

## CI410 Week 10 Lab (18/12/20)

This week you are to consider the music and audio elements of your game. Music and associated sound design (foley and sound effects) play a huge part in engaging the player and adding to the realism of the game. You will be creating the audio equivalent of a moodboard in considering the sounds and effects your game would have.

### TASK 1: Audio List:

Create a list of sections or parts in your game which would need sound/music/effects. This list is called a 'spotting list' (see lecture for notes on this if you are unsure) or sometimes a 'cue sheet' (a cue being a piece of music/audio). Write the list under the following categories:

1. **Main themes/melodic music** (this isn't always at the beginning and could also be used to introduce characters and main battles/events in the game etc)
2. **Ambient sound/music** (general background music/audio for scenes – will be different for different parts of the map/areas of the game, eg. Forest sounds, seashore sounds, city street sounds doesn't need to be music, although if it is 'music' it is usually an ambient drone or background noise to ramp up tension or calm things down)
3. **Sound effects/Foley** – Identify which sounds for which characters eg. sounds needed for clothing, weapons, special powers, creatures etc.
4. **Dialogue** – Whenever a character or narrator speaks.

### Task 2: Examples of Music/Audio/Sound Effects/Foley

Choose up to 5 examples of music audio for each of the elements below, which best reflect the style and feel of your game:

1. **Main Music/Theme**
2. **Ambient music**
3. **Sound effects specific to your main character**

These are to be found on the web on the sites listed below.

**Please download the mp3 or wav files you find and place into folders named Main Music/Theme, Ambient music and Sound effects. These are to be uploaded with your final report as one zip file.**

### FREE Resources for Music Loops and Effects

The sites below are examples of sources of free music loops and sound effects. You may have to sign-up and login to the sites but they should all be free. If you are prompted to pay, please do not pay any money as there are many free music samples on the web.

If you know of other free music loop/fx sites please share with the group.

<https://www.bensound.com/royalty-free-music/cinematic>

<https://www.freesfx.co.uk>

<https://www.zapsplat.com>

<https://music-for-video.com/free-music-loops>

<http://dig.ccmixer.org>

<https://www.looperman.com/loops>

<https://incompetech.filmmusic.io/genres>

[https://www.dl-sounds.com/royalty-free/category/game-film/cinematic/?\\_sfm\\_bpm=0+220](https://www.dl-sounds.com/royalty-free/category/game-film/cinematic/?_sfm_bpm=0+220)