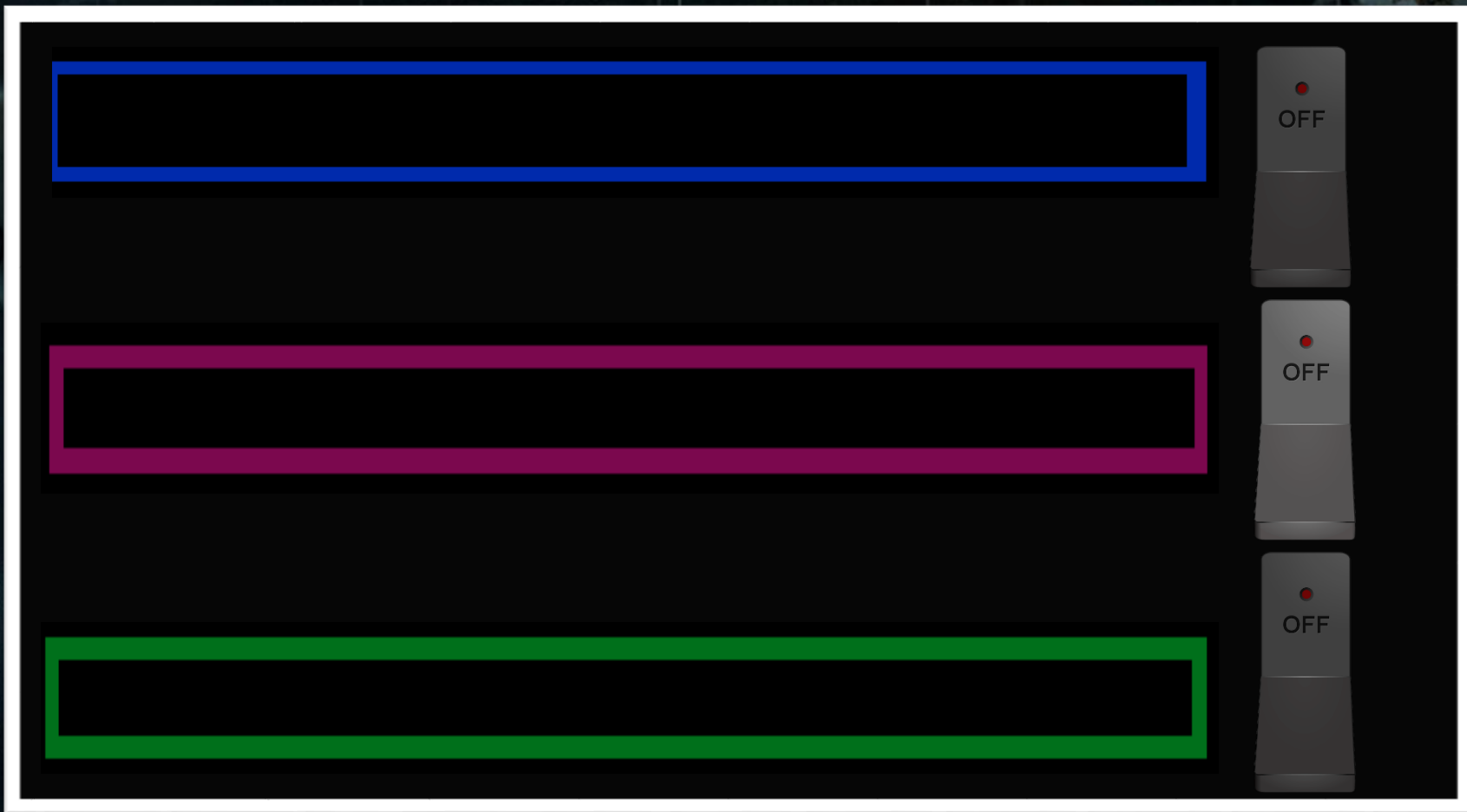




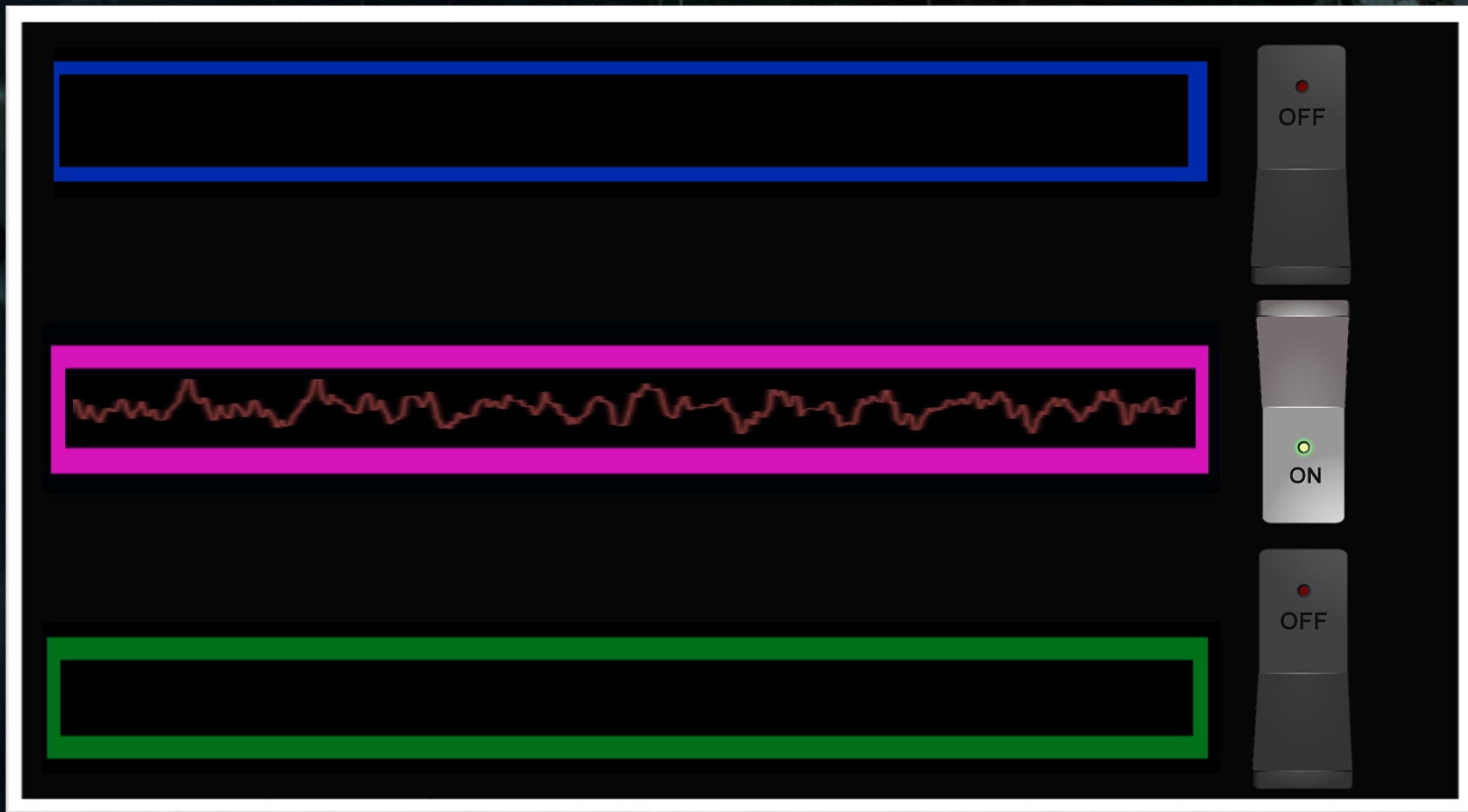
Music Design Brief

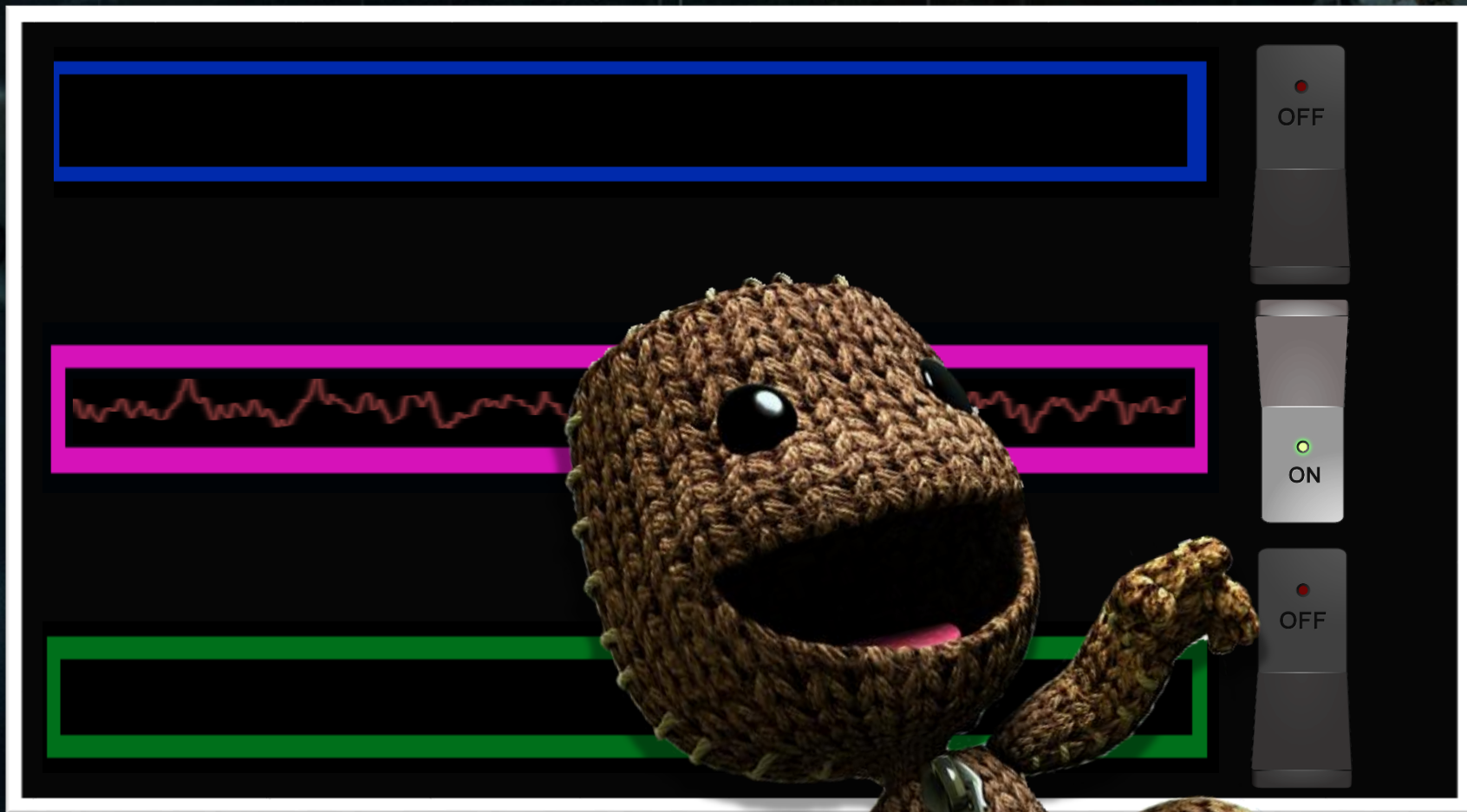
✓ *Structural
Intricacy*















Tapling



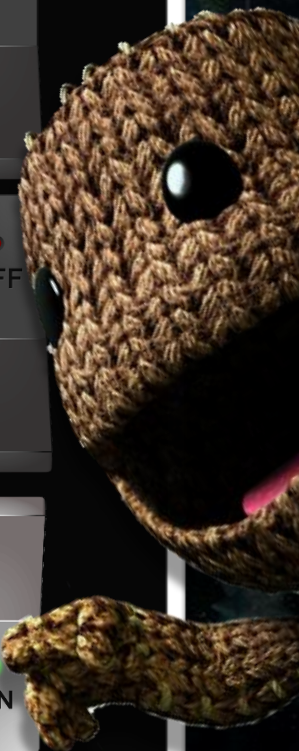
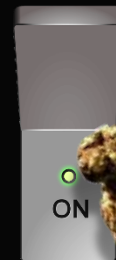


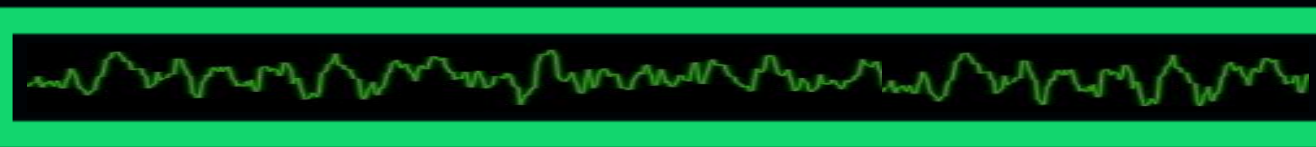


Odd Rocket











TARSIER
STUDIOS



Tobias Lilja
Audio Designer



Martin Hewett
Sr. Music Supervisor



Martin Hewett
Sr. Music Supervisor



Martin Lynagh
Producer



Kenny Young
Audio Lead



Music Design Brief

✓ *Layers Self-Sufficient*



Music Design Brief

✓ *Layers Self-Sufficient*

✓ *Structural Intricacy*



Music Design Brief

- ✓ *Layers Self-Sufficient*
- ✓ *Structural Intricacy*
- ✓ *Continuous Content*

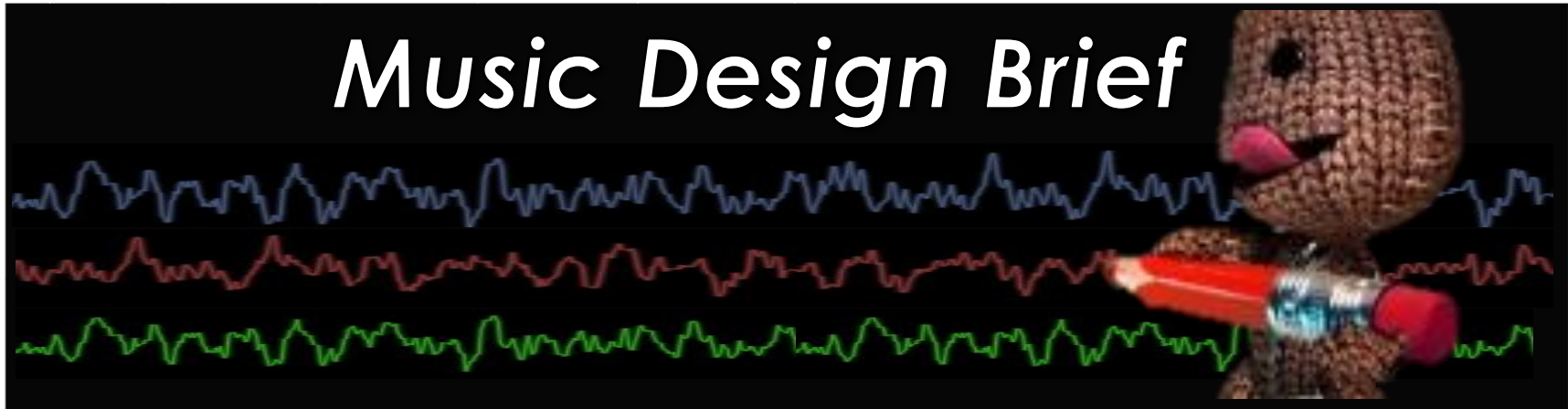


Music Design Brief

- ✓ *Layers Self-Sufficient*
- ✓ *Structural Intricacy*
- ✓ *Continuous Content*
- ✓ *Unique Content*

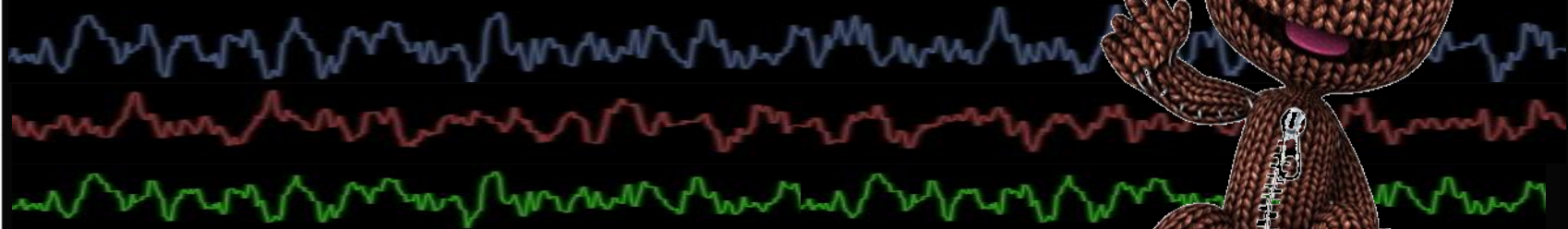
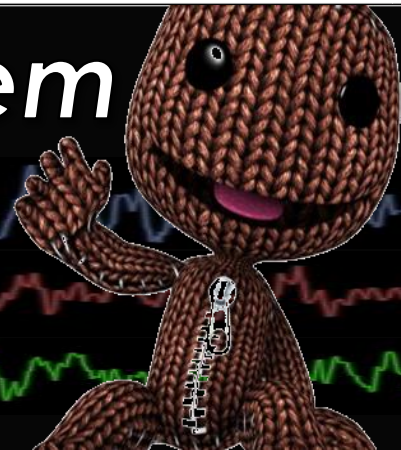


Music Design Brief



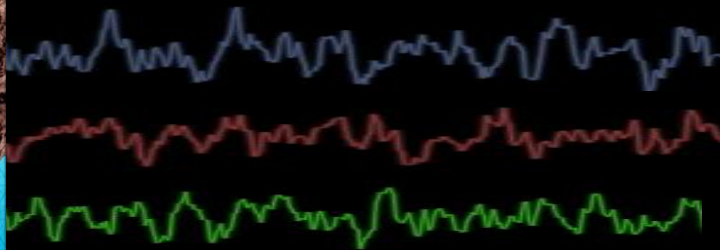
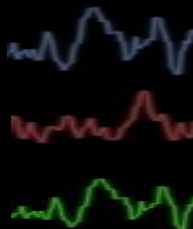
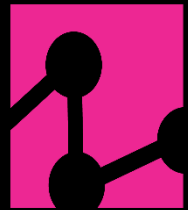


