



# THE SOUND & MUSIC OF HYPER LIGHT DRIFTER

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Independent Games Summit - GDC 2017





# ABOUT US

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Rich Vreeland (Disasterpeace) + Akash Thakkar



# EXPERIMENTATION

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Our Methods, Both Insane & Mundane



## ( MUSIC )

- Initial Kickstarter music
- Piano Sketches (including Original Theme)
- Arena Music & Nerdy Procedures

















## ( SOUND )

- The Wire Recorder
- A stethoscope microphone
- Decided to use samples over synths
- Most every sound was created from scratch

















# ESTABLISHING A STYLE

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Getting Creative Direction



## ( DIRECTION )

- How we used creative direction
- Alex didn't micromanage us
- But he had opinions ready to help
- We both liked this approach





## ( **BLURRED LINES** )

- Musical Sound Design
  - Module Pickups
- Sound Design-y Music
  - Bird Swarm
  - Hootin'
  - Atmospheric Sounds



## ( ICONIC AUDIO )

- The “Stinger”
- Weapons and Bosses
- The Sound of ‘Hyper Light’



























## ( AMBIENCES )

- Fell through the cracks
- Rich took care of them
- Hired an intern (Kurtis Mitchell) to help





# ITERATION

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Failure —> Success



## ( GETTING BETTER )

- MUSIC
  - Alex wanted epic haunting melodies
  - Rich wanted everything to be subtle
  - Found middle ground
- SOUND
  - Very descriptive emotional words





## ( WORKING REMOTELY )

- Slack was our best friend
- Asana and Workflowy too
- Akash and Alex had weekly calls
- Rich had lots of philosophical phone calls and trips to LA

HOW DID WE COLLABORATE?



