



**MARCH 18-22, 2024**  
**SAN FRANCISCO, CA**

# **From AAA to Indie Audio Teams: Remaining Flexible is the Key**

**#GDC2024**



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# Brigitte Dajczer





aka Briga

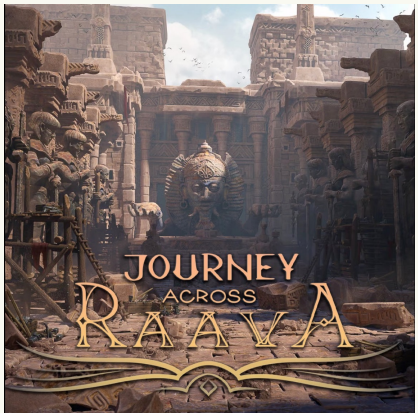
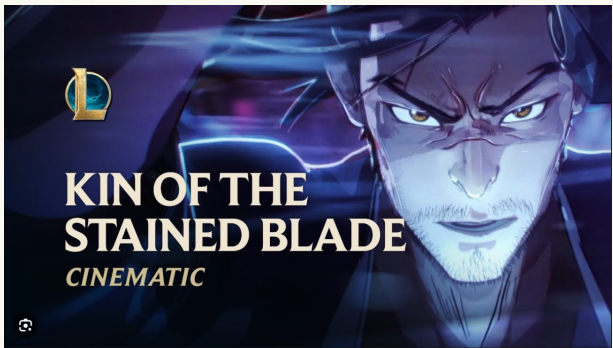
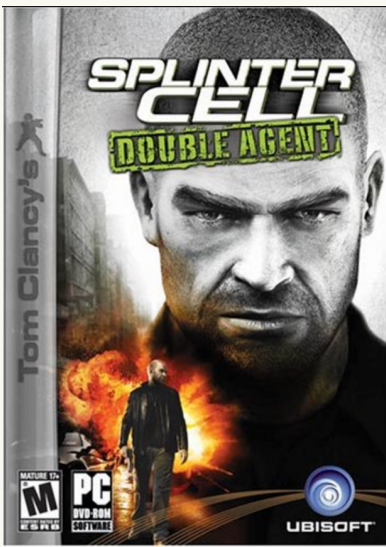