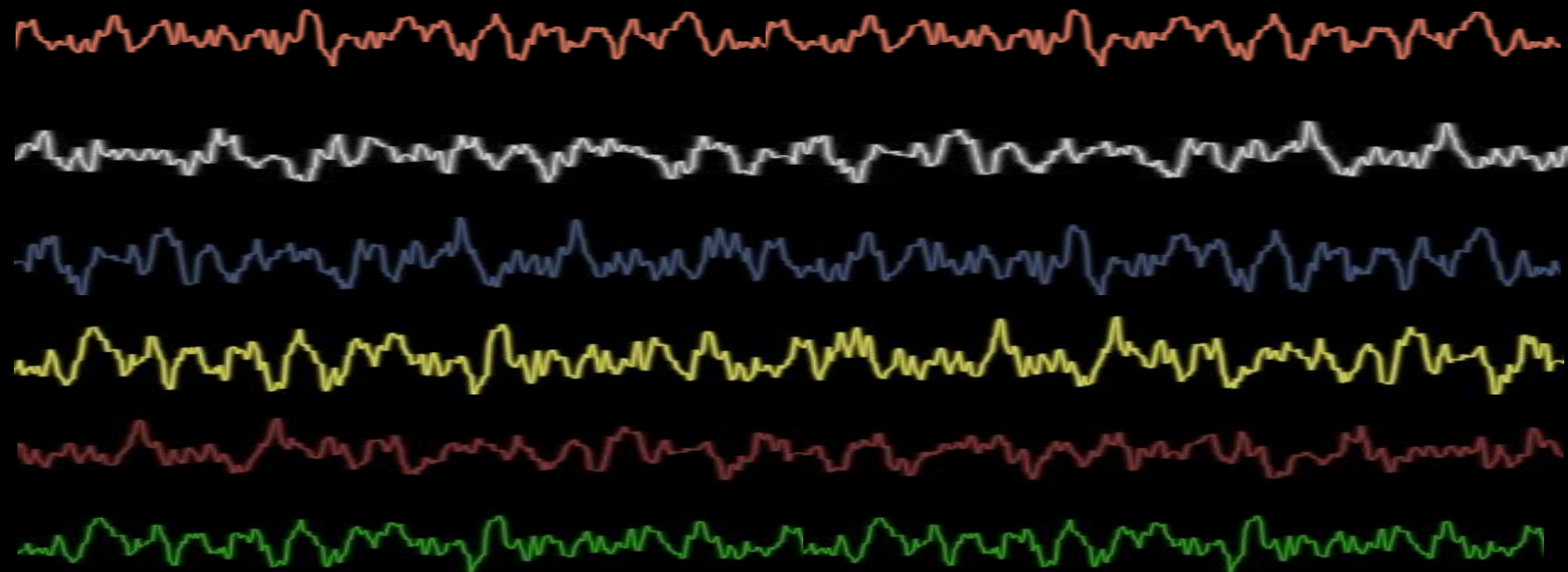
Full Console System

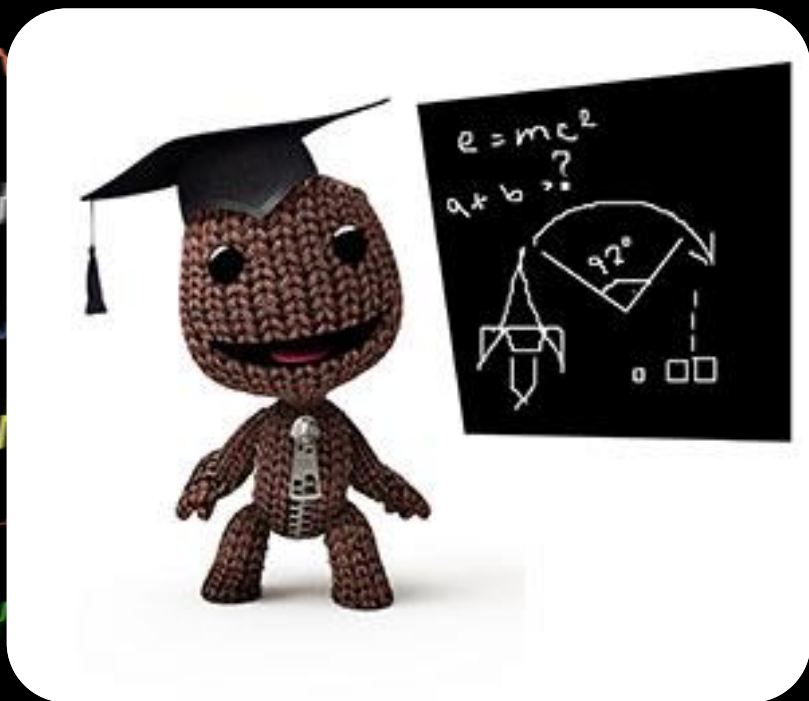




Mm













Tone Color



Tone Color





Tone Color

- ✓ Attack
- ✓ Sustain
- ✓ Decay





Tone Color

- ✓ Attack
- ✓ Sustain
- ✓ Decay

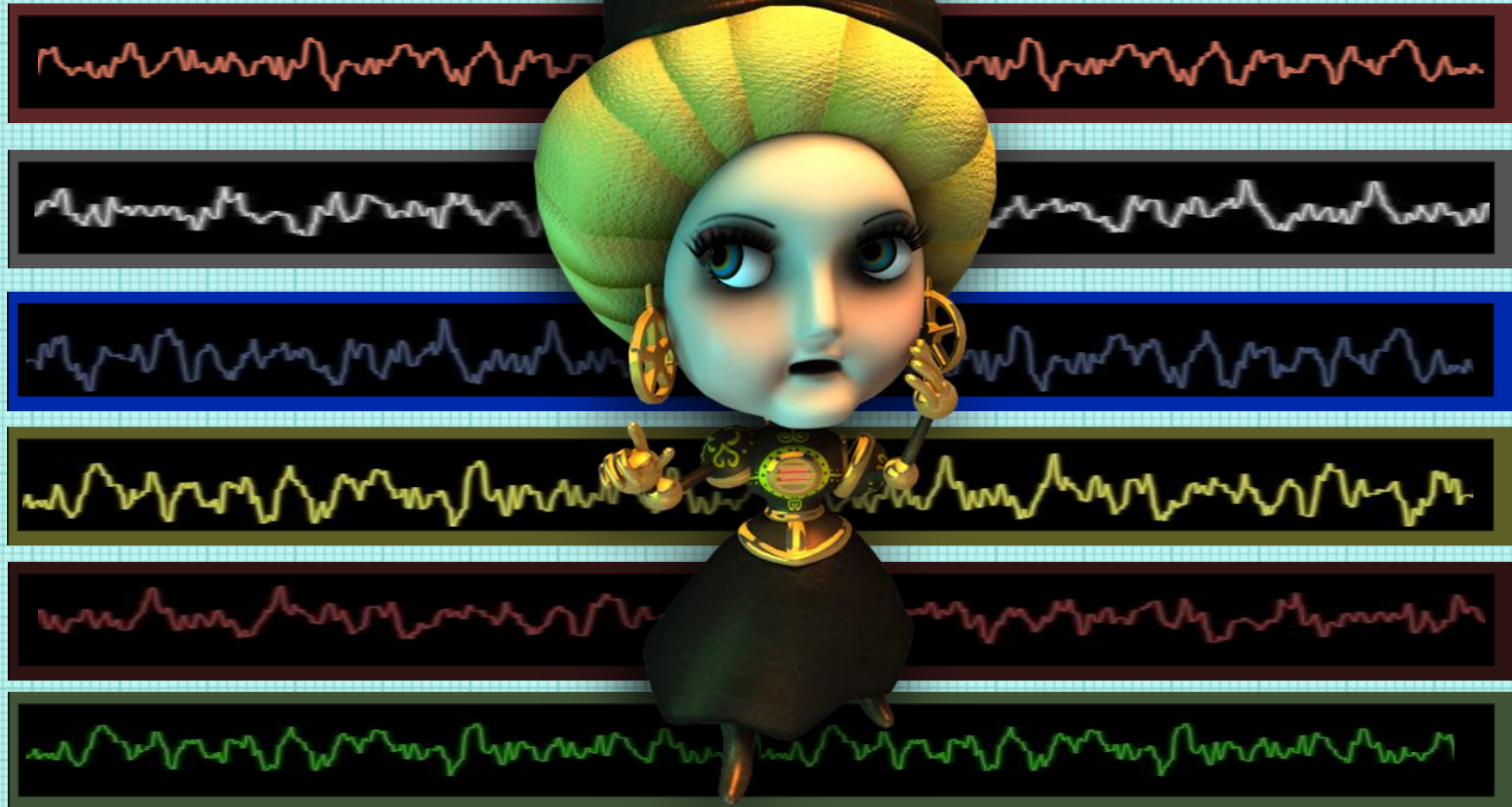
Contrast

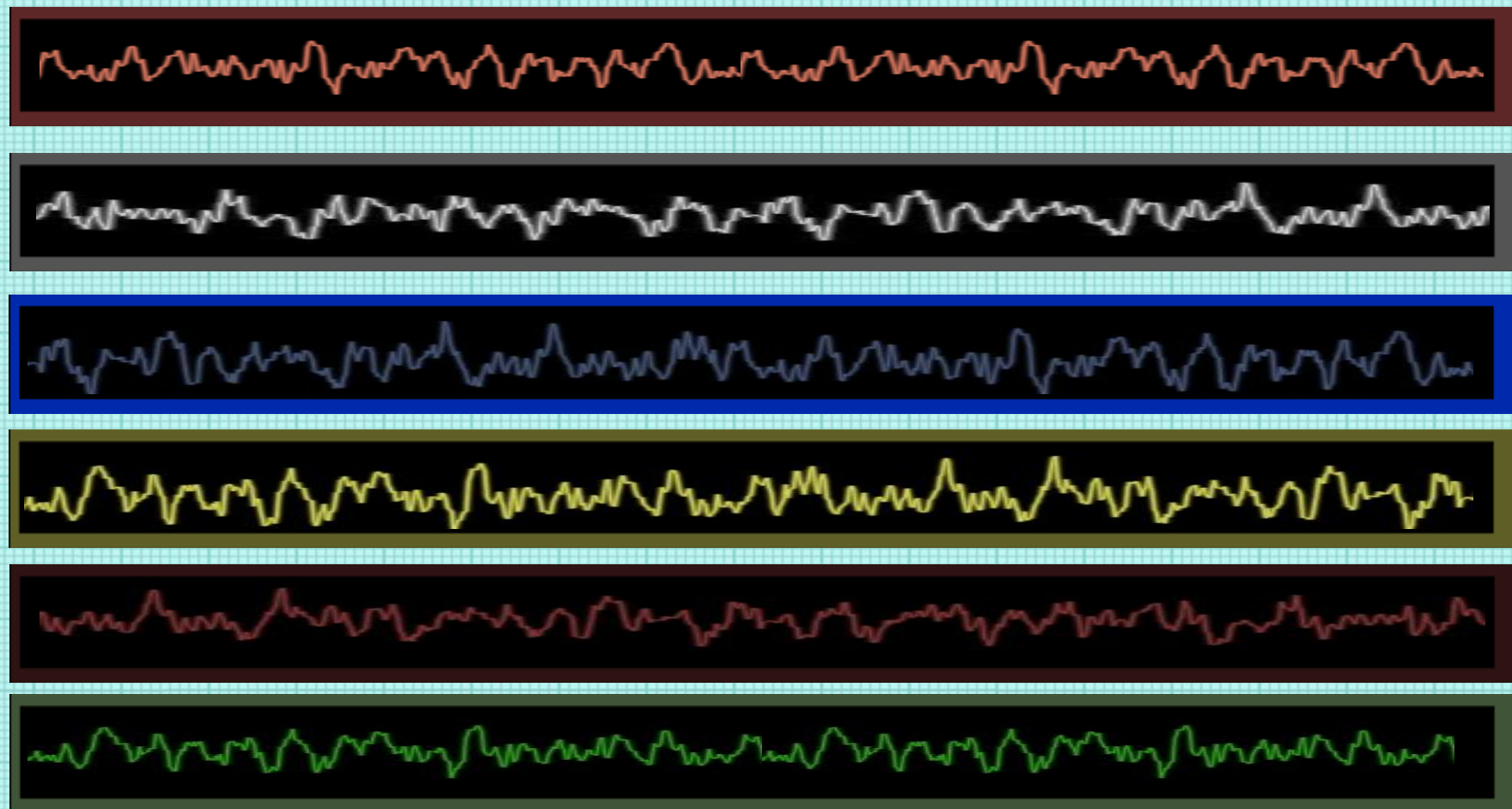


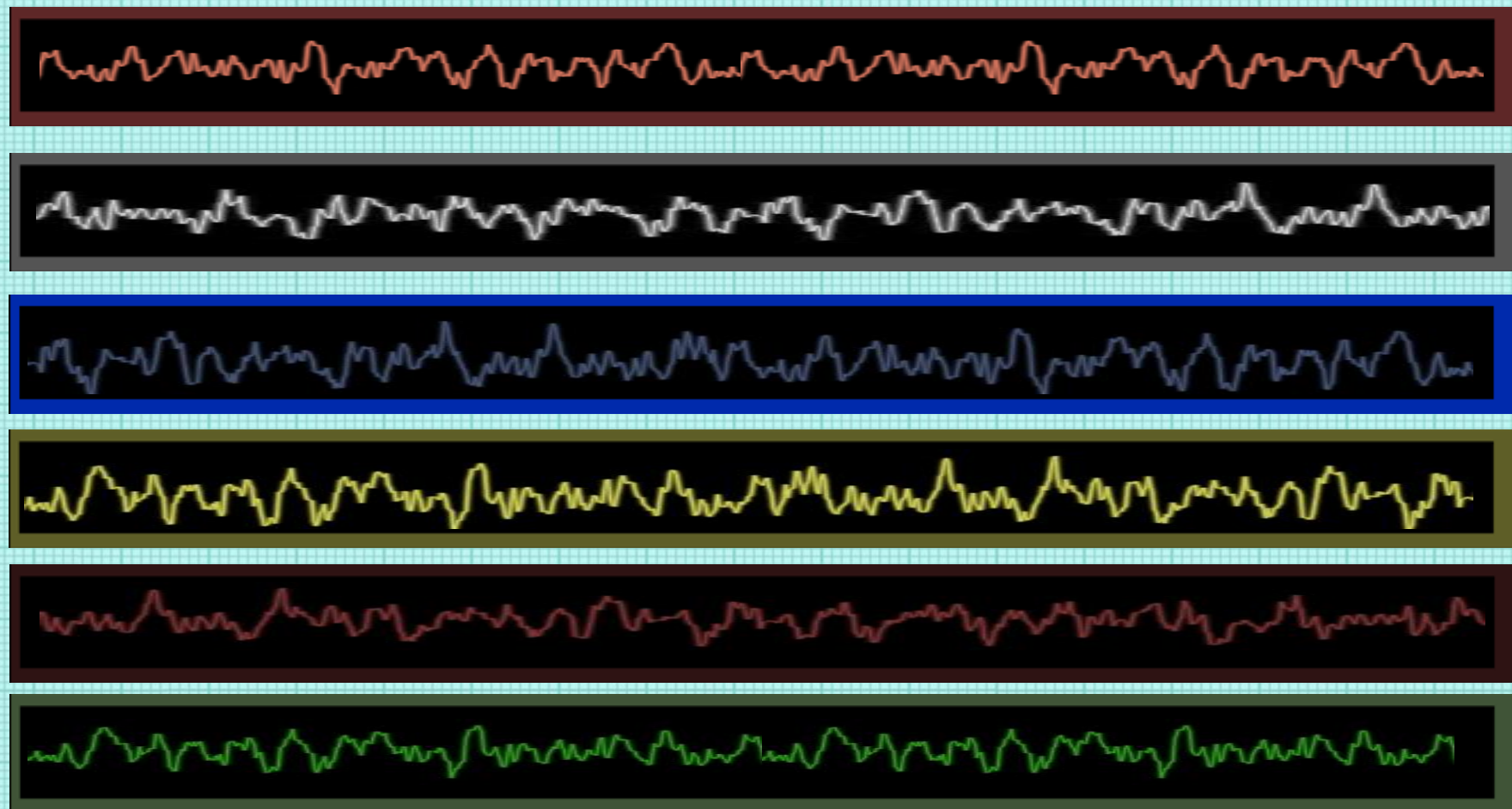


Tone Color











Cute





Guitars





Choir





Drums



A brown, knitted Sackboy character from LittleBigPlanet, standing and waving with its right hand. It has large black eyes, a pink mouth, and a zipper on its chest.

