

Audio Brief for Music Students

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Key takeaways for creating your future music briefs:

- Describe your brand, or provide a link to your brand book
- Describe your product
- Describe the target audience and purpose of the production
- List adjectives or emotions you want to convey
- Give examples of reference track you like the sound or feeling of, and tell the composer why you like those songs, or which specific part of the reference you think “fits”

Describe the purpose and goal of your production

Details for production

The product is an environmental pack / game level, and the theme is Vikings. I am going to create a fully furnished environment that has been optimized for a game level, and it includes my own 3D modelled assets such as Indoor (furniture) and Outdoor (houses, walls/ fences, watch towers, forge), models, organic models such as animals, prob assets (axes, swords, shields, ships, etc.), and the full level design layout.

Target audience

The target audience is going to be 15+ years.

Goal of production

The goal is to develop a fully finished in detail assets that can be compatible with one another, and historically accurate, to be fully optimized and used for a game level.

The stretch goals are to be able to put MPC's and animals to be walking around and the player to be able to interact with them. The next stretch goal for the product is to be able to have a combat system created in Unreal Engine.

Software and development

The environment will be dully optimized for Unreal Engine 4, and the main software is the game engine, where the music will be integrated and made to be working with. For this purpose, I will be looking

forward to work with FMOD and use the plugin for Unreal Engine, and to be able to integrate audio and music with it's help.

Purpose of product

The purpose of this product – game environment is to show my skills and be able to create level designed only by me.

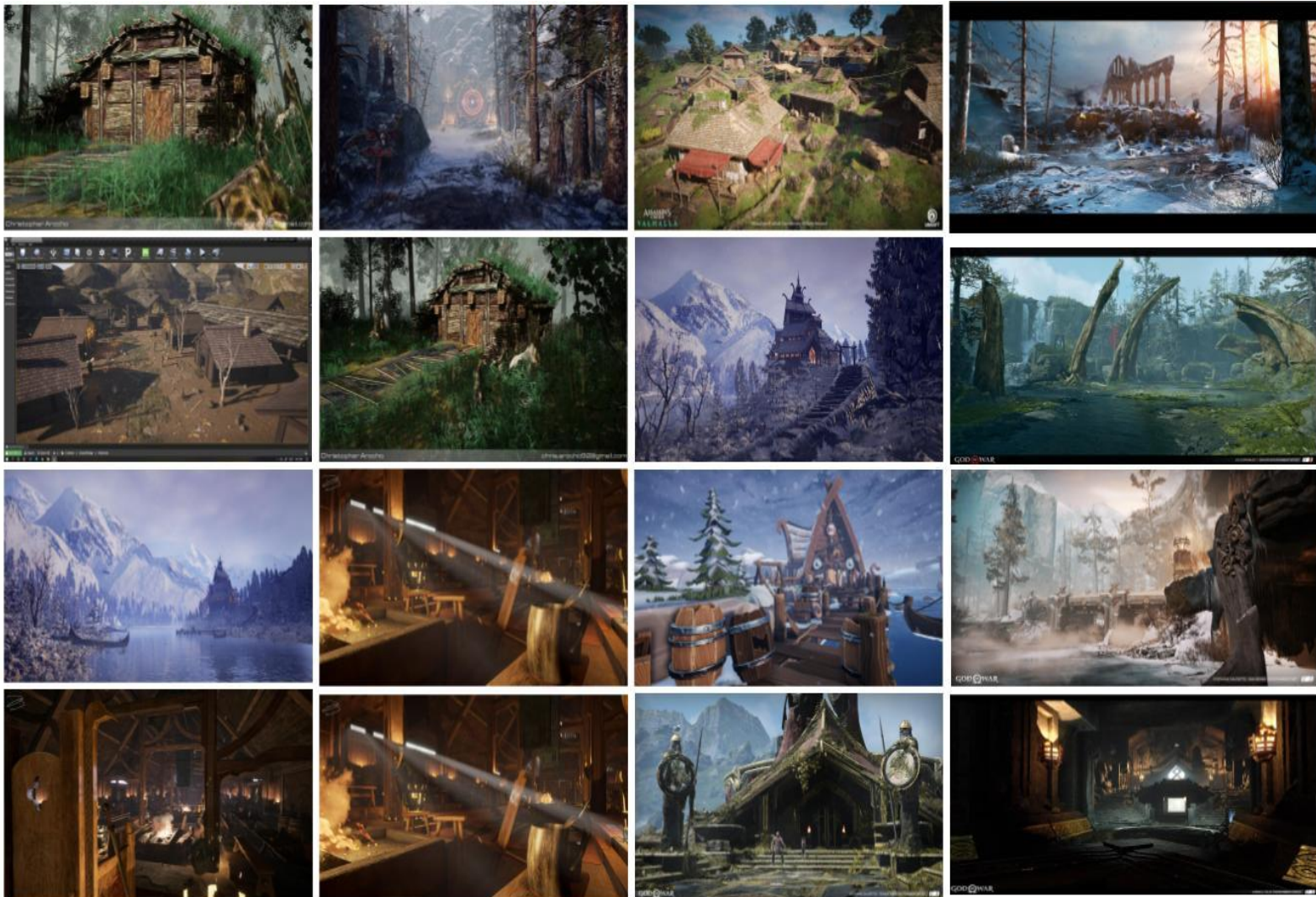
Give references and detailed notes

Theme of environment

The environmental pack / game level is going to be historically accurate with the Viking era and will focus on the near end of the era itself. It will show all the elements of how they build their environment, living water, food and homes.

As a reference, one of the games is God of War, other is Assassin's Creed: Valhalla, and Skyrim, and many more.

Reference Mood board



Asset list and Technical Requirements

SFX

Ambience:

1. Birds (forest)
2. Fire ambient sound
3. Rain
4. Sea ambience
5. Ocean ambience
6. Village ambience
7. Wind
8. Wave sound
9. Nature sounds (shaking tree leaves, bushes, etc.)

Reference tracks:

<https://mynoise.net/>

<https://www.youtube.com/watch?v=xNN7iTA57jM>

<https://www.youtube.com/watch?v=nRe3xFeyhVY>

Spot sounds:

1. Speaking people
2. Footsteps (mud, wood, grass, water, gravel, stone, sand)
3. Wave sound
4. Water
5. Footsteps on sand
6. Drums
7. Walking on water
8. Animal sounds
9. Forge sounds
10. Sailing ship
11. drinking sound (quick gulp)
12. door open sound (wooden) (multiple variations)
13. Laughing people
14. Fighting people
15. Archer sounds
16. Breaking stuff

Reference tracks:

<https://www.youtube.com/watch?v=pgLjYsVP4H0>

Music tracks:

<https://www.youtube.com/watch?v=CMf8G1W5Vv0>

https://www.youtube.com/watch?v=AVy7YPNP_zI

<https://www.youtube.com/watch?v=0jXTBAGv9ZQ>

<https://www.youtube.com/watch?v=bN6EU8B8k3s>

https://www.youtube.com/watch?v=QRg_8NNPTD8

Requirements about music tracks:

For the project, I require only 2 main songs (music tracks).

The first track to be with duration 3 minutes using the first 3 references.

The second one to be with duration of 2.50 minutes using the second 2 references.