# Founder & Creative Director





# Game Credits Include:



FR  CTER







FRACTUR

Delivering perfect dynamic audio within a limited budget

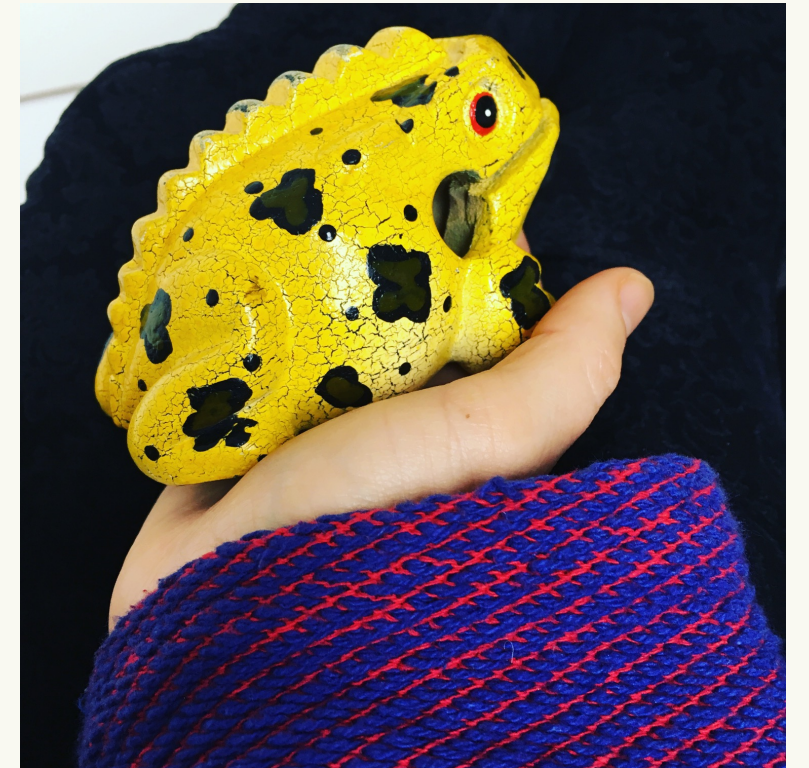
# The Audio Team



**Mark Latimer**  
Sound Design & Implementation

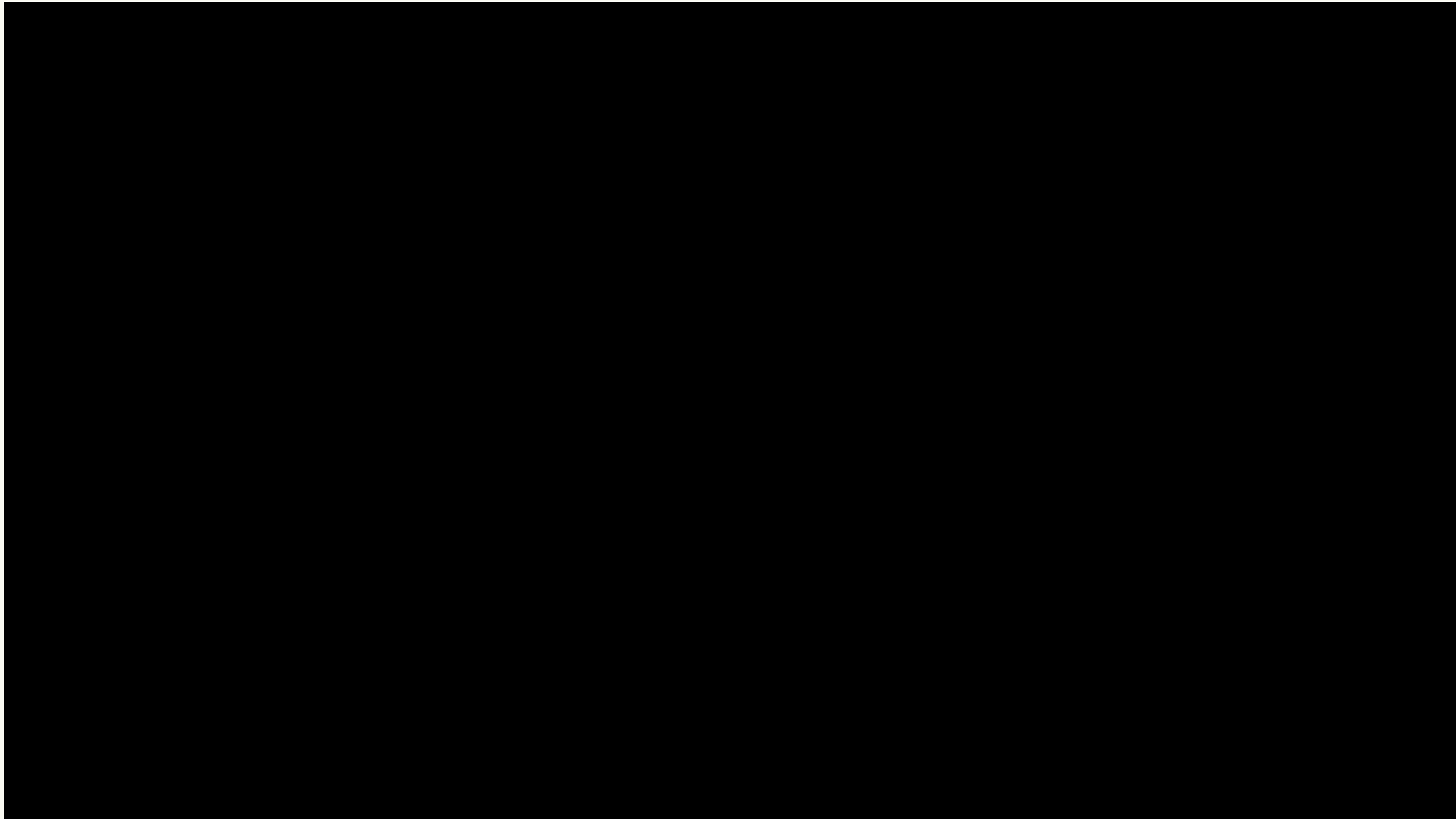


**Jera Cravo - Lead Audio Director**  
**William Kraushaar - Composer**



**Brigitte Dajczer**  
Composer





# Fracter Audio Direction

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- Sparce, minimalist soundscape

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- Haunting, scratchy – creepy yet softspoken



# Fracter Audio Direction

- Sparce, minimalist soundscape
- Haunting, scratchy – creepy yet softspoken
- Focus on creating interplay between puzzle sections & making generative music

## PROCESS



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- Recording sounds/instruments as raw material - then processed, modified etc.





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- As each level is loaded, 5 – 10 instruments / notes are randomly assigned to the level

