Music References

# Main Theme

For the main theme of the game, I want to convey a powerful and adventurous feeling. Relaxing at the beginning, but then it picks up in the middle, building up to a crescendo. A good reference would be a song called *Glass Sky (From “Tokyo Ghoul”)* (Seycara Orc., 2019). The song takes us in a roller coaster of emotions, from sombre to determined, then relaxing at the end.

Spotify Link: <https://open.spotify.com/track/6zcGa39pnVz2EFmJWBeNfb?si=FTUy95AfSGWbMFp8e7sD2A>

# Free Roam

When free roaming, I imagine a cheerful soundtrack that is simple and relaxing, with flutes and piano. Perfect for accompanying the nature setting. *Sad Machine (Ghibli Piano and Flute)* (Seycara Orc. 2018), is a good reference for this. Another one that has similar emotional impact is *Sparkle (Ghibli Orchestra Edition)* (Seycara Orc. 2018). They both have the relaxing qualities that I’m looking for. Optimistic and Exploratory Feels.

Spotify Links:

[*Sad Machine*] <https://open.spotify.com/track/4rs5cDdswUVaP2XBOvcsqr?si=TWsru8PhRHWcIO3DEuGkDA>

[*Sparkle*] <https://open.spotify.com/track/073QIuykO7cq69WRsKMjRb?si=Un4TqbEcQTat-ms7R_OnKA>

# Beginning of Game Cutscene

There is a short cutscene in the beginning of the game. Showcasing the serene and peaceful morning of the forest. Then after that, it cuts to the Protagonists of the game getting ready for the day. I want it to feel peaceful in the beginning. When the Protagonist is ready to head out, the soundtrack builds up, feeling grander and more adventurous. A good example of this would be *The Bird at Daybreak* (Akiyuki M. 2019). In the middle of the song, choral voices and strings kicks in, filling up the spectrum.

Spotify Link: <https://open.spotify.com/track/2ivogqdA5AN8N9Kqq5RqUs?si=mp7J_EIZRAGPRVtYlCknFQ>

# Encounter with the Goblins Cutscene

The first mission is about helping a merchant who is raided by patrolling goblins. The scene starts out with the merchant travelling in his horse-drawn cart, feeling happy and relaxed, enjoying the beautiful morning. At this point I want the music to be cheerful. Later, he spotted patrolling goblins in his path and he becomes anxious. He wanted to turn back but it is to late. The Goblins stopped him and ransacked the cart. I need he song to transition to this anxious state. Then the protagonists appear and save the day. I need the song to seamlessly transition from the anxious state to the battle song. A very good reference would be *A Touch of Light* (Kevin P. 2019).

Spotify Link: <https://open.spotify.com/track/47HrvmRTRmnhTD97T76bG4?si=VYbXI9baQketz6q3p3Eucw>

Sound Effects References

List of References

**Format:**

Artist Name (20XX). *Song Title*. Additional Notes. Record Publisher

Seycara Orchestral (2019). *Glass Sky (From “Tokyo Ghoul”)*. Part of the original soundtrack for the TV anime Tokyo Ghoul. Seycara Music and Arts Productions.

Seycara Orchestral (2018). *Sparkle (Ghibli Orchestra Edition)*. Performed by Ghibli Orchestra, composed by Yuang Chen. Seycara Music and Arts Productions.

Seycara Orchestral (2018). *Sad Machine (Ghibli Piano and Flute)*. Performed by Ghibli Orchestra, composed by Yuang Chen. Seycara Music and Arts Productions.

Yuki Hayashi, Takahiro Obata (2020). *GUNDAM BUILD FIGHTERS (Re-Build)*. Hayashi Factory Inc.

Kevin P. (2019). *A Touch of Light*. From the TV anime The Rising of the Shield Hero. Japan: Nippon Columbia Co., Ltd.

Kevin P. (2019). *OhKami*. From the TV anime The Rising of the Shield Hero. Japan: Nippon Columbia Co., Ltd.

Akiyuki M. (2019). *The Bird at Daybreak*. From the Video Game Monster Hunter World: Iceborne. Japan: CAPCOM CO., LTD. 2018, 2019 ALL RIGHTS RESERVED.