

Audio Bible

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1. Introduction

Audio is one of the most relevant things when talking about video games, it can transport the players to other dimensions, worlds or extraordinary settings. Making players take part of a new experience.

So this is why you need an Audio Bible well organized and documented.

Super Mario Bros (NES):



Which game is this audio from?



CORRECT! Final Fantasy VII



2. Elements

“Audio is like painting. A host of multiple elements form and combine to create a larger picture”

Zachary Quarles, Sound Designer

2.1 Music

-**Style:** depending on the type of game and public. Relaxing experience or full action with the user full focused.



-**Instrumentation** and audio **Recording**, an entire orchestra, a simple piano. This can define the kind of game we create.

-When we **implement** the music? Continuously? Short-cuts? Specific event or area?

Example of music transitions in Final Fantasy 7:



2.2 Sound-Design

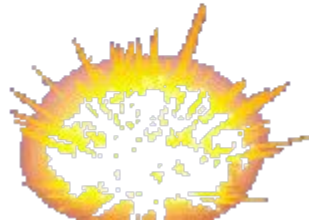
- Ambience**, what sounds are around the player? In quiet forest with only wind sound, or in the middle of the city?
- Audio **feedback** from weapons, items, abilities, and player. Decide if are important sounds (like FPS) or more secondary.
- Monsters/Enemies/Obstacles**. What will the player came across with? Each of them should be different.

Different examples in the same game, “The Forest”:



2.2 Sound-Design

- Visual effects related with sounds. Explosions, raindrops...
- What sounds will your player do? Footsteps, shout of pain, exhaustion while running, death....



2.3 Voice-Over

- Story told by narrator, during gameplay, ...
- Voice cast? Which kind of voices we need? Age, gender, etc...
- Some specific characters, monsters, machines, need Special Effect voices, and additional sound processing is needed.

Here we can see two different methods for explaining a story:

Darkest Dungeon:



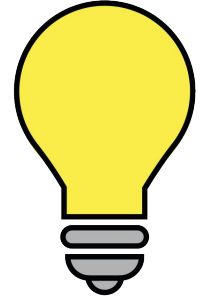
GTA V:



2.4. Technology

- Its important to know the limits of the program/platform
- Will you need lots of audio channels?
- Where and how are you getting the audio? It sounds as you thought?

3. Inspiration and References



Having good references and inspirations helps to achieve the goals.

Films or another video games similar to what you are looking for, can be a good reference for your music and sounds.

Some short clip sounds can inspire you when creating. Raindrops, footsteps...

For example, if you are looking for an Massive Multiplayer Online RPG open world, you can get inspired with games like Wow:



Otherwise, if you are looking for an artistic, and relaxing game, you can get inspired with games like Journey or Gris:



On the other hand, if we are looking for a family game, more cheerful, games like Mario Kart can inspire you.



4. Organization and Naming

It is crucial for a good design and development.

There is not only one way to do it, but it's very important for a good organization.

Finding files, not losing anything, don't waste useful time...

ID	Audio name	Description
AM_01	AA_Music01_Mt	Main theme (used in Antare)
AM_02	AA_Music02_Py	Port of Yagomir theme
AM_03	AA_Music03_Ai	The Aiur theme
AM_04	AA_Music04_Rn	Ruins of Nyzal theme
AM_05	AA_Music05_Bt	Battle theme
AM_06	AA_Music06_At1	Additional track 1
AM_07	AA_Music07_At2	Additional track 2

Example of music asset files organized on a table:

- First column for Asset ID, **AM(for Audio Music)_(Number of the file)**
- Second for file naming, **AA(for Audio Asset)_Music01(type of audio and number)_Mt(description Initials for Main Theme)**
- Third for a short description of the audio

This table can be done for every audio type, music, ambient sounds, weapon sounds, enemy sounds etc...

Ambient sounds (all levels)

ID	Audio name	Description
AA_01	AA_Amb01_Wi	Wind
AA_02	AA_Amb02_Bc	Background chatter
AA_03	AA_Amb03_Th	Technology humming
AA_04	AA_Amb4_Fs	Footsteps

Weapon sounds

ID	Audio name	Description
AW_01	AA_AWea01_Ss	Short sword swipe
AW_02	AA_AWea02_Sc	Short sword hitting creature
AW_03	AA_AWea03_Ws	War spear swinging
AW_04	AA_AWea04_Wh	War spear hitting creature

Which game do you think first when I started talking about music in video games?

Some specific sound of any character, enemy, weapon?