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Response: [Get Even](#)

I played *Get Even*, a first-person shooter video game released in 2017 known for its groundbreaking adaptive music and SFX on the recommendation of my alumnus advisor, Cameron Williams. The standout feature of this game is its complex adaptive musical soundtrack which transitions and adjusts FX parameters dynamically in response to the player's movements and actions throughout the events unfolding in the game. The game's score was composed by Olivier Deriviere, who is a well-known composer within the game space. Deriviere's score for *Get Even* blends electronic and orchestral elements to create a unique and immersive soundscape, which is what I am hoping to do with my own soundtrack.

The game's adaptive soundtrack is made possible by a system referred to as dynamic music sequencing, in which the game analyzes the player's actions and the current state of the game world to generate appropriate music that fits the situation. For example, if the player is sneaking through an enemy base, the music can be tense and suspenseful, with a pulsing beat and dissonant strings. If the player engages in combat, the music could shift to become more frantic and aggressive, with a driving rhythm and powerful brass and percussion.

The audio system I built for my thesis project runs on the same core logic trailblazed in the modern era of games by Deriviere. My system relies on two advanced techniques known as horizontal resequencing and vertical reorchestration to manage how layered tracks fade in and out of the soundtrack while maintaining rhythmic time. Horizontal resequencing is a process that allows my system to dynamically adjust the orchestral arrangement of the soundtrack in response to real-time inputs. Similarly, vertical reorchestration enables the system to swap individual stems in and out of the mix to shift the instrumentation, key, and melodic composition of the

soundtrack in specific increments to create a large variety of shifting audio environments corresponding to the player's real time location within the level.

*Get Even's* adaptive soundtrack enhances the player experience by adding an extra layer of immersion and intensity to the game. The music not only reacts to what the player is doing, but also helps to build and release tension, creating a sense of dynamic pacing and flow.

Deriviere's work has had a massive influence on the way I designed my adaptive audio system, and thanks to my research into his process I was able to develop a system that can create a truly dynamic and engaging experience.