

Dark Souls Crystal Golem attack & general sparkle in BGM (wind chimes?)

<https://youtu.be/SFxonRSaavg?t=44m45s>

Synthesised chimes for crystal

<https://youtu.be/SFxonRSaavg?t=53m52s>

OST for a crystal based level in Pokemon Mystery Dungeon, includes chimes and fading violin which help produce a magical effect

<https://www.youtube.com/watch?v=z4wEK6dar0s>

Great sound effect for portal opening

[https://youtu.be/D\\_mDuZpz780?t=3m23s](https://youtu.be/D_mDuZpz780?t=3m23s)

Idle effect for portal being open - Stargate

<https://www.youtube.com/watch?v=Uqb79AaQ2tY>

Twisting reverb effects in background, rippled noises as undertone to theme tune, great for portal idle effect

<https://www.youtube.com/watch?v=2CYDgezeQas>

Meditation music as background for scene? Very light bgm could help immersion

<https://www.youtube.com/watch?v=ARoih8HTPGw>

Due to brief, will be using custom generated sound using Nano-Studio. Will likely be using a similar sound to those found in the Pokemon Mystery Dungeon OST as ambient sounds, with a synthesised water ripple sound (like those in the Dr. Who theme and the Stargate Portal).