



Making the Music



Echoes of Memory
soundtrack
documentation log



DMSP-Play
ECHOES OF MEMORY

Lost in the dreamscapes of my memories,
I am searching for a way out.
2p.m-5p.m 2023/04/07

Ideas



The main theme
"Memories
Lost"



The
"First
Love
Forest"
theme

The musical soundtrack would play an important role in the game, establishing the space of each level, and combining with the visuals to create an immersive and expansive world for the player to explore. As each room is a different stage in the character's life, I wanted each one to have its own distinctive sound and feel, finding instruments that perfectly communicated the age that the character might have been during this memory. However, I also wanted all the tracks to work as a cohesive soundtrack with familiar motifs reappearing, in order to help tie the game's narrative together. Ultimately, I kept the theme of memories in the forefront of my mind, and the mystical, cloudy and emotional territory that come with it.

Establishing Emotions

The starting stages of composing each piece of music began with consulting each game designer on their ideas for their room and deciding what the emotions of the room were. Putting it into context with the game as a wider whole, and looking at what the memory of the room stands out in the person's life was important to consider as it meant I would know the type of potential musical melodies or instruments I would opt for.



Consulting
with the
game
designers

Planning

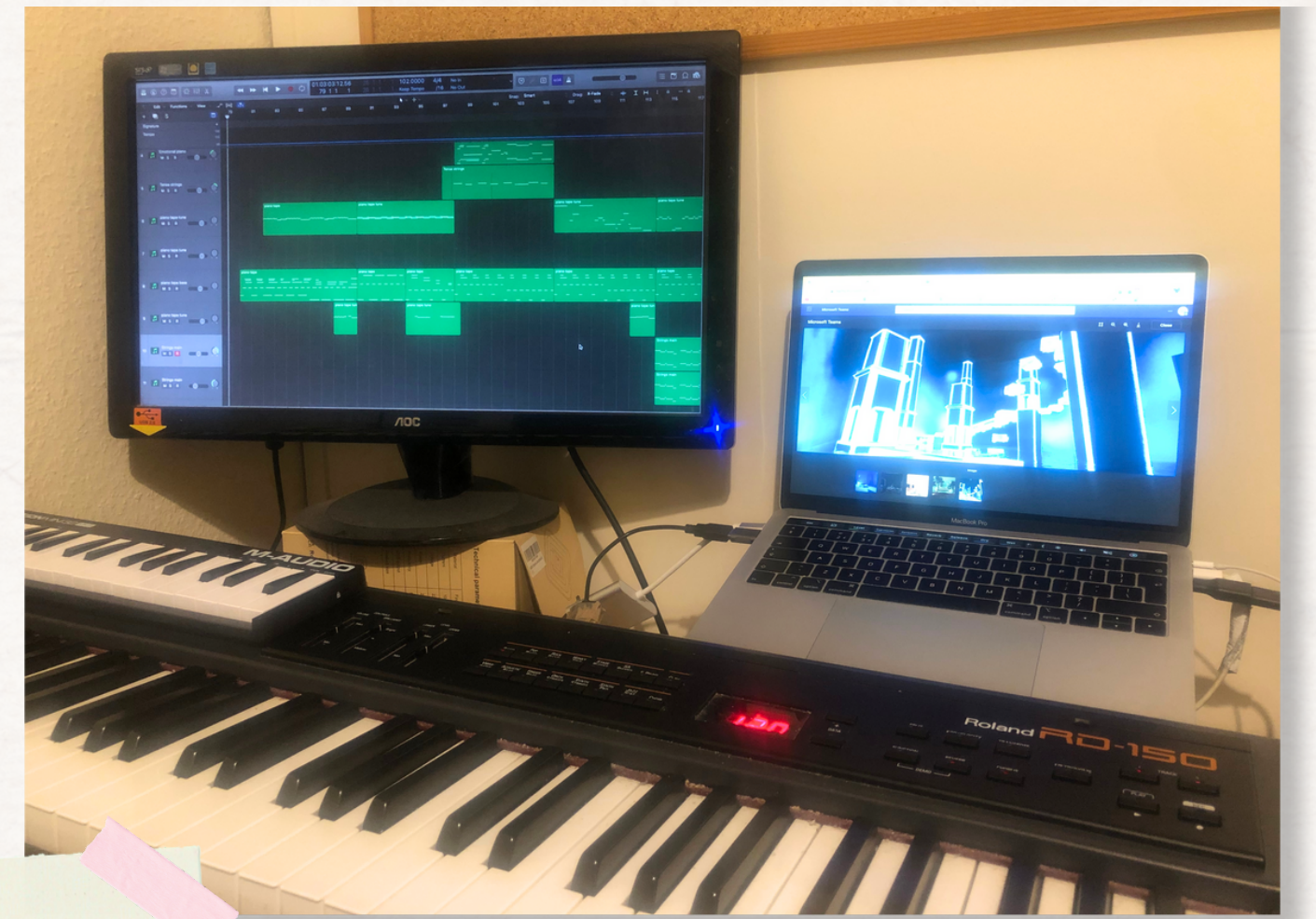


1	Room/Level Name	Mood	Complete	Instrument ideas	Chord/harmony ideas	Final File Name
2	Baby Room	Sweet, innocent, simple, magical, dream,	Yes	Glockenspiel, dreamscape, synths, oceans		Dreaming Baby
3	Toddlerhood/toy room	Playful, full of optimism	Yes	Glock, marimba, piano		Imagination Playstation
4	Early Childhood	Playful, robot, ladders, adventures	Yes	Synthesiser		Robot Rhapsody
5	Late Childhood classroom	Curious, playful, puzzle, orderly	Yes	Strings, Harp, Trumpet		School Days
6	Adolescence - Dark Room	Moody/Pathos - unstable/obscure	Yes	Weird synthesiser, wobbly leads,	C7, Bm, Am	Adolescence Maze
7	Early Adult - Forest	Nature Happy, peaceful	Yes	Piano, Harp, Strings	G, C	First Love Forest
8	Early Adult - Forest room interi	Nature Sad but still happy too	Yes	Guitar, Cello		Unhappy Household
9	Mid Adult - office	Unhappy/Demotivated	Yes	Synth, harp, piano	Fm, Em, C#m, Cdim7	Lonely Office Life
10	Mid Adult - office 2	room falling apart - 30 seconds	Yes	Strings, Drums		Office Falls Apart