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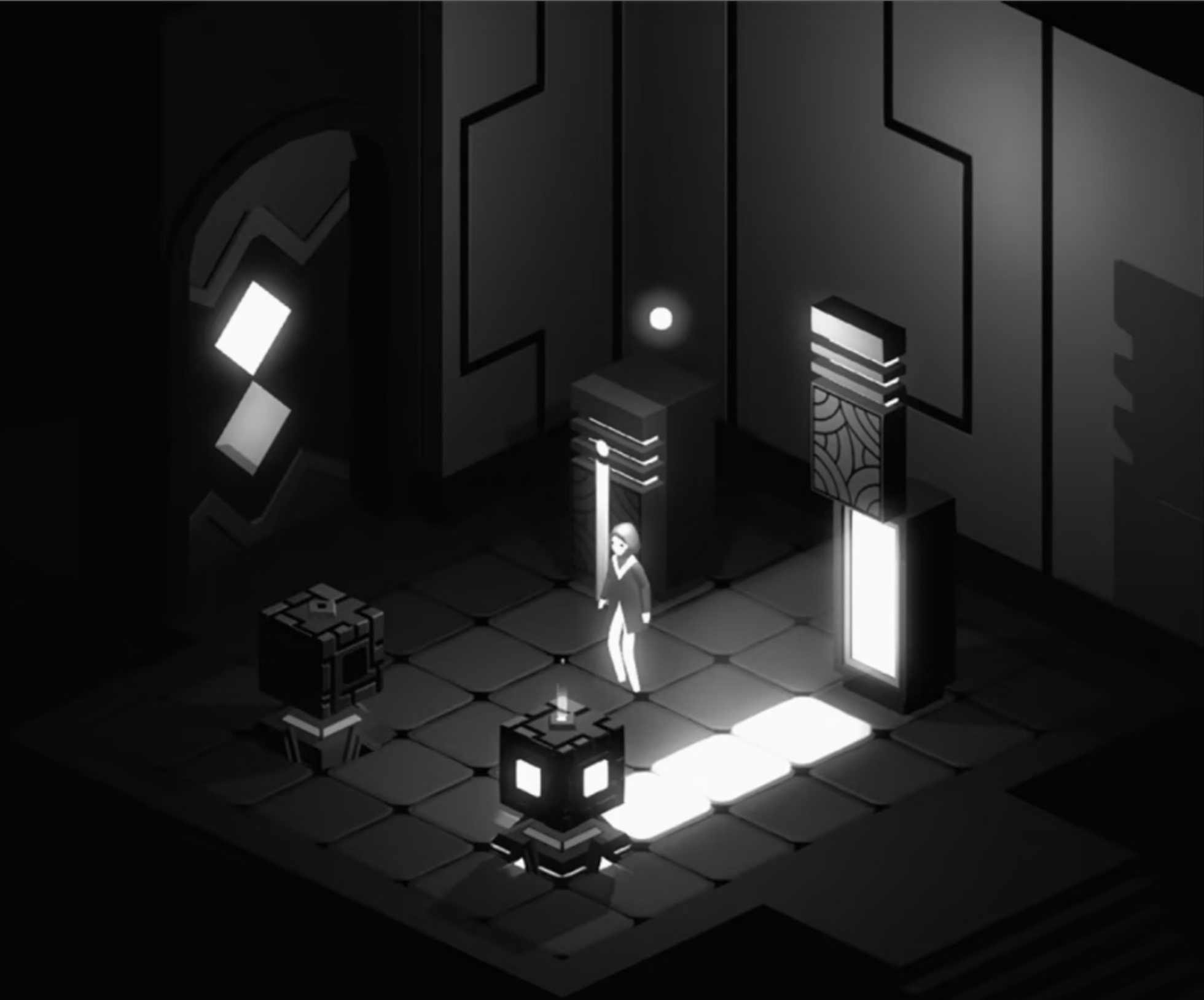


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- Built a sampler for every musical instrument
- 7 levels of gameplay -> each level is randomly assigned a chord



- Every object is assigned a sound (instrument)
- As each level is loaded, 5 – 10 instruments / notes are randomly assigned to the level
- Combination of looping tones (ex: singing bowls) mapping sound for the light in windows and/or (tremolo strings) mapping sound for enemy threat

