

The Impact and Creation of Level Music for Video Games

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Purpose

- How is game music made?
- How does the music impact the level?

Workflow

1. Reference
2. Concept Pieces (Adventurous/Melancholy)
3. Pick Appropriate Piece
4. Final Composition
5. Revisions
6. Implementation

Software

- DAW
 - FL Studio
- VST Plugins
 - PlayVST
- Level Creation
 - Unreal Engine 4

The Level

- Ocean Area, Island
- Angel Statue
- Tomb?
- Warm Lighting
- Assumed to be MMO-sized



The Concept Pieces

- Three Adventurous Pieces
- Three Melancholy Pieces
- Elements from both

Decisions!

- World of Warcraft & Movie Influences
- How will it loop?

The Final Piece

- Overarching melody
- Instrumentation
- Transitions
- High & Low points

Conclusions

- Theme is Important
- Consistent Retrospection
- Music is an element of Game Design
- Enhancing the Overall Experience is paramount

Challenges

- Finding a direction
- Writing around 15 minutes of music
- Combining Concepts
- Limitations of Virtual Instruments
- Validating Results & Decisions

Questions!
