

Overview Reel Credits

UI Sounds (00:00-00:11). Credit: Sound Design, Music by Amnon Freidlin aka Megabloom Audio. Client: Listen (Sonic Branding Agency) x Faraday Future. Visuals depict non-client parties—they're for demonstration purposes only.

UI Sounds (00:11-00:12). Credit: Sound Design, Music, Mix by Amnon Freidlin aka Megabloom Audio. Client: Sonic Minds x Orca Security. Visuals depict non-client parties—they're for demonstration purposes only.

Audio Logos (00:12-00:23). Credit: Sound Design, Music, Mix by Amnon Freidlin aka Megabloom Audio. Client: Listen (Sonic Branding Agency) x Audacy. Visuals depict non-client parties—they're for demonstration purposes only.

Audio Logo (00:24-00:28). Credit: Sound Design, Music, Mix by Amnon Freidlin aka Megabloom Audio. (00:36 Basketball sound by Ryan Buckley). Client: Bit Fry Game Studios x Apple Arcade x NBA, WNBA, NFL, NHL, MLB, & USWNT. Visuals courtesy of client.

Game Trailer Audio (00:28-00:46). Credit: Music, Additional Sound Design by Amnon Freidlin aka Megabloom Audio. Sound Design by Ryan Buckley. Client: Bit Fry Game Studios x Apple Arcade x NBA, WNBA, NFL, NHL, MLB, & USWNT. Visuals courtesy of client.

Live Action Spot Audio (00:46-01:12). Credit: Music, Sound Design, Mix by Amnon Freidlin aka Megabloom Audio. Client: Lacoste. Visuals courtesy of client with added non-client gaming graphics for demonstration purposes only.

Game Trailer Audio (01:13-01:24). Credit: Music, Sound Design, Mix by Amnon Freidlin aka Megabloom Audio. Description: Re-Score & Re-Sound—Guardians of the Galaxy Reveal Trailer. Visuals for demonstration purposes only.

Game Trailer Audio (01:25-1:38). Credit: Music, Sound Design, Mix by Amnon Freidlin aka Megabloom Audio. Description: Re-Score & Re-Sound: Solar Ash Gameplay Reveal Trailer. Visuals for demonstration purposes only.

Game Trailer (01:39-02:26). Credit: Music, Sound Design, Mix by Amnon Freidlin aka Megabloom Audio. Description: Re-Sound & Re-Score: Horizon Zero Dawn Trailer. Visuals for demonstration purposes only.