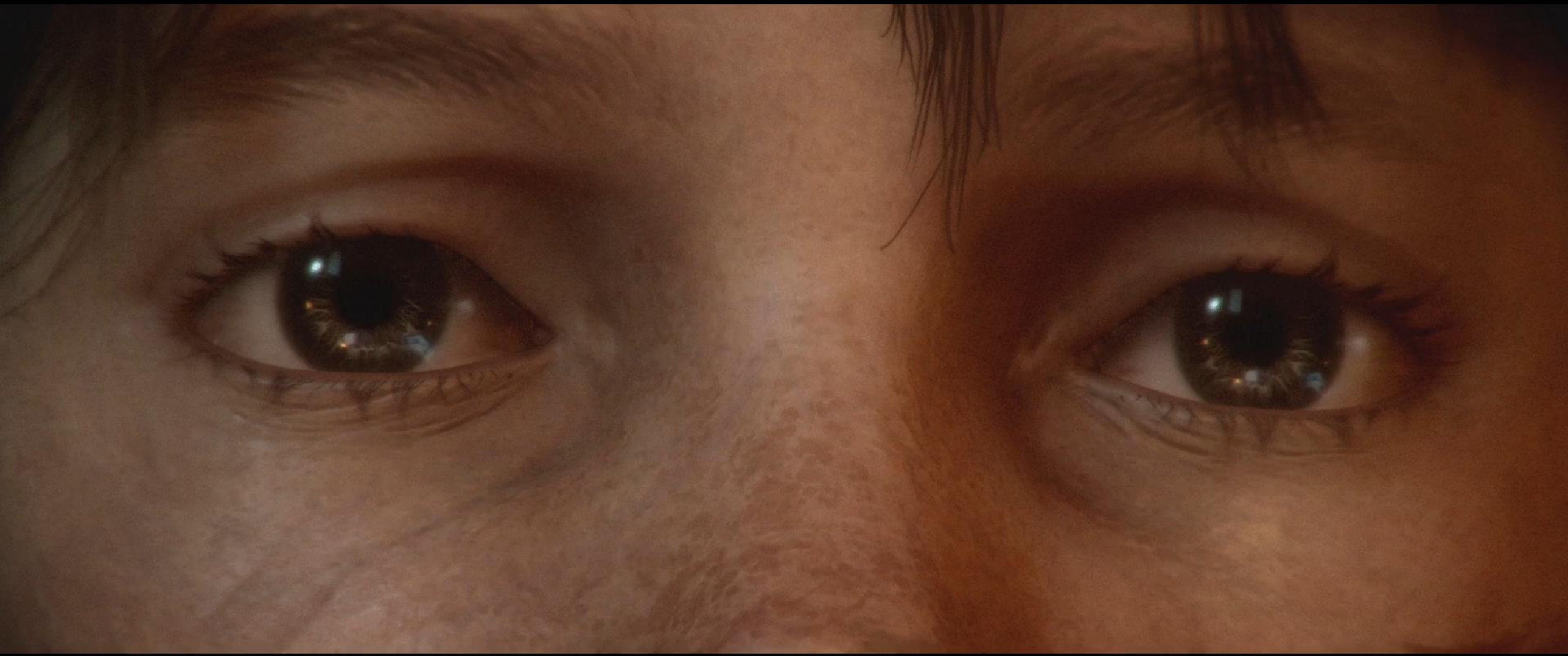
AUDIO DESIGN IN

A PLAGUE TALE

INNOCENCE

NOT ONLY SQUEAKS

Aurélien Piters - Asobo Studio



TEAM

45 people working together during 2 years onto a new IP

3 people in the audio team: an audio director, a sound designer and a composer

Audio direction

One leitmotiv: "Crude middle-age"

- Organic and textural soundscape
- Realistic sound design

no Folklore

Inspirations

- Macbeth, 2015 (Justin Kurzel) : audio direction
- The Witch, 2015 (Robert Eggers) : audio direction
- Game of Thrones (HBO) : foley
- Last of Us (Naughty Dog) : technical audio direction

