

Audio Moodboard



Objectives

OST Objective - Phase 1

- Main Menu Track
- Inquisitive Underground Ruins Track
- Emerging into Desert Music Flare
- Ambient Desert Ambient Track
- Ascending a Clockwork Tower Track

SFX Objective - Phase 2

- Main Menu
 - Main menu change selection
 - Options menu change selection
 - Options Menu Save
 - Start new game / load game [stronger, more intense than the rest]
- UI
 - Proceed to next dialogue sequence
 - Open map gadget
 - Open menu
 - Exit game - shut down / losing connection
- Character
 - Clothing material when
 - Walking
 - Running
 - Jumping
 - Falling
 - Brushing up against an object
- Underground Ruins
 - Footsteps / jump off / land on sound effects by material
 - Stone
 - Sand
 - Metal / echoing metal
 - Dirt
 - Puddles / small areas of water
 - Water droplets
 - Distantly flowing water
 - Underground rumbling

- Small rocks falling from the ceiling
- Desert
 - Vibrating hum of an artifact
 - Desert Wind
 - Jump (off of sand)
 - Jump (landing in sand)
 - Burning heat sound effect (emerging into desert)
 - Sandboard hum (passive/unmoving)
 - Sandboard hum (accelerating)
 - Sandboard hum (decelerating)
 - Sand dissipating against objects



Notes

-OSTs and SFX are ranked from highest compatibility to lowest; however, ones ranked the lowest are honorable mentions and have interesting takeaways as well :)

-Games with a '+' have game-recorded visuals included along with sound effects

🔊 OSTs

-Are situational

[Journey](#)

[Rime](#)

[Abzu](#)

[Gris](#)

[Ori / Blind Forest](#)

[Ori / Will O Wisps](#)

[Child of Light](#)

[Hollow Knight](#)

[Genshin Impact](#)

[Tales of Berseria](#)

Honorable Mentions:

[Trine](#)

[Dinkum](#)

[To The Moon](#)

[Fear & Hunger - Tomb of the Gods Ambience](#)

[100 Iconic Game OSTs](#)

[Cataclysm - Uldum](#)

🔊 SFX

-Are event or character-triggered

[Minecraft](#) +

[Ori / Blind Forest](#) +

[Genshin Impact](#)

[Breath of the Wild](#)

[Journey - Walking on Grate SFX](#) +

Honorable Mentions:

[Fear & Hunger - Enemy Arrival SFX](#)

[100 Iconic Game Sound Effects](#)