



THE ART OF NON – MUSIC

Crime Shooter “Kane & Lynch 2: Dog Days” and its
Industrial Terror Ambience

MONA MUR

Vocalist, Composer, Audio Artist

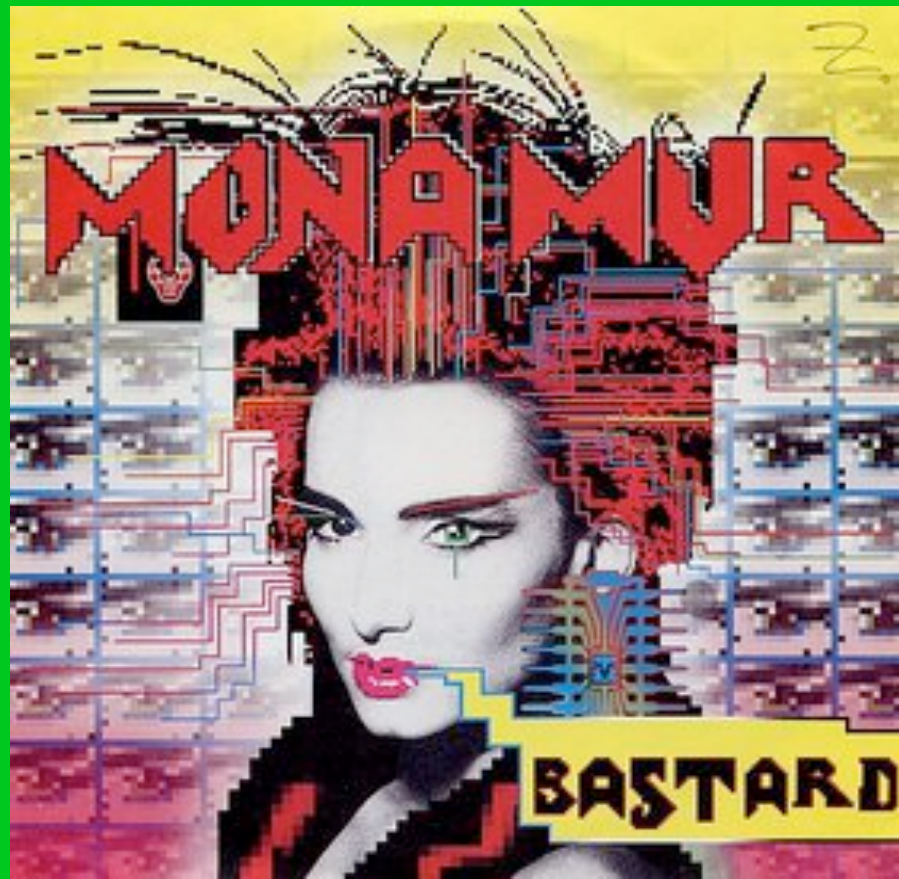
GAME DEVELOPERS CONFERENCE

SAN FRANCISCO, CA
MARCH 5-9, 2012
EXPO DATES: MARCH 7-9

2012

1. BACKGROUND





2. INSPIRATION

Industrial Music Culture
in the early 80s.