WORKING WITH A COMPOSER

Music work started at the end of pre-production

Olivier Derivière composed the soundtrack

What to look for in a VG Music composer

- Understanding of tools and constraints
- Musical language + video games language
- Addition of a narrative layer thanks to music
- Actually plays the game

TOOLS & TECH

- In-house game engine + Wwise
- Custom text scripting language for in-game logic
- Level editor for ambient & emitter implementation
- Animation editor for audio integration at specific frames
- Environmental reverb
- Raycast based occlusion
- VO Manager tool

ALM Application

File Edit View Import Export Tools Settings Help

Selected Language: ENGLISH_US

Filters

Text to find:

More Options
- Respect Case
- Match All Words
- Use Regular Expressions

Search in
- Entry Names
- Comments
- Acting
- Language Texts

In Languages: All Languages

Other Searches...
- State OK
- Wave Status: UNDEFINED
- Localization Status:
- Recording Status:

Filters: Add Filter

Filters | Stats

Entries Tree

Voice | VoiceReco | TT

Filter by Convention: All Voice Conventions

- Dialog
  - CH1 [GameMode]
  - CH10 [GameMode]
    - CHATTER_1ST_CLUE [Context]
      - 1 [Line]
        - VO_AMICIA_CH10_CHATTE
    - CHATTER_ARMING_SLING [Context]
    - CHATTER_ARRIVAL_FARM_001 [Cont
    - CHATTER_ARRIVAL_FARM_002 [Cont
    - CHATTER_ARRIVAL_FARM_003 [Cont
    - CHATTER_ARRIVAL_FARM_004 [Cont
    - CHATTER_ARRIVAL_FARM_006 [Cont
    - CHATTER_ARRIVAL_FARM_007 [Cont
    - CHATTER_ARRIVAL_FARM_008 [Cont
    - CHATTER_ARRIVAL_FARM_009 [Cont
    - CHATTER_ARRIVAL_FARM_010 [Cont
    - CHATTER_ARRIVAL_FARM_011 [Cont
    - CHATTER_ARRIVAL_FARM_012 [Cont
    - CHATTER_ARRIVAL_FARM_013 [Cont
    - CHATTER_ARRIVAL_FARM_014 [Cont
    - CHATTER_ARRIVAL_HUGGROOM_001

Entries Tree | Stats

Entries

Entry Id	Entry Name	English(US)	French(France)
28561	VO_ALCHEMIST1__CH1__CHATTER_CLEAR_ORDERS_002__M__1	He's hiding... But Lord Nicholas is tracking him down.	Il se cache... Mais le Seigneur Nicholas s'en occupe.
28563	VO_ALCHEMIST1__CH1__CHATTER_CLEAR_ORDERS_004__M__1	Good. At least he got the father.	Bien. Au moins, il a eu le père...
2796	VO_AMICIA__CH1__CHATTER_ABOUT_KILLINGS_002__M__1	The kitchen... We'll get out through the kitchen...	La cuisine... On va sortir par la cuisine...
2767	VO_AMICIA__CH1__CHATTER_ABOUT_LION__M__1	Oh Lion... What am I going to do here without you?	Oh, Lion... Qu'est-ce que je vais faire ici sans toi ?
33237	VO_AMICIA__CH1__CHATTER_ABOUT_PLAGUE_008__M__1	Hello...	Bonjour...
28527	VO_AMICIA__CH1__CHATTER_AMONG_HERBS_001__M__1	Wait...	Attendez.
32158	VO_AMICIA__CH1__CHATTER_APPLE_TREE_002__M__1	Sir Knight! What are the terms of the Test?	Chevalier ! Quels sont les termes de l'Épreuve ?
32160	VO_AMICIA__CH1__CHATTER_APPLE_TREE_004__M__1	I accept your challenge!	Je relève le défi !
32162	VO_AMICIA__CH1__CHATTER_APPLE_TREE_006__M__1	Ready! I'll show you I'm not a child anymore...	Prête ! Je vais vous montrer que je ne suis plus une enfant.
10906	VO_AMICIA__CH1__CHATTER_APPROACH__M__1	It's drinking... Time to make my move...	Il boit... C'est le moment...
15525	VO_AMICIA__CH1__CHATTER_AWAY_FROM_THE_VINES_004__M__1	Sorry, I...	Pardon, je...
28574	VO_AMICIA__CH1__CHATTER_BODY_NEAR_002__M__1	Stay calm... Hold my hand tight...	Du calme... tiens bien ma main.
8647	VO_AMICIA__CH1__CHATTER_BRIDGE_ON_SIGHT_001__M__1	Oh no! They're everywhere!	Oh non ! Ils sont partout !
29397	VO_AMICIA__CH1__CHATTER_BROKEN_POTS__M__1	Ah... Lion... If only I'd arrived more quickly... I would have killed whatever did t	Ah... Lion... Si seulement j'étais arrivée plus vite... J'aurais tué celui qui t'a fait ça.
28826	VO_AMICIA__CH1__CHATTER_CALLING_AMICIA_000__M__1	Louise... Have you been see mother?	Louise... Tu viens de voir ma mère ?