Strings





Diva



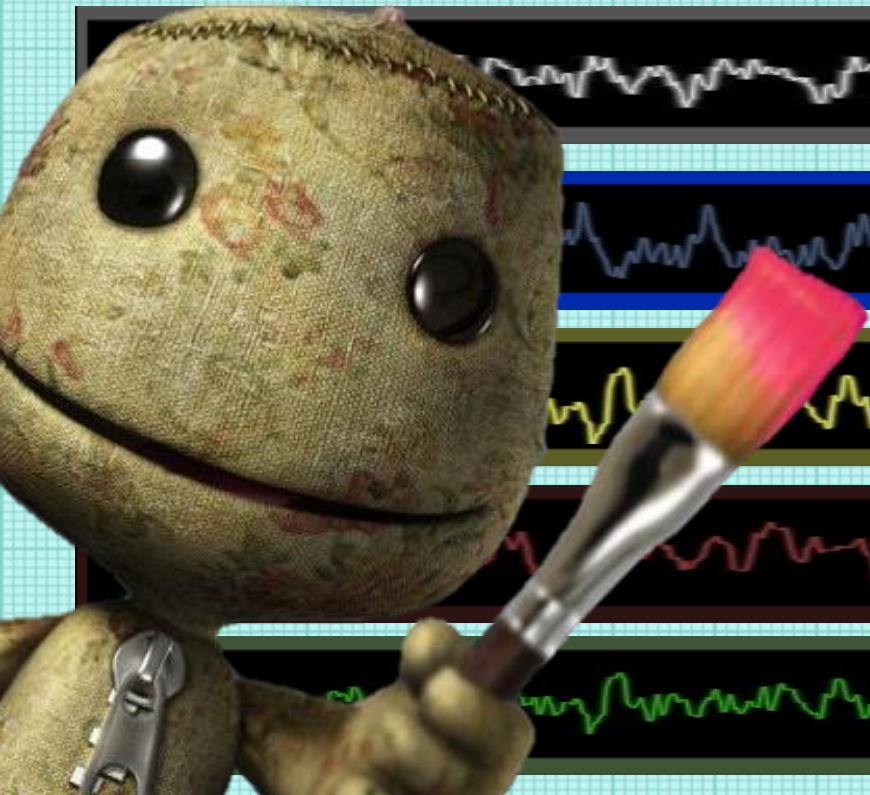


ToneColor

✓ Attack

✓ Sustain

✓ Decay







The importance of difference

- ✓ *Different instruments*
- ✓ *Different content*
- ✓ *Very little unision*





The importance of difference





The importance of difference

***Unique content
In
Every Layer***





The importance of difference





The importance of difference



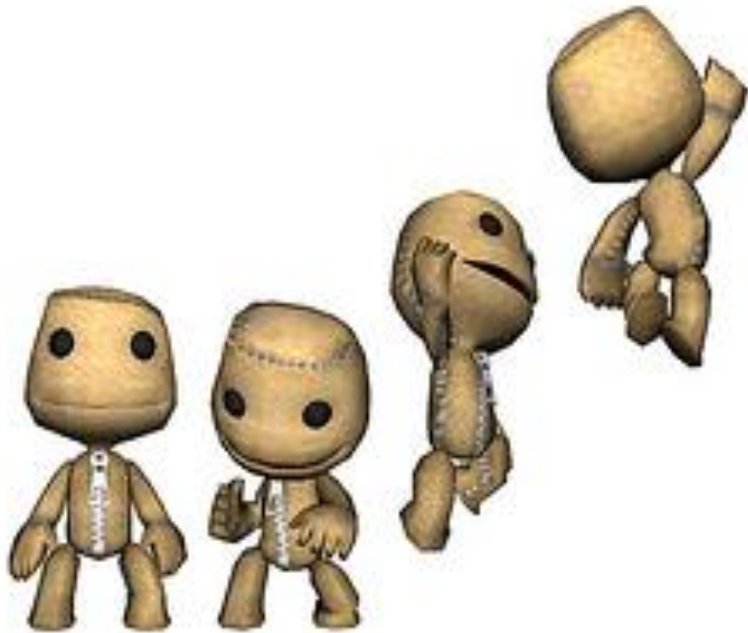


The importance of difference



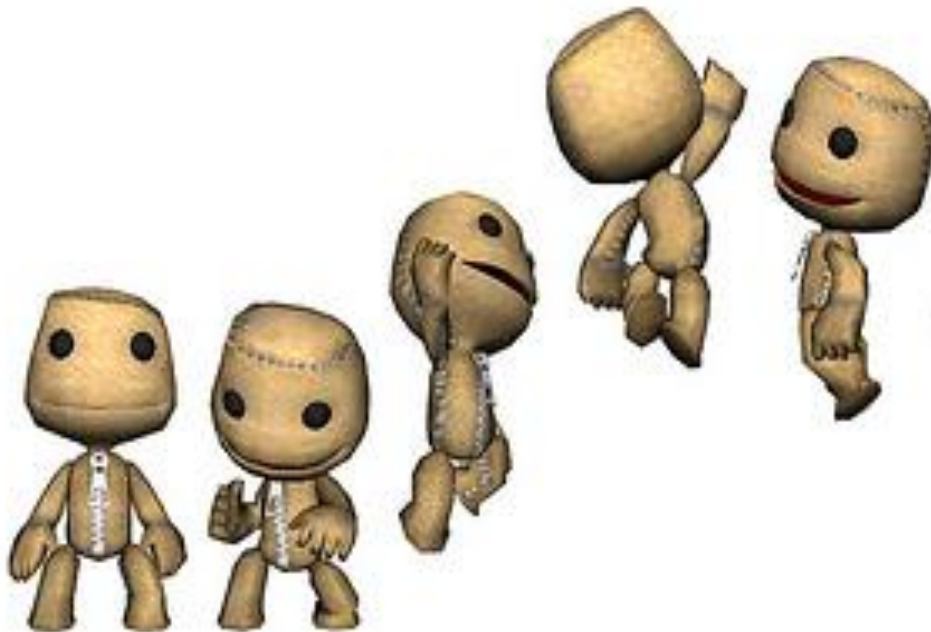


The importance of difference



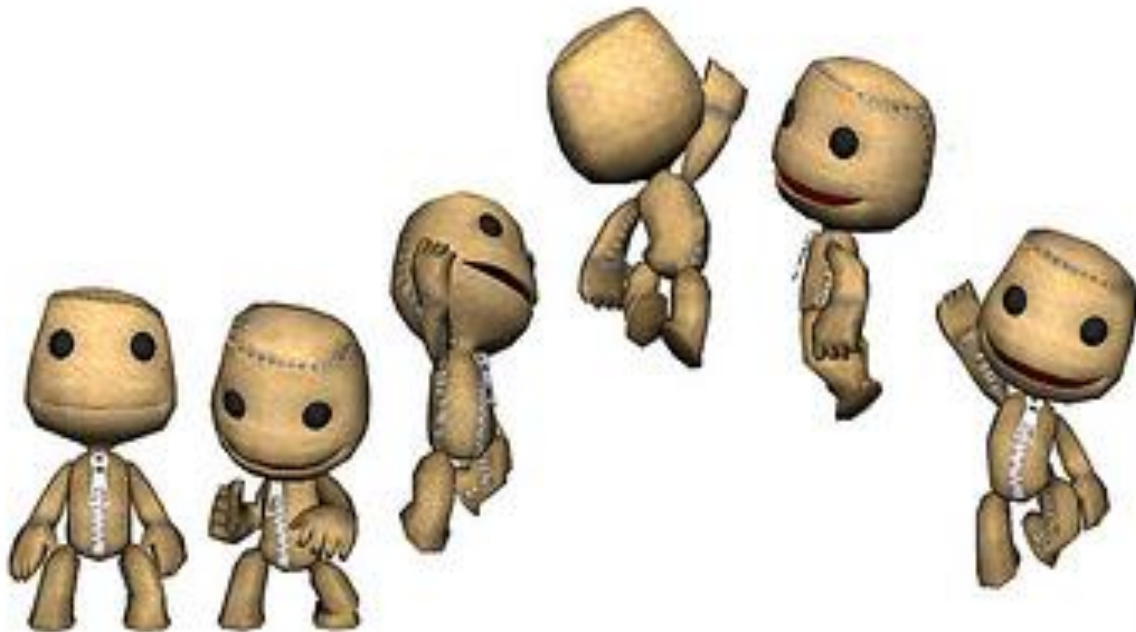


The importance of difference



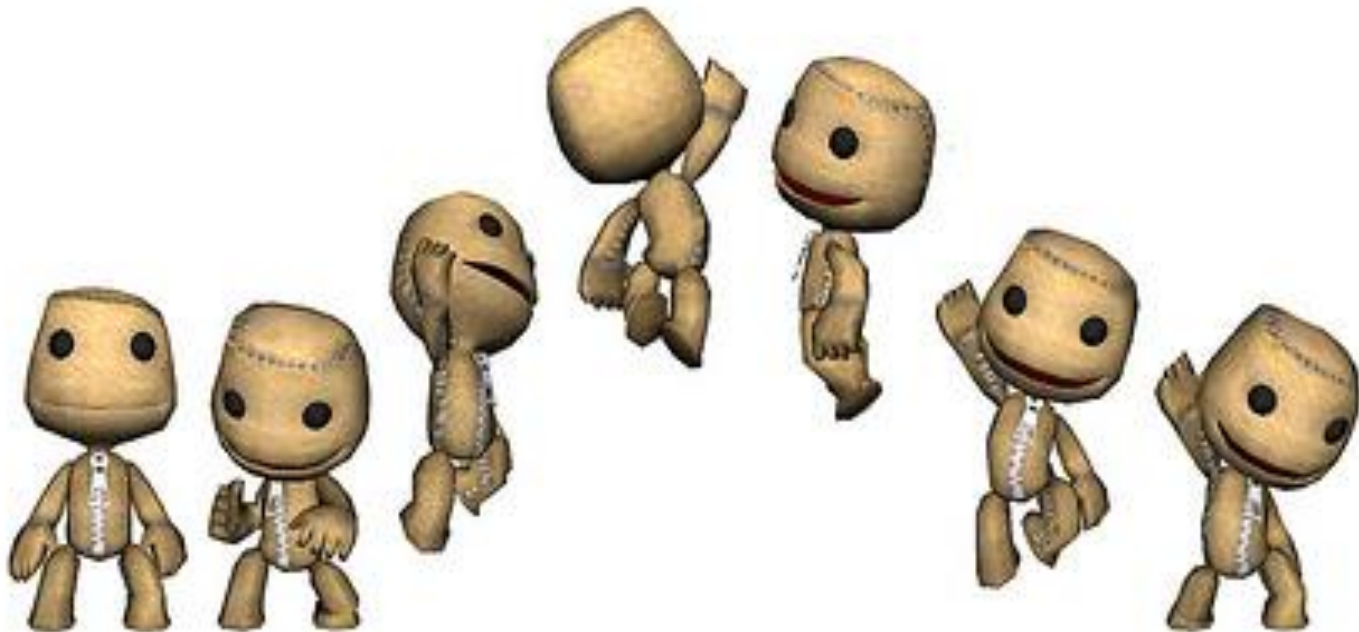


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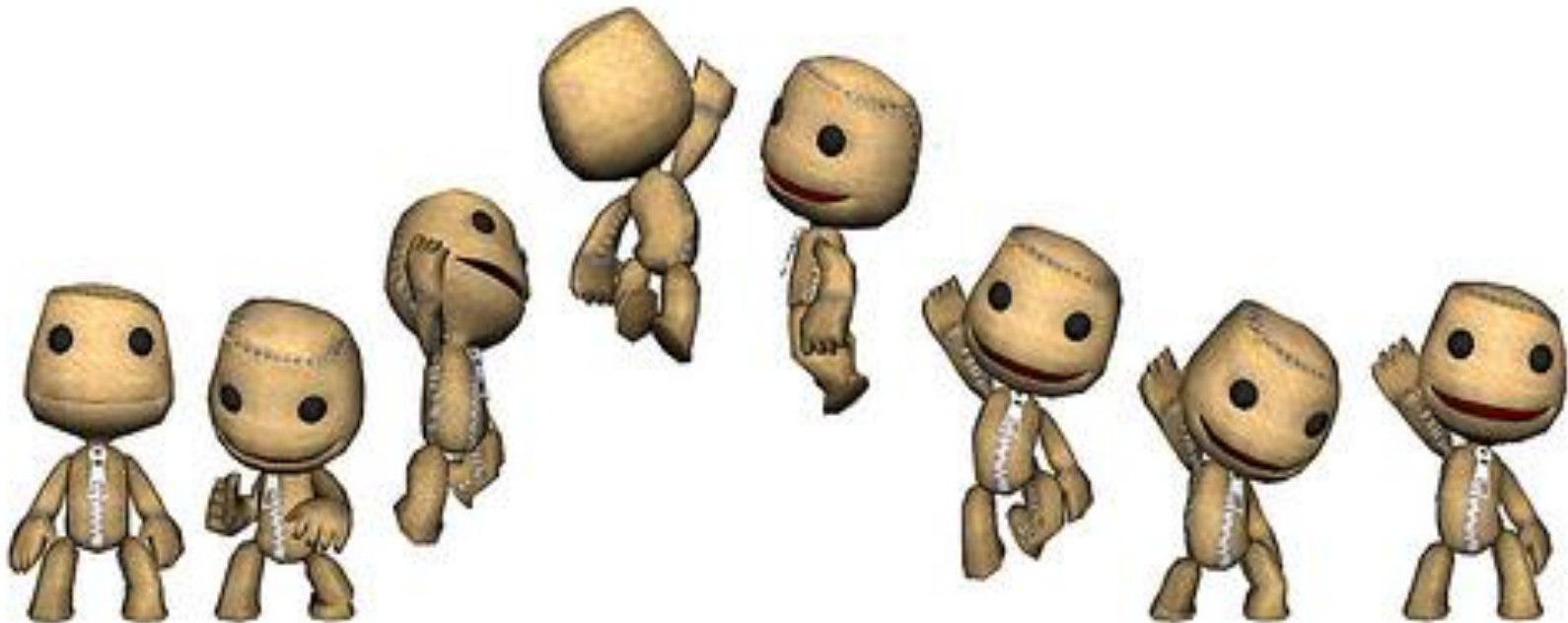


The importance of difference





The importance of difference





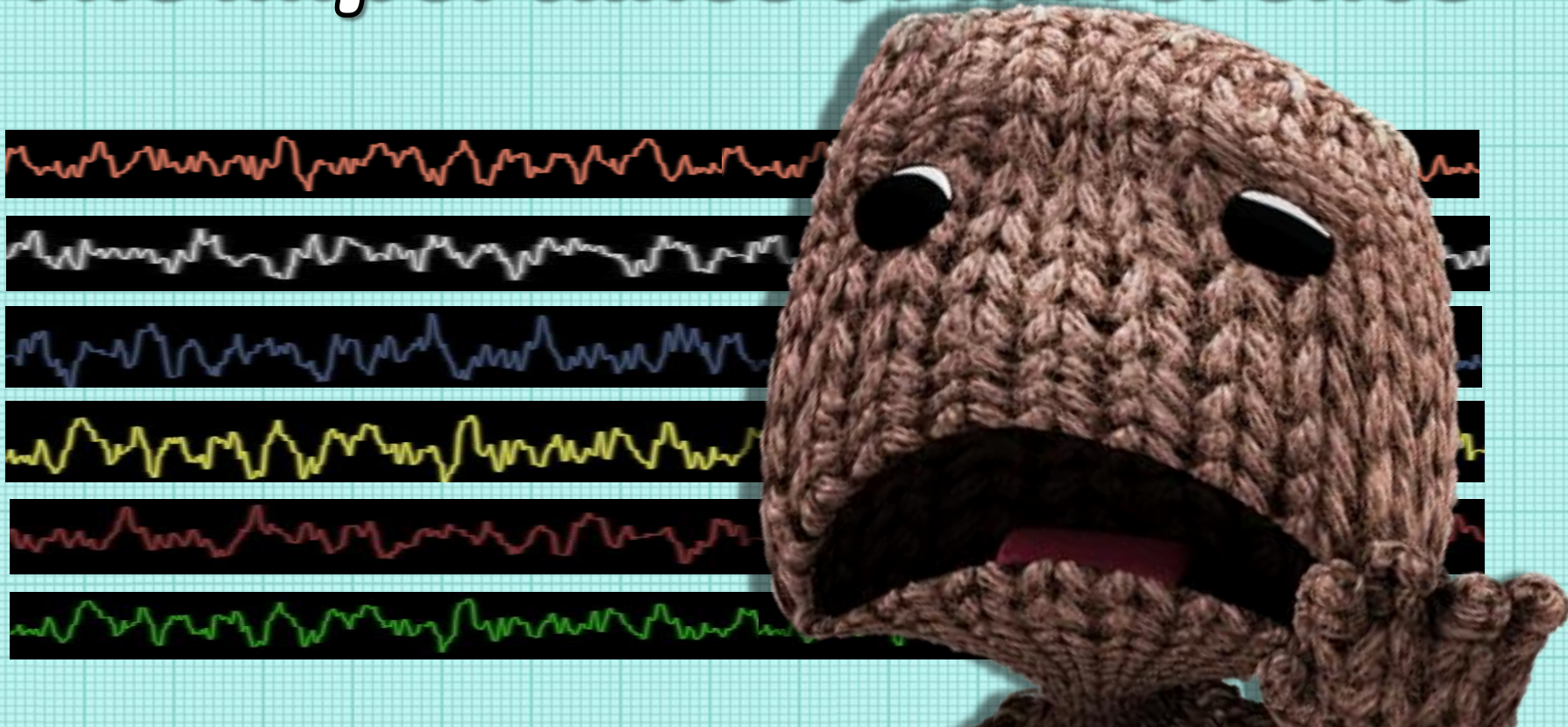
The importance of difference

***That's a lot
of content***





The importance of difference





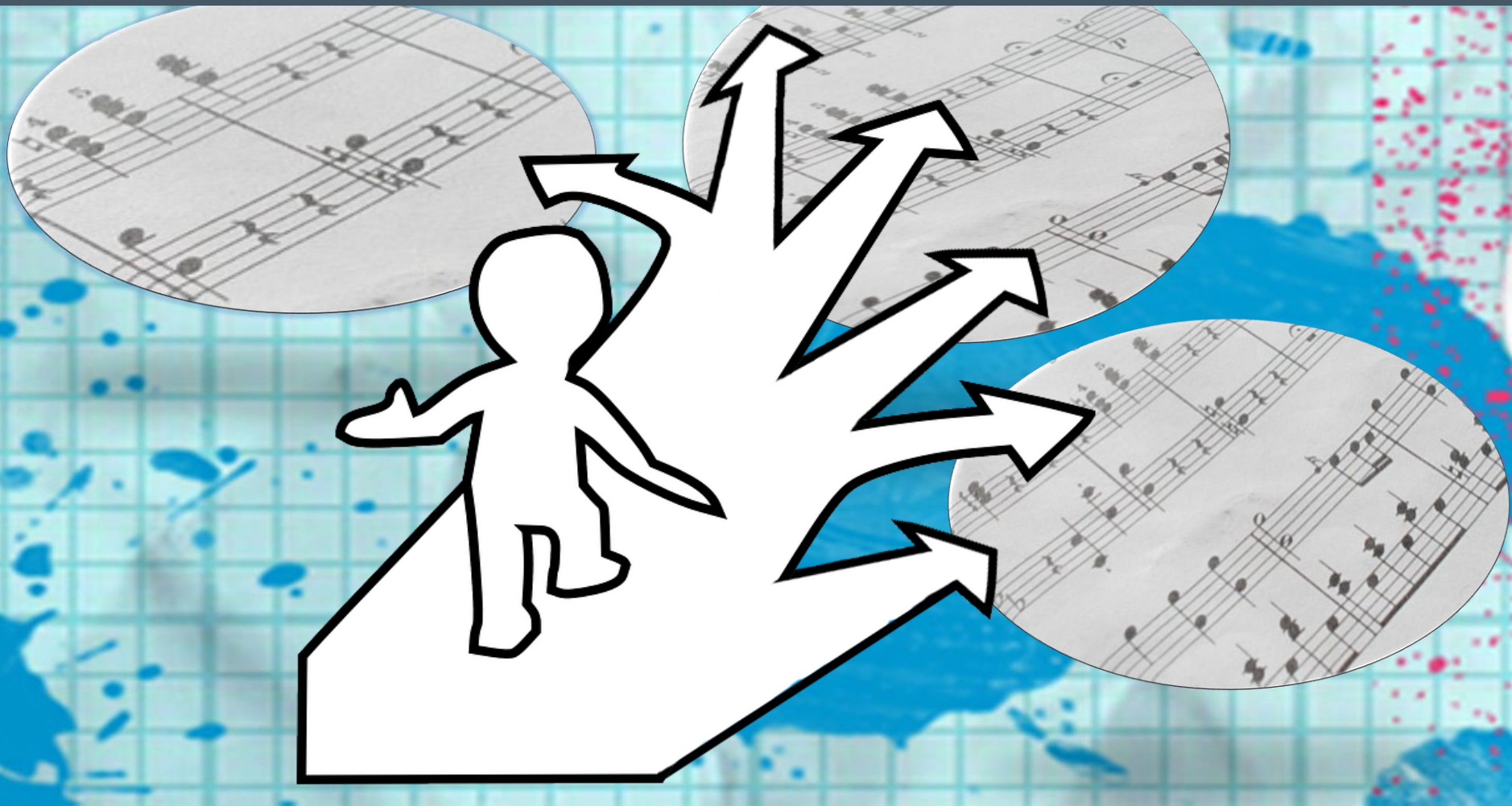
A circular inset containing a black and white image of a musical score with multiple staves and notes. The background of the entire slide is a light blue grid with blue and red paint splatters.