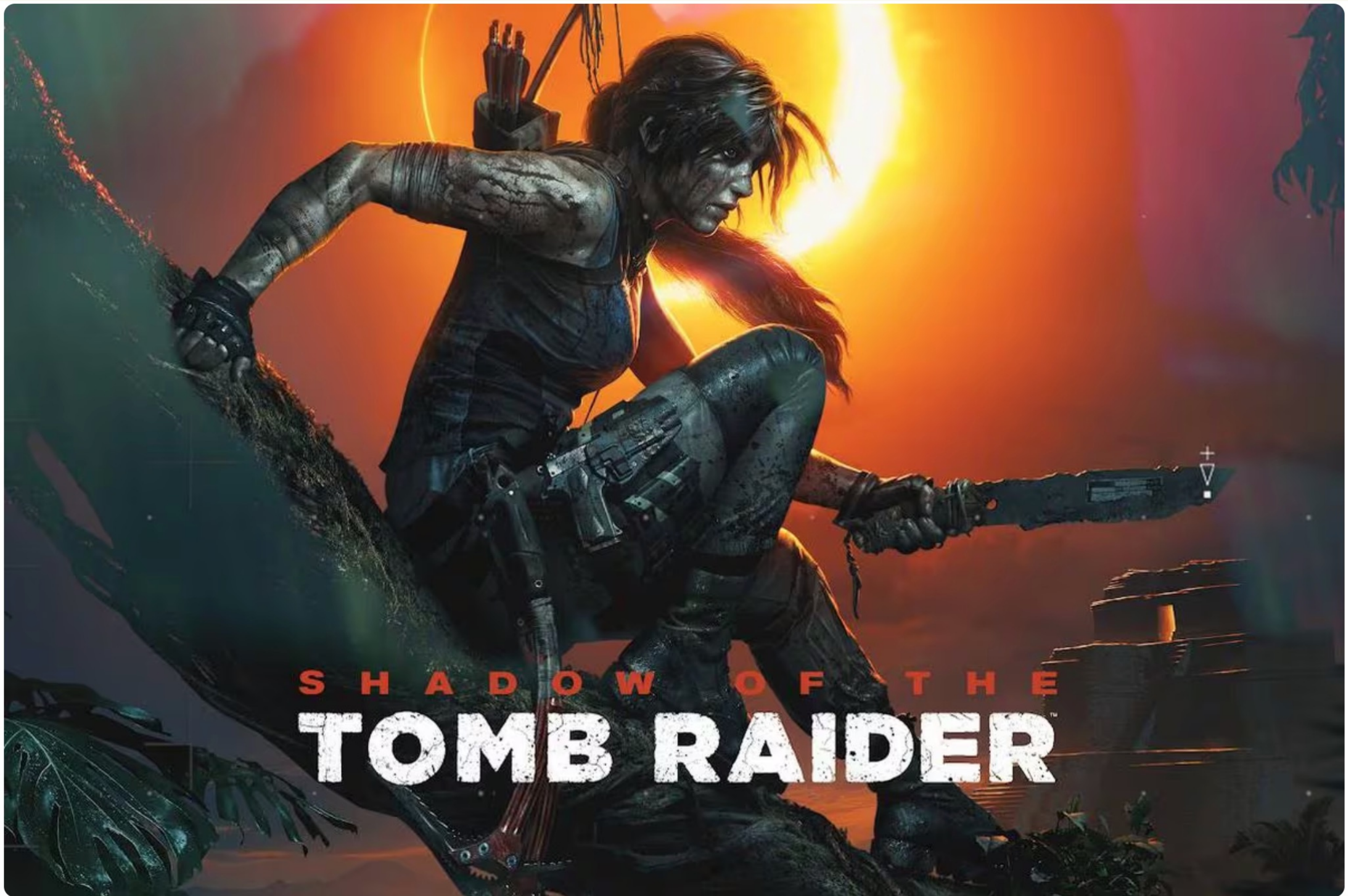




An isometric illustration of a dark, futuristic game environment. A character in a white suit stands on a checkered floor, surrounded by glowing cubes and architectural structures. The scene is dimly lit with various light sources creating a moody atmosphere.

**Small Team: Always establish workflow & pipeline**





SHADOW OF THE  
TOMB RAIDER™

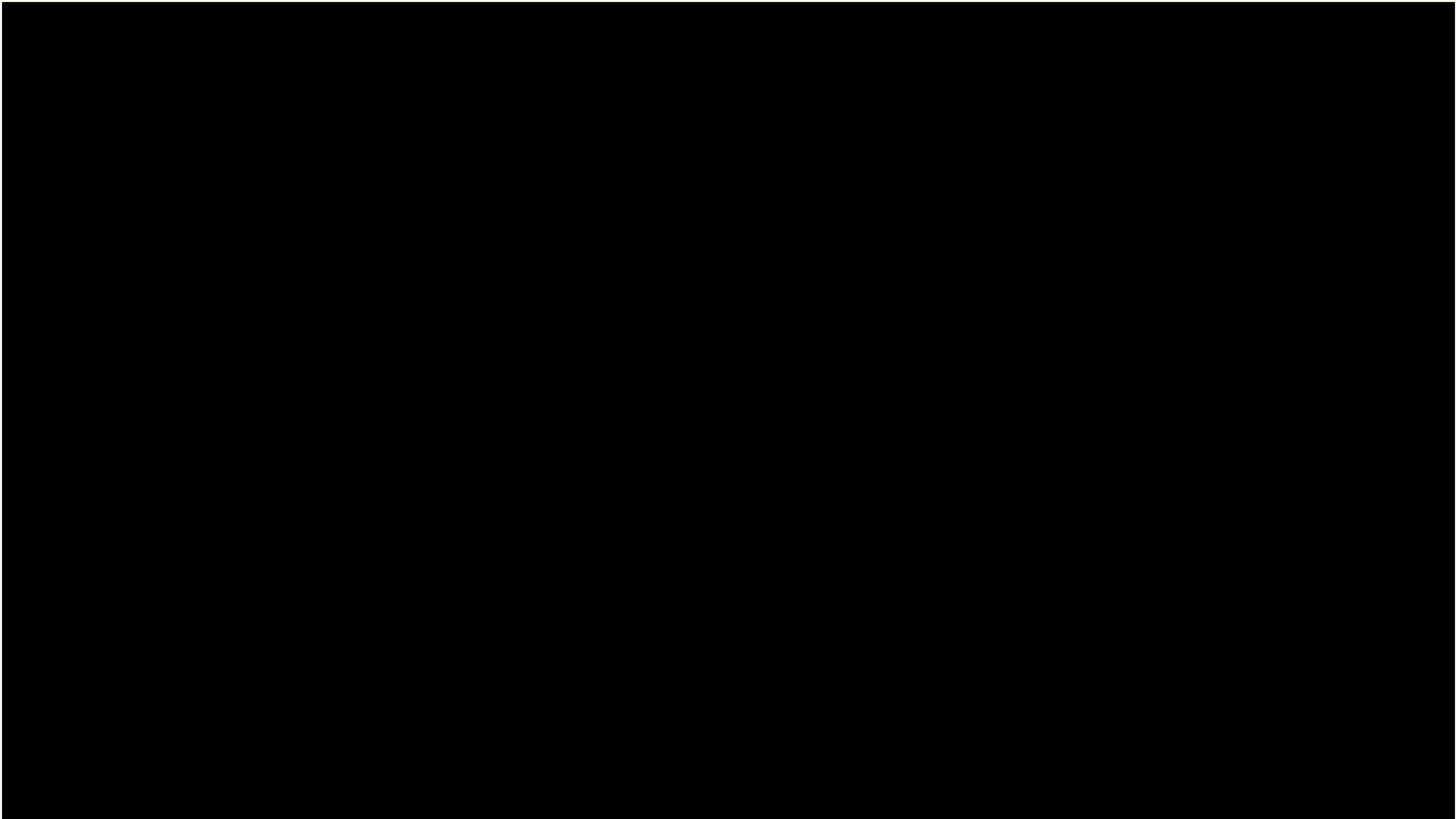
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# The Audio Team