RE
SEARCH

**INDUSTRIAL
CULTURE
HANDBOOK**

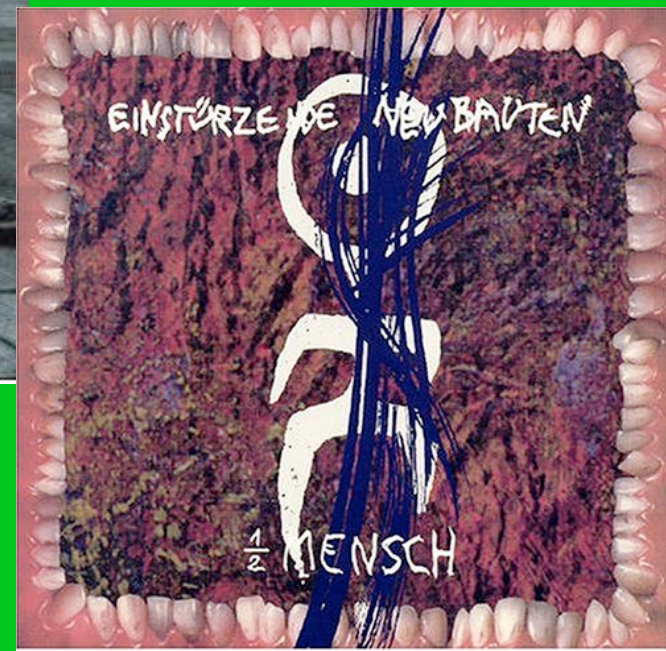


THROBBING GRISTLE □ CABARET
VOLTAIRE □ SPK □ Z'EV □ NON
MONTE CAZAZZA □ MARK PAULINE
SORDIDE SENTIMENTAL □ JOHANNA WENT

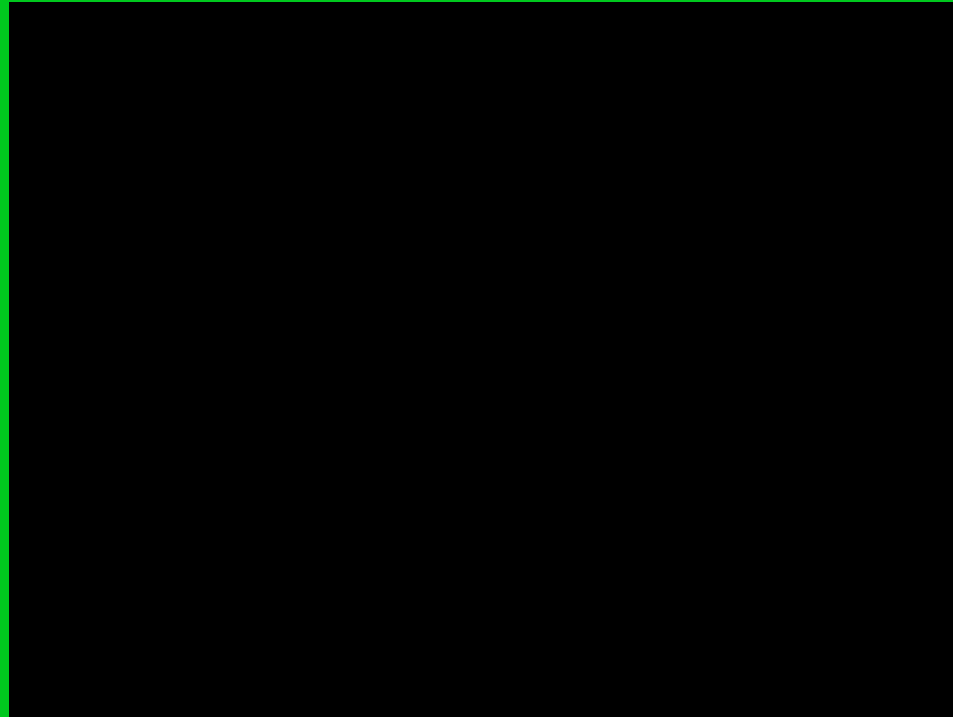




PROTAGONISTS 1
EINSTÜRZENDE NEUBAUTEN
 ("Collapsing New Buildings") from West-Berlin



“DAS SCHABEN” (“The Screeching”), 1985



PROTAGONISTS 2

Concept Artists
THROBBING GRISTLE from
Yorkshire, UK, and their
Mastermind GENESIS P-ORRIDGE



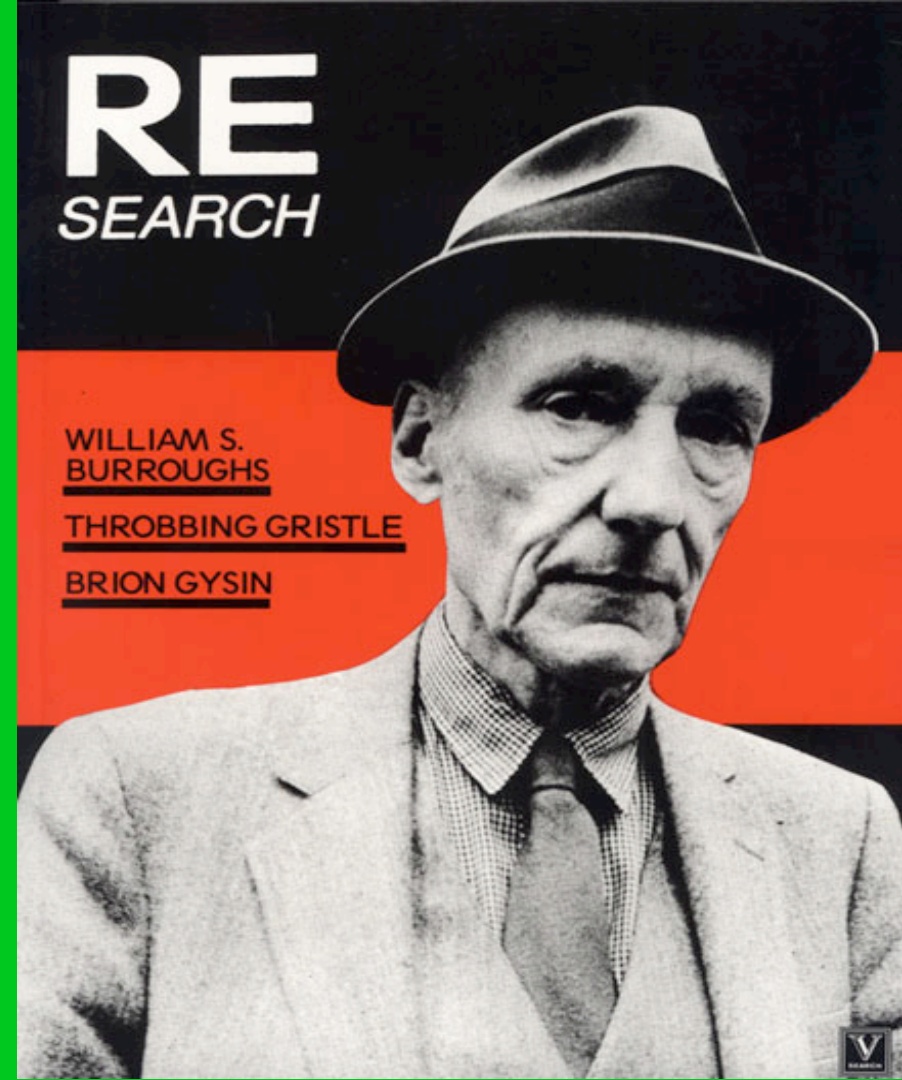
„INDUSTRIAL MUSIC for INDUSTRIAL PEOPLE“



ENTERTAINMENT THROUGH PAIN 1

Writer WILLIAM S. BURROUGHS
influences the INDUSTRIAL MUSIC
movement with his CUP-UP METHOD

Example: “Hamburger Lady”



REMINDER

„While visual impressions mostly seem to push themselves into our consciousness before the auditive impressions , the creative power of the auditive seems to be much more directed to the sub conscious.

The auditive have a direct sensual impact, in contrary to the visual, and so they claim less reflection work from our brain.“