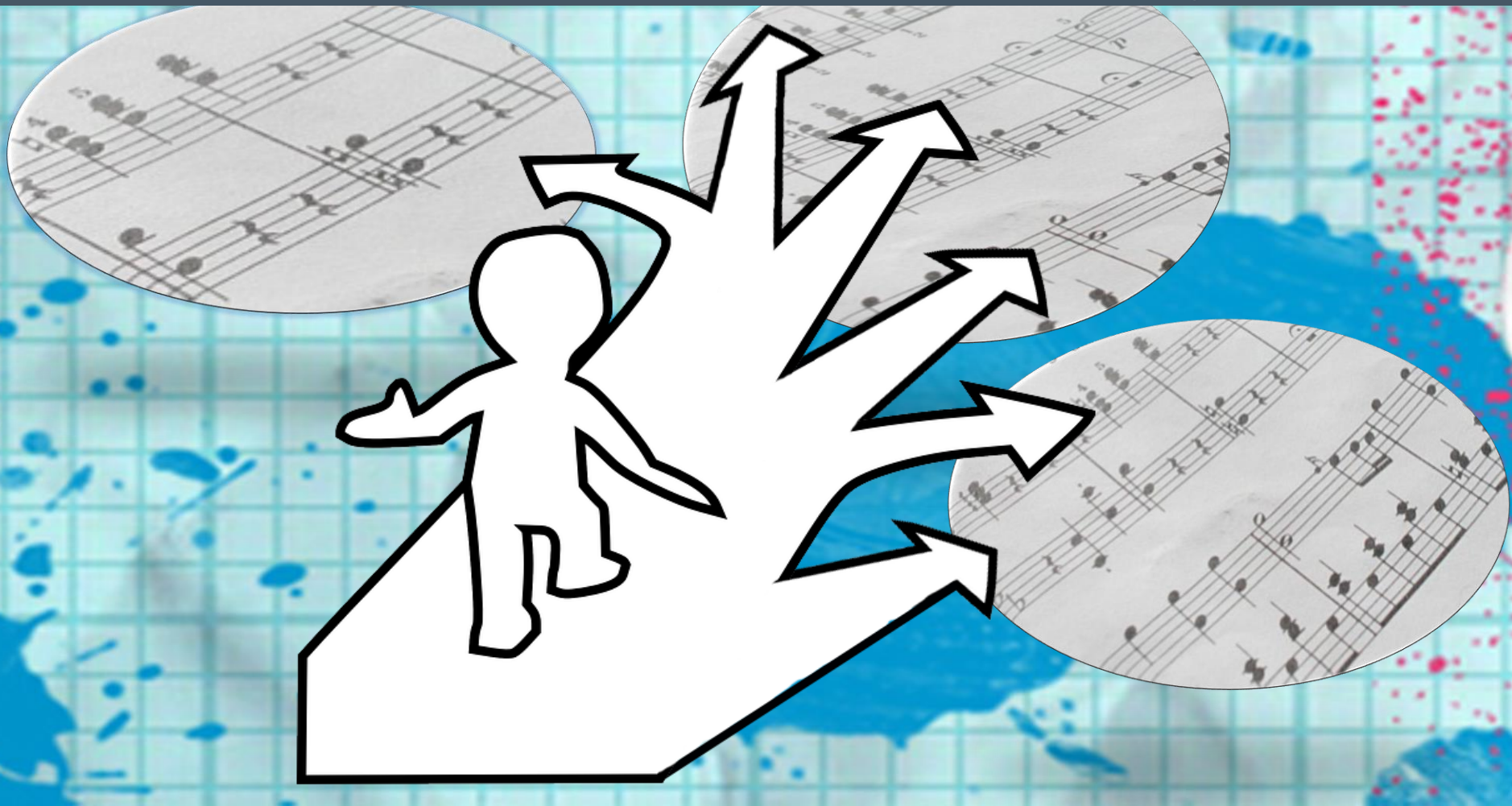
Opportunistic Composition



Opportunistic Composition

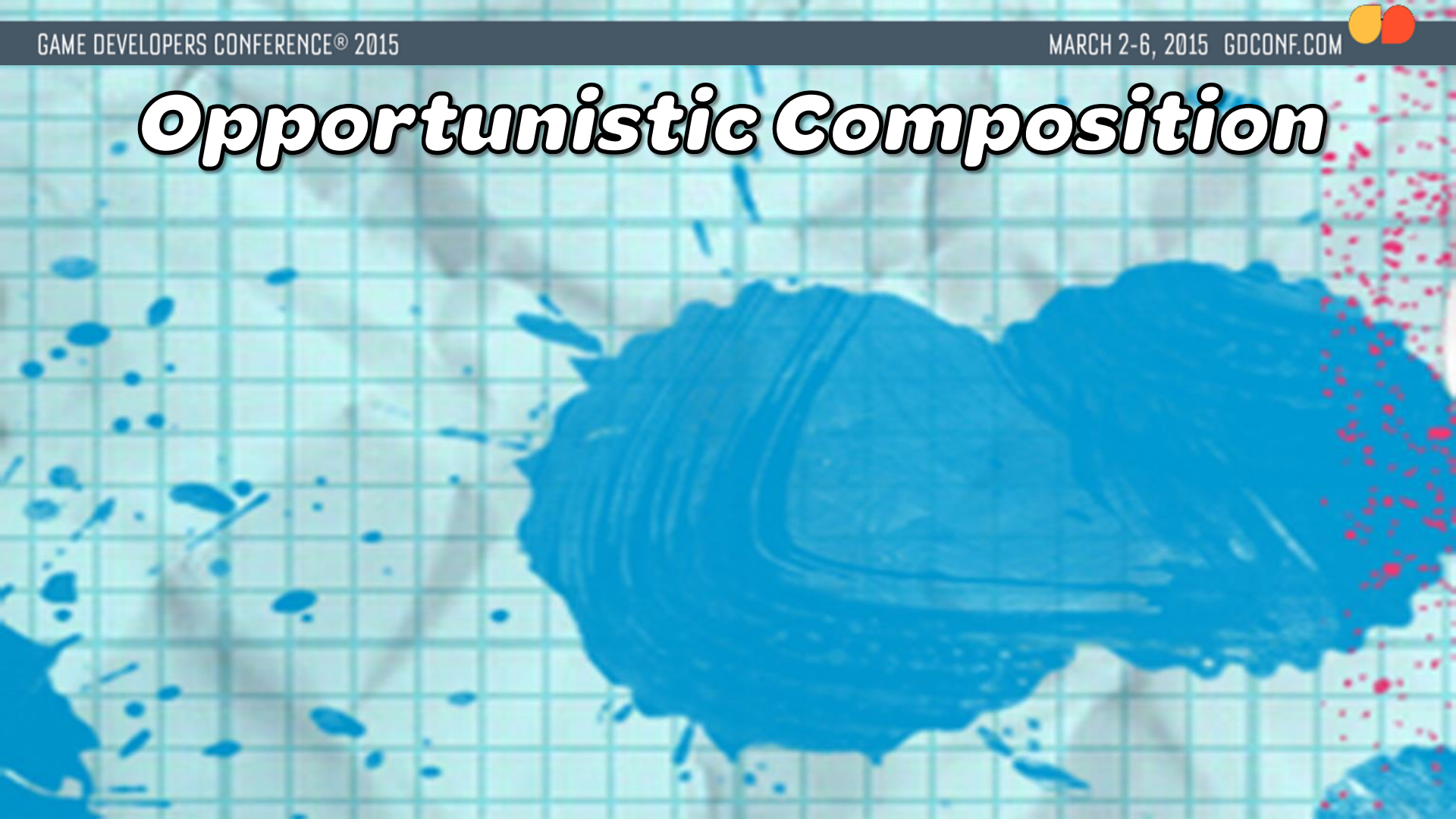








Opportunistic Composition





Opportunistic Composition



Jay Waters
Lead Sound Designer



Pat Phelan
Audio Director



Duncan Smith
Senior Music Supervisor











LittleBigPlanet 3

Opportunistic Composition



























Jay Waters
Lead Sound Designer



Pat Phelan
Audio Director



Duncan Smith
Senior Music Supervisor





LittleBIG
PlanetTM 2

CROSS  CONTROLLER





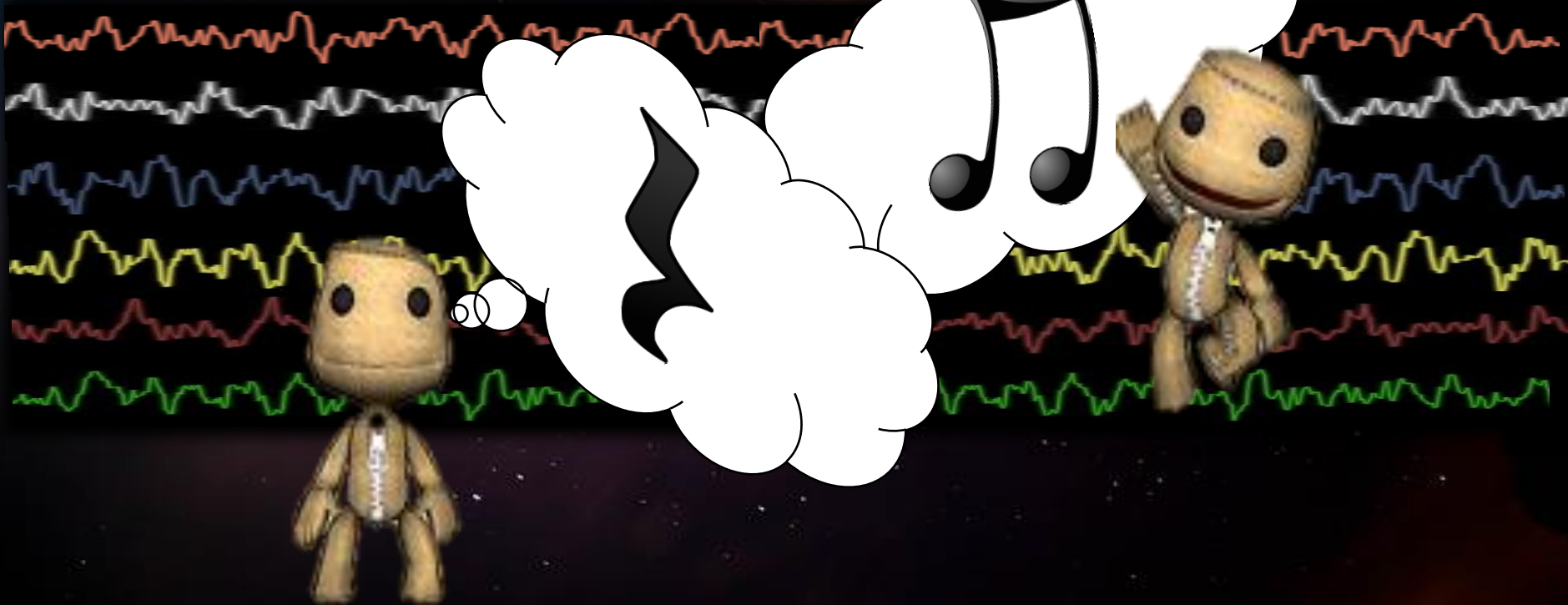


Opportunistic Composition





Opportunistic Composition



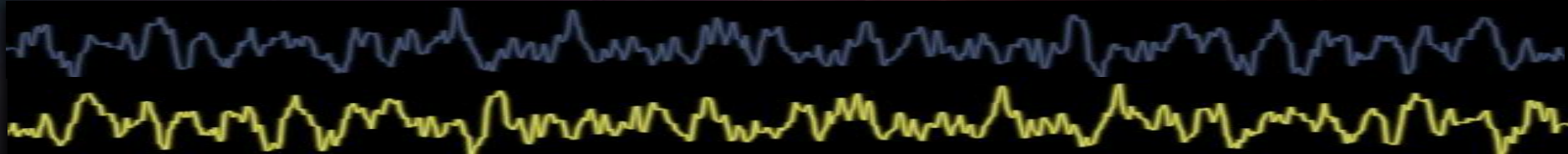


Opportunistic Composition





Two Countermelodies





Two Countermelodies



Active



Relaxed



Two Countermelodies



Synths



Violins



Two Countermelodies



Violins



Two Countermelodies



Synths



Violins



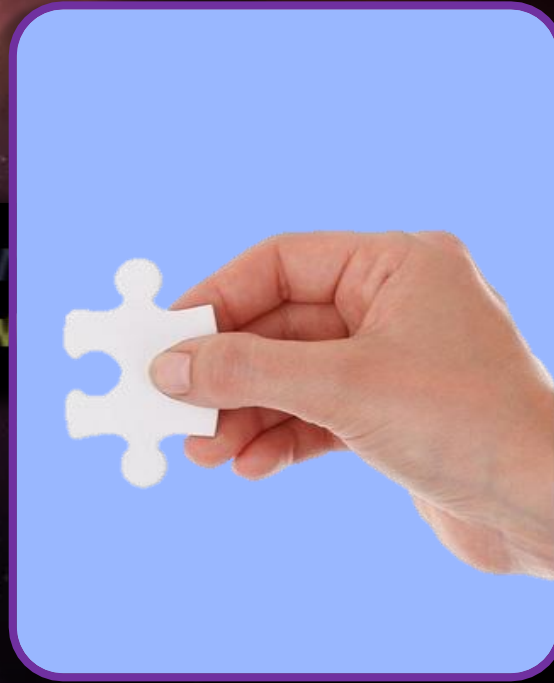
Two Countermelodies



Synths



Two Countermelodies





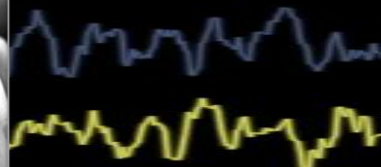
Two Countermelodies



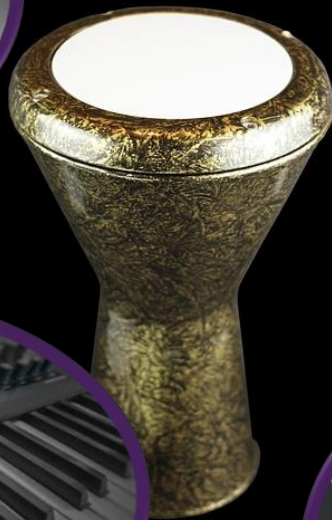
Synths



Violins









Instruments

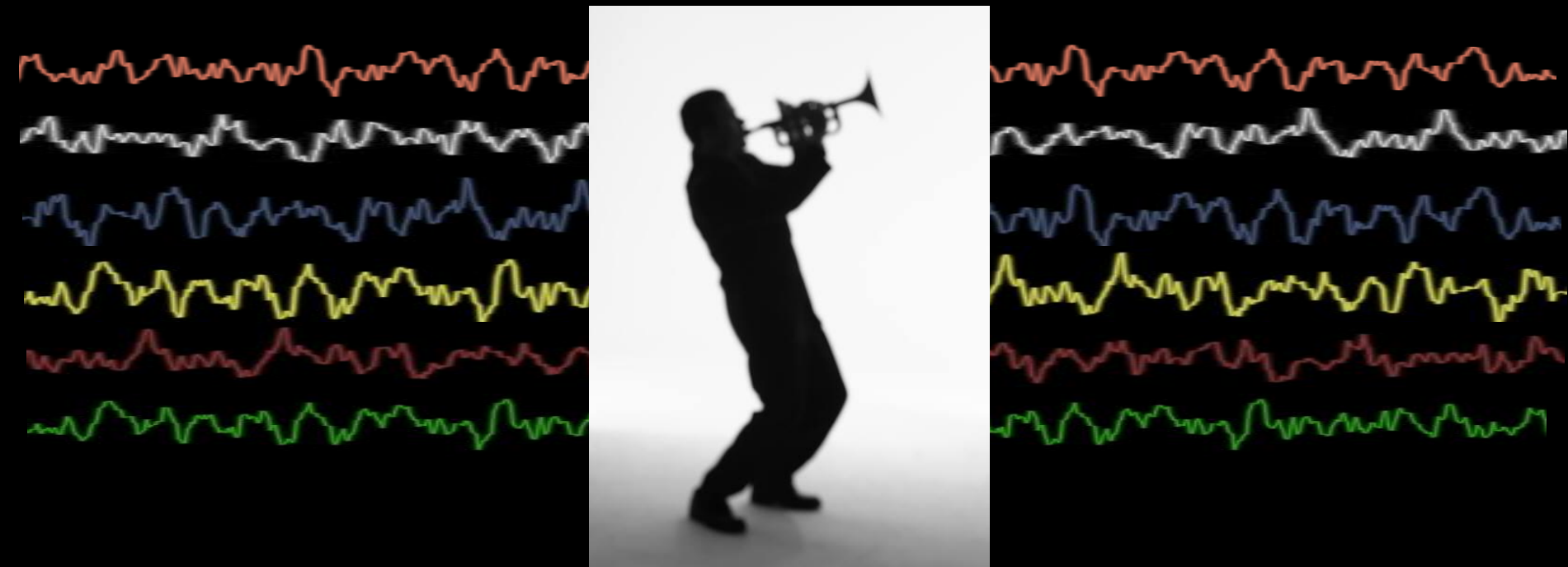




Instruments

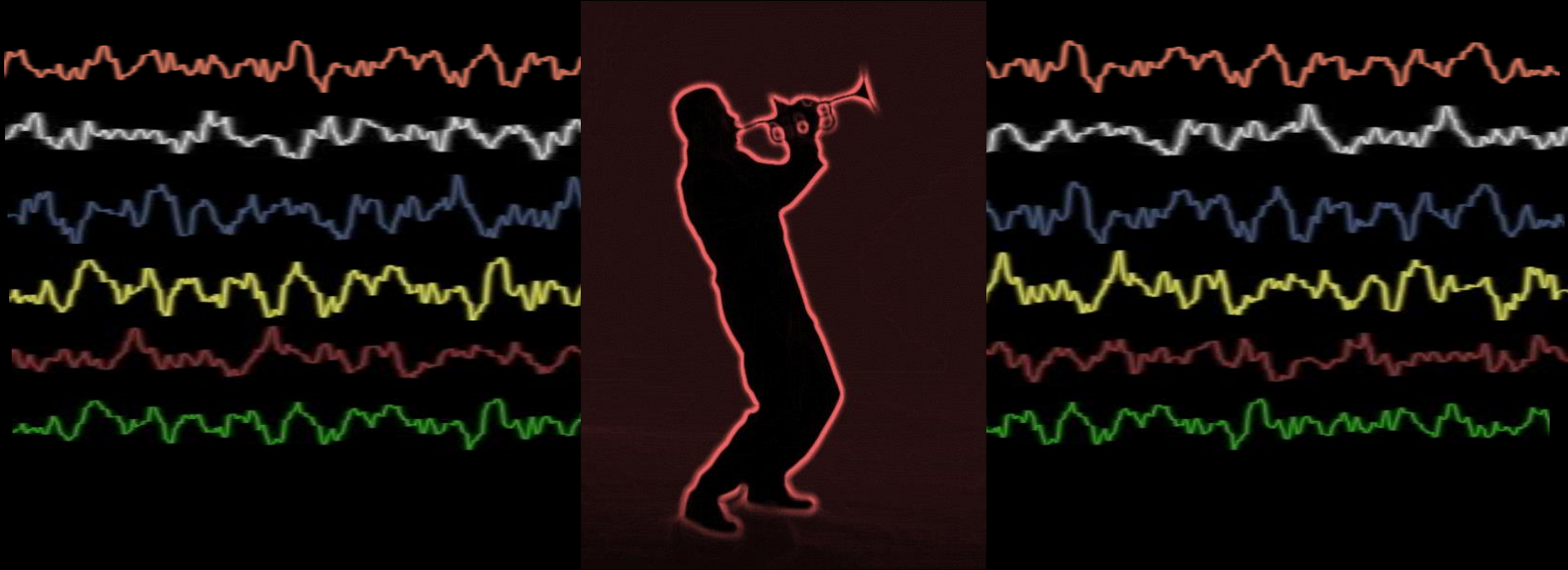
Music Design Brief

- ✓ *Layers Self-Sufficient*
- ✓ *Structural Intricacy*
- ✓ *Continuous Content*
- ✓ *Unique Content*



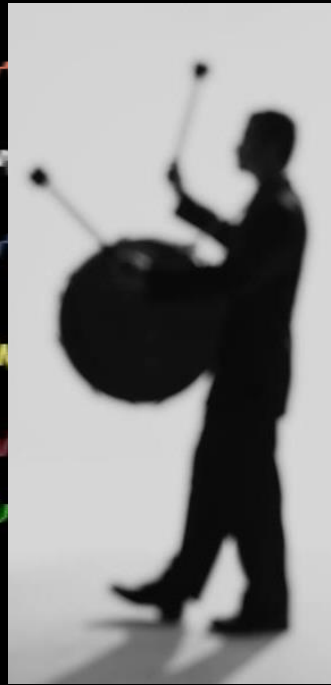
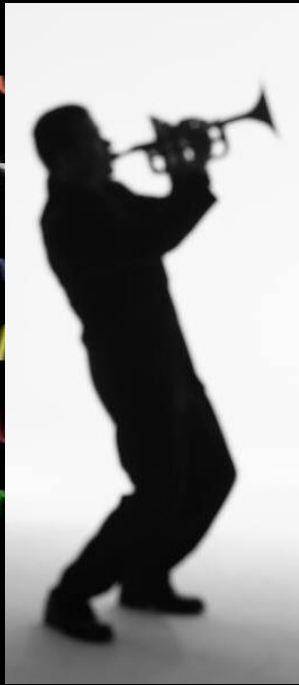


Wouldn't the musician's head explode?



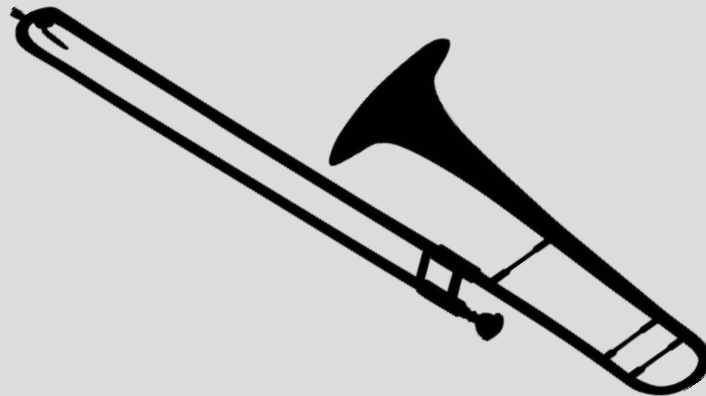
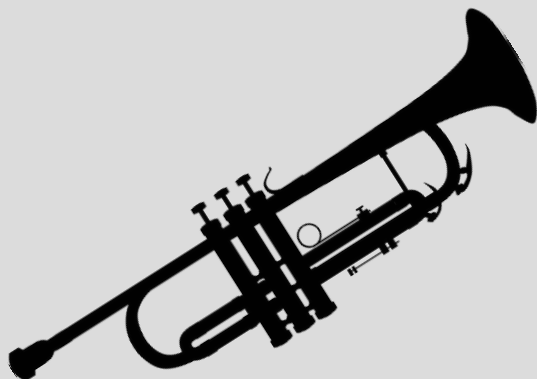


