

# Sound Script / Asset List

For interior scenes (Bedroom, Music Box) we might benefit from recording **room tones** with field recorders, Maybe several from each space (like a corner of each room, depending on the room scales)

## Object sound reference - When creating sound for objects, think about these 3 elements

[I] **Interaction** - sounds made on player interaction.

[C] **Collision** - sounds made when colliding (hitting) other objects/surfaces

[A] **Autonomous** - sounds created by the object itself (without player interaction) such as a wind turbine moving in the wind, or a radio emitting sound constantly.

### Bedroom - Interior Scene

Ambience

Room Tone

Window exterior sound (like the sound of the street from a window)

Objects

Music Box - Wooden

Book - Paper/Leather

Knocking over bowling pins

Golf club hitting a golf ball in mini golf

not really sure how relevant these are. if we want to add more interactive bits to the bedroom/hub *OTHER* than the objects that become the scenes, we could maybe do it after. They could still be good sounds to use and edit though so no discouragement in that.

Player

Footsteps on wood floor

Footsteps on carpet (will the player be walking around a large space?)

Music

Diegetic Radio? That

### Painting - Exterior Scene

Ambience

'room' tone of outside location / field recording (echo can be done in unity)

Water - settled and very lightly flowing water

Water lapping against shore or objects in the water (such as *the skeleton?*)

Rustling branches/leaves in the wind.

Objects

Stones/ pebbles.

Wooden door - Opening, Creaking, Closing.

Door handle opening, clicking

Player

Footsteps on solid stone floor

Footsteps on loose stones (gravel, pebble)

Footsteps in shallow water

Music

'Light' Ambient Music?

### Computer - Interior

## Ambience

- Electromagnetic Hum
- Electronic beeps (like SOMA Ether)
- Hum of GPU/ Laptop/ Computer Fan
- Place a field recorder inside an active computer case?

## Objects

- Slow Mechanical Fan sound
- Mechanical door, Sci-Fi Sliding door
- Resonant Metal surfaces, range of plate sizes (high and low freq)
- Pressing switches - Mechanical, clunky, click, click, click
- Keyboard typing sounds (could be cool pitched down)

## Player

- Footsteps on metal

## **Book - Exterior - STILL VERY MUCH IN THE WORKS -**

### Ambience

- Field Recording (natural soundscape), birds,
- Maybe small market town sounds

### Objects

- Tearing paper
- flicking through book
- unrolling a long sheet of paper (like a scroll)
- (Writing with pencil?)
- (a good reference is the game Tearaway)

### Player

- Footsteps on paper, maybe just dampened synthetic sounds.
- Narration - we **still** haven't established this so it might get cut.

### Music

- More whimsical? not established yet

## **Music Box - Interior**

### Ambience

- Large hall - Record Impulse response in a large hall building, or church.
- Room Tone

### Objects

- Tearing paper
- flicking through book
- unrolling a long sheet of paper (like a scroll)

### Player

- Footsteps on paper, maybe just dampened synthetic sounds.

### Music

- Classical inspired musical composition - simplified for the music box in the bedroom and grand-ified/ elaborated for the scene