

Oh My! That Sound
Made the Game Feel
Better!

Presentation by: Joonas Turner



GAME DEVELOPERS CONFERENCE™ EUROPE
CONGRESS-CENTRUM OST KOELNMESSE · COLOGNE, GERMANY
AUGUST 3-4, 2015

Intro:

-Work at E-Studio



GDC 'Eu

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- Work at E-Studio
- Nuclear Throne, Badland, Broforce, Environmental Station Alpha, Angry Birds: Transformers, Downwell, Turbo Dismount, The Swapper etc...



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- Work at E-Studio
- Nuclear Throne, Badland, Broforce, Environmental Station Alpha, Angry Birds: Transformers, Downwell, Turbo Dismount, The Swapper etc...
- Design games as a hobby



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Design:

-What's the game like and
what's the main focus of the player?



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Design:

- What's the game like and what's the main focus of the player?
- Music/SFX/VO blend together?



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Design:

- What's the game like and what's the main focus of the player?
- Music/SFX/VO blend together?
- Create something unique?



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Creation:

-Plan on gear/chain



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Creation:

- Plan on gear/chain
- Make your sounds shorter



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Creation:

- Plan on gear/chain
- Make your sounds shorter
- Make the beginnings shorter,
think about player pushing a button



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- Impact, Impact, Impact!



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Creation:

- Plan on gear/chain
- Make your sounds shorter
- Make the beginnings shorter, think about player pushing a button
- Impact, Impact, Impact!
- Distortion etc artifacts



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Sound Systems:

-Ducking



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Sound Systems:

- Ducking
- Filters



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Sound Systems:

- Ducking
- Filters
- Give priority to what is important!



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Thank You!

-QA

-@KissaKolme on twitter



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