Small Ensembles





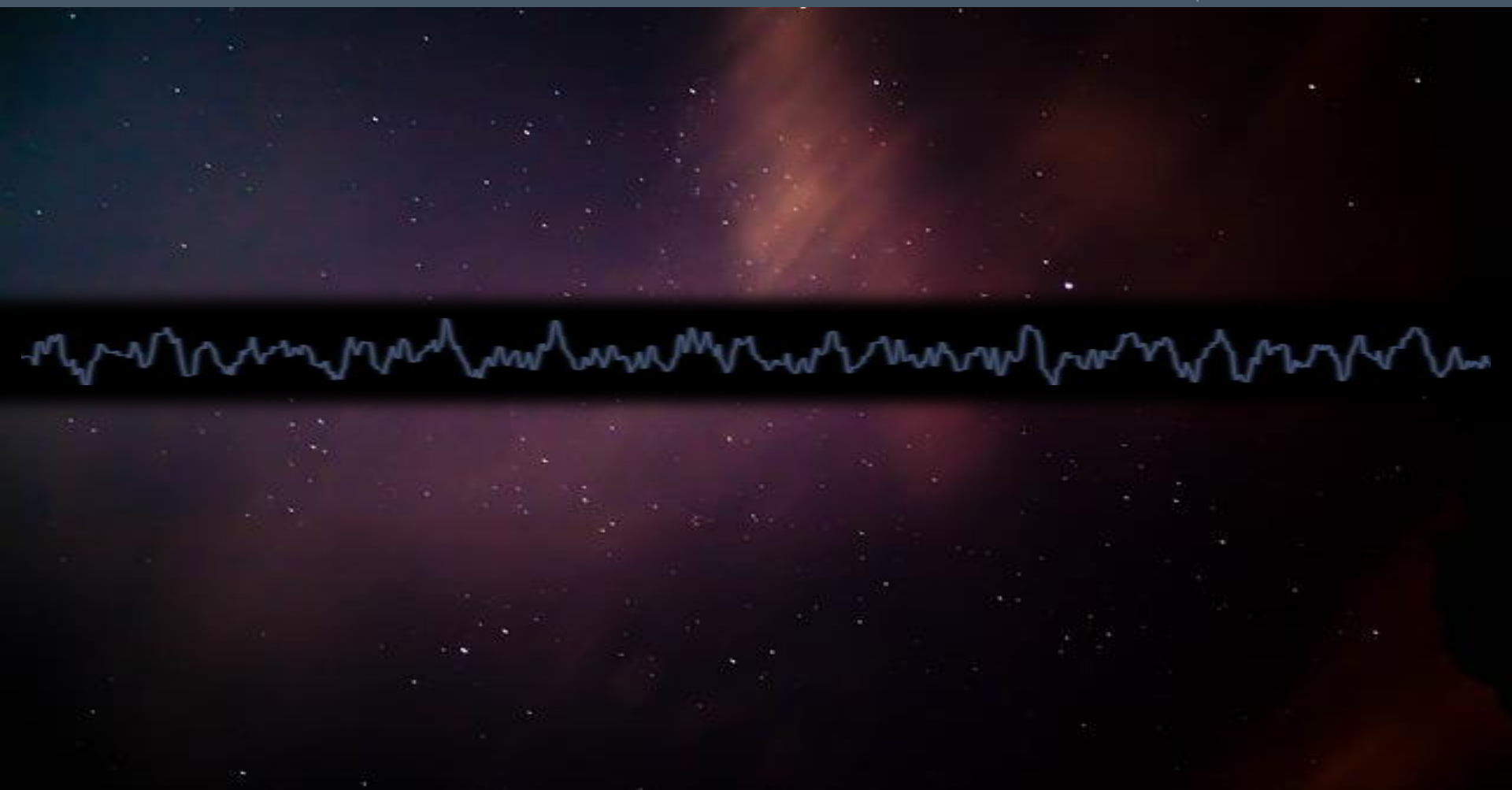
Small Ensembles





Small Ensembles

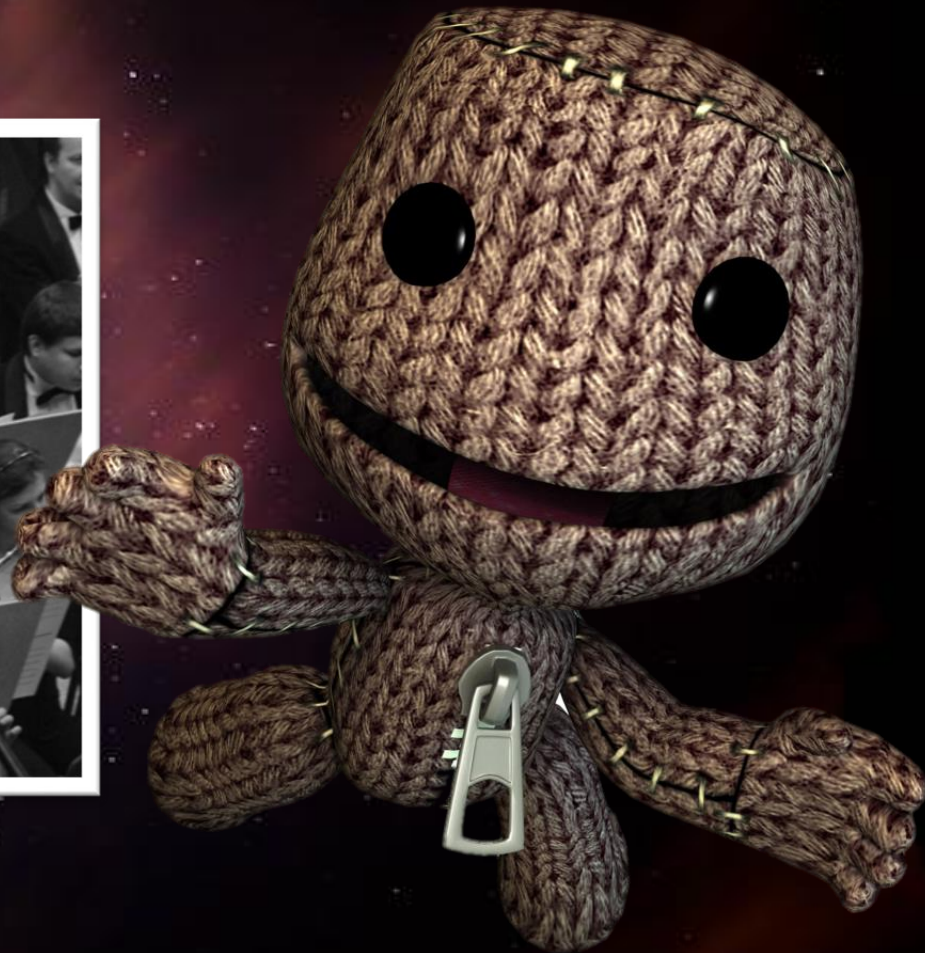






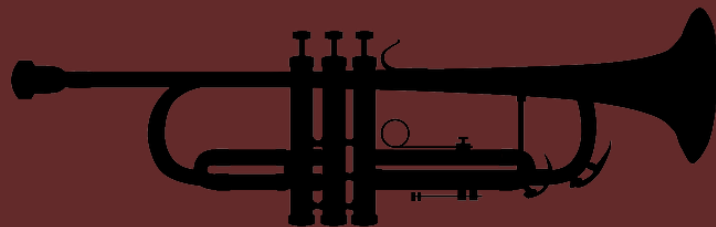


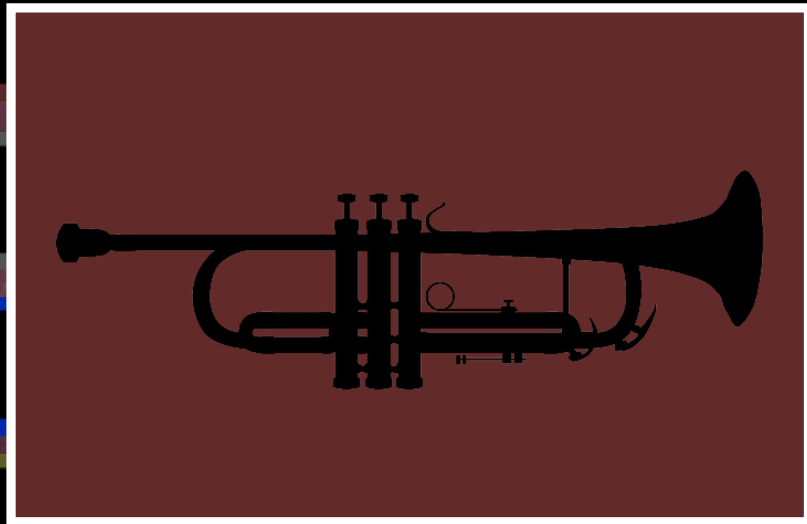








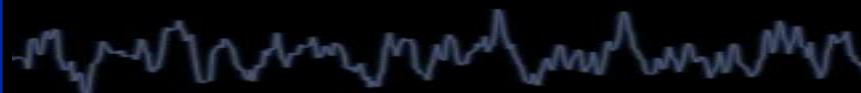


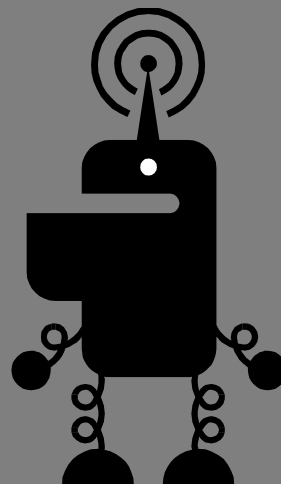


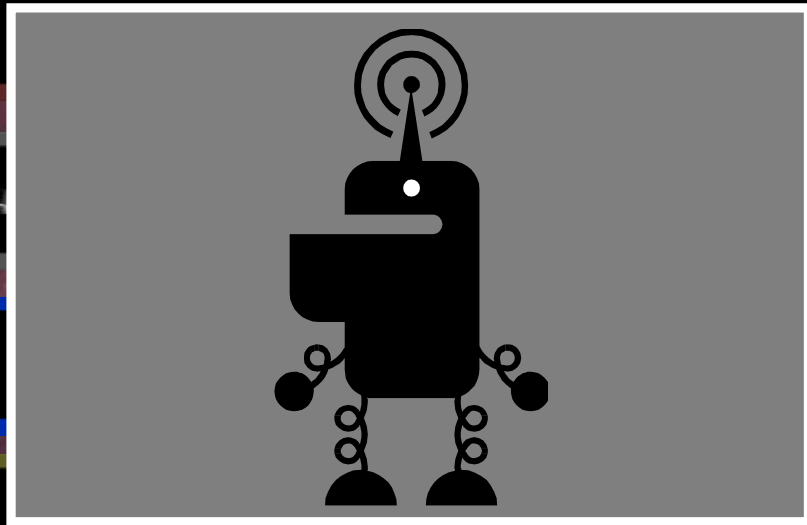


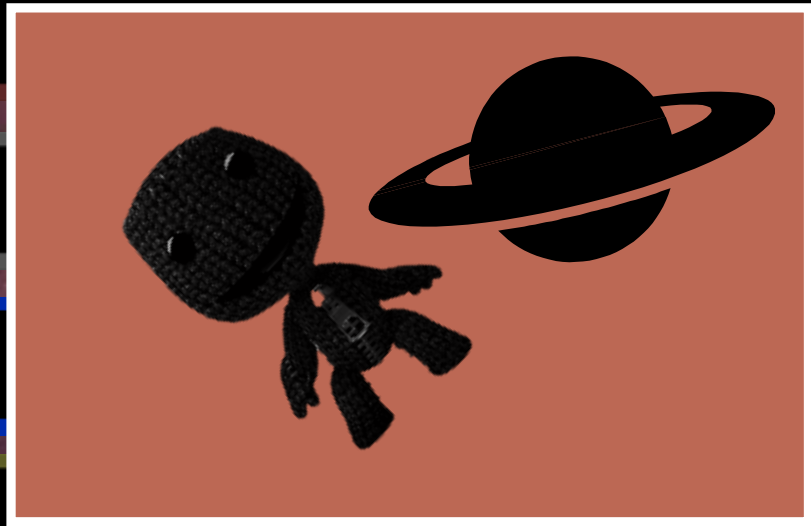


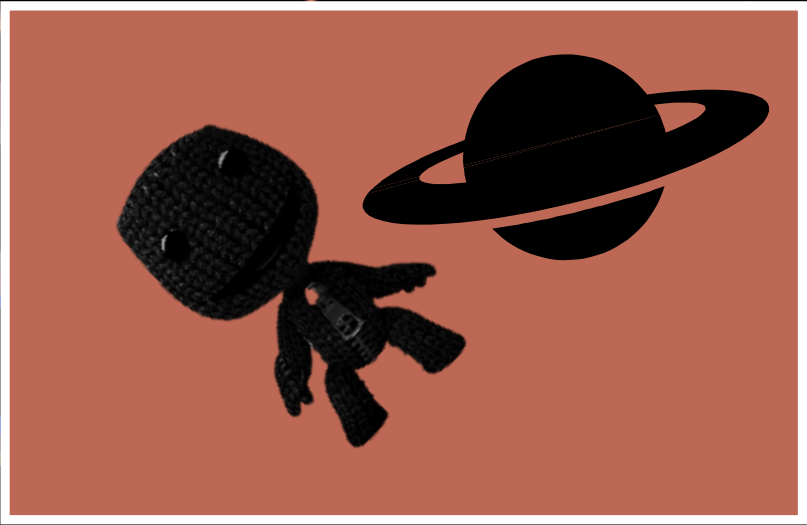








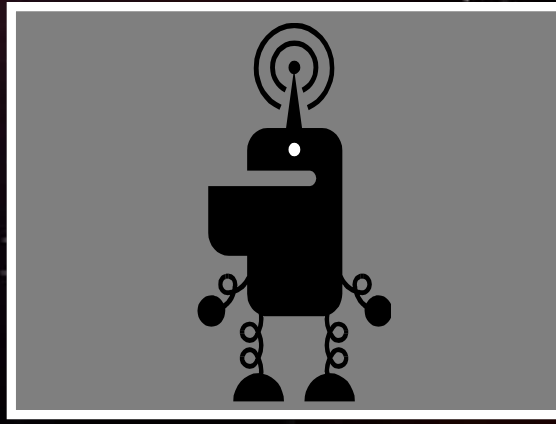
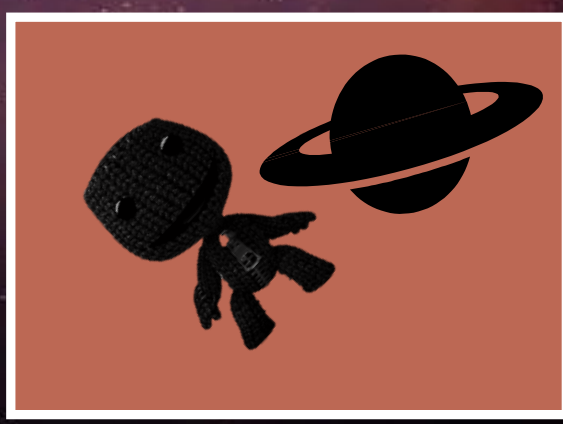
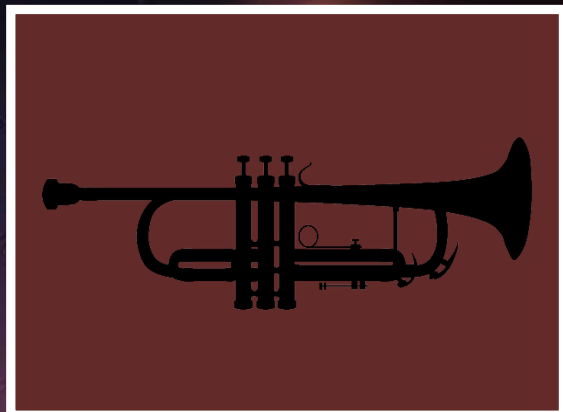


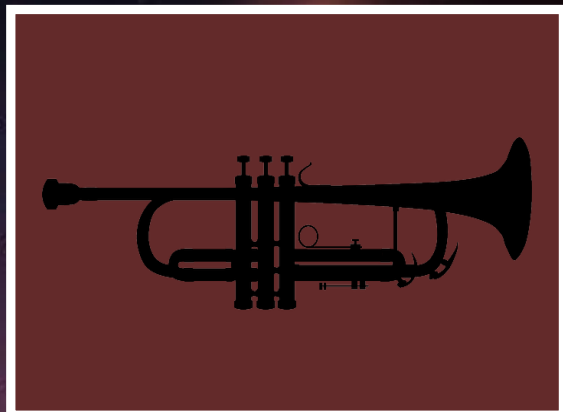




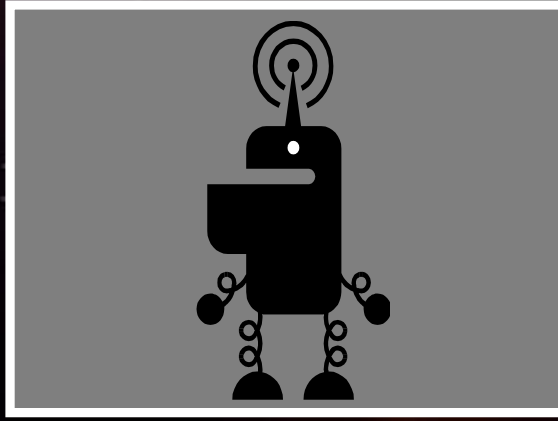
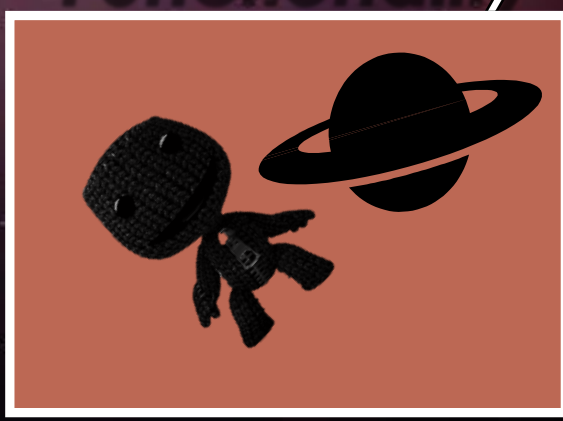
LittleBIG PlanetTM 2

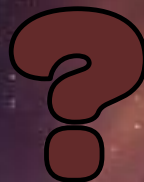
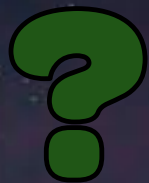






Functionality







The Pod



**LittleBig
Planet™ 3**



The Pod





The Pod



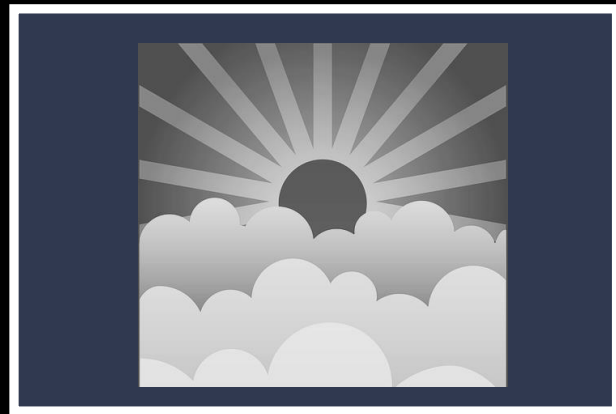


The Pod





The Pod



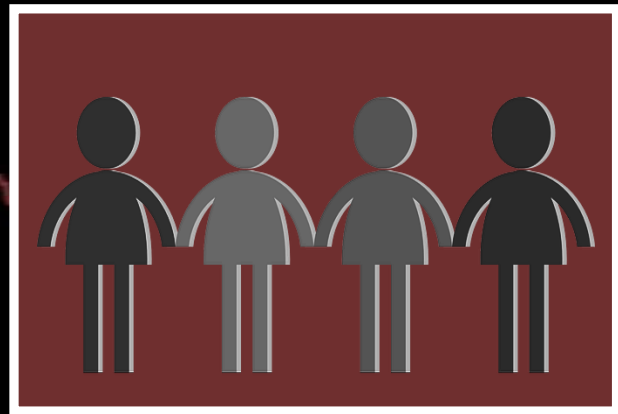


The Pod





The Pod





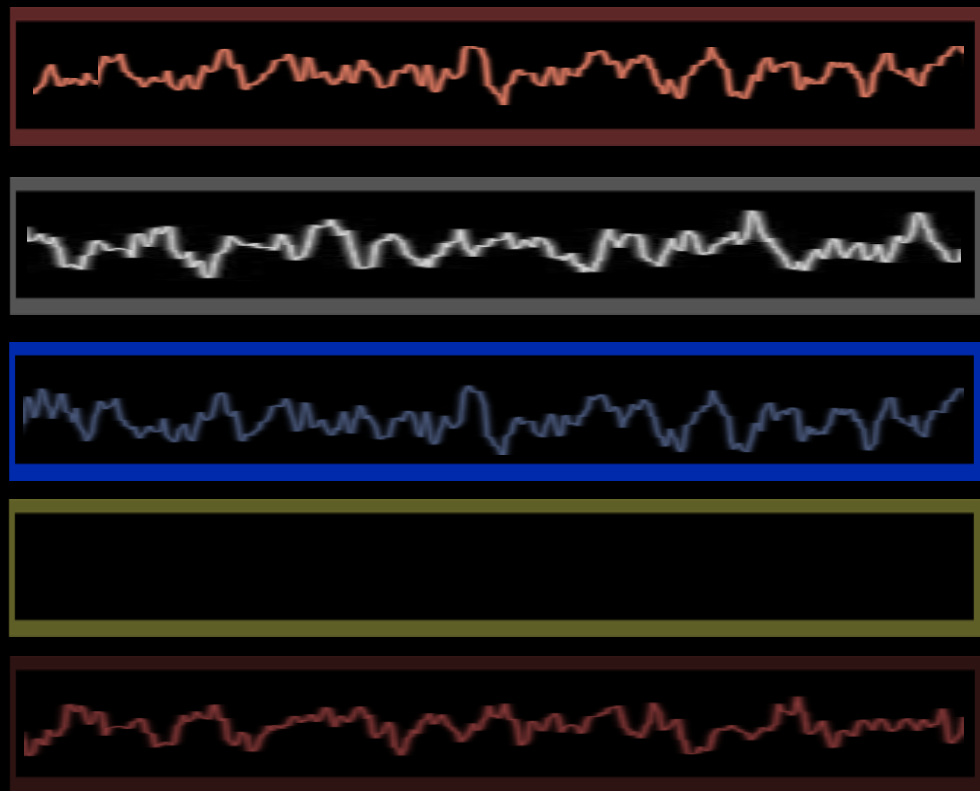
The Pod



Smooth transitions

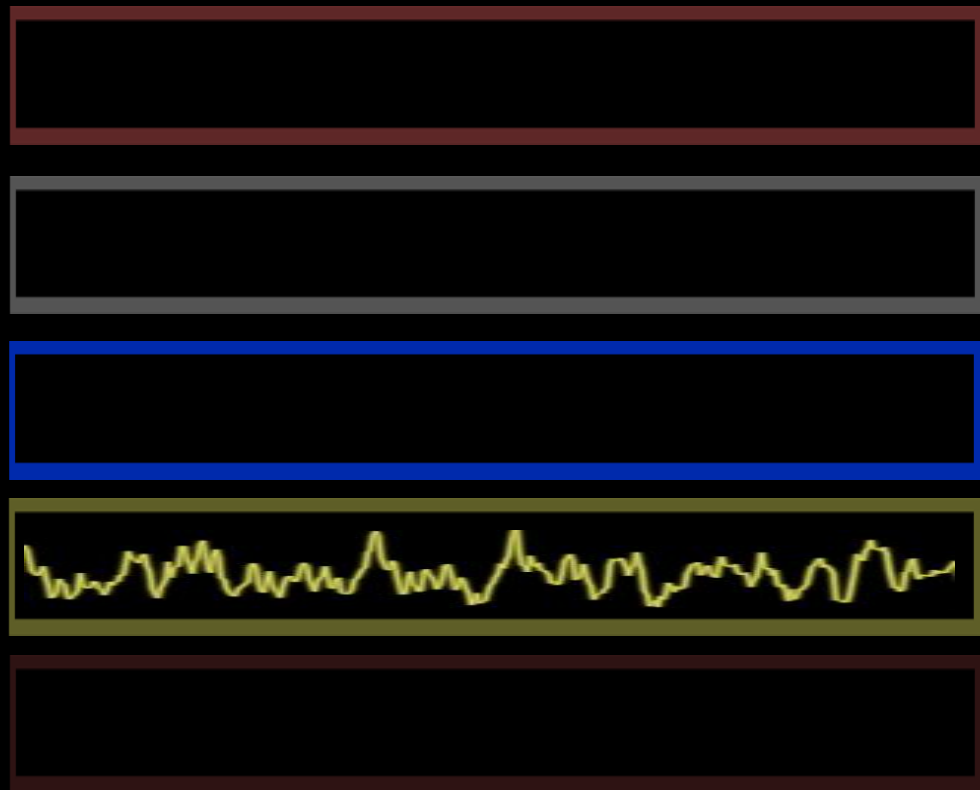


Triggering



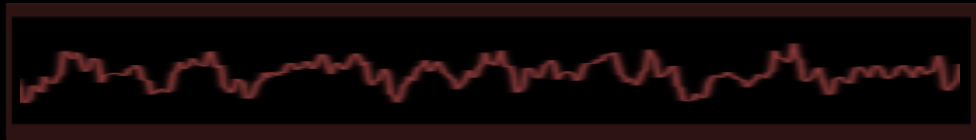
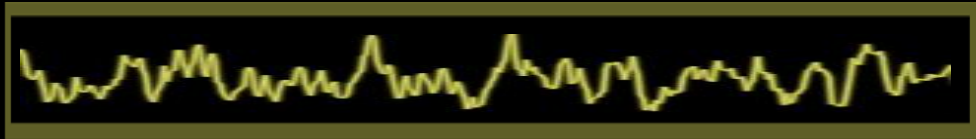
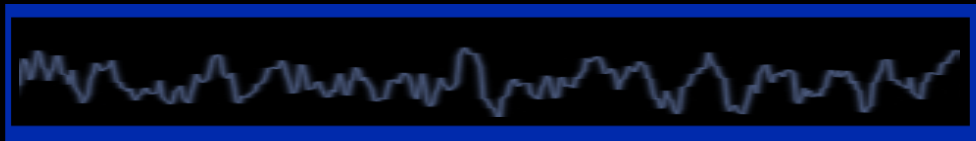


