**SOUND DESIGN**

**What is a Sound Designer?**

Sound Designers are an essential role that play a key part in game production. They have one of the most important jobs in the design team, being, the designing of all the sound and music in a game. Their role will vary depending on the size of the team and sometimes they can take on more important roles such as sound lead or specialise in certain areas of sound design such as soundtracks, animation, character, mechanics and narrative. In comparison to the film industry and other media industries, video games don’t have fixed sound and music, the player is able to interact with different things at their own pace in their own way. A big part of designing the sounder for a sound designer is allowing players to experience these multiple layers of audio to match a player’s choice

Sound Designers work on and produce the soundtracks as well as all the sound effects included in the game. They create, mix and record sounds to implement. These are, like game, constantly changing, being tested, and adapting to different changes and feedback. All these sounds must be very specific, created or recorded to suit the mood and theme of the game, and to enhance the gameplay. The most powerful thing a sound designer can do is evoking the correct emotional response from a player in a specific scenario. Sound designers use and design sound to make the game more exciting by adding depth and tempo to the gameplay. They make sure that the sounds work functionally as part of the gameplay too. Complimenting actions made by the player and providing appropriate feedback to this not only to the player, but in the world of the game help mould the powerful immersion of the game.

**How do they do this?**

Sound designers start a project by creating a sound library recording the sounds in person. These sounds can also be produced digitally or created by foley sounds. The actual production of the audio is mostly done in digital audio workspaces which is an essential tool for ALL sound designers, allowing them to easily manipulate audio. Sound designers also work very closely with composers to create game soundtracks – one of the most important parts of sound design.

**Soundtracks & Score in Games**

Original soundtracks and musical scores are usually created specifically to a video game to match the mood feel and pace of the game. The composer will write and help perform the piece created. Composing music for a game comes down to the sound designers having a true understanding of the ambience and vision of the game and them being able to capture that through a soundtrack. They look at the art for the game and create drafts for score concepts to match the game feel. Once created, this enhances the gameplay and reinforces the narrative. Composers also work with a team of musicians, which can vary from a range of sizes depending on how large the score is or other factors which. The sound designer acts as the bridge between the composer and the game, as most of the time composers are outsourced.

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