## EIDOS-MONTRÉAL

AUDIO DIRECTOR  
LEAD AUDIO DESIGNER  
SENIOR AUDIO DESIGNER  
AUDIO DESIGNER  
AUDIO INTEGRATOR  
AUDIO DESIGNER  
AUDIO DESIGNER  
JUNIOR AUDIO DESIGNER

ROB BRIDGETT  
FREDERIC ARNAUD  
MIKE BAUGH  
SYLVAIN JANNOT  
SUKHDEEP KONDAL  
HUGO LÉGER  
ANNE-SOPHIE MONGEAU  
DANIEL RICHER

## LA HACIENDA CREATIVE

MUSIC COMPOSED & PERFORMED BY  
MIXED BY

BRIAN D'OLIVEIRA  
JERA CRAVO

### ADDITIONAL MUSICIANS

BRIGITTE BRIGA DAJCZER  
ELINOR FREY  
MAXIME HERVÉ  
RACHEAL COGAN  
RAMIRO RAMIREZ  
ROBIN GORN  
WILLIAM KRAUSHAAR  
ELIAS SUNONEN  
SADÉ LOPEZ  
NINA FRANCO  
RAFFAELLE ZAMBITO







mmorpg



web browser game





mmorpg



web browser game



**Crafting Music & SFX from a creative brief**



# Journey Across Raava

Web Browser Game – Lore Site



ETLOK  
STUDIOS



# The Audio Team



**Jera Cravo**  
Mixing Engineer & VOs



**Brigitte Dajczer**  
Audio Director, Composer & Sound Designer

# JAR Audio Direction



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- World of Raava : 22 regions = 22 themes : Kikitora, Aquila, Burndig etc.

