



Creating Hyper-Adaptive Music on an Indie Budget

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GAME DEVELOPERS CONFERENCE®
MOSCONE CENTER · SAN FRANCISCO, CA
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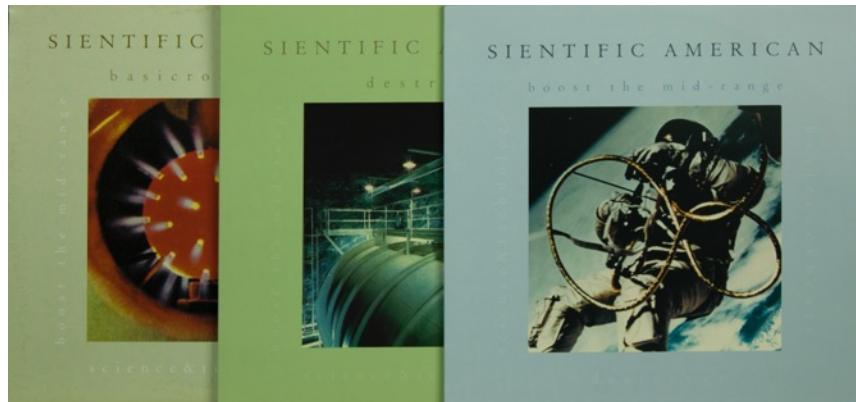
Sientific American



Scientific American



scntfc





mass.dstrction





So! What now?



So! What now? Videogames!



Bob Dylan



Bob Dylan

Johnny Cash





Strings

Woodwinds

Brass

Percussion

Guitar

Bagpipes

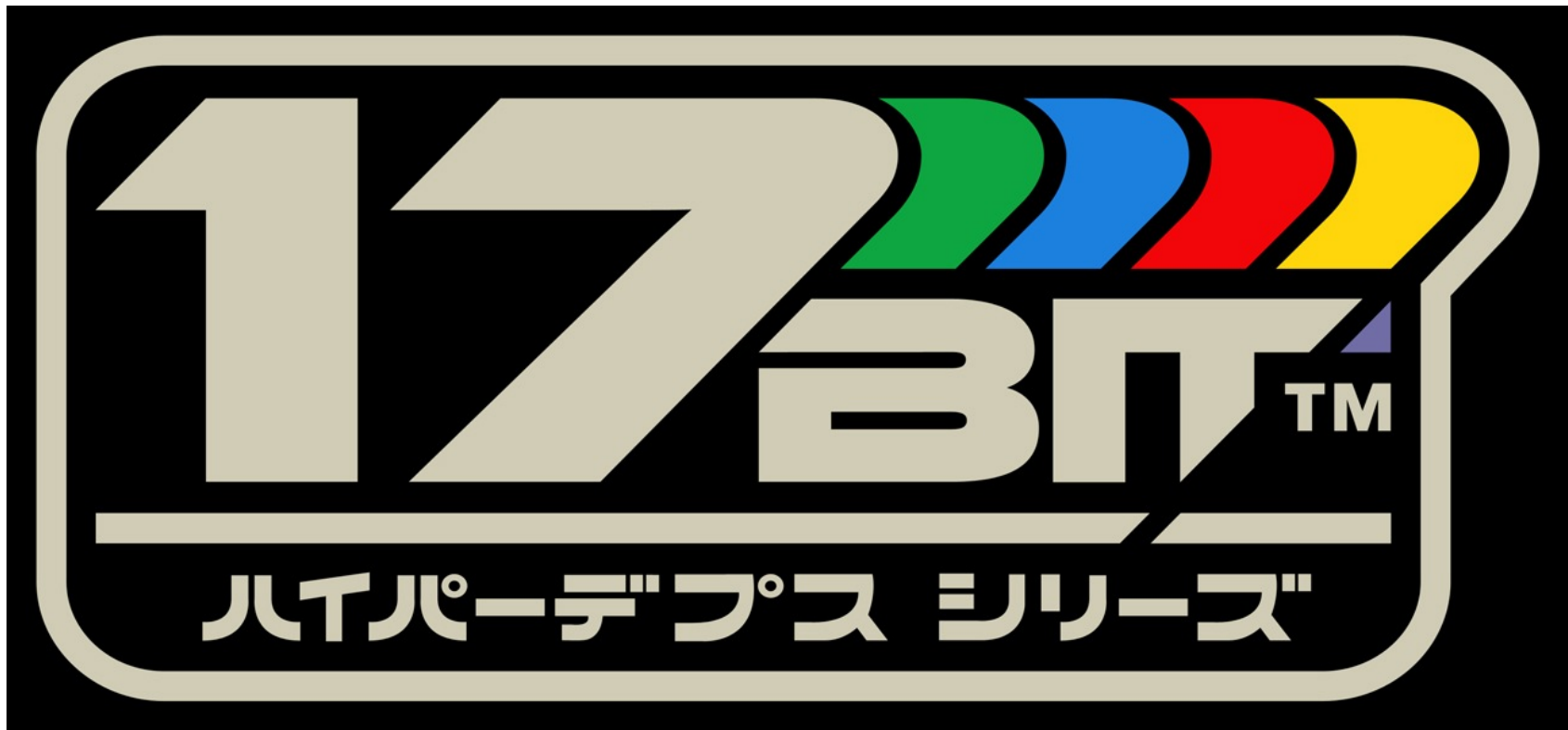
Kazoo

More Bagpipes



Strings								
Woodwinds								
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Guitar								
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Kazoo								
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Audio17



