

Behind the Scenes of the Audio in 'Say No! More'

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Composer/Sound Designer (Freelance)



About Me

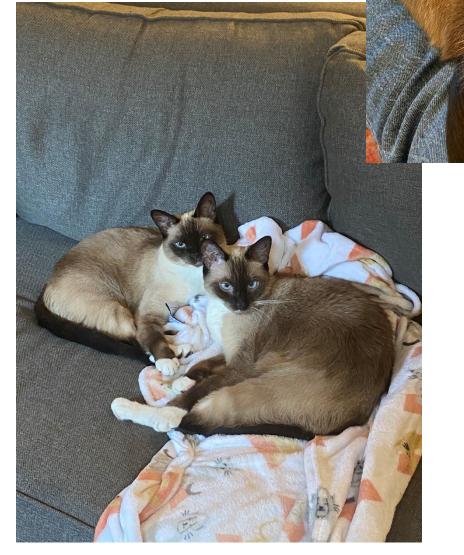


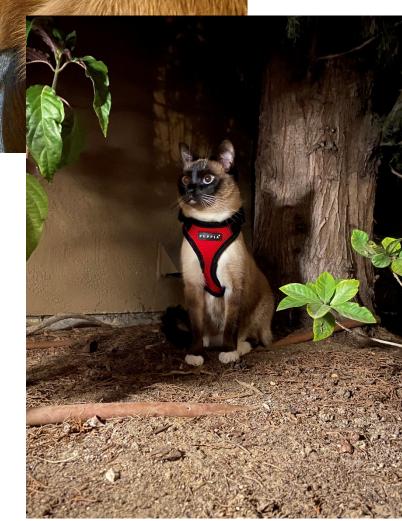












Overview

- Concept/aesthetic
- Working with references
- Thematic development
- Composition tips
- **Synth** tips

What is Say No! More?







How did I choose this style?

- ★ Match the low-poly visuals
- **★** Silly/quirky aesthetic
- * '90's retro
- **★** Low budget

Creating an instrument palette

- ►►► Deconstruct references for ideas
- ► What do I want to add?
- What kind of mood do I want to create for the player?