11	Late Adult	Memories Lost	Yes	Piano (tape), Strings, pizzicato		Memories Lost
12	Late Adult musical steps		Yes			

Given the number of different rooms, it was extremely important to make an organised plan to track each piece's progress. I created a detailed plan of all the tracks, noting down rough conceptual ideas for harmony and instruments on each one. This way, I could ensure that I was using a broad and colourful range of sounds and styles and keeping each track different and unique while still retaining the sense of connectivity between them. I knew that some tracks could be more upbeat while others should be serious and toned down. Overall, the detailed plan was invaluable in getting tracks completed in time in case changes had to be made.

Composition Process

While composing the music, I made sure to keep the designer's description of their room and any visual concept art that they had made next to my screen to ensure the visuals were at the front of my mind. Feeding off the visual stimuli of the different graphic designs and colours in the concept art definitely helped to generate new musical ideas and inspired me to try different things while keeping me focused on the room and stopping me from straying away from the narrative context of the game.



My
setup

Production Process



Making
music

I composed and produced all of the tracks on the music software Logic Pro X, recording each line of music on a midi keyboard. I utilised a variety of instrument sounds from Logic, Spitfire Audios, Arturia and UVI Workstation. Some of the mastering was done using Reaper. I then exported each one as a 48khz wav file so that it could then be imported into the game with Unreal software. I ensured that each track began and ended in a manner that would make it easy for it to fade in and out seamlessly on repeat without distracting the player.

Final Presentation



Speakers
set up



People
play our
game in
the
space

The music soundtrack was played on large speakers which we set up in the presentation space to immerse our players as they entered the space and walked around looking at the visuals, with projectors projecting on reverse behind two large screens. Overall, the music helped to make the space an immersive experience for people as they waited to play the game.

Track List

1. Memories Lost (Main Theme)
2. Dreaming Baby
3. Imagination Playstation
4. Robot Rhapsody
5. School Days
6. Adolescence Maze
7. First Love Forest
8. Unhappy Household
9. Lonely Office Life
10. Falling Apart
11. Memories Found (End Theme)

