



CSCI 361: Game Design



Search



Home



Library

Key Concepts and Vocabulary in Game Audio

Graham Lazorchak 2024.10.07





CSCI 361: Game Design



Search



Home



Library

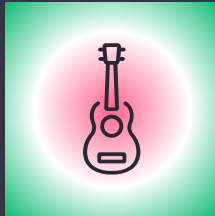
01



Vocabulary



Vocabulary



Timbre

“The sound of a sound”

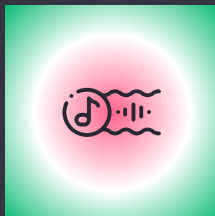
3:15



Frequency (Pitch)

Timbre is the result of a combination of frequencies.

3:20



Envelope

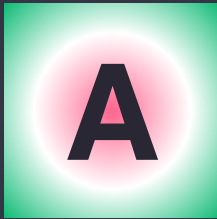
The ADSR Model

3:10





Illustrative Example



I will play each sound twice. Write down a few descriptors for each. Be ready to compare/contrast with your neighbor and with the class!

The Legend of Zelda: Tears of the Kingdom (Nintendo, 2023)



Vocabulary



timbre
sustain
processing
delay envelope reverb
attack
frequency
release amplitude decay pitch
dynamics bright effects



CSCI 361: Game Design



Search



Home



Library

02



Sound in Context

< > Dig Dug (Namco, 1982)





TUNIC (Finji, 2022)





< > TUNIC (Finji, 2022)





Shovel Knight
(Yacht Club Games)



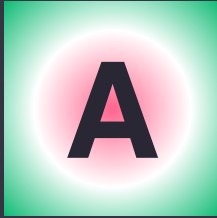
Octopath Traveler
(SQUARE ENIX)



Celeste
(Extremely OK Games)



Illustrative Example



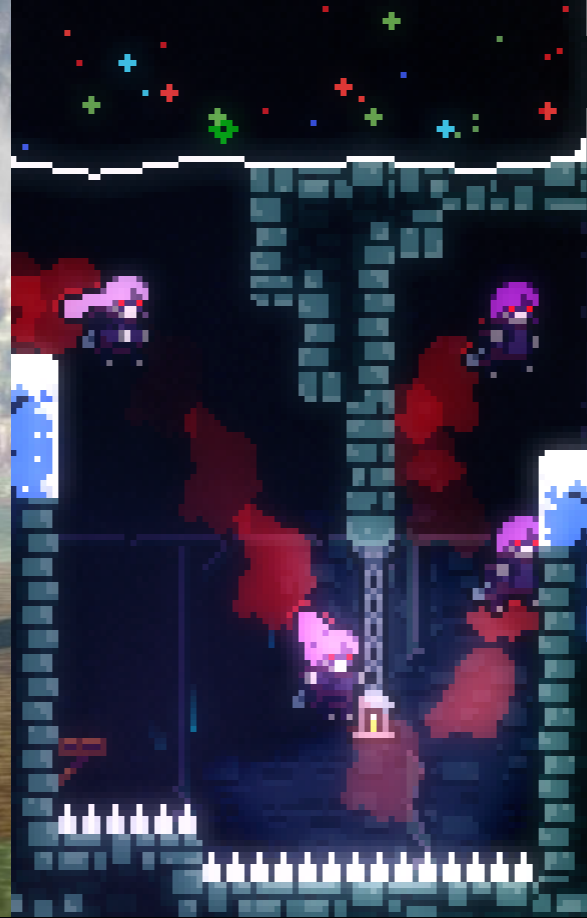
I will play each clip twice. Write down a few descriptors for each. If you know the answer, think about how you would approach this if you were hearing the music for the first time.



Shovel Knight
(Yacht Club Games)



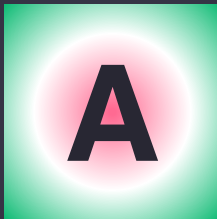
Octopath Traveler
(SQUARE ENIX)



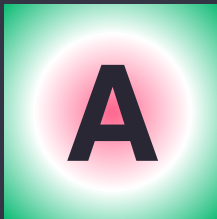
Celeste
(Extremely OK Games)



Illustrative Example



< > Illustrative Example



Celeste

Confronting Myself
(Lena Raine)



*Octopath
Traveler*

Decisive Battle II
(Yasunori Nishiki)



*Shovel
Knight*

The Rival
(Jake Kaufman)



What can we do?



01

Be specific

Try to talk about individual parts of a sound.



3:14min

02

Curate

When choosing sounds, know what to listen for.



1:59min

03

Communicate

With your team as well as outside artists.



2:53min

04

Listen!

What sounds you notice in the world?



5:32min

