Listen to my midterm composition here:

- WAV file: https://drive.google.com/file/d/1haJQslJfjKZC9viY-FF_NdeZiswl9pnN/view?usp=sharing
- MP3 file: https://drive.google.com/file/d/1OMEE1WBA4LV-Odg3BPHJSBI_qXMjneBQ/view?usp=sharing

I love playing video games, and I appreciate how good sound design and composition can further immerse players into the environments and worlds of a game. For my midterm project, I wanted to pursue the idea of creating a soundscape for a water-y or marsh-like environment – perhaps where the player encounters an item or an NPC that will progress their quest. With inspiration from a song from Genshin Impact's soundtrack (Beats of Water Drops), I experimented with combining audio samples with interesting MIDI instruments, especially arpeggiated ones. This was also my first time using the pitch (shifting) MIDI effect in some of my channels!

Other (visual) inspiration:

Mark Ferrari's 8-bit game art, for example:

Magic: The Gathering - Sower of Temptation Card