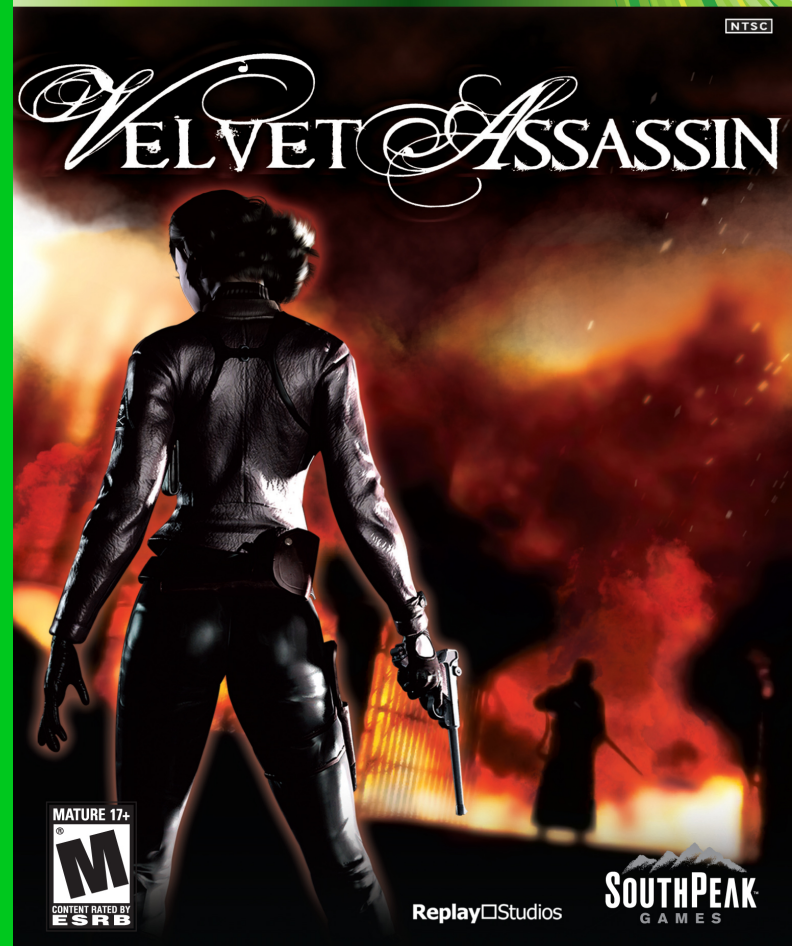
„The Auditive Effects in Movies and und Computergames“ by Prof. Linda Breitlauch

ENTERTAINMENT THROUGH PAIN 2

VELVET ASSASSIN

Developer: Replay Studios

Publisher: South Peak, UbiSoft Japan 2009



WAR IS NO FUN

“The music assaults the gamer in the moment of truth.”
(Caus Wohlgemuth, Replay Studios)





XBOX 360

XBOX
LIVE

ENTERTAINMENT THROUGH PAIN 3

KANE & LYNCH 2: DOG DAYS

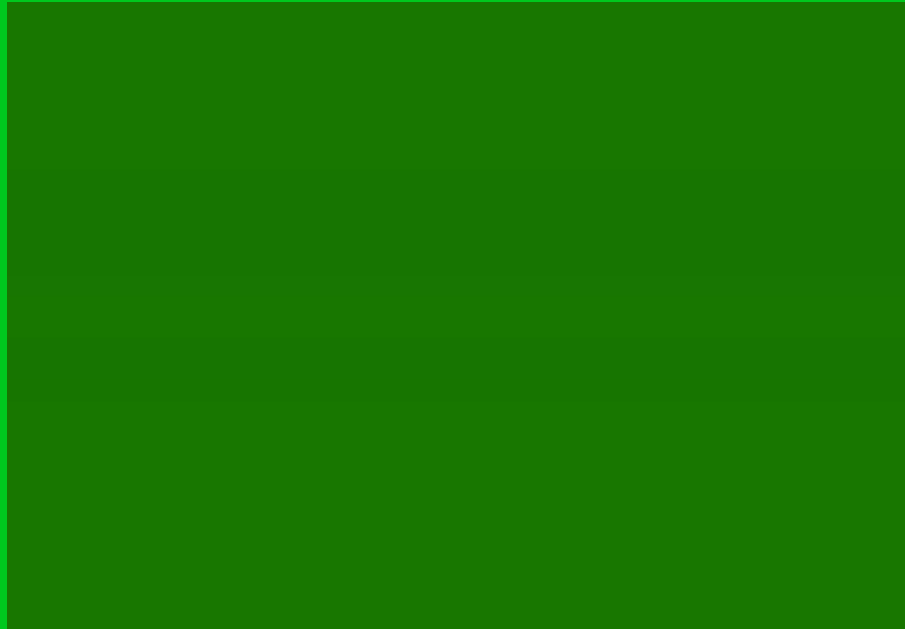
3rd person action shooter

Developer: IO Interactive

Publisher: EIDOS/SQUARE ENIX 2010



„Youtube Aesthetics“, „Reality 2.0“





THE CITY OF SHANGHAI – The Location as the “Main Character”

BRIEFING:

„The music in Kane and Lynch is bleak and un-staged.

The instruments are the industrial sounds of the city,
orchestrated to fit the emotional experience of the player.

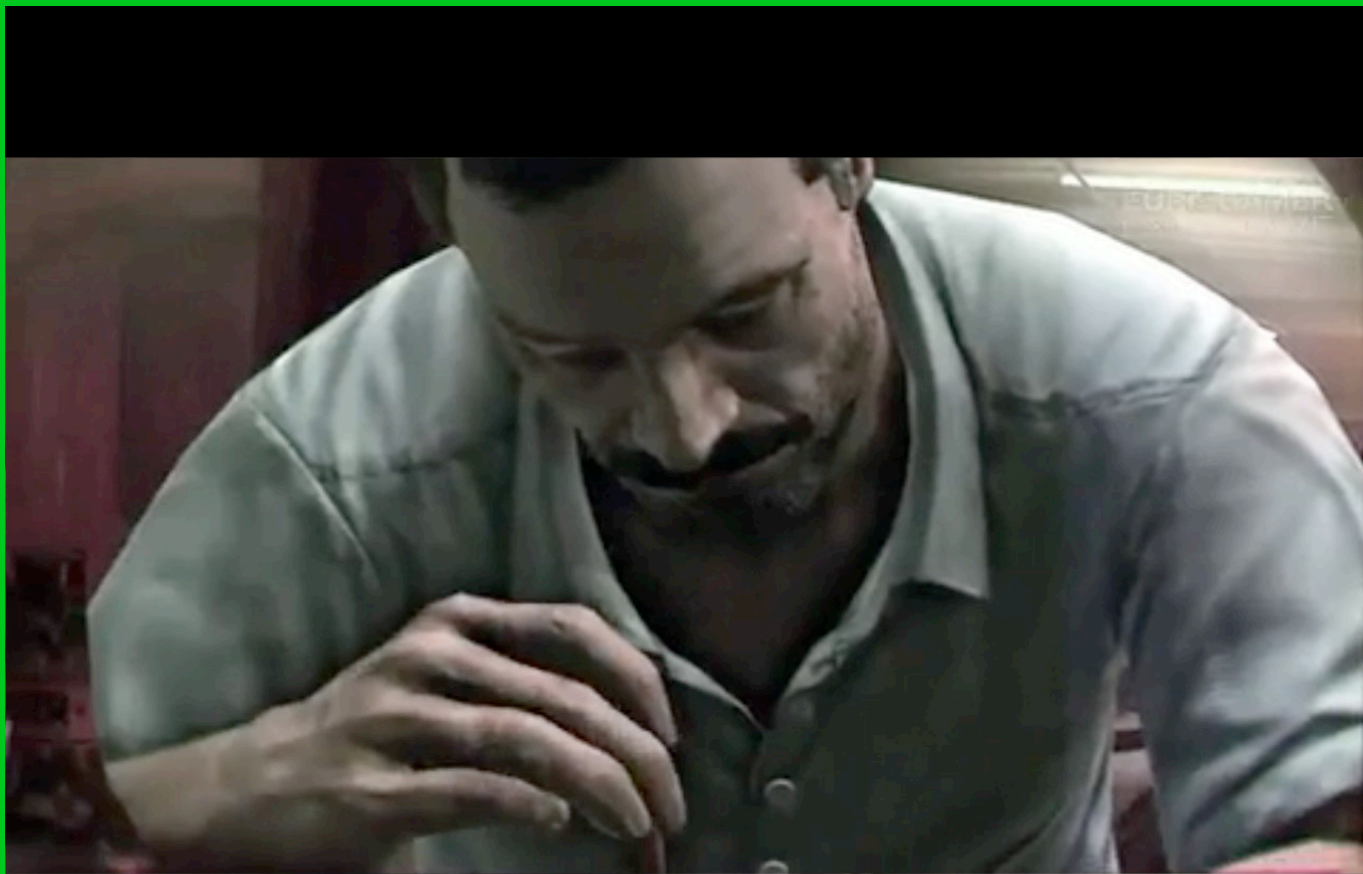
If we are successful, the audience will perceive this as a game
without music, but with a strong sense of the mood in the
environment.”

