GDC
Unscoring the World of Kenshi
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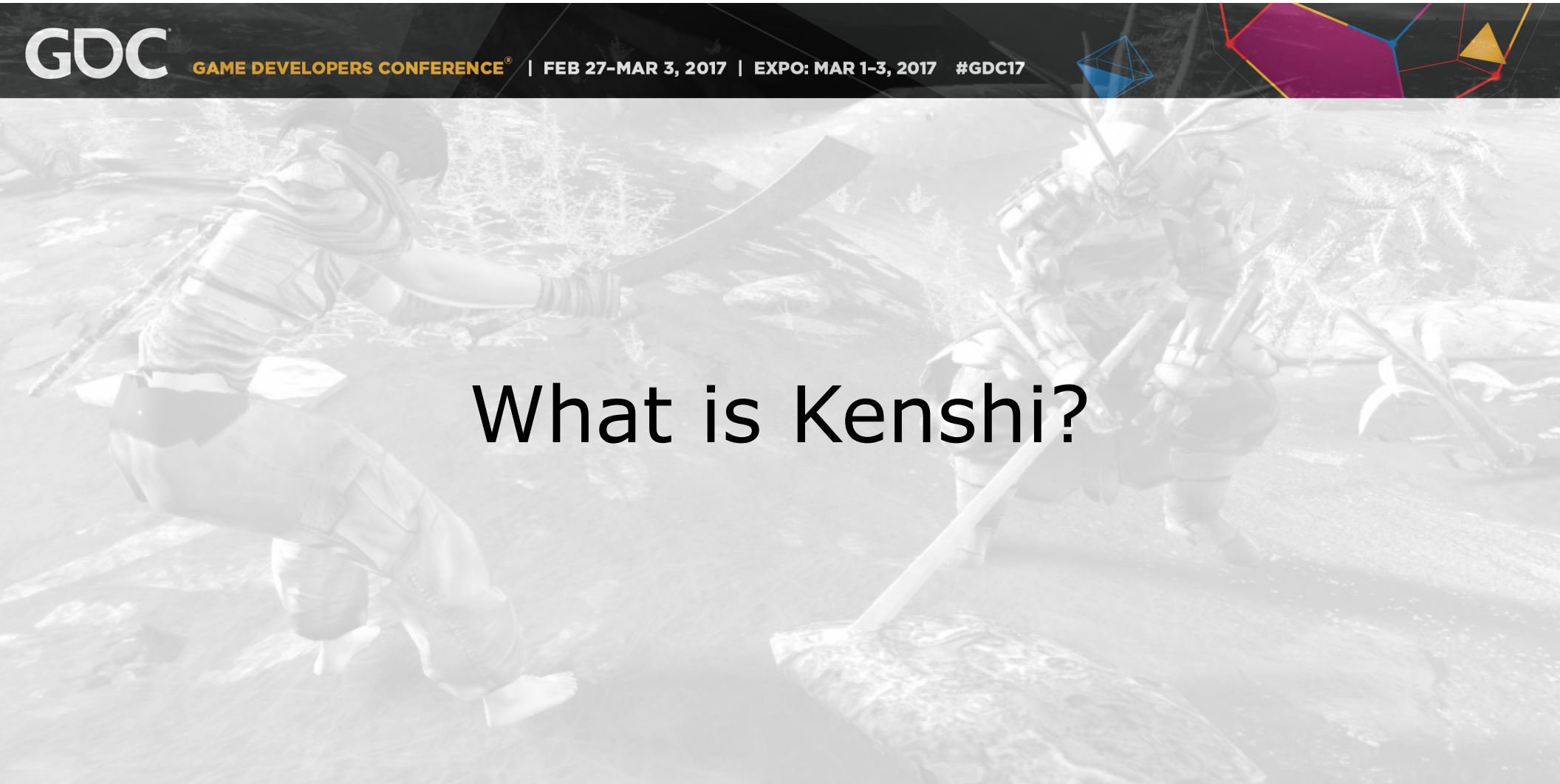
UBM



What is Kenshi?

The Role of Kenshi's Music

- Represent the World
- Indifferent to Player Actions
- Generate Music Combos
- Vary Timbre, Texture, and Mood based on World Factors. *(Day/Night & Biome)*

Instrumentation

- 4 Biome Groups (Desert, Plains, Ashlands, Swamps)
- Instruments for Colors & Mood
- Swamps = Slide Guitar, Banjo, Jaw Harp, etc.