Types of instruments

- Lead
- Bass
- Rhythmic
- Riser
- Ornamental
- ♪ Drums
- ♪ SFX
- Pads

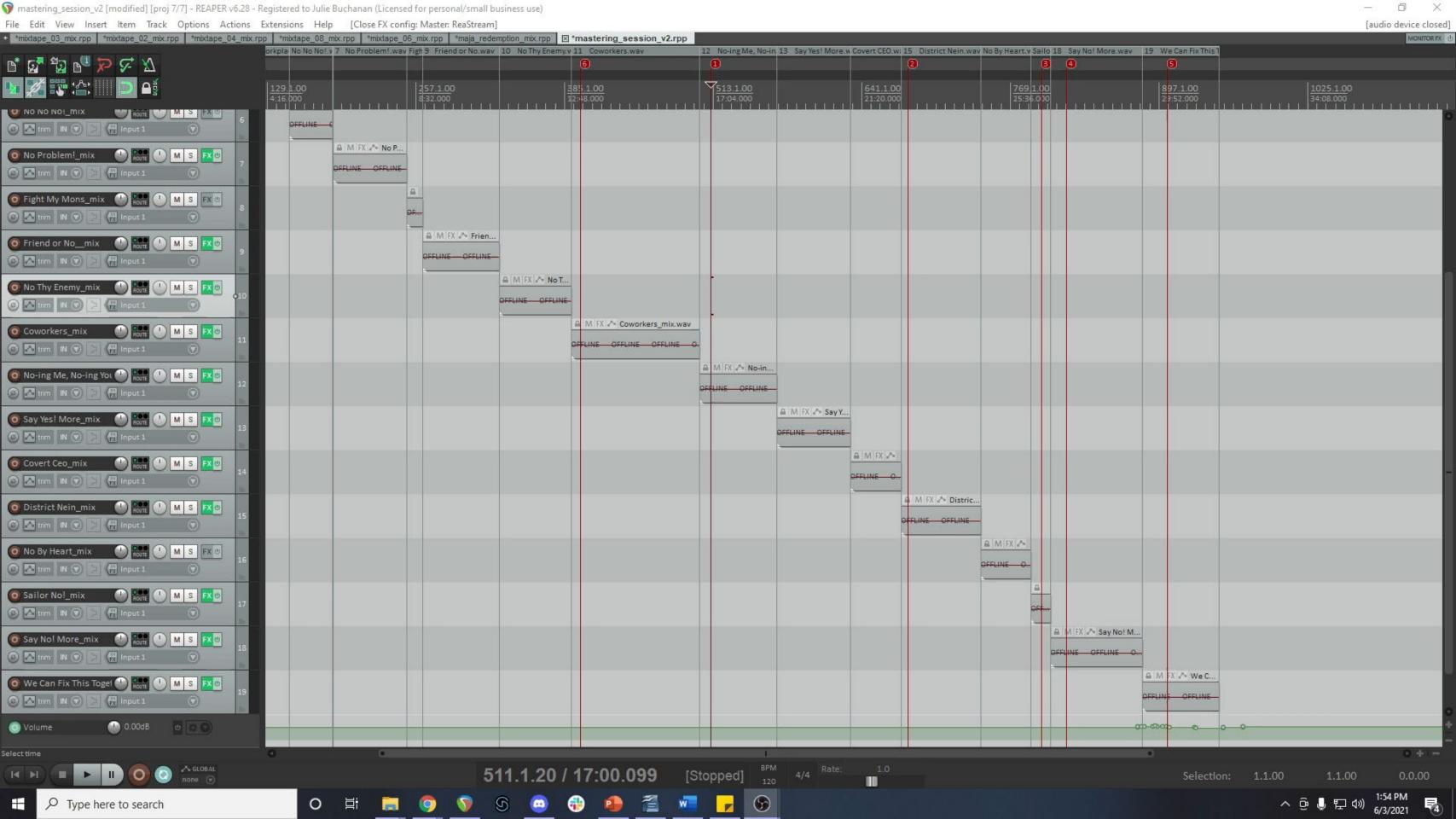
- Comedic
- Serious
- General
- Heart-warming





Thematic Development

- Find a mood/aesthetic first
- Main theme was a happy accident
- Why does it work?
- Adapting it for other tracks



Lots of synths!













How do I make synths sound good & expressive?