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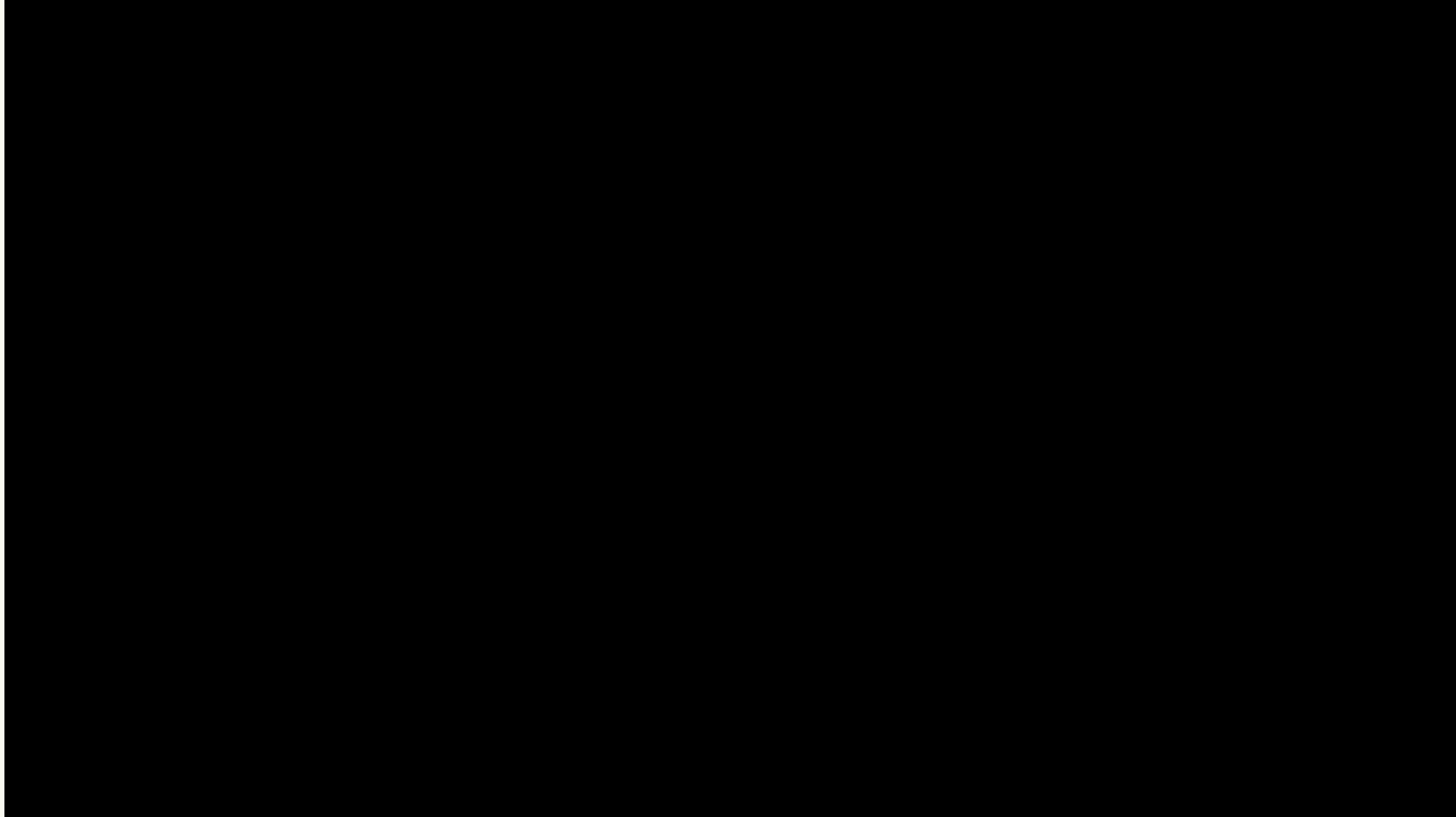
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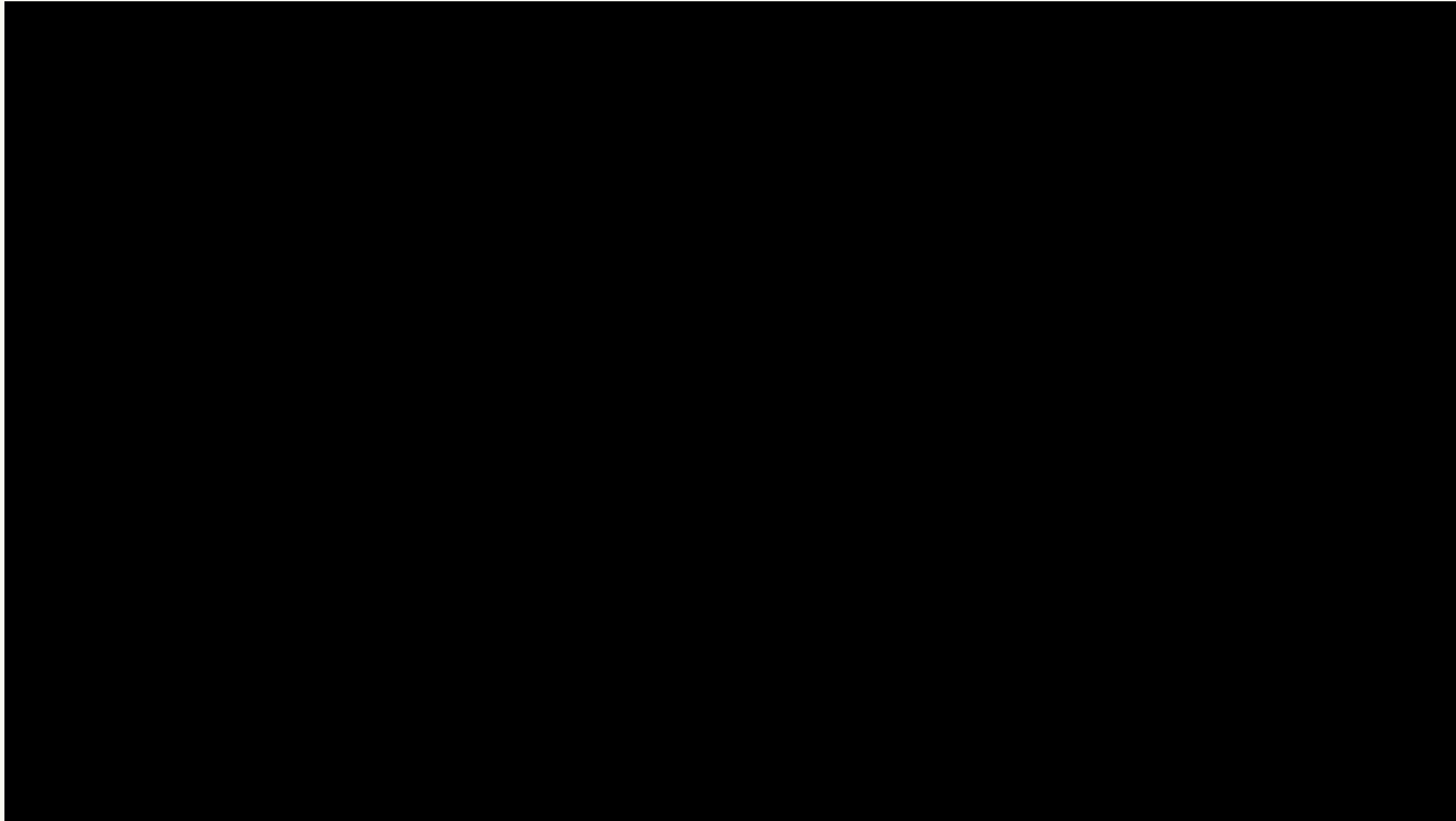
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- UI Sound Design echoes sounds from these regions: All things Organic
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- VO narration & build of visuals happening at the same time as audio
- Create an Epic, catchy theme for the game

