Friday, 1 July 2022

SyncVR Unity Sound Designer Assessment

Design Rationale

GENERAL WORKFLOW

I started with the ambient sounds to create a kind of atmosphere. This helps setting the stage for further sound-design. For all the created audio and sounds I used a mixture of audio-samples (freesound.org, soundsnap.com) that I processed with eq, time-stretching, phaser effects, doublers and combined it with the use of synthesizers. All sounds are multi-layered. Throughout the process I kept a couple of things in mind:

- *The patient needs to be distracted.*

- *The sounds can't be too creepy.*

- *Due to the time-constraints It's best to keep the style near Realism.*

I created the sounds in this order:

- *Ambience Forest Day + Ruins*

- *Added extra local ambient sounds for tree trunks, leaves and mystical fires in Ruins.*

- *Created different footsteps*

- *Softlanding, Hardlanding, Jump*

- *UI (But can't find a way to implement it. Sound is in the Library though)*

- *My time ran out. Total work duration (~5h)*

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RUNDOWN AMBIENCE

_Forrest Day

Layer	Title	Origin	Thought Process
1	Gusts of wind	freesound.org	Wanted to start with a mild breeze through the trees. Deleted this layer later on due to it being distracting.
2	Light rumble	Es2 Synth	Created a noise layer with reduced low frequencies to create a space which also works to mask some of the sounds from surgery.
3	Birds	freesound.org	Wanted a constant, irregular sound of birds that sit in the trees.
4	Flock of Birds	Soundsnap.com	Random flock of birds that passes by to give the ambience more dynamic.
5	Magical pad	Alchemy Synth	Created a patch with twinkeling marimba sounds. Kept it legato and tried to make a magical feeling without being too 'out-there'. This in anticipation of the magical adventures that await of course.

_Ruins

Layer	Title	Origin	Thought Process
1	Gusts of wind	soundsnap.com	Just copied a recording of wind in a cave and applied a lowpass filter and a compressor.

Layer	Title	Origin	Thought Process
2	Tribal Chanting	soundsnap.com	Cut the file and rearranged it. Applied Eq, compressor and side chained some doubler effects. I'll create separate audio files for the three fires burning in the temple for more immersion. So I'll keep this ambience minimal.

_Tree

Layer	Title	Origin	Thought Process
1	Branch movement	soundsnap.com	Created three different tree trunk creaks with 1 soundbite. Used time stretch, eq and a liiiitle bit of reverb to make it more robust-sounding.

_Leaves

Layer	Title	Origin	Thought Process
1	Gust of wind	soundsnap.com	Started with layer of wind. Used highpassfilter to make it very light
2	Rustle Branch	freesound.org	Layer this with different layers of a person moving branches. Pitched it up a bit to make it seem higher up the tree.

_FlamePlasma

Layer	Title	Origin	Thought Process

	1	Indoor Fireplace	soundsnap.com	Base layer is standard fireplace crackling and burning with eq boost in the 2k-3k Hz region to make it extra crisp.
	2	Torch movement	soundsnap.com	Used a recording of someone waving a torch. Time-shifted it down 50% for slower movement and more heavy sounding.
	3	Metal pressence	freesound.org	Wanted to make the flame magical because its green. I thought the weirdest sound is the sound of materials which are not present. Used different layers of metal mechanical 'clicks and clings' and ran them through a reverb based on a metal sounding .wav. Pitch shifted it an octave up.

RUNDOWN CHARACTER

_Softsteps

Layer		Title	Origin	Thought Process
	1	Slippers on Pebbles	soundsnap.com	Base layer, didn't change too much.
	2	Footsteps on Mud	soundsnap.com	Used a recording of objects falling in mud and used it gently in the background.
	3	Grass rustle	soundsnap.com	Last layer was me imagining the grass moving each step. Finalised 11 different sounds. Each sound is unique and I also used automation to randomise the db of each layer each step.

_Hardsteps

Layer		Title	Origin	Thought Process
	1	Sneakers Coarse Stone	soundsnap.com	Base layer, didn't change too much.
	2	Barefoot Coarse Stone	soundsnap.com	Pitched it up to make it more match the leather boots.
	3	Pebbles	YouTube.com	Last layer was me imagining kicking along some loose debris each step. Finalised 11 different sounds. Each sound is unique and I also used automation to randomise the db of each layer each step. Not every step includes pebbles.

_Softlanding

Layer		Title	Origin	Thought Process
	1	Soft Carpet Walking	soundsnap.com	Base layer, didn't change too much because I actually really liked the thumpyness of the sound. It feels like hitting loosely packed dirt and grass.

_Hardlanding

Layer		Title	Origin	Thought Process
	1	Soft Carpet Walking	soundsnap.com	Used the same layer as a base for Hardlanding but pitched it up, lowered volume and used high-pass.

Layer		Title	Origin	Thought Process
	2	Breaking Ceramics	soundsnap.com	Cut out a couple of nice instances of ceramics breaking to add after the landing.
	3	Rock hit	soundsnap.com	Used a sample of a rock hitting another rock. Eq'd and pitch shifted it for 3 different sounds. Use this and the ceramics hit to create 3 different Hardlanding sounds.

_Jump

Layer		Title	Origin	Thought Process
	1	Footstepts Hard Cement	soundsnap.com	Base layer. Imagining pushing herself off of the ground.
	2	Dirt Scrape	soundsnap.com	Used to simulate left foot dragging in the dirt before lift-off.
	3	Plywood Scrape	freesound.org	Used to simulate right foot dragging in the dirt before lift-off.
	4	Gust of Wind	Es2 synth	Creating a gust of wind sound to insinuate rapid movement through air. Don't want this to be very loud.
	5	Gust of Wind	Es2 synth	Creating a gust of wind sound to insinuate rapid movement through air. Don't want this to be very loud.

RUNDOWN UI

_Onpress

Layer	Title	Origin	Thought Process

	1	Mallet Hit	Alchemy Synth	Wanted to use a mallet sound to create a friendly UI tone. It also matches the marimba sounds used in _Forest Day. Used eq, Delay and Reverb for a more dreamy feel.
	2	Old Mouse Click	soundsnap.com	Definitely cheating and lame haha but added the texture of an old school click for the high end. (High-pass)
	3	Wood Hit	soundsnap.com	Used the mids en mid-high frequencies of a woodblock hit to give the sound some more attack/punch. And EQ'd it to match the Mallet hit.