Triggering





Triggering





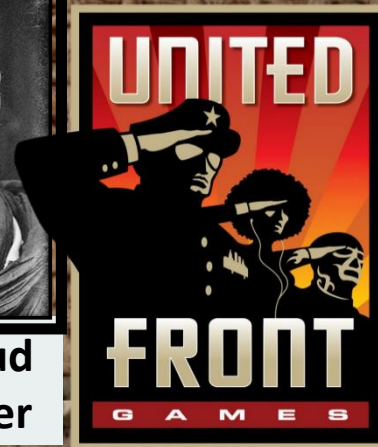
LittleBIGPlanet™ KARTING



Ben McCullough
Audio Director

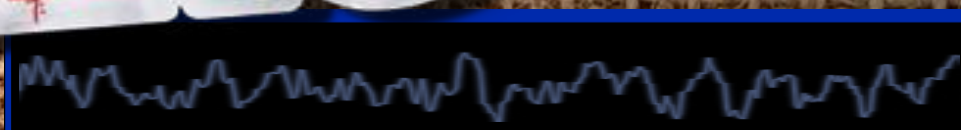
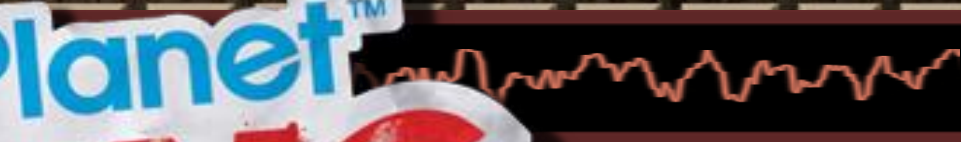


David Bergeaud
Music Producer





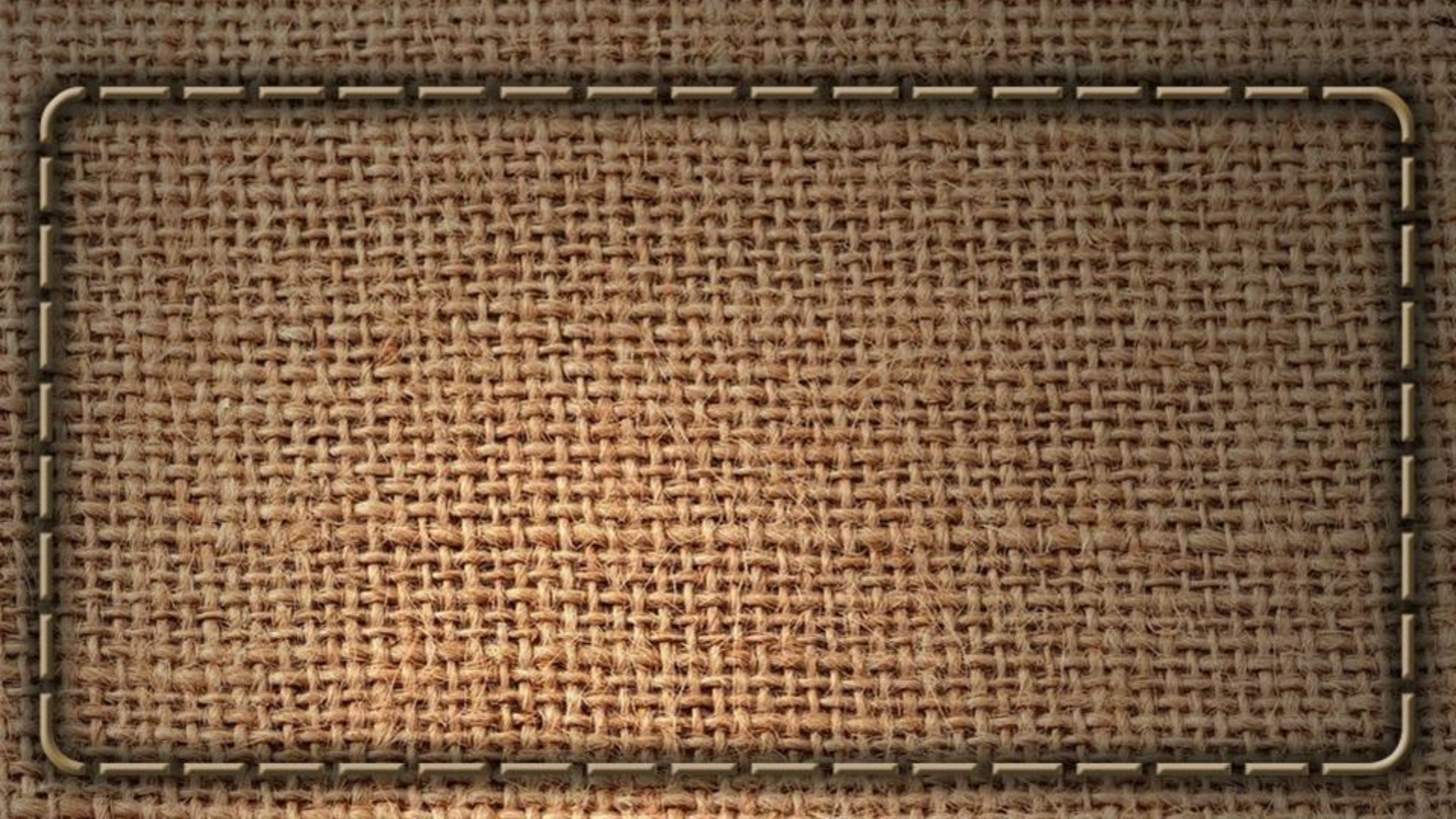
LittleBIGPlanet™ KARTING





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LittleBIGPlanet™ KARTING



We can
do it!



Cutscenes and Cinematics



We can
do it!

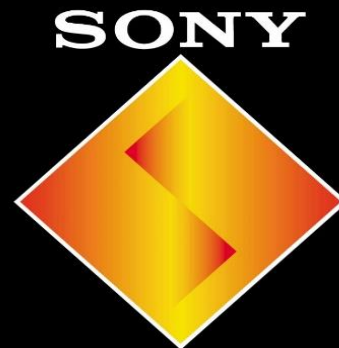


Cutscenes and Cinematics





Alistair Lindsay
Music Production Manager



COMPUTER
ENTERTAINMENT ®

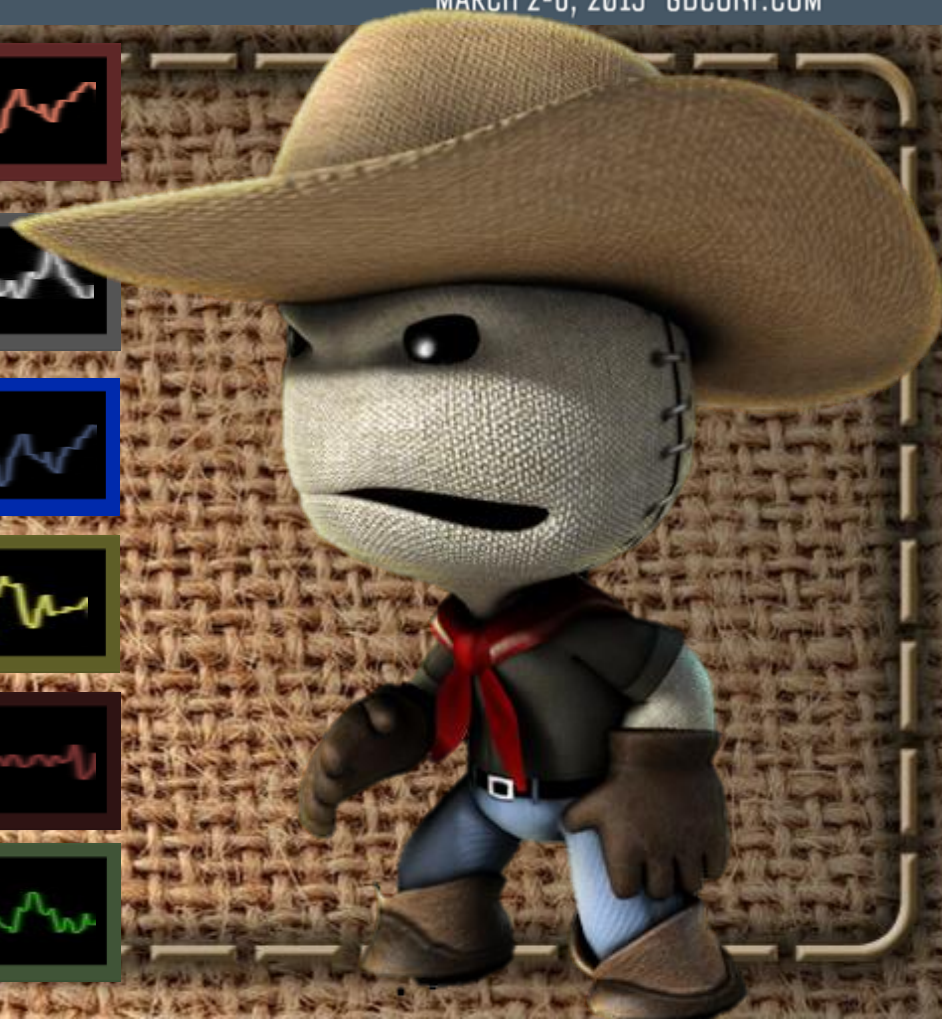
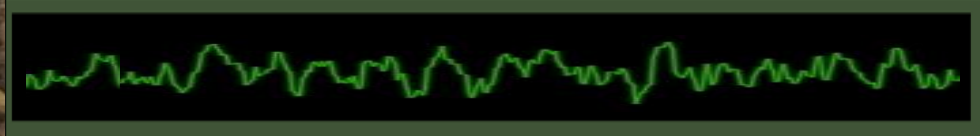
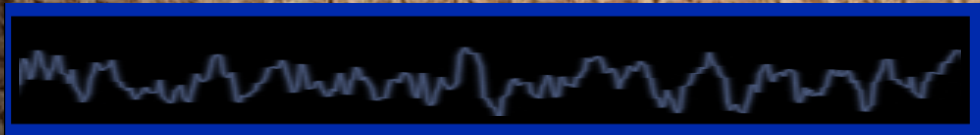


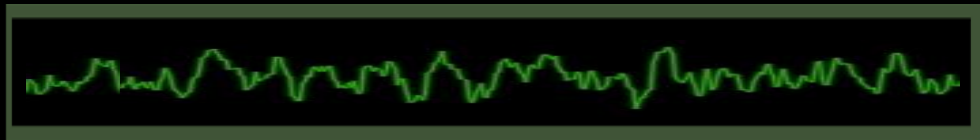
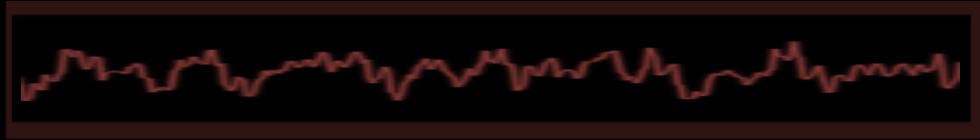
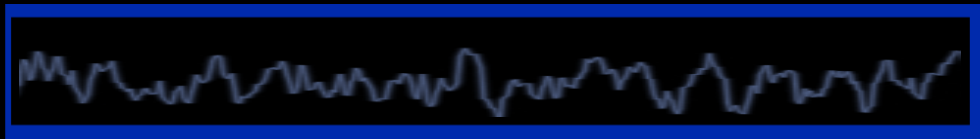
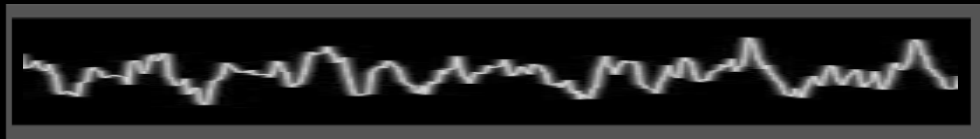
Barney Pratt
Senior Sound Designer