(Instruction by Karsten Lund, Game Director IO Interactive)

3. NON-MUSIC SLIDE SHOW











EUROGAMER
EXCLUSIVE

















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EUROGAMER
EXCLUSIVE

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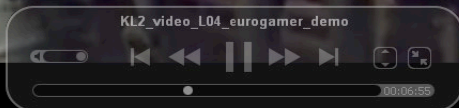
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KL2_video_L04_eurogamer_demo



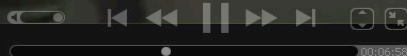
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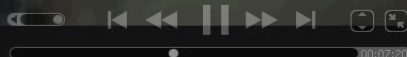
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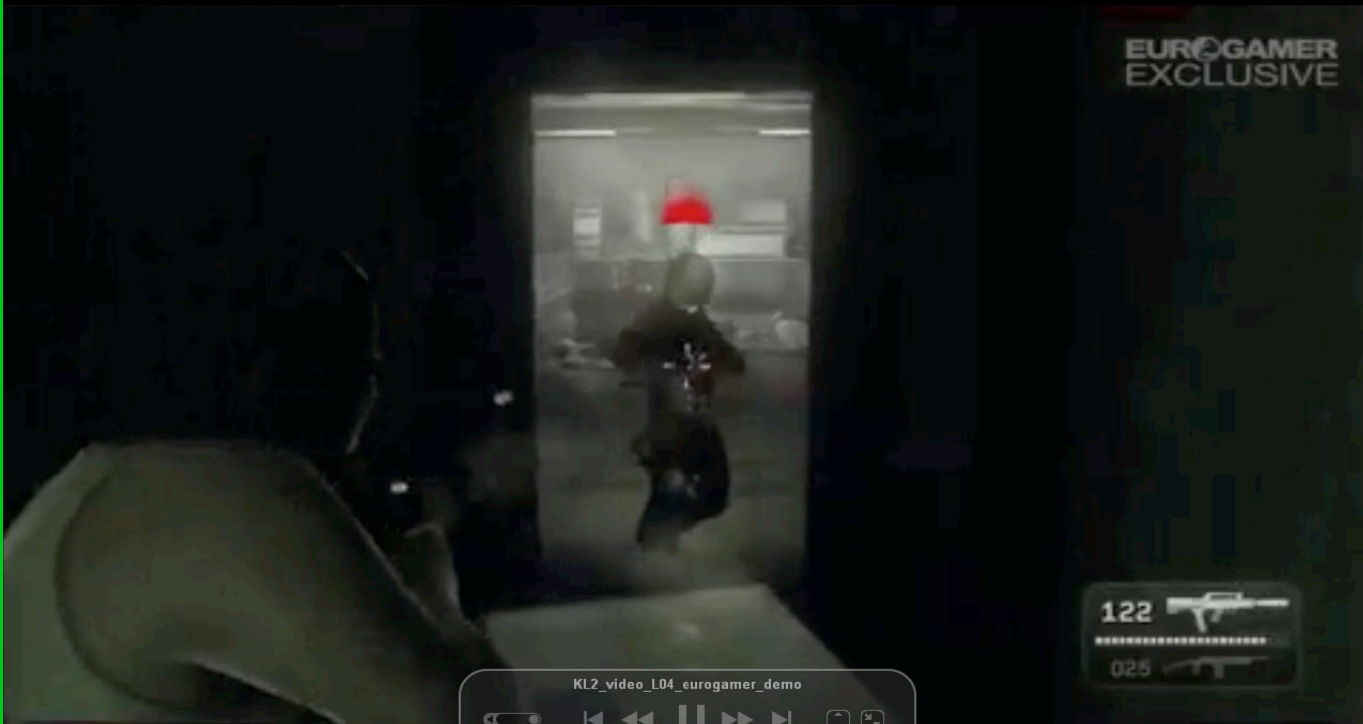


EUROGAMER
EXCLUSIVE

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EUROGAMER
EXCLUSIVE

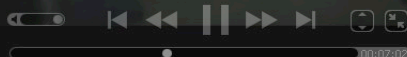
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EUROGAMER
EXCLUSIVE