- ✓ Variety
- Arrangement
- ✔ Performance
- ✓ Mix

Variety

More synths more better

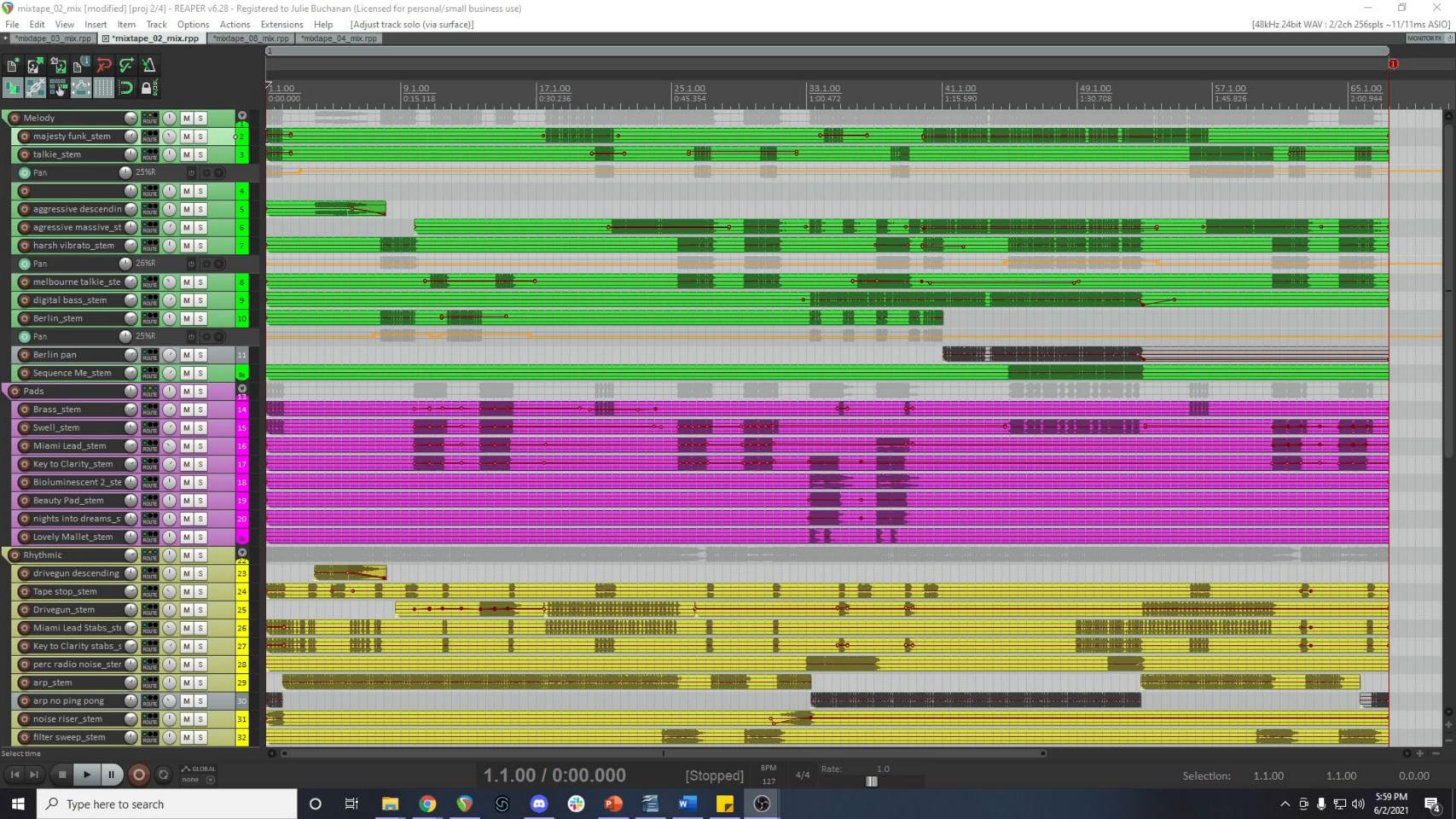
Aesthetic and rhythmic variety

Re-use and build on templates