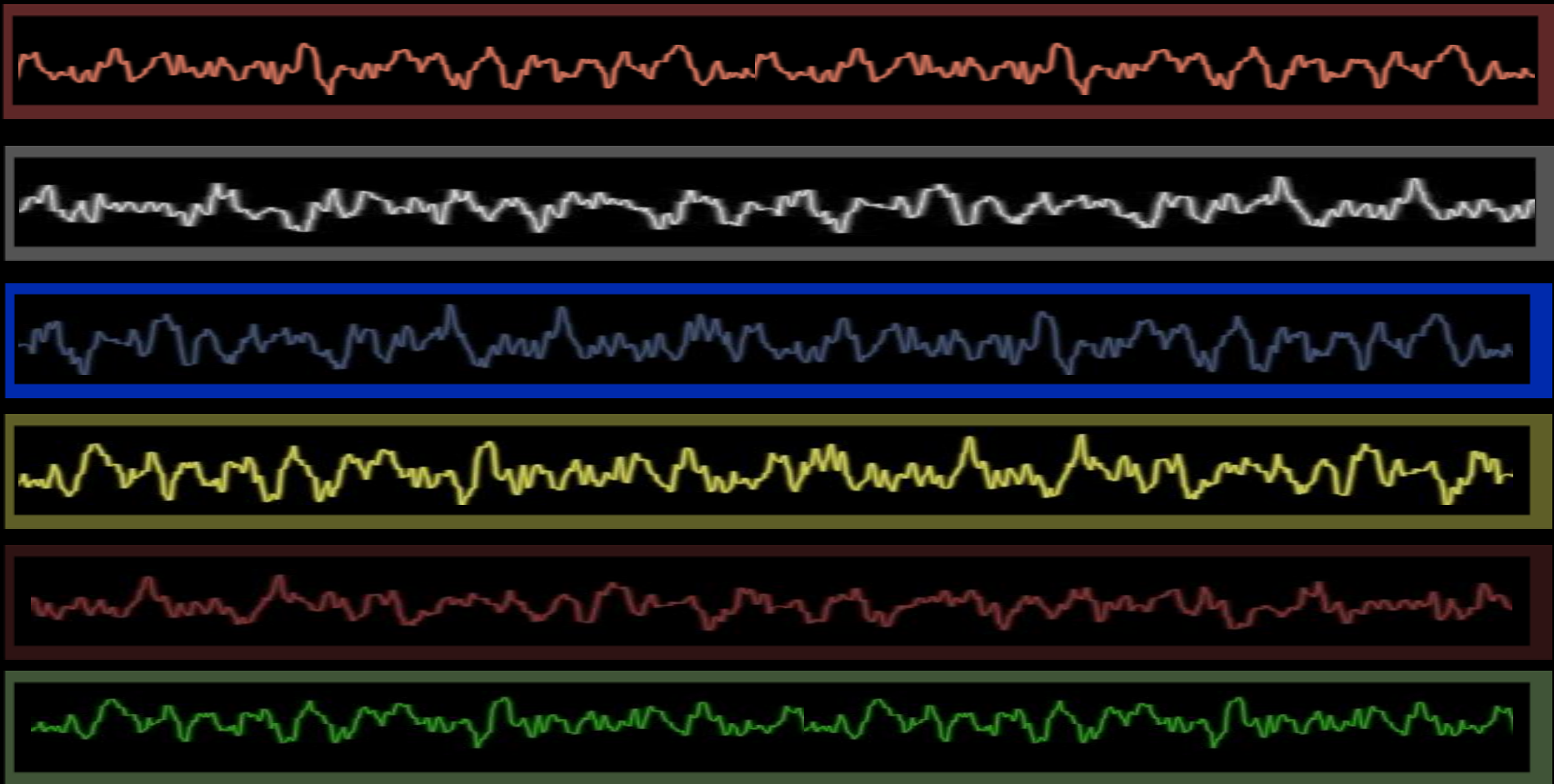


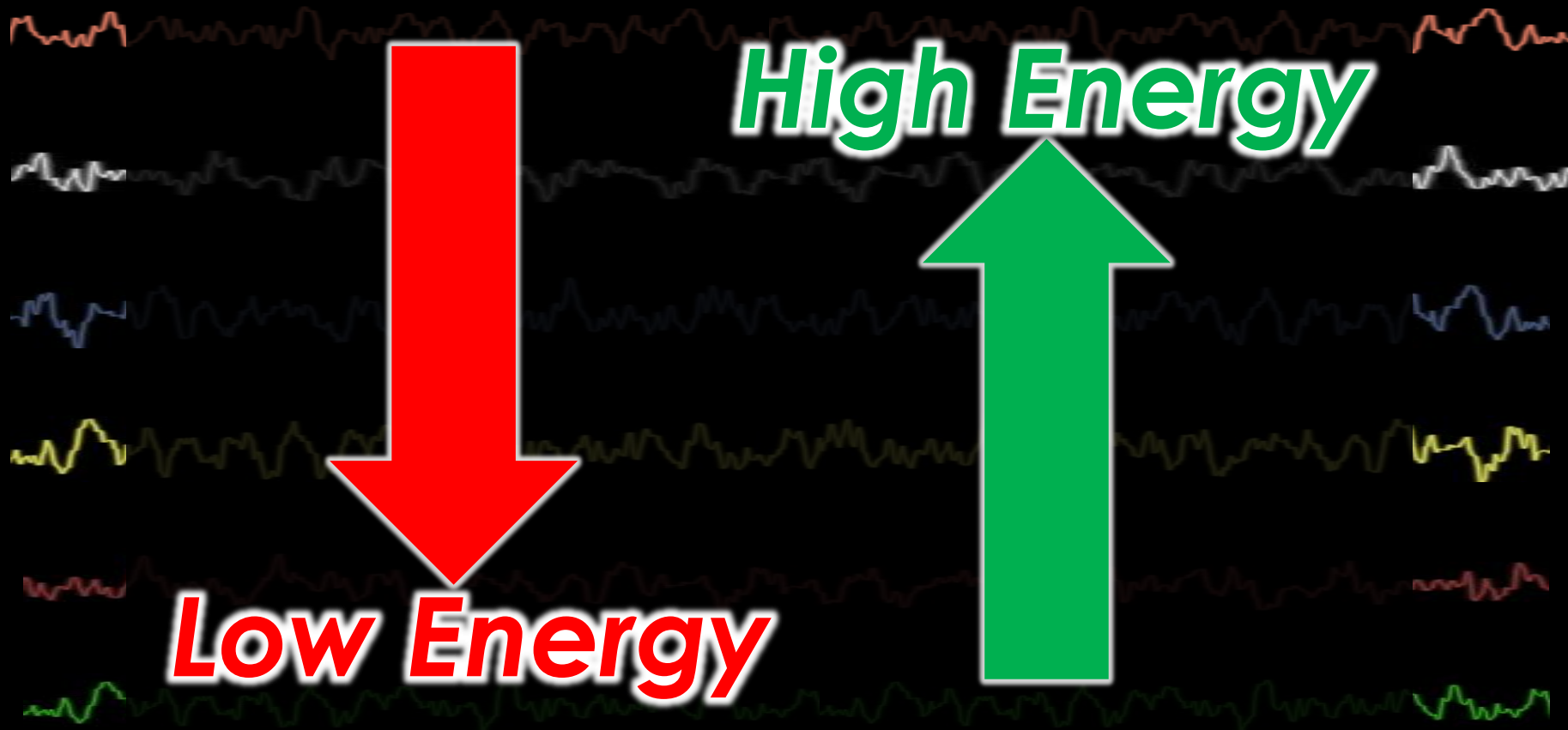
SUPERMASSIVE GAMES™

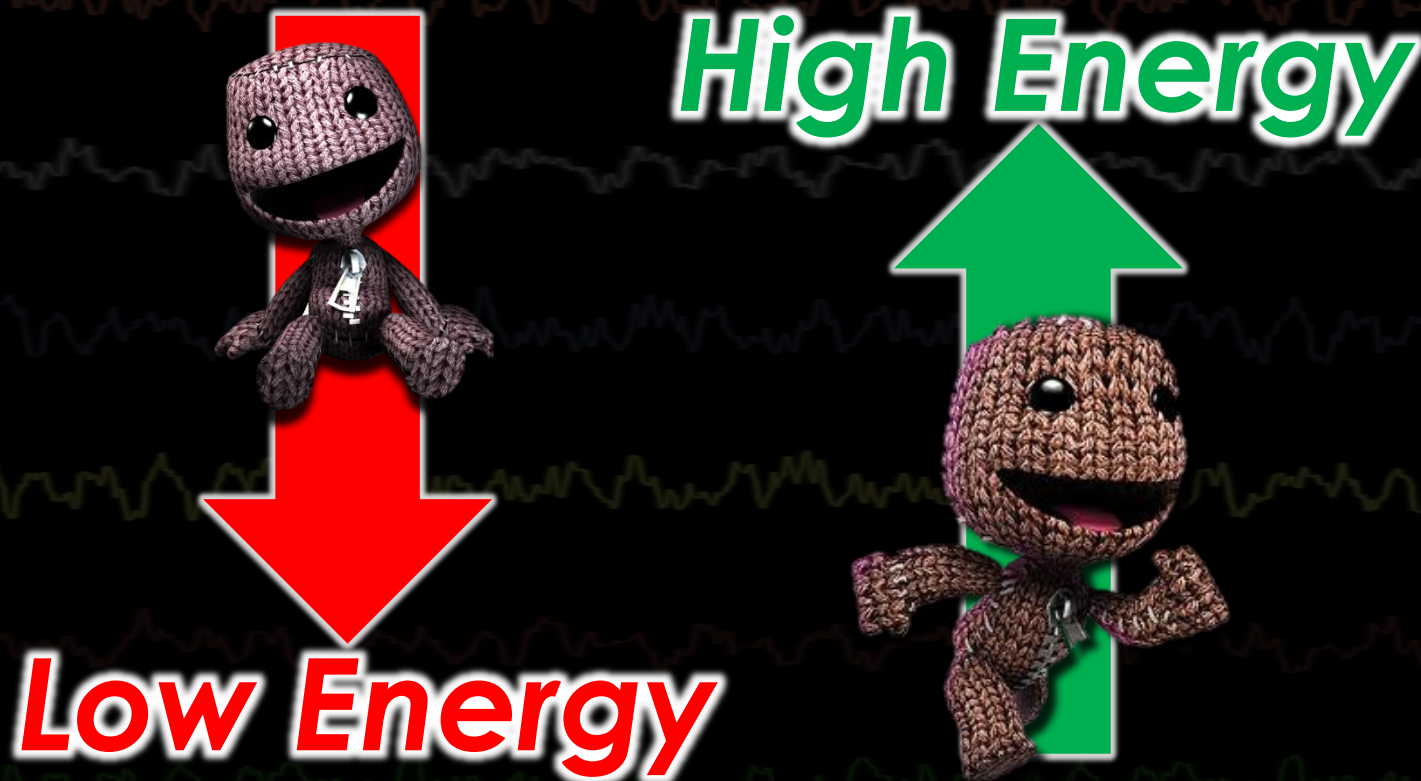


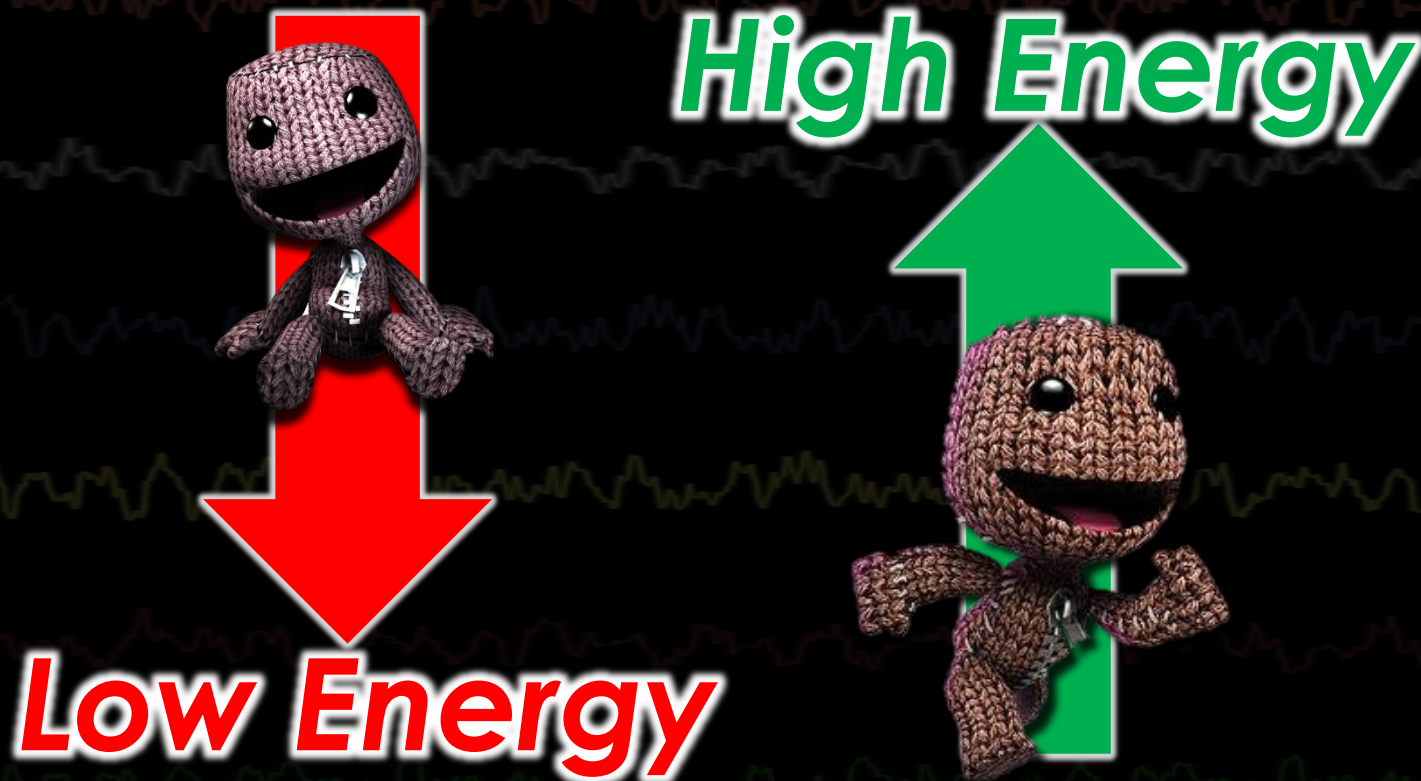


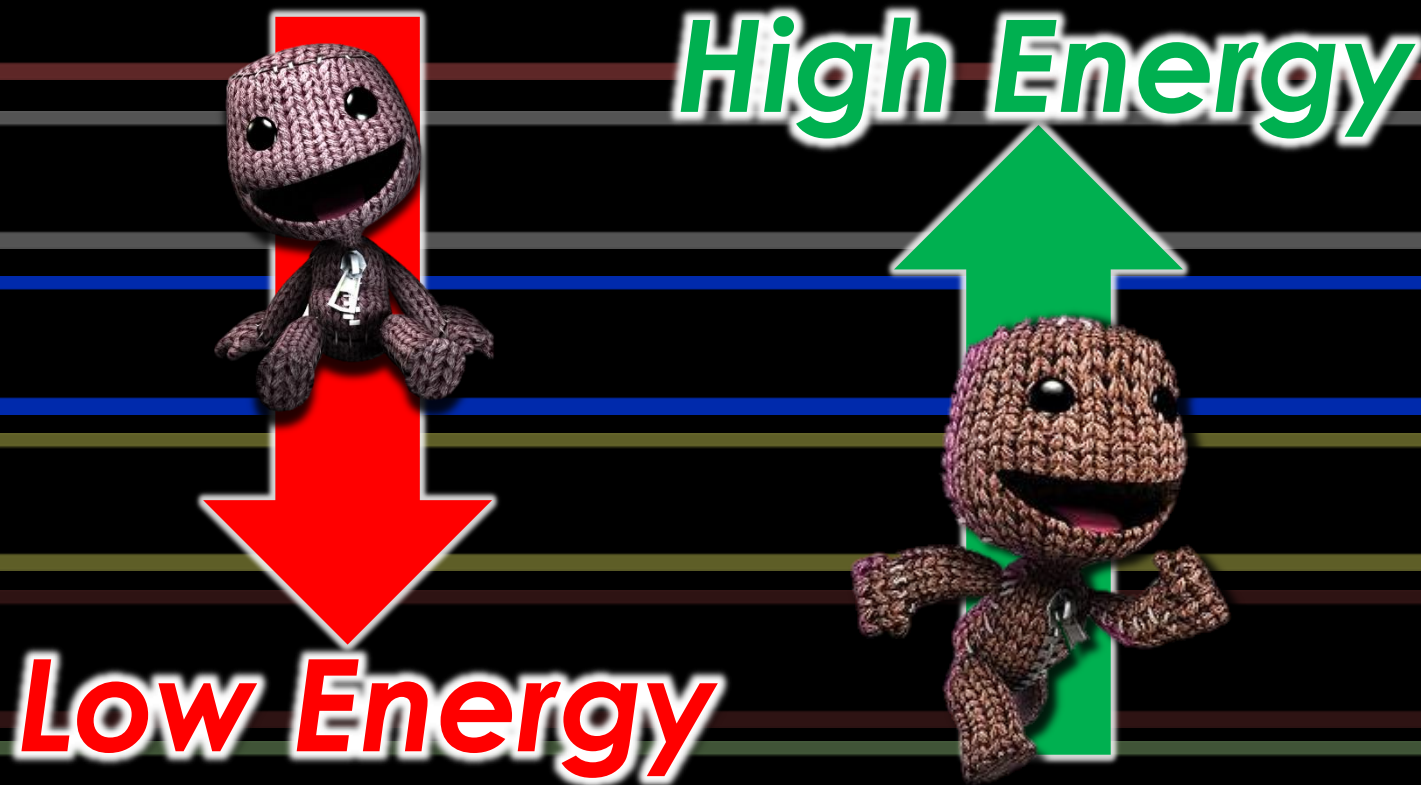










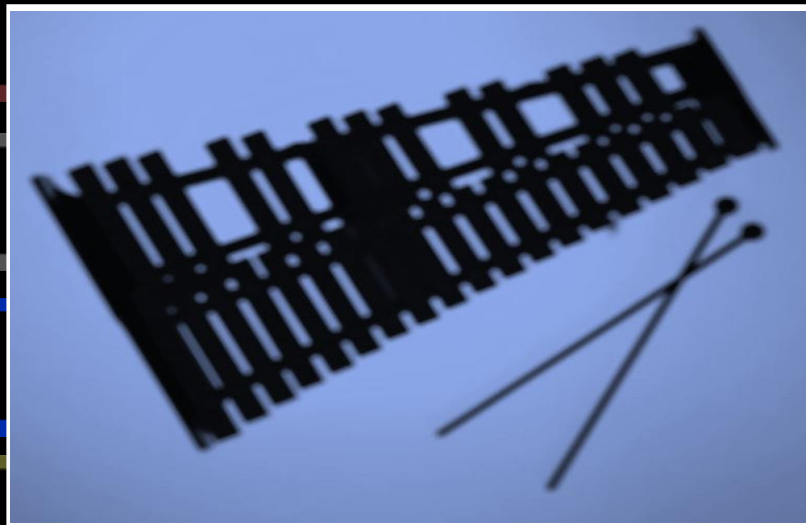


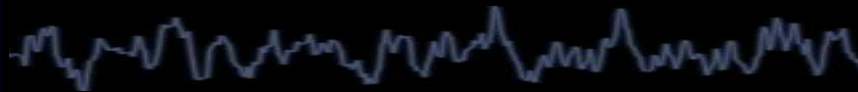
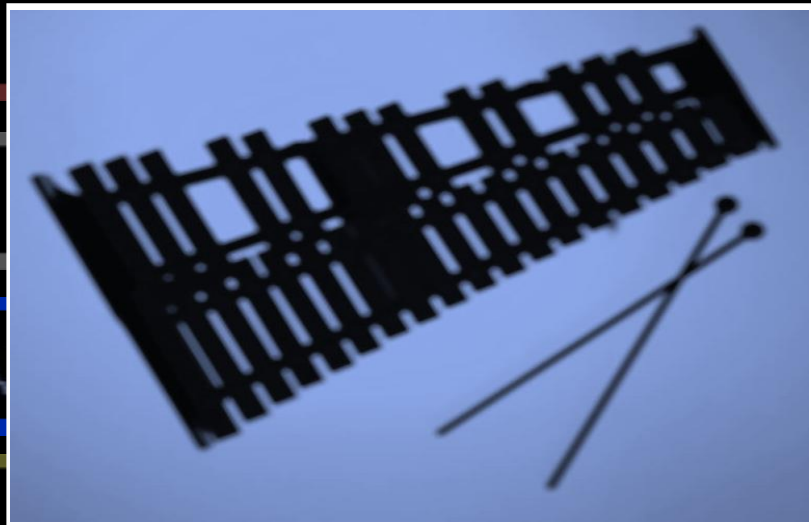






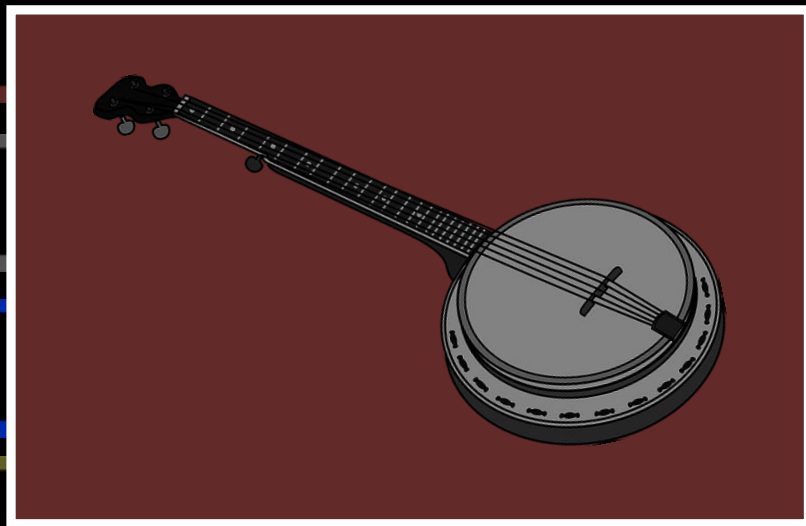


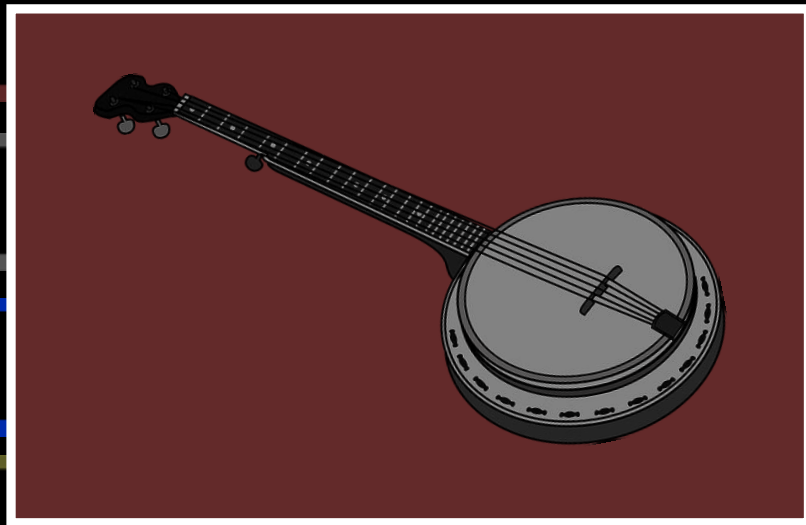














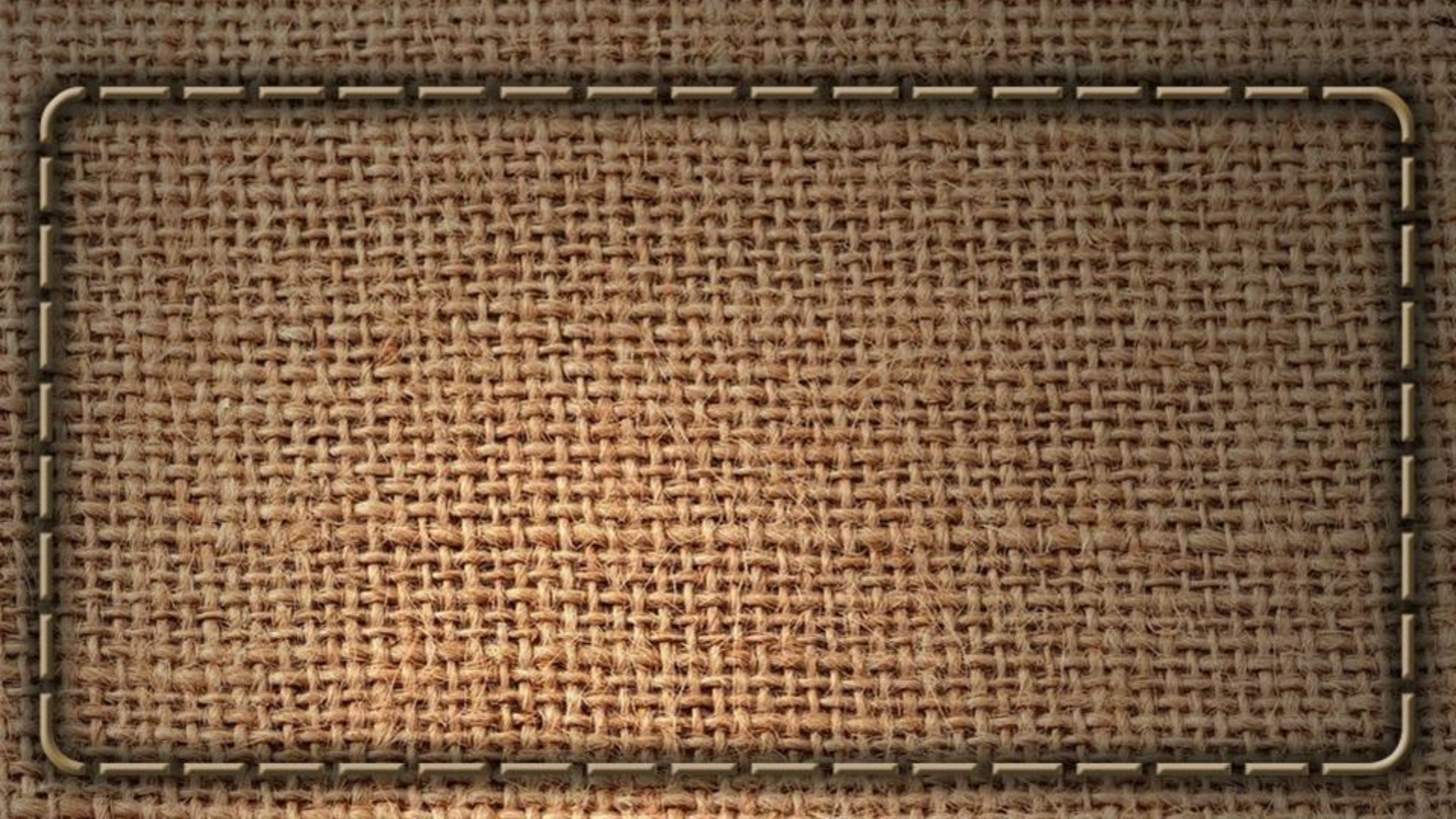




High Energy



Low Energy

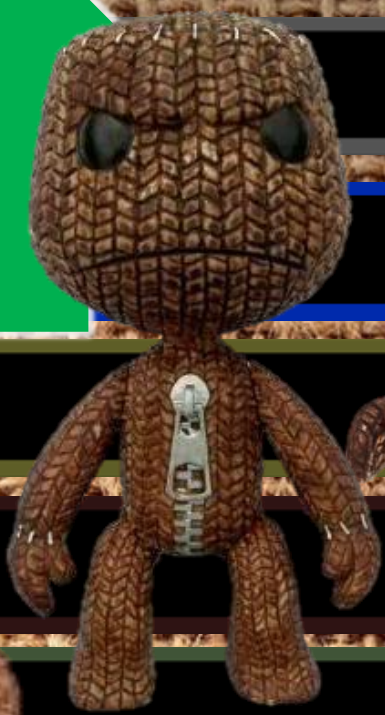




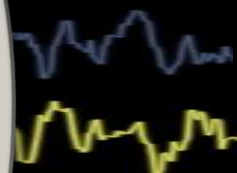
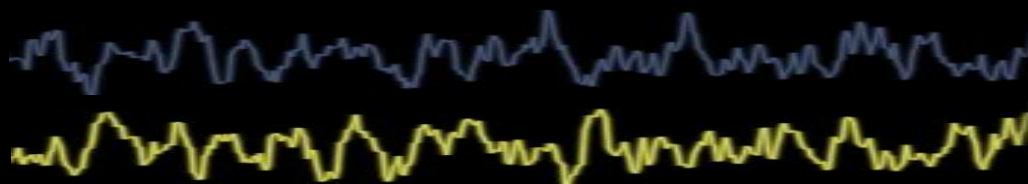
High Energy