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025



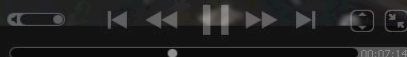
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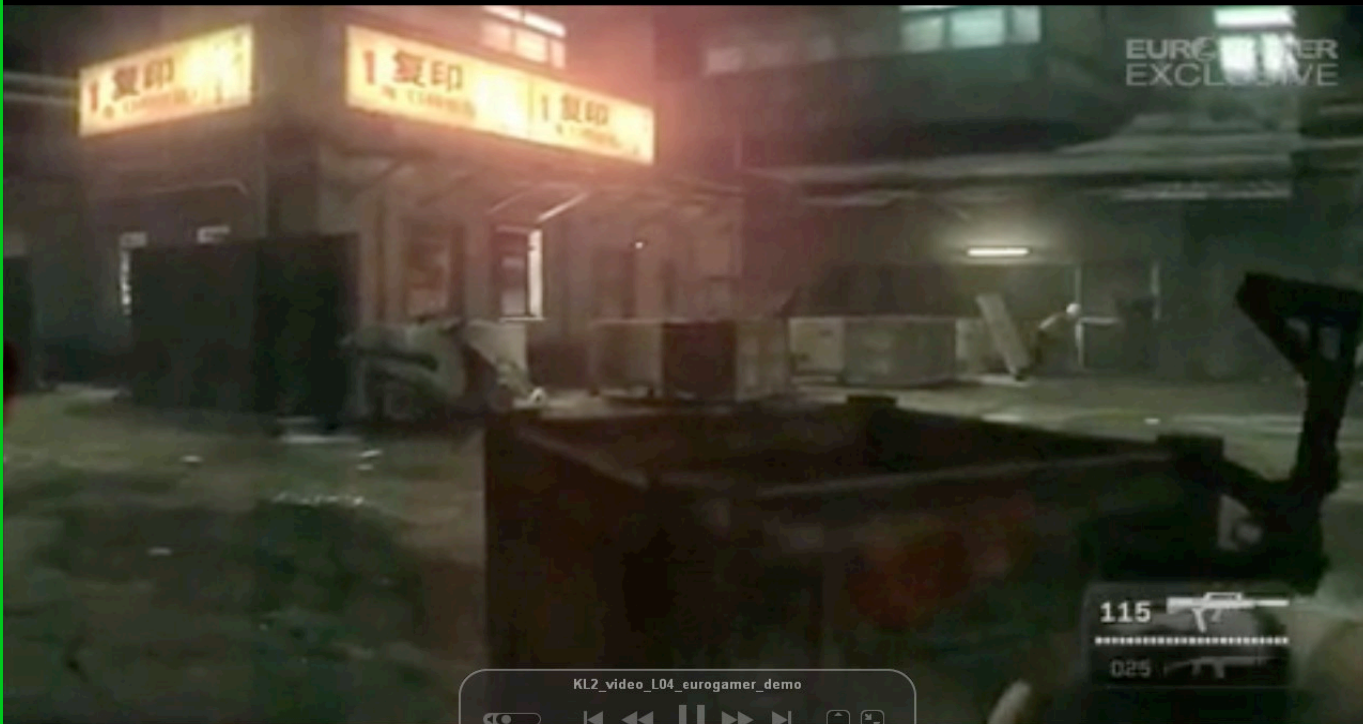
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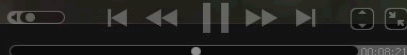






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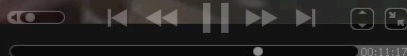
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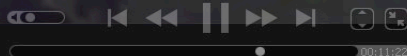


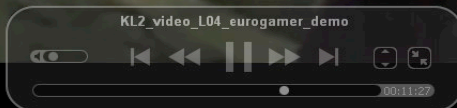
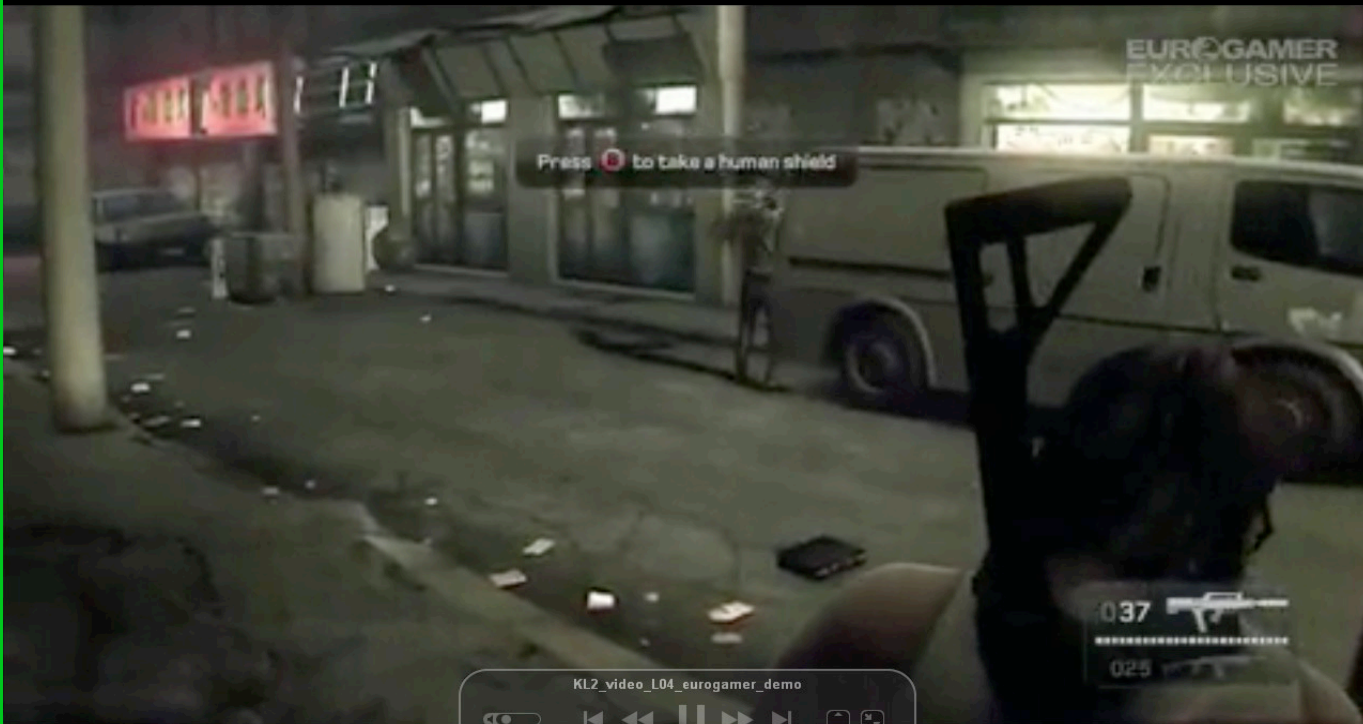
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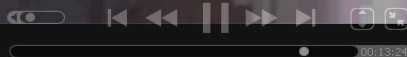


