

VoV Sound Notes

FMOD Event Naming Key

AM - Ambience

AS - Ability sounds

CS - Character sounds

SX - Sound Effects

Banks

We can plan banks at a later date as it is easy to change them. I imagine a master bank + one for each level would make sense.

Bash

2d event

(currently just one sample but can add variation when we settle on the sound and match it to the animation)

Fan of Knives

2d event

Parameter 'firstDagger' dictates whether the event plays the draw sound (discuss). 3 knives should be 1 0 0

Slash

2d event

Whiff

2d event

(very basic sound made in 5 mins - open to changes or discussion when more sounds are in)

Footsteps - *Half Complete*

2D event

How to implement - Timed with walking animation

Parameter - surface (**not currently implemented in FMOD**)

0 = Grass

1 = Long Grass

2 = Water?

Are there any alternative footsteps such as jump or creep etc ?

Fire/Torch - *Complete*

3D event that loops indefinitely

How to implement - attach event to torch and fire object

Forest

2D event that loops indefinitely

How to implement - Attach to anything and start at the start of the scene

Day or night?

We could use snapshots to mix between a more normal ambience for the village and a enchanted one as we move further into the forest.

Bear - Awaiting Model

3D events attached to bear

How to implement - Triggered in a number of situations

Sounds to make

- Attack - what style attack? - swipe, charge, cleave, maul
 - Attack sound effect
 - Vocalisation
- Damage taken
 - Impact
 - Vocalisation
- Footsteps - need to see model
- Idle vocalisation
- Death - how many versions?