Low Energy



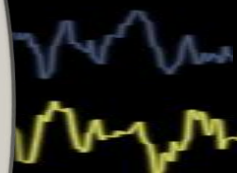
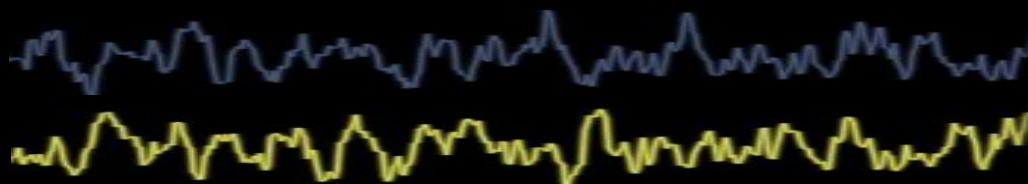






High Energy

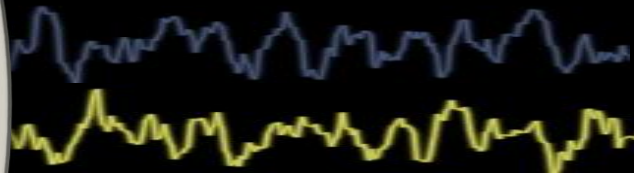
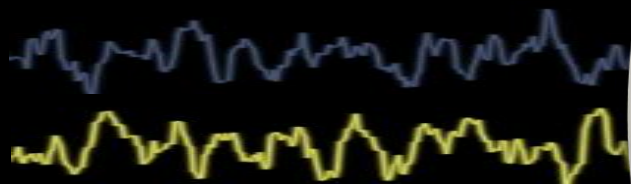






Low Energy







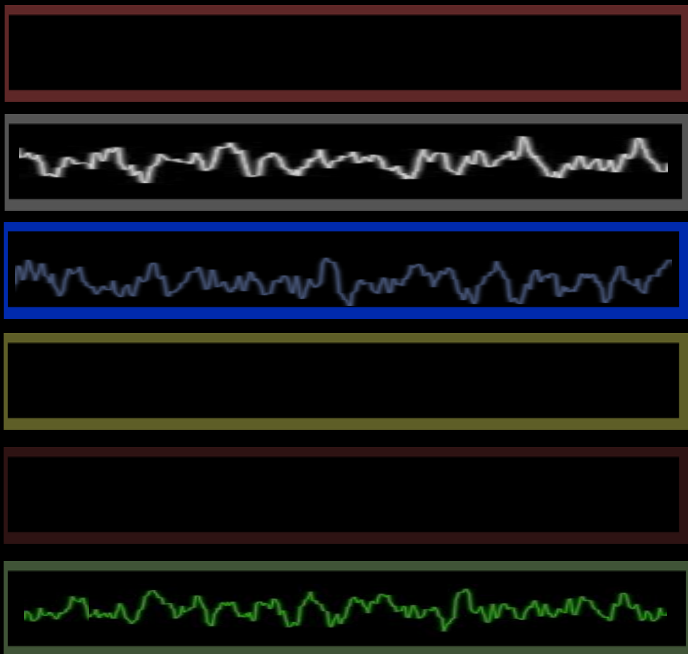


Two Musical Genres



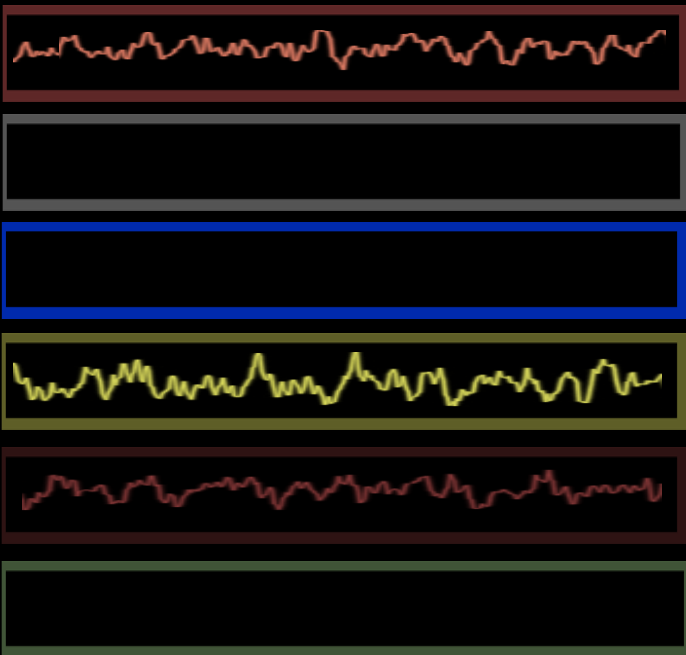


Genre One



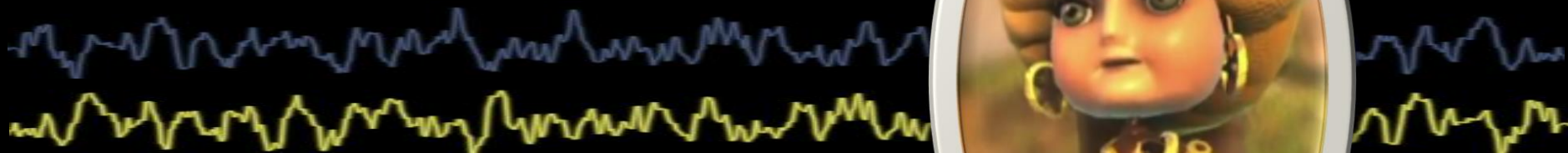


Genre Two





Two Musical Genres





Whimsical and Sweet





Gritty and Wicked







Two Musical Genres

- ✓ *Compose*
- ✓ *Test the layers*
- ✓ *Make adjustments*





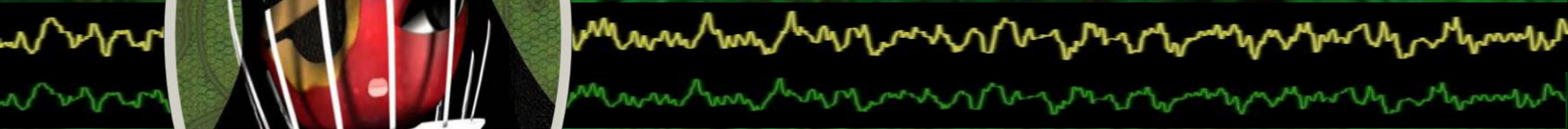
Two Musical Genres



Eve's Asylum



Eve's Asylum





New Age Ambience



New Age Ambience



Boogie Woogie



Boogie Woogie



Eve's Asylum





Musical Flexibility

- ✓ *Subtle changes*
- ✓ *Seamless transitions*
- ✓ *Logical interactions*







LittleBigPlanet 3

The Ziggurat





LittleBigPlanet™ 3

The Ziggurat





Two Musical Styles

The Ziggurat





Baroque Fugue





Baroque Fugue





World Fusion





World Fusion



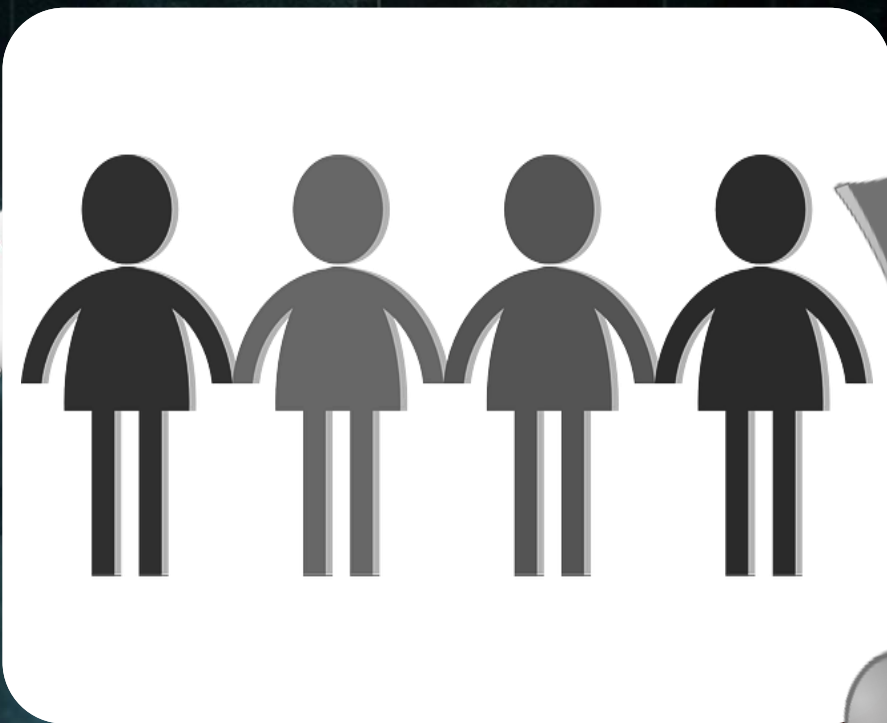
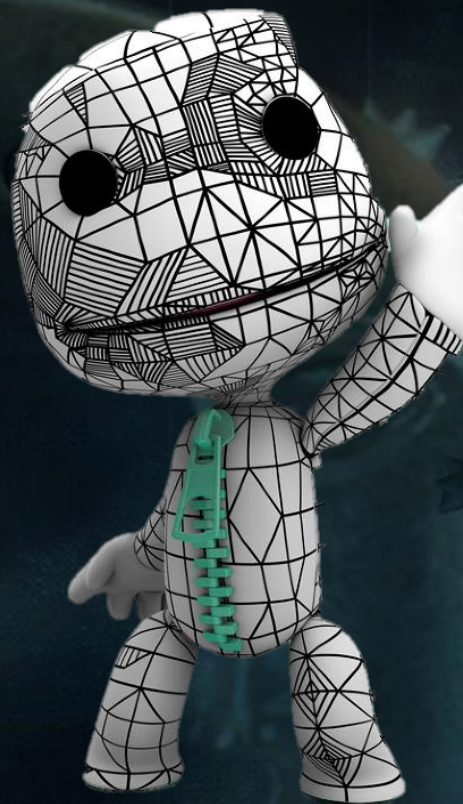


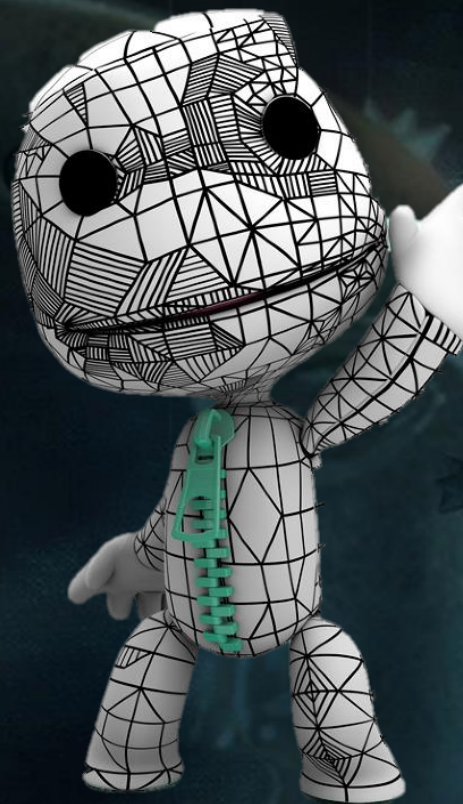
Two Musical Styles



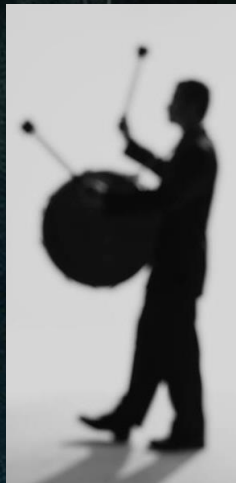
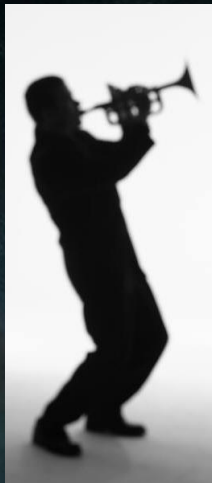


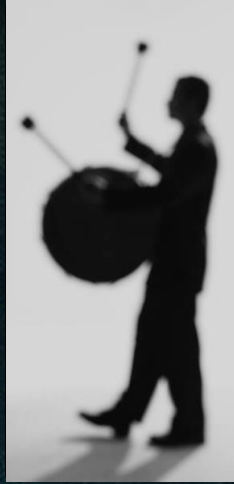


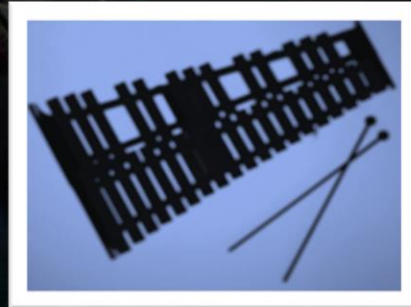
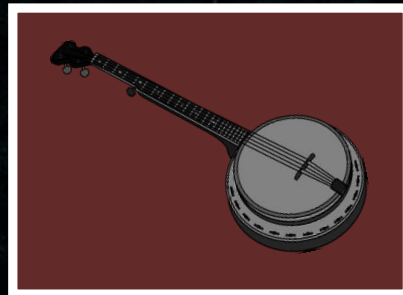
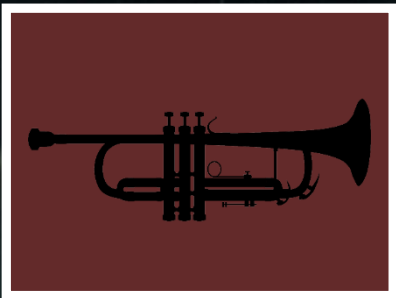


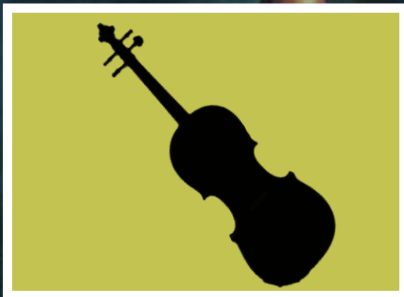
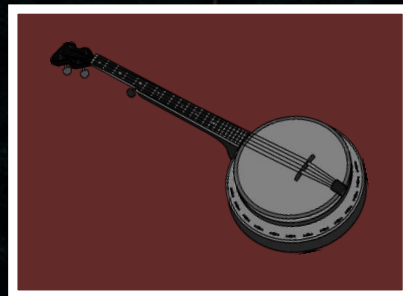
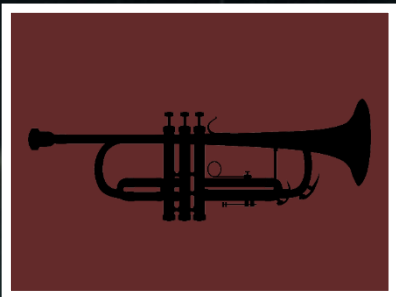






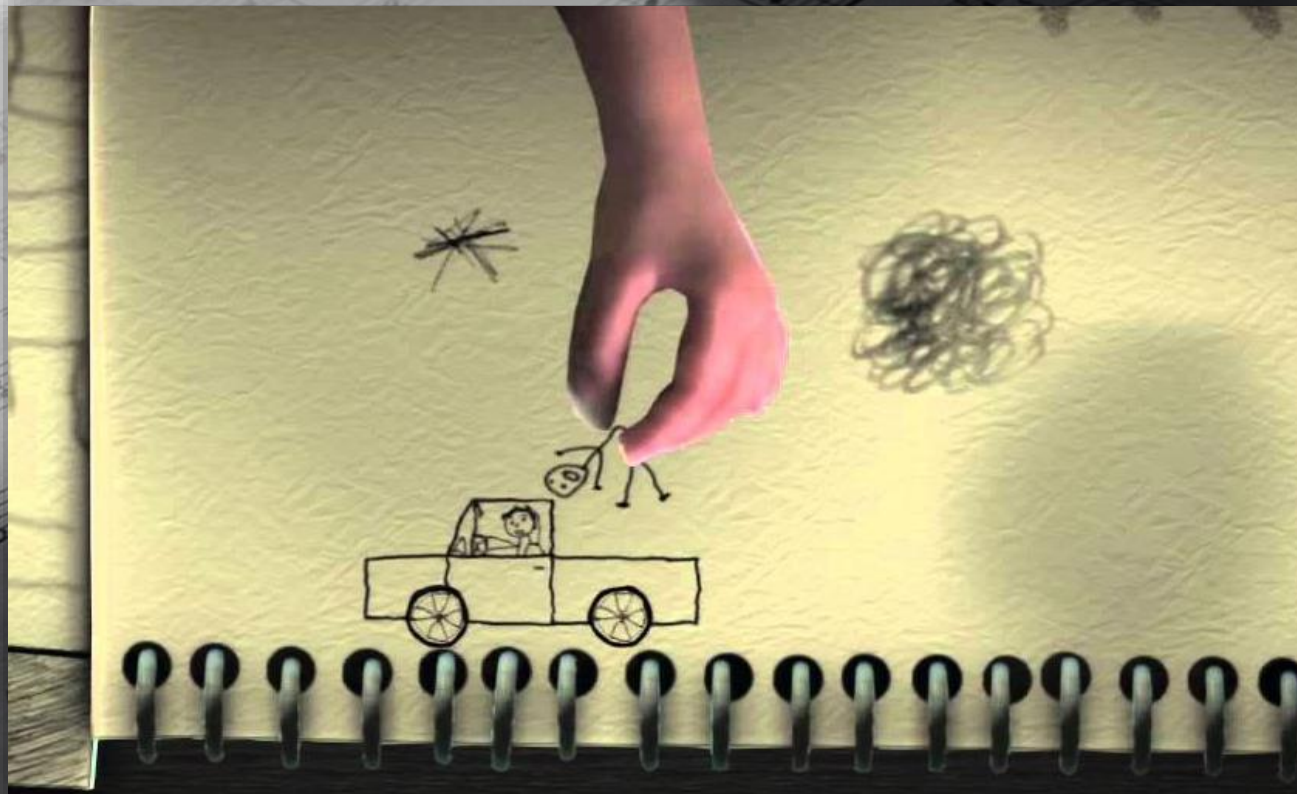




















Vertical Layers

- ✓ *Structure*
- ✓ *Tone Color*
- ✓ *Opportunistic Composition*



- ✓ *Continuous content*
- ✓ *Simultaneous Ensembles*





Triggering Points

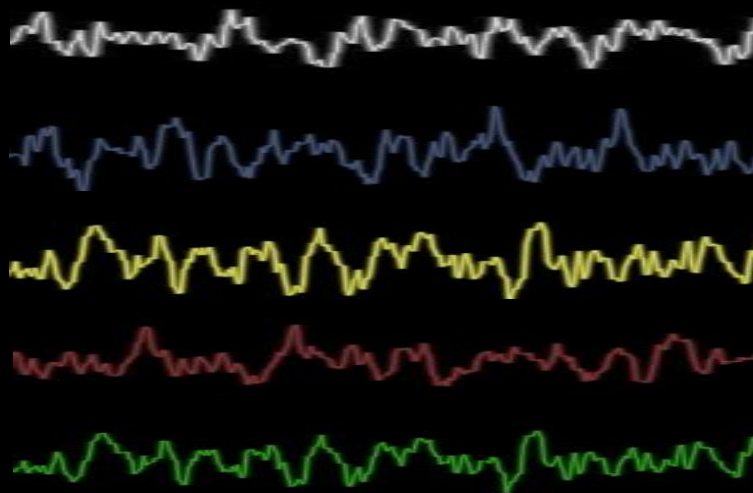








Vertical Layering





Vertical Layering

$$1 + 1 = 2$$





A satellite view of Earth from space, showing the continents of North and South America. The image is positioned on the left side of the slide, with the Earth's curvature visible against the black background of space.

LittleBigPlanet 3 and Beyond: Taking Your Score to Vertical Extremes



LittleBigPlanet 3 and Beyond: Taking Your Score to Vertical Extremes



LittleBigPlanet 3 and Beyond:

***Taking Your Score
to Vertical Extremes***

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