"Interactive" Music System

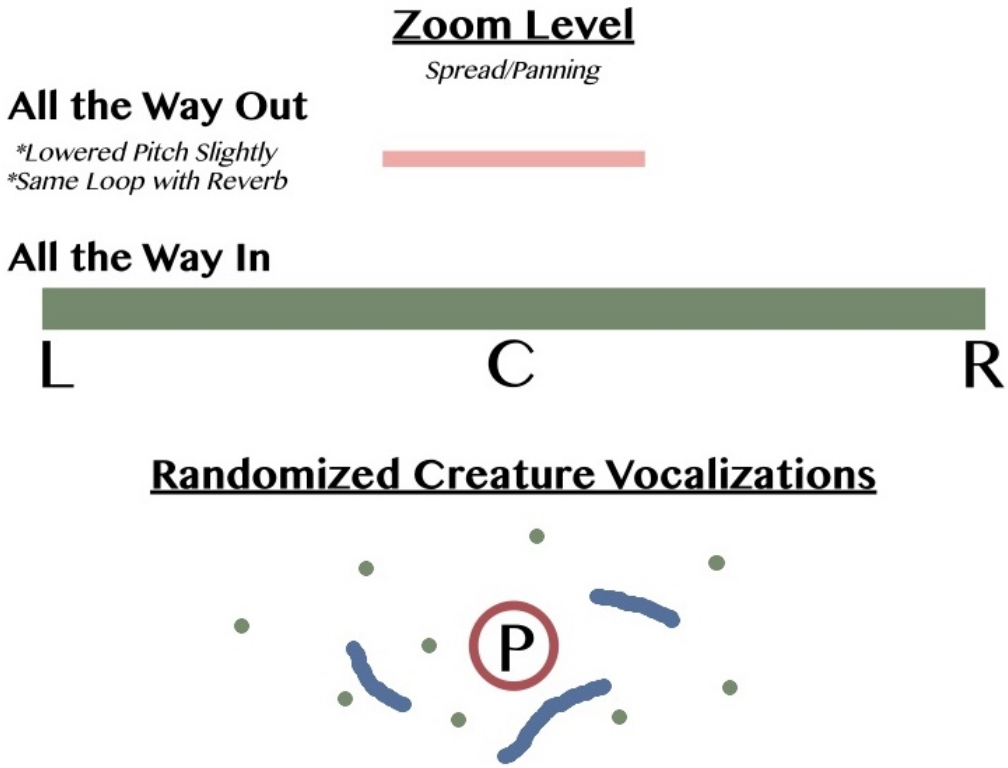
*Instrumentation Changes for Day/Night Cycle & Biomes

*Player sets music playback frequency (slider) Engine randomly selects what layers to play in that defined amount of time.

Sound Design Considerations

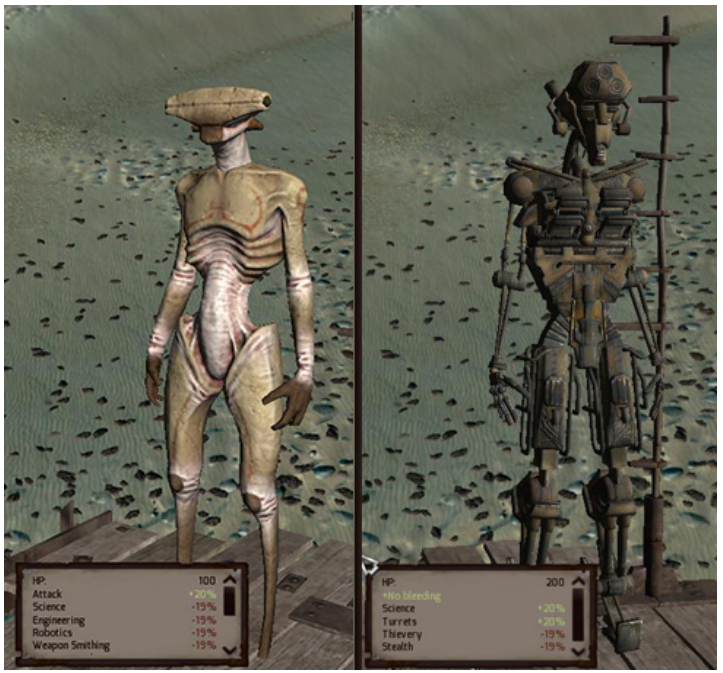
- Avoid the "Hollywood" sound
- Think Big Picture rather than tiny details
- Prioritize "High-Usage" actions
- Silence is Good

Ambient Environment System



Racial Vocal Considerations

- No real language or traditional dialogue. Primarily exertions, idle sounds, etc.
- Each race has their own identifiable vocal timbre.
- Primary purpose is to add life, background, & context.



Skeleton VO Steps

1. Record Phrases
2. Reverse
3. EQ, Compress
4. McDSP Futzbox
5. EQ Again

Any Questions?

Thank You!

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