The screenshot displays a music production software interface with seven tracks and a playlist. The tracks are:

- BridgeAmbience**: 18_stop, 18_27, 96 bridge_a
- MenuBass**: 19_stop, 19_20, 16 menu_in, 16 menu_m, 32 menu_out, Add Loop
- MenuSynth**: 20_stop, 20_20, 16 None (A), 16 menu_m, 16 None (A), Add Loop
- MenuSynth2**: 21_stop, 21_20, 16 None (A), 16 menu_m, 16 None (A), Add Loop
- HangarAmbience**: 22_stop, 22_20, 96 hangar_i, Add Loop
- DubBass**: 23_stop, 23_25, 32 menu_d, Add Loop
- DJ-Cave**: Start Combat, Stop Combat, PiratesOnscreen, PiratesOffscreen, Pirate Combat Start, Pirate Combat End, Outside, Inside, Bug Onscreen, Bug Offscreen, Bug Room Enter, Intro, Victory, Menu_intro, Menu_Main, Menu_Shop, Menu_Bridge_Intro, Menu_Bridge, Menu_Bridge Intens, None

At the bottom, there are mixer controls for each track, including Quantize, Fade In Min, Fade Out, and Mixer. The DJ-Cave track has a Play On Start checkbox and a Delay of 0.1000000. The BPM is set to 90, and the Beats/Meas. is 4. The Mixer Group is set to None (A). The interface also shows a timeline at the bottom with a play button and a time display of 0:00:00:000.



WWise



WWise

Fmod Studio



Surprise Micro-talk!

How to Break Into The World of Sound Design in Two Easy Steps.

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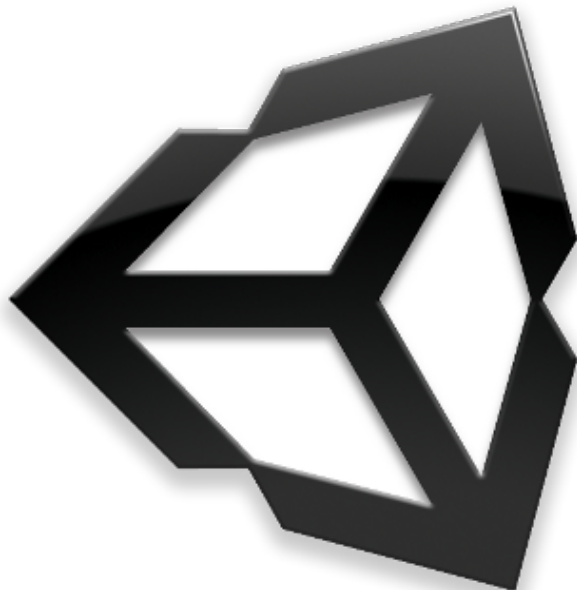
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WWise



Fmod Studio





What is it that you are making?



What is it that you are making?

RPG?



What is it that you are making?

RPGFPS?



What is it that you are making?

RPGFPSMMO?



What is it that you are making?

RPGFPSMMORTS?



What is it that you are making?

RPGFPSMMORTS-like?



Is the action fast or slow paced?



Is the action fast or slow paced?

Is there even action?

Is it just walking?

Is it just shooting?



Is the action fast or slow paced?

Is there even action?

Is it just walking?

Is it just shooting?

Questions questions.

Question your questions...



Tempo based or no “tempo”?

Action vs Ambient.

Etc.



How quickly will music need to adapt to gameplay changes to convey the mood properly?



Define the parameters you want to affect the music.



- **Action, or lack thereof**



- **Action, or lack thereof**
- **Action outcome (boss battle victory or player death)**



- **Action, or lack thereof**
- **Action outcome (boss battle victory or player death)**
- **“Destroyed the Death Star” moments**
- **Time of day**
- **Location**
- **Character level-up**



- **Action, or lack thereof**
- **Action outcome (boss battle victory or player death)**
- **“Destroyed the Death Star” moments**
- **Time of day**
- **Location**
- **Character level-up**
- **Out of ammo**
- **Sweet Cheevo, obtained!**
- **Bad hair day**



宇宙戦士 **ガン**
GALAK-Z
THE DIMENSIONAL







Synth 1

Synth 2

Drums

Bass

Flute

Bugsynth

Bagpipes

More Bagpipes



Region: Asteroid field

Region: Caves

Enemy Class: Imperials

Enemy Class: Bugs

Enemy Class: Pirates

Boss battle

Victory

Loss

Synth 1

Synth 2

Drums

Bass

Flute

Bugsynth

Bagpipes

More Bagpipes



Fine Tuning:*

***Hahaha. Get it?**



Fine Tuning:*

- **Proper phrasing**

***Hahaha. Get it? Tuning?**



Fine Tuning:*

- **Proper phrasing**
- **Transitions and fades**

***Hahaha. Get it? Tuning? LOL!**



Fine Tuning:*

- **Proper phrasing**
- **Transitions and fades**
- **Tempo**

***Hahaha. Get it? Tuning? LOL! So, so funny.**



Fine Tuning:*

- **Proper phrasing**
- **Transitions and fades**
- **Tempo**
- **Key**

***Hahaha... whew.**



And now for a word from our sponsors...







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