



INDEPENDENT GAMES
SUMMIT

The Sound of Hyper Light Drifter

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Sound Designer - Heart Machine



GAME DEVELOPERS CONFERENCE EUROPE

COLOGNE, GERMANY · 15-16 AUGUST 2016





A Simple Message



The Purpose of Sound Design...



Is Emotional Impact



About Me...

- Composer/Sound Designer for Games
 - Hyper Light Drifter
 - Destiny
 - TEDx
 - Professor at the Seattle Film Institute



The Heart Machine Team

- Around 10 people
- Mostly based in LA
- I worked from my home office in Seattle
- Audio team consisted of myself and Disasterpeace



Workflow

- Slack was our best friend
- Asana and Workflowy
- Weekly check-ins with Creative Director
- Disasterpeace and I barely talked to each other



Design

- Sound design is all about experimentation
- Many sounds didn't make it into the game
- This is totally normal
- Layering sounds is crucial!



Special Gear

- 1950s Wire Recorders
- Stethoscopes







Process

- Almost nothing was right on the first try
- Many revisions were made
- Good feedback was crucial
- **ALWAYS** test sounds in-game



Early Failure = Great Results



Favorite Effects

- Logic BitCrusher
- Reverb (Audio Damage Eos)
- Native Instruments Absynth



Working with Audio Professionals

- Hire Early
- Establish common terms
- Expect iteration
- Get a style guide



Thank You!



Stay in touch!

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