Analysis and Sound Design of Horizon Zero: Dawn

Source: <https://www.youtube.com/watch?v=lwI6-jKlsO0>

Changing of genres

1. Action/mission -> adventure/freedom
2. Lion king scene where they run with all the animals, feeling of control and freedom
3. Gameplay immersion
   1. Usually when a camera pans, it is to draw attention
      1. Used tripod audio clip to use as imposing introduction, increased bass to provide more body to the effect
   2. Flashing title screen
      1. Used heavy whoosh and drum sound to draw attention and improve the impact of the gameplay trailer
      2. Electronic warble for the subheader

Special effects

1. Scenes to have sound from the perspective of the character(aloy), this is to ensure consistent mixing from the perspective of the audience, with respect of using headphones during gaming sessions, instead of speakers
2. Scenes with panning shots have rotational panning for audio
   1. Shown with shots of the character rotating their viewport
   2. Steps moving along side the player
   3. Steps when the player rotates their camera when fighting the raptor to face the giraffe mech
3. Zipline to have metal wire sound with metal clicks for the hook
   1. Metal grinding
   2. Metal clink
4. Scenes with metal have screeching sounds and a mix of crunch
   1. Metal on metal screech(attacking the raptor)
   2. Sound of sand and dirt being exploded for walking(giant giraffe looking machine)
      1. Using a muted explosion and slight bass boost to signify weight
5. Repetitive sounds have variants to make sure it doesn't get bland
   1. Climbing, usually is grunting and heavier breathing, adding more variants make it more realistic
6. Rumbling sounds of the mech, usually mechanical, piston, with engine and hydraulics
   1. Low hum with thumping sounds
   2. Static sound after crash(raptor)
7. Forests have stronger insect and bird sounds to denote freedom, i.e. adventurous characters exploring by themselves but instead of heavy and dark notes, use brighter notes and vibrant wildlife for a cheerful vibe.
8. End sequence to tone down the forest theme and add a more successful tune, such as accomplishing the mission, hacking the robot and getting intel
   1. Hacking sequence to be very distinctly synthwave and digital audio

List of sounds needed

1. Aloy
   1. Zip line=
      1. Es\_zip line slide down
   2. Female grunts breaths=
      1. Break down each sound in clip to create grunts and breaths
      2. Grunt for jumping and using explosive force
      3. Breath for panting after each explosive action
         1. Continuous action increases loudness, ie “low stamina”
         2. Add heartbeat sound when “low stamina”
   3. Fall to floor=
      1. Human impact ground
      2. Balanced, remove additional noise, removed
   4. Run=
      1. Footstep with increased speed
   5. Jump=
      1. Reuse human impact ground sound
         1. Reduced loudness
   6. Climb=
      1. Female grunt breaths
   7. Slide=
      1. Reuse zip line
      2. Cut out the lower frequencies
   8. Punch=
      1. Increase crispiness to be more sudden and have more shock factor
   9. Hit with stick
      1. Metal clang sound
2. Walker
   1. Walk=
      1. Mech step 01
      2. Mech step 02
      3. Combined to form walking composite
         1. Balanced loudness
         2. Stretched to ensure sync
         3. Fixed patchy audio from stretch
         4. Slight bass boost
      4. NOTE: do not loop, ensure there is slight variation between steps, time between steps, strength of step and the special effect
   2. Hack with scan=
      1. Advanced machinery warbles
      2. Overlay with Alien Spaceship for glow
      3. Alien spaceship stretched for sync and adding some echo for mystery
   3. Electrical sparks
      1. Electrical granules, made composite and balanced audio to have more texture
3. Raptor
   1. Growl=
      1. Transformers growling
         1. Stretched
         2. Spliced with little growl
   2. Tackle=
      1. Little growl
         1. Reduced loudness
         2. Stretched to create forced patchy audio, simulate dying mech
         3. Fixed sync
   3. Turn off=
      1. Power down
4. Misc
   1. Walker Introduction=
      1. Tripod
      2. Leitmotif of the giant walker
      3. Used when the camera pans over to it, draw attention
   2. Forest theme=
      1. Forest ambience
         1. Birds chirping
         2. Forest sounds
   3. Wild west theme=
      1. The oregon trail
         1. Guitars
   4. Ending whoosh=
      1. Whoosh
         1. Increase bass
   5. Ending sparks
      1. Digital computer beep boops
         1. Reduced loudness
         2. Stretched for sync