Instruments that fit different moods and

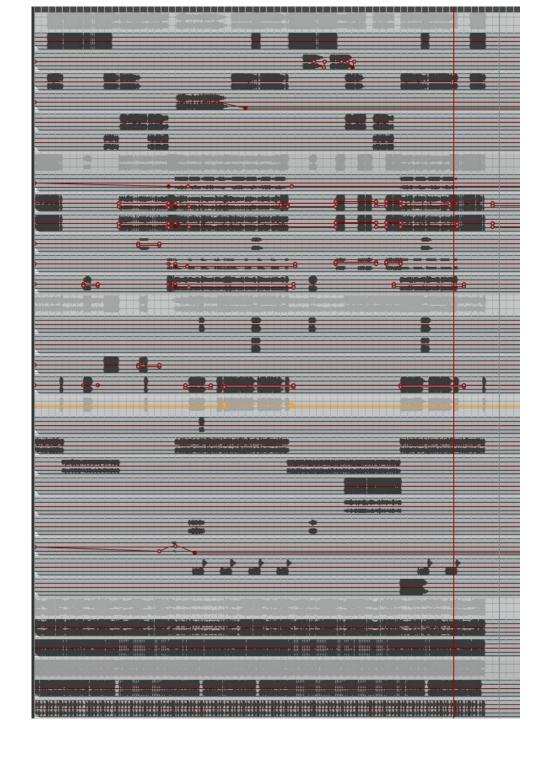
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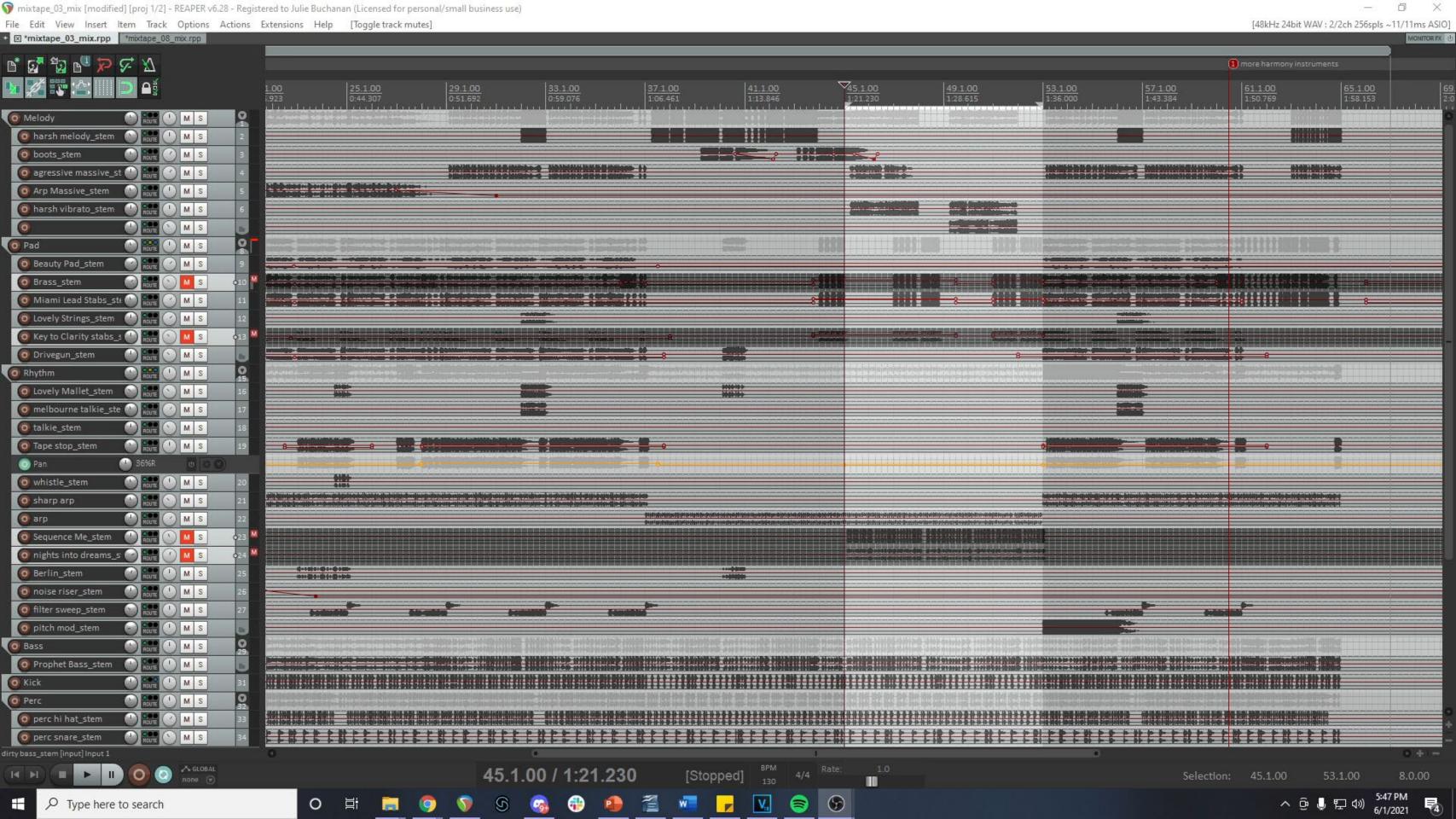