WE DIDN'T





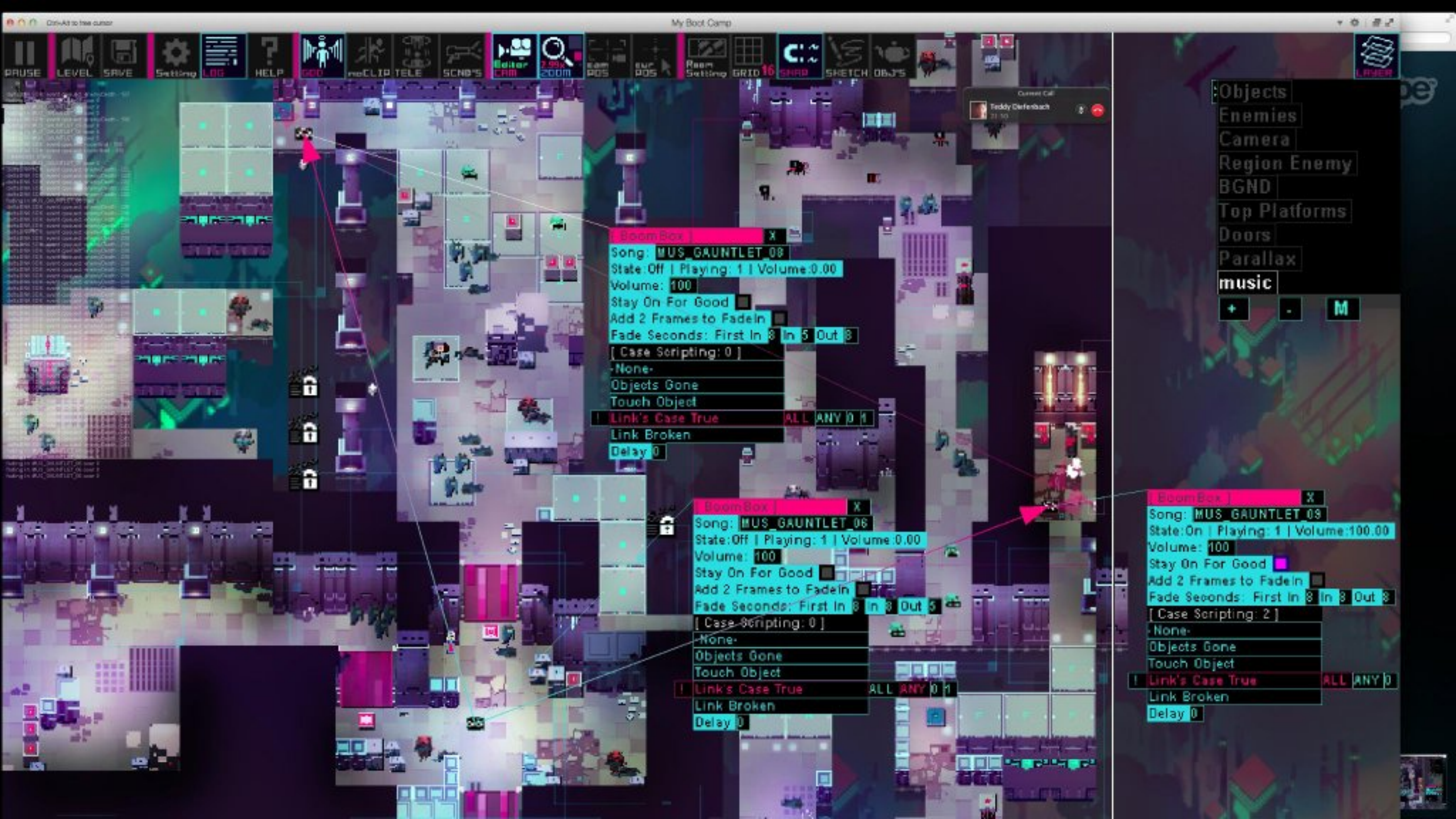
NOT COLLABORATING



## ( IMPLEMENTATION )

- Mixing via scripts
- No middleware
- Positional Ambiences









## ( PLUGINS ETC. )

- AKASH
  - Logic Pro
  - Komplete
  - Bitcrushers
- RICH
  - Tape effects
  - Massive
  - Reverb





# TAKEAWAYS

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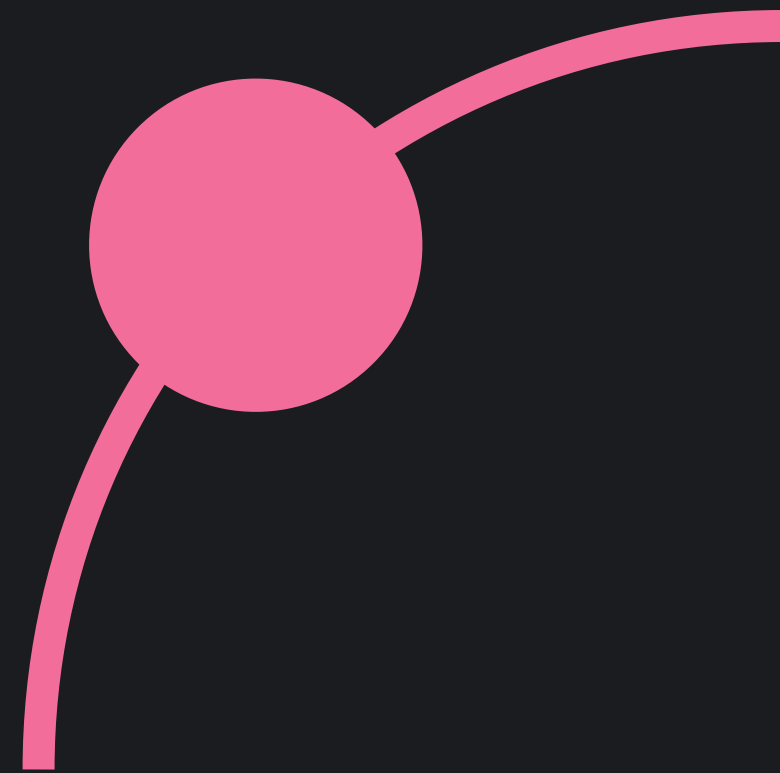
Working with Audio Folk

