

The Sound of Hyper Light Drifter

Akash ThakkarSound Designer - Heart Machine





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



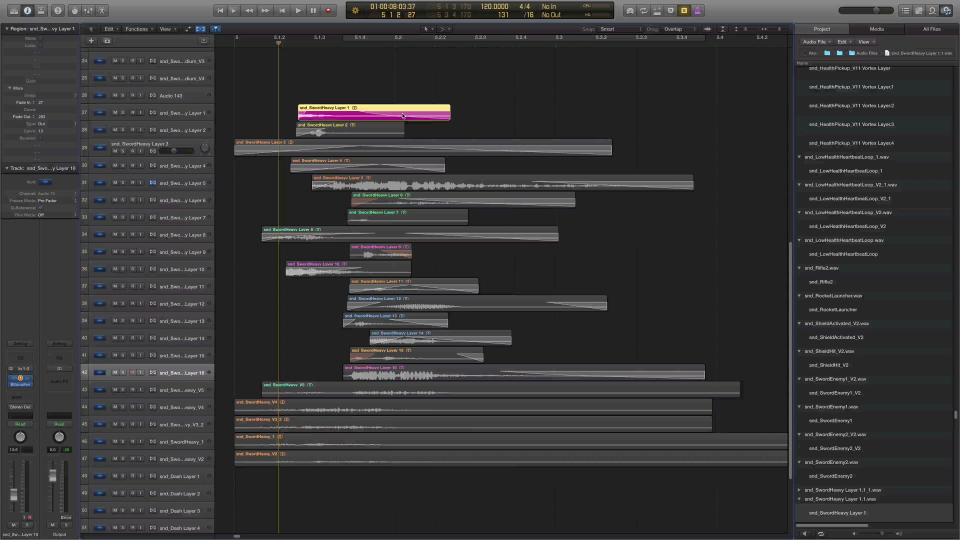


Design

- 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!

- Email: <u>akash@akashthakkar.com</u>
- Twitter: @akashthakkar
- Website: www.akashthakkar.com