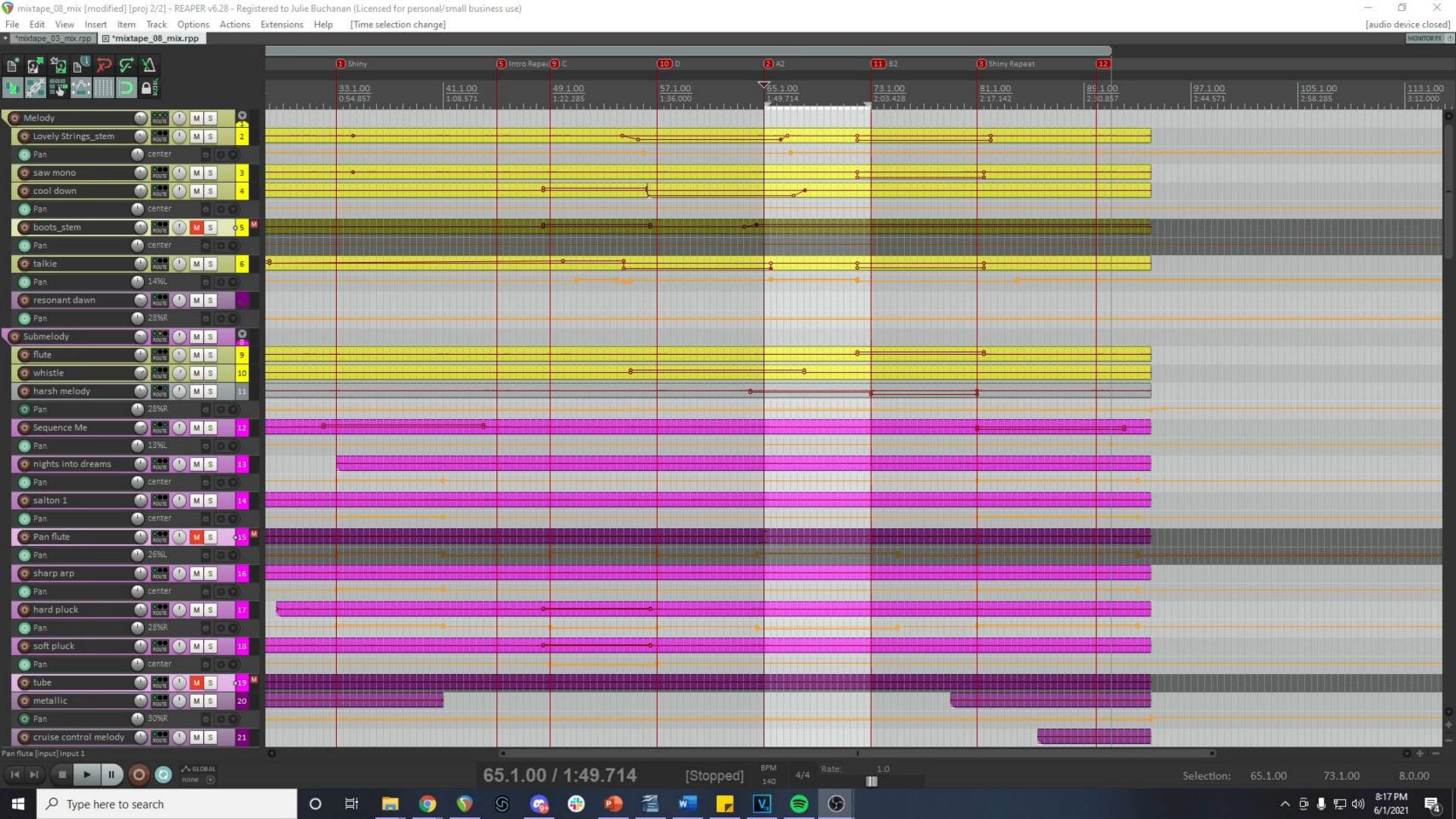


Arrangement

- Cover all frequency bases!
- Double, triple, quadruple
- Reference your writing strengths
- Recognize genre signifiers
- Switch up your rhythmic elements