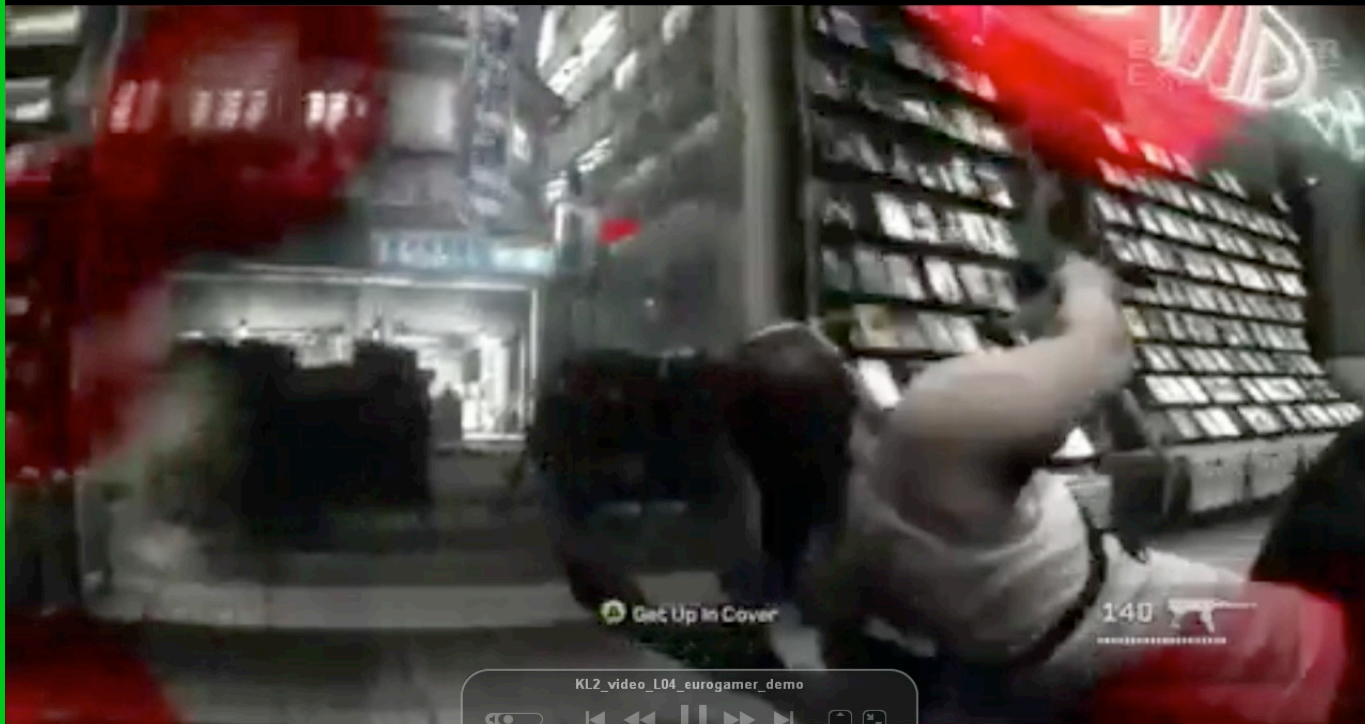




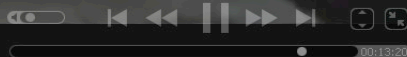


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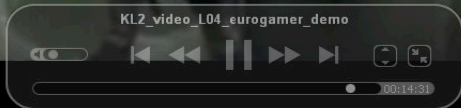




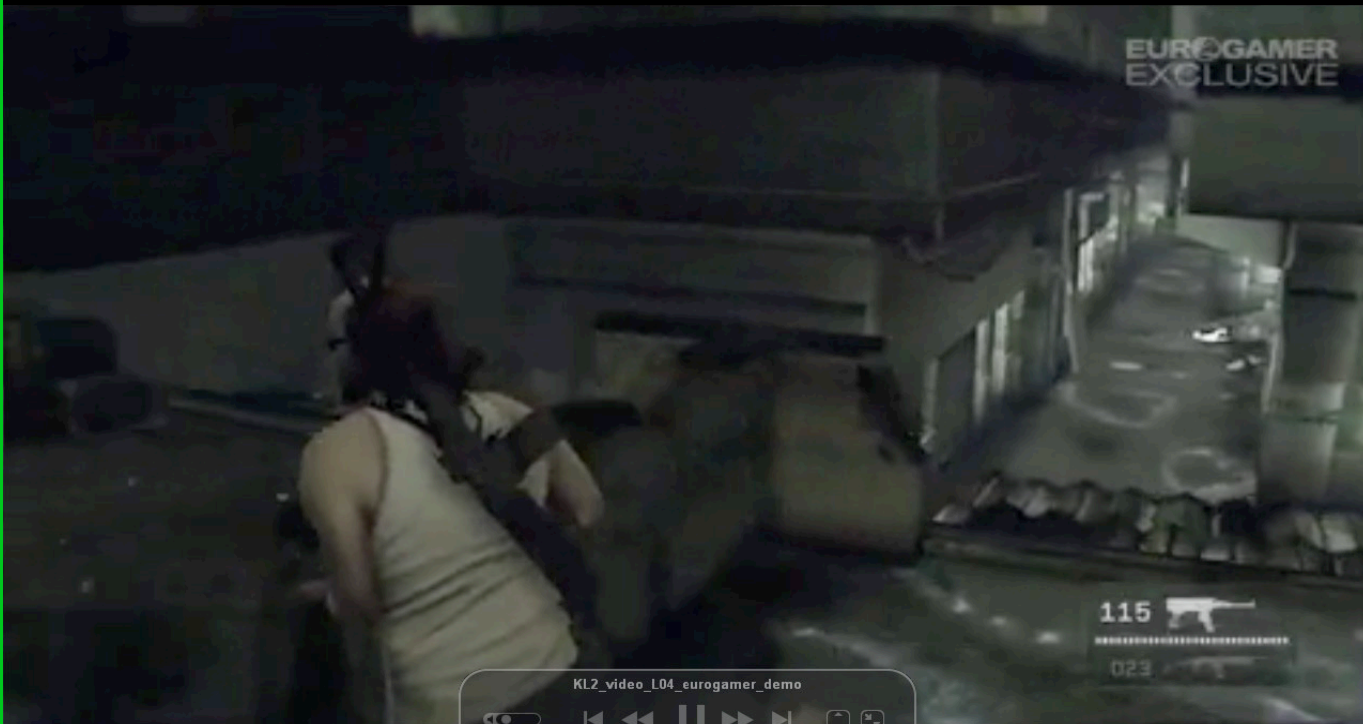
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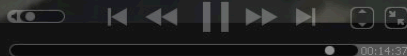
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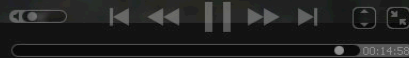
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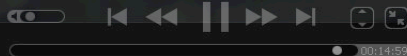


