

The Revenge of the Mazamorra - Silent Hill 2 Remake Modified Trailer

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1 Important Note

Since the video file is 50 MB in size (GitHub only allows up to 25 MB), a web compressor was used to reduce the size to 15 MB, and it was published in the repository to demonstrate the work. The Audacity file was not published in the repository because it is 185 MB in size and cannot be uploaded.

For this reason, the following link provides access to a OneDrive folder with no password or requirements to view the modified video file without a watermark, the original video, and the Audacity file. In this folder, the last modification date can be seen to demonstrate that no further changes were made.

[Access Link](#)

Project Description

The purpose of this project is to modify a trailer for a video game or movie that is about to be released using the Audacity software to alter the sound properties. The selected trailer is from the video game *Silent Hill 2 Remake*, produced by Konami, which according to the official website will be released on October 8, 2024 (<https://www.konami.com/games/eu/es/topics/17896/>).

The project aims to completely change the original meaning of the trailer. The story is transformed to narrate the life of a street vendor who, traumatized by the events of the first installment, decides to stop selling "mazamorra". The monsters that appear in the trailer are depicted as addicts to his "mazamorra", which the protagonist tries to defeat in order to free himself from his past. Through the modification of sounds and effects, the original trailer takes on a comedic and distorted tone, in contrast to the original narrative of horror and suffering.

Included Files

The repository contains the following files:

- **Trailer_Original.mp4**: The original unmodified trailer video.
- **La_Venganza_De_La_Mazamorra.mp4**: The modified trailer with altered audio.
- **Audacity Project File (.aup3)**: The Audacity project file with all tracks and modifications, allowing the editing process to be reviewed.

Installation

To open and review the Audacity file (.aup3), it is necessary to have the Audacity software installed. You can download it from the following link: <https://www.audacityteam.org/>.

Usage

To view the final project, simply open the **La_Venganza_De_La_Mazamorra.mp4** file in any video player.

Dependencies

The project has no additional dependencies.

Configuration

No special configuration is required.

Project Status

The project is pending review to be considered complete.

Known Issues or Limitations

Some audio tracks have increased gain to create a saturation effect. This may sound uncomfortable on low-quality audio devices.

Description of Audio Tracks and Effects Used

- **Crowd Sounds Track:** Contains the audio of a street vendor, used to enhance the narrative context. Includes "Amplify" effects to reduce volume and "Fade Out" for the end of the first part.
- **Original Track:** The original trailer track, with multiple cuts and modulations using the "Amplify" effect. Certain sounds were removed to adjust the narrative.
- **Sound Effects Track:** No effects applied, only two sounds included: a flatulence sound to satirize the PlayStation logo and a loud crash for a transition.
- **Track 1_Requesting_Mazamorra:** Represents the voices of the monsters requesting "mazamorra". Only heard in the right (R) channel and features "Compressor", "Amplify", and "Change Pitch" effects to distort the voice.
- **Track 2_Requesting_Mazamorra:** Similar to the previous track, but heard in the left (L) channel. Also includes "Compressor", "Amplify", and "Change Pitch" effects.
- **Track 3_Requesting_Mazamorra:** Heard in both channels but appears less frequently. Uses the same effects as the other "mazamorra" tracks.
- **Main Voice Track:** The narrator's voice telling the story of the street vendor. Includes "Amplify" to raise its volume above the other tracks, "Compressor", and "Reverb" for an echo effect and to create a mysterious atmosphere.

Note

This document received assistance with translation and writing improvement from an AI language model.