9 Words in Selection

Selected Entry

Entry ID: 32158 Entry Name: VO_AMICIA_CH1_CHATTER_APPLE_TREE_0C Version/Platform: ALL

Comments:

Constraints: Acting: epic voice Target: Final

Language	Text	State OK	Wave Status	Batch Id	Requested Batch Id	Localization Status	Recording Status
ENGLISH_US	Sir Knight! What are the terms of the Test?	☑	RECORDED			TRANSLATION APPROVED	RECORDED
FRENCH_EU	Chevalier ! Quels sont les termes de l'Épreuve ?	☑	RECORDED			FINAL	RECORDED
GERMAN	Werter Ritter! Wie lauten die Regeln	☑	RECORDED			TRANSLATION APPROVED	RECORDED

Audio

Filename: VO_AMICIA_CH1_CHATTER_APPLE_TREE_002__M__1.wav

Current Language: ENGLISH_US

Wave: 24 bit PCM: 48kHz 1 channels 0:00 / 0:02,599

☑ LipSync ☐ TTS Show In Explorer

Revision	Change List	Date	Submitted by	Description	File Size
	468801	02/26/2019 23:39:57	apiters	Editor bake Lipsync & Wwise	389003
	468169	02/26/2019 00:30:45	apiters	Editor bake Lipsync & Wwise	388627
	468162	02/25/2019 20:56:54	apiters	INT TASK: ThePlague - ALM (auto-generated CL) Import - Add wav files COMPRESSION >1000ms	367074
	459803	02/05/2019 02:17:11	cdoillon	Copying //depot5/Ace_Main to ThePlague_Release (//depot5/ThePlague_R	381009
	452544	01/16/2019 21:31:14	cdoillon	Copying //depot5/Ace_Main to ThePlague_Release (//depot5/ThePlague_R	381213

Foley

Based on character’s bone acceleration

Rats

5000 rats on screen

- Fluid system
- Audio state machine for rats

SFX Feedbacks common rats states

MUSIC Showcases the rats

Cello played by Eric Maria Couturier

Mix choice between

sfx · music · VO

Music Stingers

Rats State Machine

Stealth Gameplay

Make all the soundtrack elements breath together

Common variables used by VO, SFX & Music

- Detection level
- Guard distance

VO	Amicia breath following detection level & guard distance
Music	Layers evolving following closest guard distance
SFX	Heartbeat when detection state changes

Stealth & Audio

Interactive musical grammar

Same stinger used as a narrative and gameplay feedback

Participates into explaining the RULES and gives gameplay feedback

Gives DEPTH to the soundtrack and resonates with the story side.

Strong and deep use of interactive music

Thank you

Special thanks: Maxime Touchon, Olivier Derivière, Sarah Escoubet

Any question?

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