KL2_video_L04_eurogamer_demo





KL2_video_L04_eurogamer_demo





EUROGAMER
EXCLUSIVE

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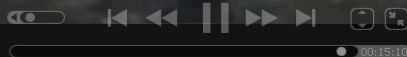


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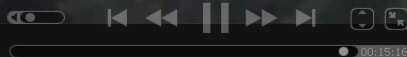
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EXCLUSIVE

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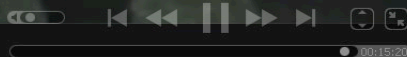
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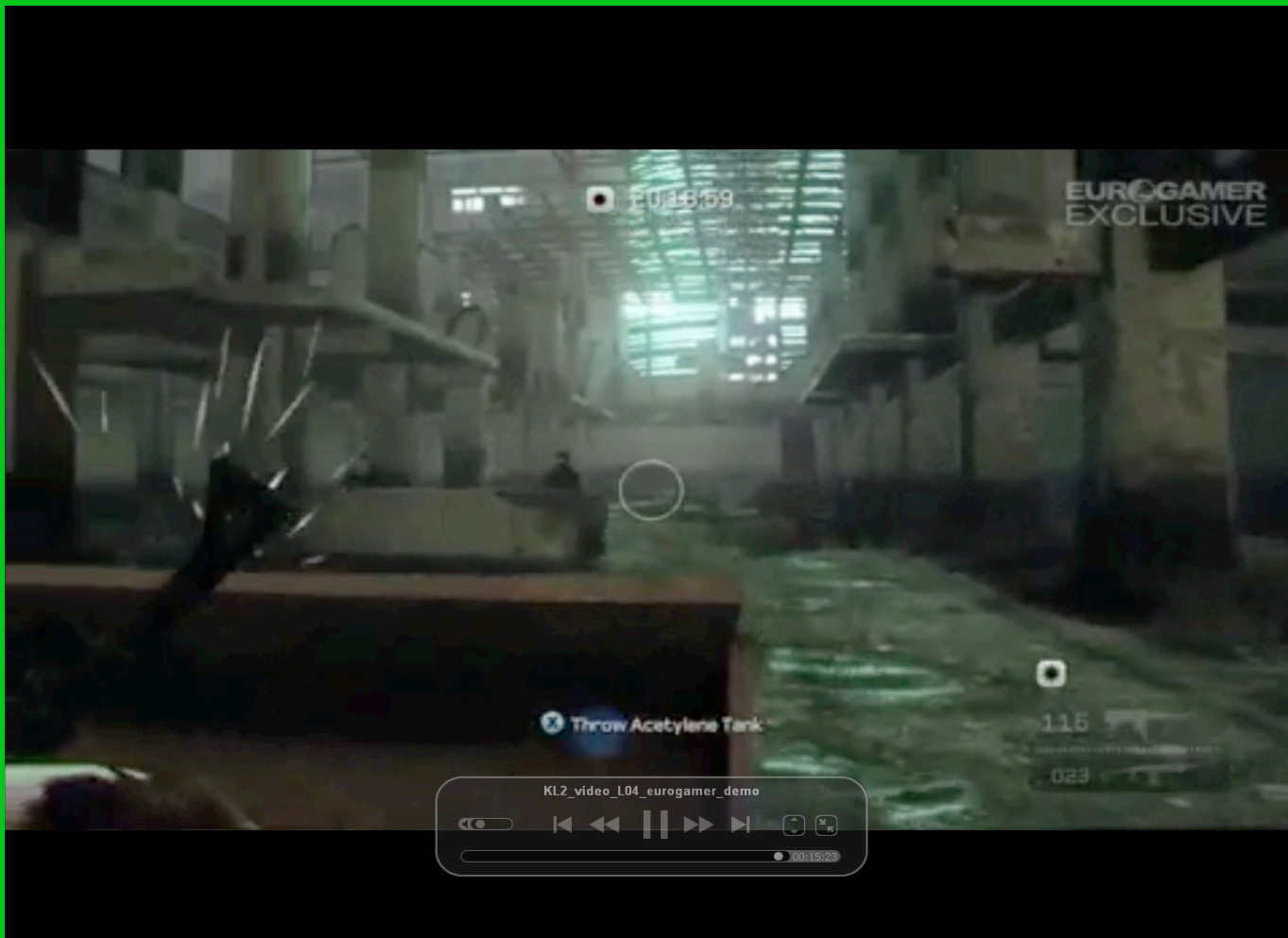






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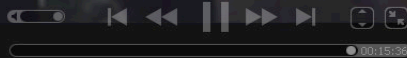








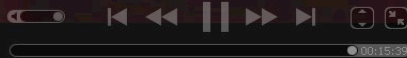
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EUROGAMER
EXCLUSIVE

KL2_video_L04_eurogamer_demo



EUROGAMER
EXCLUSIVE

20:19:16
You died

KL2_video_L04_eurogamer_demo



4. THE SEVEN PILLARS OF THE SCORE

a. Modulated Field Recordings



taxi drive



InGame: Street Basic



animal market



InGame: Shantytown Action

b. Modulated Sound FX

Audio signals processed with unusual software such as **SUPER COLLIDER**, then sampled and played on a keyboard as musical instruments