# Working with Audio Professionals



## HIRE EARLY

Bring your audio team on as early as possible





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## HAVE OPINIONS READY

But don't micromanage

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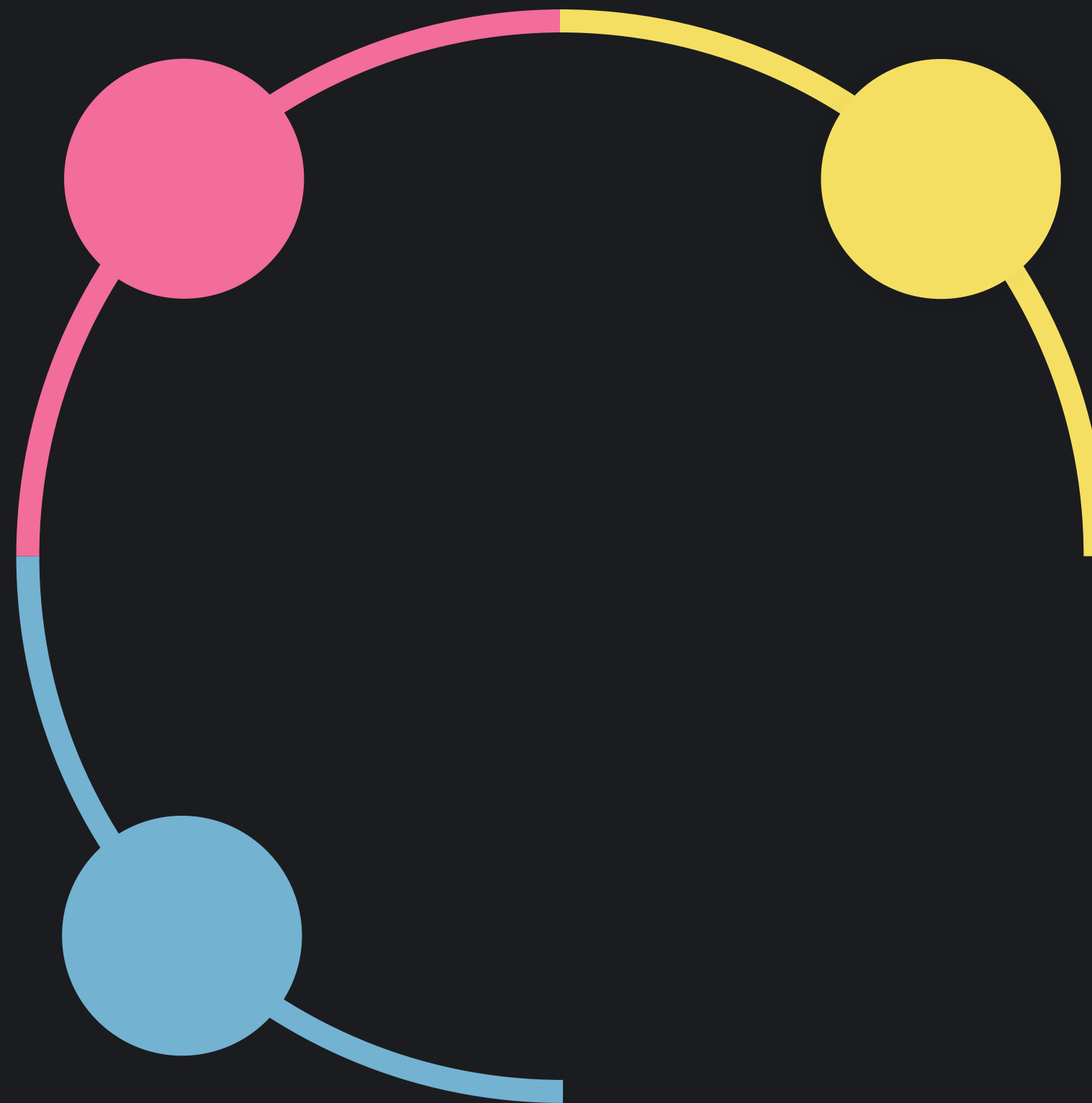
Bring your audio team on as early as possible

## HAVE OPINIONS READY

But don't micromanage

## ALLOW TIME FOR EXPERIMENTATION

It may not be perfect right away





# Working with Audio Professionals



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Bring your audio team on as early as possible

## HAVE OPINIONS READY

But don't micromanage

## ALLOW TIME FOR EXPERIMENTATION

It may not be perfect right away

## DON'T LET THEM WORK TOGETHER

(kidding)





# THANK YOU!

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Time for Questions!



# Thank you!

Stay In Touch!



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