# JAR Theme V1

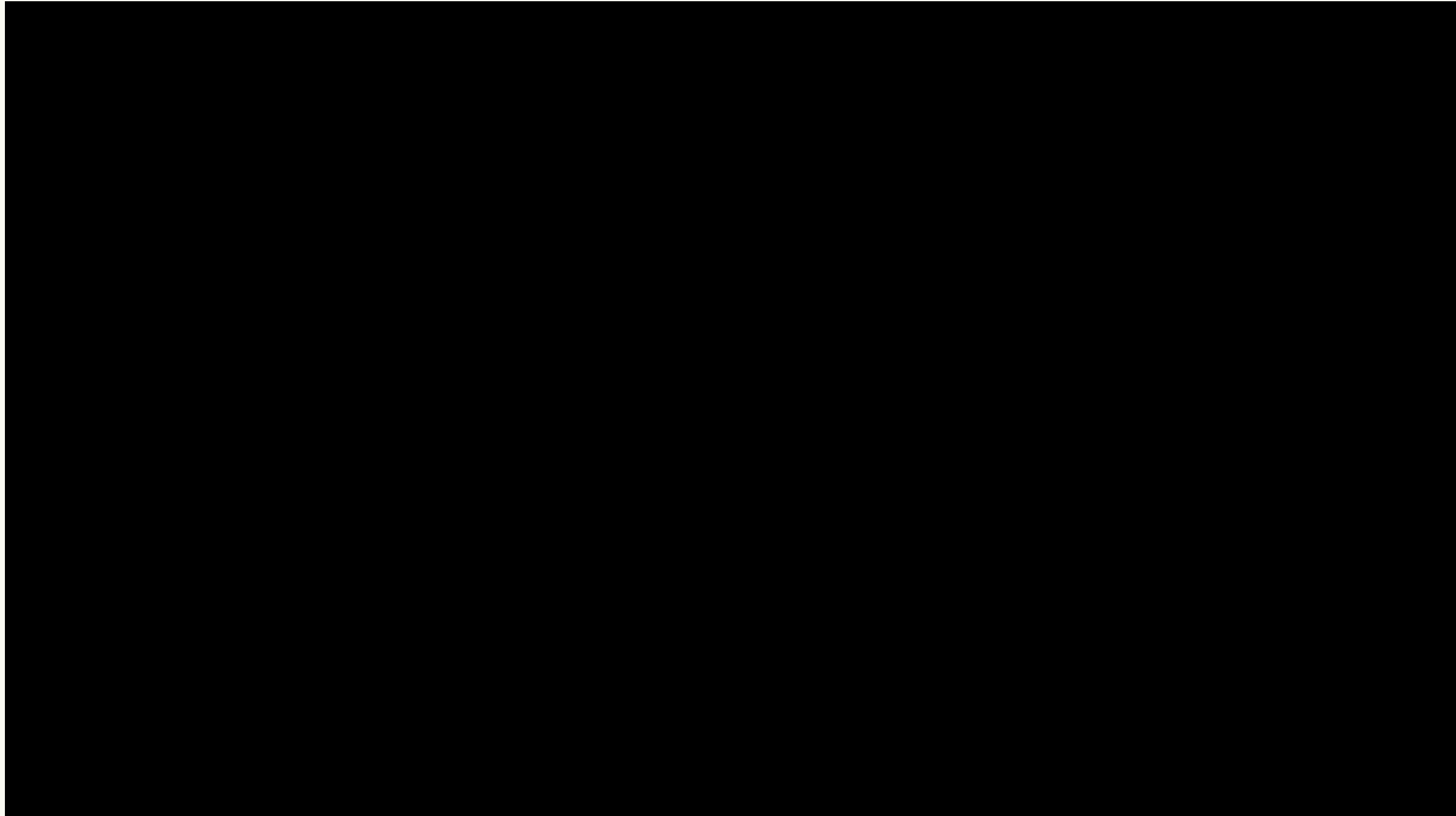




# JAR Theme V3



# JAR Final (V7)





# Journey Across Raava

Web Browser Game – Lore Site

**Listening, Mindfulness, Communication**

**Agreeing, Pushing back, Negotiating**



**ETLOK**  
STUDIOS



# VILLAGE

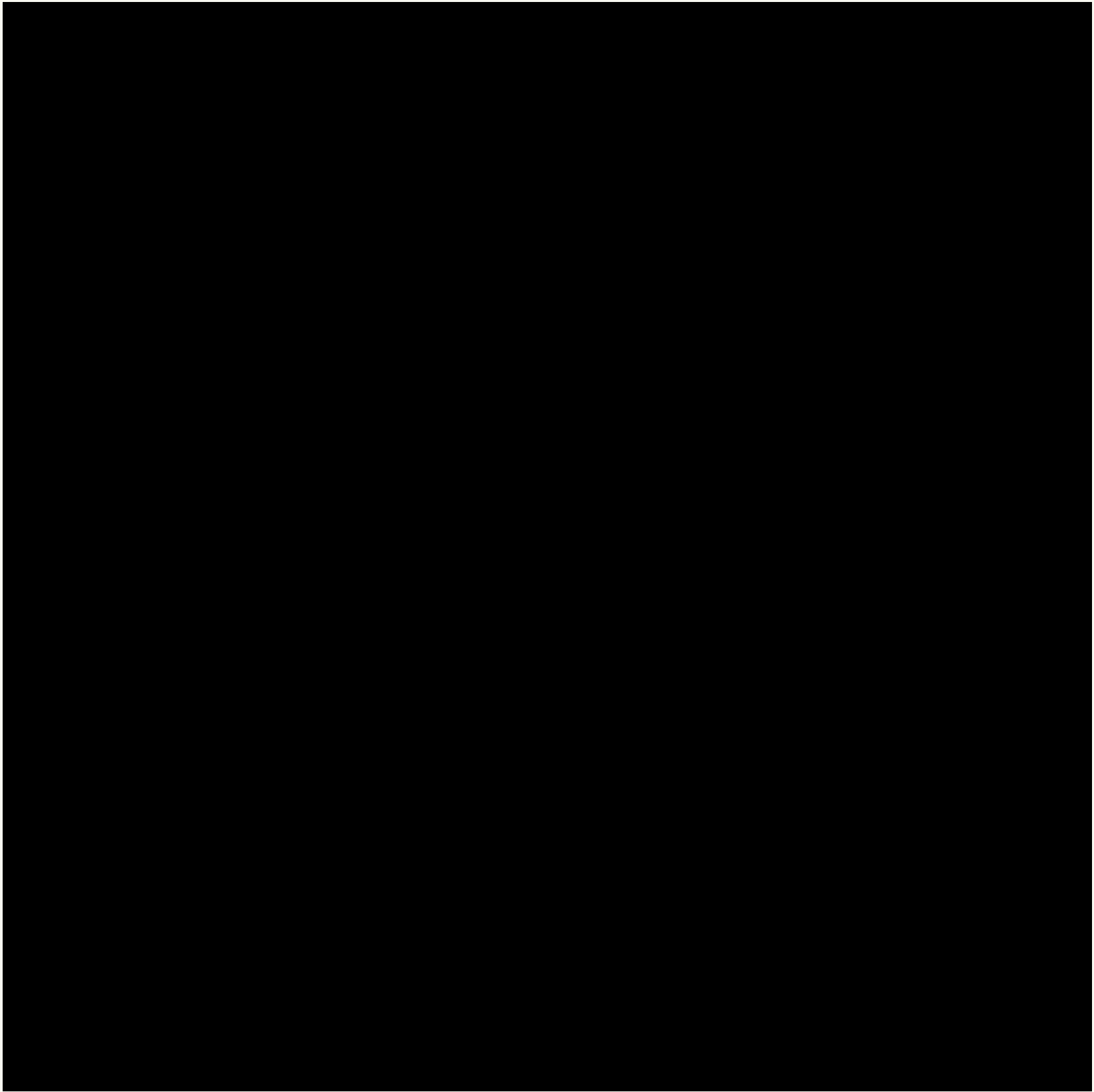
RESIDENT EVIL™



# VILLAGE

RESIDENT EVIL™

Working beyond language and cultural differences





# Making of « Yearning for Shadows » Theme Song

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- And more more team members not mentioned here
- CAPCOM Audio team







**Always savour the moment & be mindful of the NDAs**



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Thank you!



Brigitte Dajczer  
Music Salad Studio

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