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 *Glassy 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 good reference would be *A Touch of Light* (Kevin P. 2019).

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

# Tommy’s Death Cutscene

In this scene, Tommy, the protagonist’s mentor was killed in battle. There will be a flashback and a few words spoken between the two. I don’t want the soundtrack to be sad and desperate, I want it to feel emotional, A mentor giving his life for a student. It must highlight the love that Tommy has for the protagonist. The few words spoken to the protagonist will empower her to fight the final enemy. A reference song with the same kind of emotional impact would be *GUNDAM BUILD FIGHTERS (Re-Build)* (Yuki H., Takahiro O. 2020).

Spotify Link: <https://open.spotify.com/track/2csEqyaYpCAne9MAyPug7c>

# Boss Battle Music

I could go two ways with this one. Either I go menacing and scary, to highlight the fearsomeness of the enemy, or I could go making it feel determined and heroic to highlight the Protagonist’s feelings. I am undecided as of now. I guess I will discover the right choice later down the line. For the “positive” and epic feeling soundtrack I chose *Ohkami* (Kevin P. 2019) as reference. And for the scary and menacing I picked *Khotun Khan* (Ilan E. 2020).

Spotify Links:

[*OhKami*] <https://open.spotify.com/track/574otzRwXGWmLemR5fYAWY?si=icpstUZbTaeIW4CoX6IRAw>

[*Khotun Khan*] <https://open.spotify.com/track/3vWCymsItfF3itickaURHA?si=4u60IAZgQECBNBFyymlXjQ>

Sound Effects References

The goal of this project is to replicate an authentic Japanese animation show experience. So, I will mainly be referencing sounds used commonly in Anime TV Shows.

# Sword Fighting and Hurt Voices

I want to focus on recreating the feel of anime fight scenes. Sound effects used in Anime TV Shows follow a general pattern, and almost all of them have a similar sound. The focus is to identify, sound-wise, what makes an authentic anime battle experience. The fight scene shown in the video [*Sword of The Stranger – Final Battle*](https://www.youtube.com/watch?v=xT66YPk0Q5w) (noisydope1138. 2017), I think, captures the whole anime experience. It has hurt sounds, environment sounds, and of course sword clashing and slashing sounds.

# Ambience

The game will be set in the forest, so I will have to source a lot of bird sounds as well as white noise from the trees crashing into each other. Here is a compilation video of birds singing, [*SINGING BIRDS*](https://www.youtube.com/watch?v=I7dYd-Ra8bk)(Wildlife World, 2019). Eurasian Skylark part is very clean.

# Character Movement Sounds

I’m guessing that I will need a lot of movement sounds, from footsteps to cloth sounds when the characters move. I have found a good reference video that showcases various cloth sound effects. [*Cloth| Foley Sound Effect*](https://www.youtube.com/watch?v=xMlizZwH9Bg)(Yau Audio, 2020).

List of References

**Format:**

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

Seycara Orchestral (2019). *Glassy 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.

Ilan Eshkeri. (2020). *Khotun Khan*. From the Video Game Ghost of Tsushima. Japan: Sony Interactive Entertainment, LLC.

noisydope1138 (2017). *Sword of The Stranger - Final battle*. Available at: <https://www.youtube.com/watch?v=xT66YPk0Q5w> (Accessed: 17 October 2020).

Wildlife World (2017). *SINGING BIRDS*. Available at: <https://www.youtube.com/watch?v=xT66YPk0Q5w> (Accessed: 17 October 2020).

Yau Audio (2020). *Cloth | Foley Sound Effect*. Available at: <https://www.youtube.com/watch?v=xMlizZwH9Bg> (Accessed: 18 October 2020).