Example 1: Trains



Example 2: Sewing Machines



c. Strangely Played Instruments

- modified electric guitars and basses,
- drum cymbals played with cellphones & electric shavers,
- kicked guitar amplifiers

Collaborative Musician: EN ESCH (KMFDM, PIGFACE, Slick Idiot)



L10_Restaurant_Suspense



L07_Hull Contruction_Basic



d. HiFi versus LoFi

-recording of METAL PERCUSSION through hi-end analogue signal processors and microphones

(Inspiration: „Ghost in the Shell“)



e. WASP

Vintage Analogue Synthesizer, Electronic Dreamplant, UK 1978



f. Mashed Music

BEFORE:



AFTER:



Example 1



Example 2

Unmashed source music:



„Tea Ceremony“ music clip (by DYNAMEDION)

g. Voices

FROM FIELD RECORDINGS:



InGame Layer : L04_Cathedral_Suspense



MY OWN VOICE:

InGame Eventsound „Lynch ‘s wife“

5. WORK FLOW & IMPLEMENTATION

KL2 is a location – based game with 10 (+1 downloadable) levels with 2 to 5 discreet locations.

LEVEL 03

14 - L03_Sweatshops

- a) L03_Sweatshops_Basic
- b) L03_Sweatshops_Suspense
- c) L03_Sweatshops_Action
- d) L03_Sweatshops_Moments
- e) L03_Sweatshops_Transition-elements

SOUND SET PER LOCATION:

- 3 stereo sound layers, each 3 minutes long, loopable
- mood: Basic – Suspense – Action

Artistic direction:

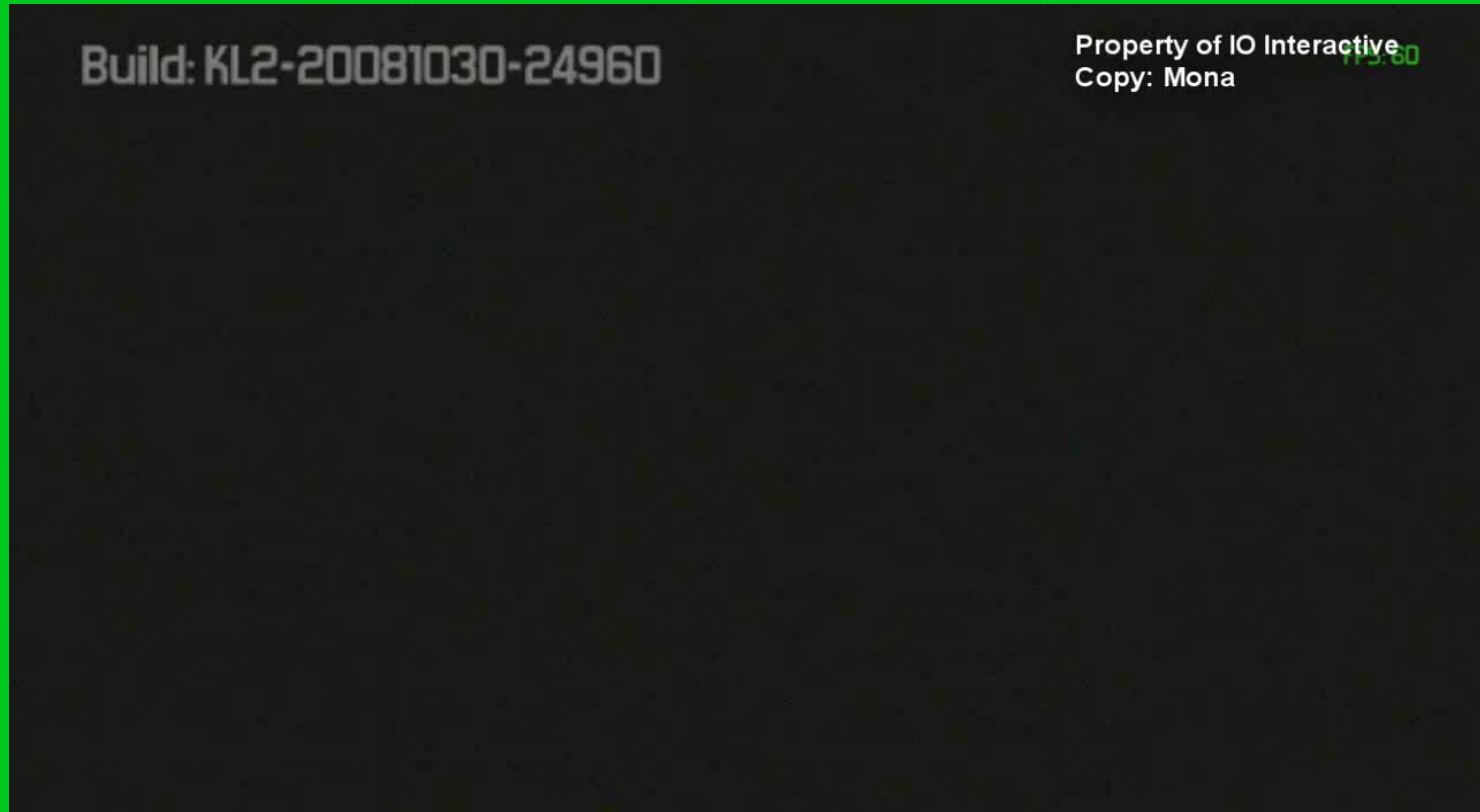
Basic = Think suspense

Suspense = Think eerie

Action = Think Suspense

- each location had 5 – 20 event sounds - “moments”, “transitions”, “extras” , streamed

Early gameplay video (pre-alpha)



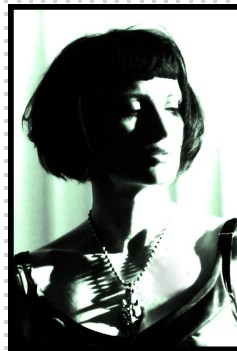
I LOVE GAMEPLAY VIDEOS !

6. RESUME



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www.monamur.com



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