



Task Name: Spell SD

Description: You have been asked to create **3 different spell sounds** for a game. The main character can cast spells and those spells need SFX. The spells are an **ice lazer**, a **fire attack** and **teleportation**. Create a short sound for each spell. You can use [this video as a reference](#) for each of the spells. (you don't need to sync it with the video, just use it as a reference.



When you are happy with the sound, create 2 variations of each sound. (3x3)

The variations should be subtle and will be used in a round robin system so that the sounds don't become too repetitive.

Resources: You may use [this sample pack](#) to help you.

Time: 60 mins

Deliverables:

24bit 48khz WAV (Peak no louder than -3dBFS)

3x Fire attack spell

3x Teleportation spell

3x Ice laser spell

(9 separate sounds in total)

Submit a folder (include your name in the folder name) with the sounds in [Here](#)