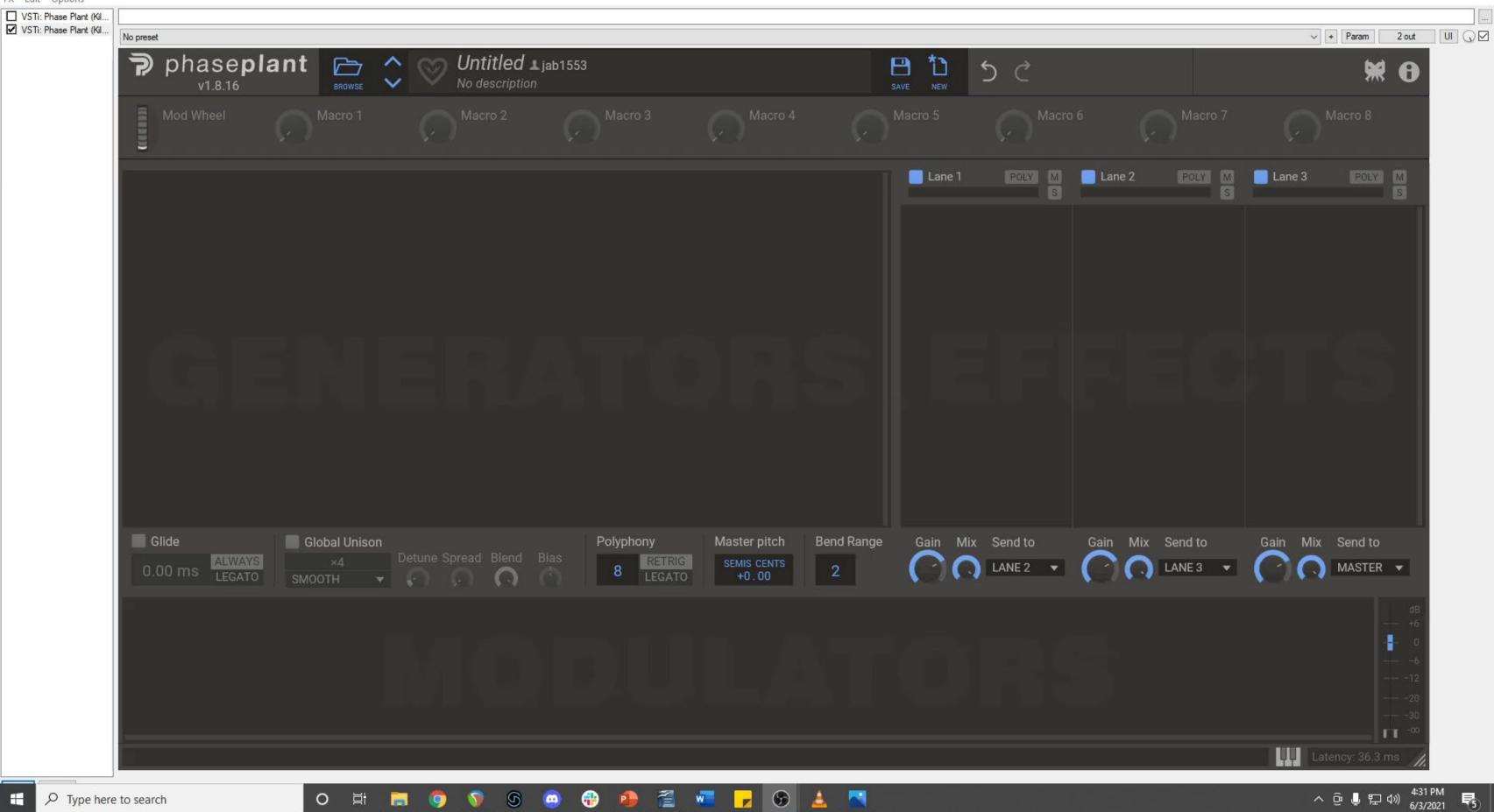


Performance

- Articulation
- Ornamental details
- Pitch bend, tremolo, glide, LFOs, phase, envelopes

FX: Track 35 "harsh melody"

FX Edit Options



Mix

- Scoop and cut
- FX automation
- Add shape (especially with doubled instruments)
- Tape saturation
- Panning
- Side-chaining the thing that's side-chaining another thing that's side-chaining the thing being side-chained.

