

Independent Project ACCA6020

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**The cohesive integration of sound
and environment design: To further
enhance the players immersion?**





Nidum Abbey

Quest

Oliver Altissimo





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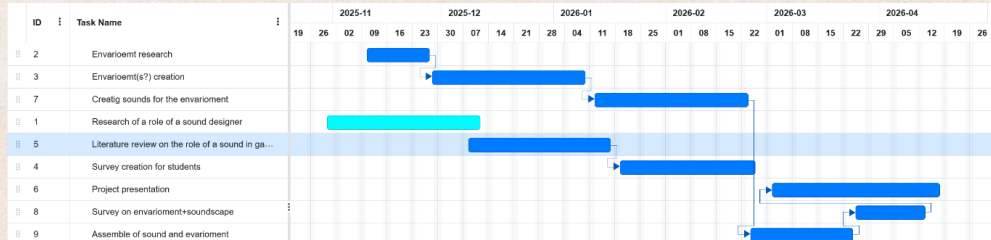
05

**Sound, Immersion
linked with Narrative**

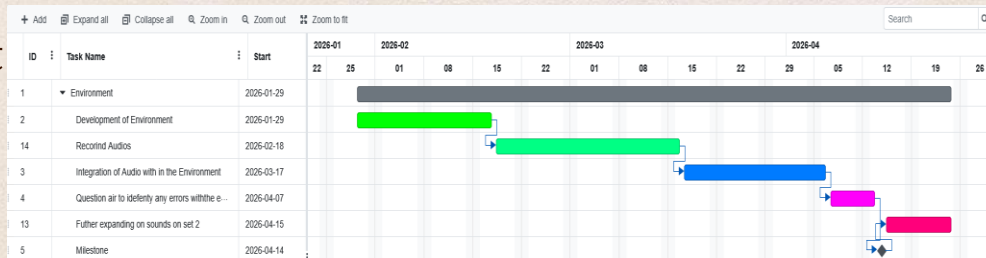


What has developed?

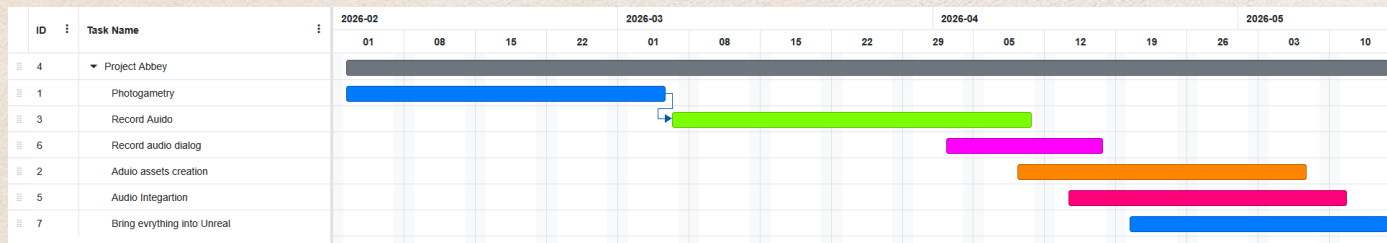
First Gantt



Second Gantt



Third Gantt



Why Nidum?

Nidum was the name of a Roman fort found within the village of Neath [2].

In the 11th Century, when Robert Fitzhamon conquered Glamorgan, he gave Nidum to Richard de Granville, one of the 'Twelve Knights of Glamorgan' [3].

Richard de Granville, founded Neath Abbey in 1130 and gifted to the Cistercian monks [3].



[1]

History of Neath Abbey

Neath Abbey was constructed near the river Neath, allowing the Monks to sell and trade goods [3].

Neath Abbey was described as 'the fairest in all Wales' and became one the wealthiest Abbeys.

The Abbey was even destined to be a university before the reformation [3].



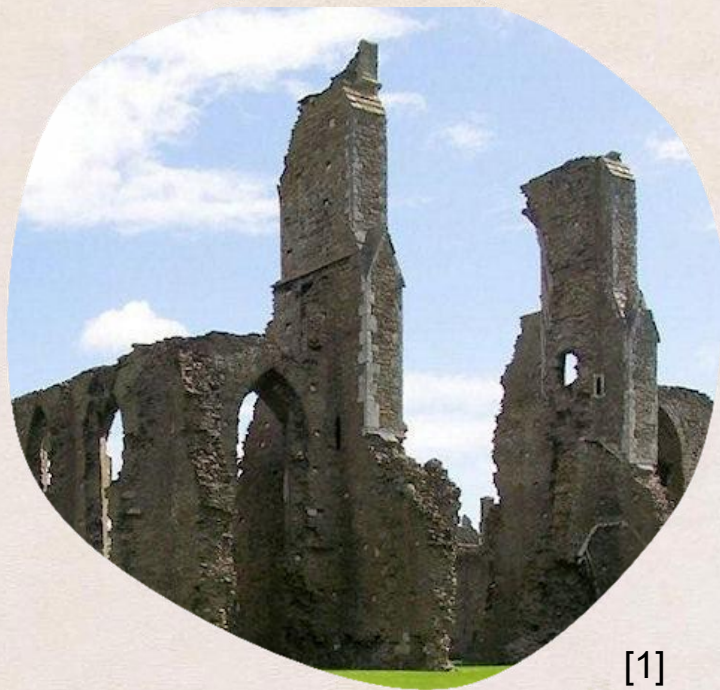
[1]

Downfall of Neath Abbey

The downfall of Neath Abbey was caused by Henry VIII, during the “dissolution of the monasteries” [3].

The Abbey although currently a mere shell, ‘still looks stately’ to this day[3].

To capture these ruins, I used Photogrammetry.



[1]

02

How was the Abbey constructed

Photogrammetry

Reality Scanner

- Abbey

Unreal Engine



[4]



[5]

Accomplished with photogrammetry:

- The Nave
 - Stain glass window
- North and South transepts
 - Alter
- Arms Rooms
 - Window
- Cloister



03

Audio Components

Desktop Mic

All-purpose recording
Ambient sound
Surround sound
Detailed sounds

H1n Zoom

Field recording 2ch:
Spatial Sounds
Ambient sound

H2n Zoom

Multi-purpose recorder
(2&4ch, MS and XY):
Ambient sound
Detailed sounds

VideoMic go II

Shoot gun microphone -
Mono channel:
Isolated audio, capturing
detailed sounds

IEZA Framework

Interface

Mysterious
Sounds

Zone

Birds
Wind

Effect

Footsteps
Dialog

Affect

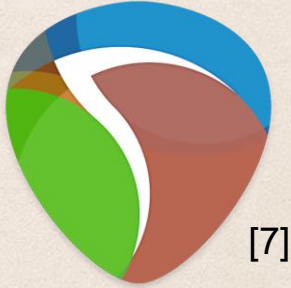
Music



[6]

Programs

Reaper



- + Friendly UI
- + Easy controls
- + Detailed filtering

Ableton Live 12



- + Dynamic control over clip
- + Vast library of effects



Programs

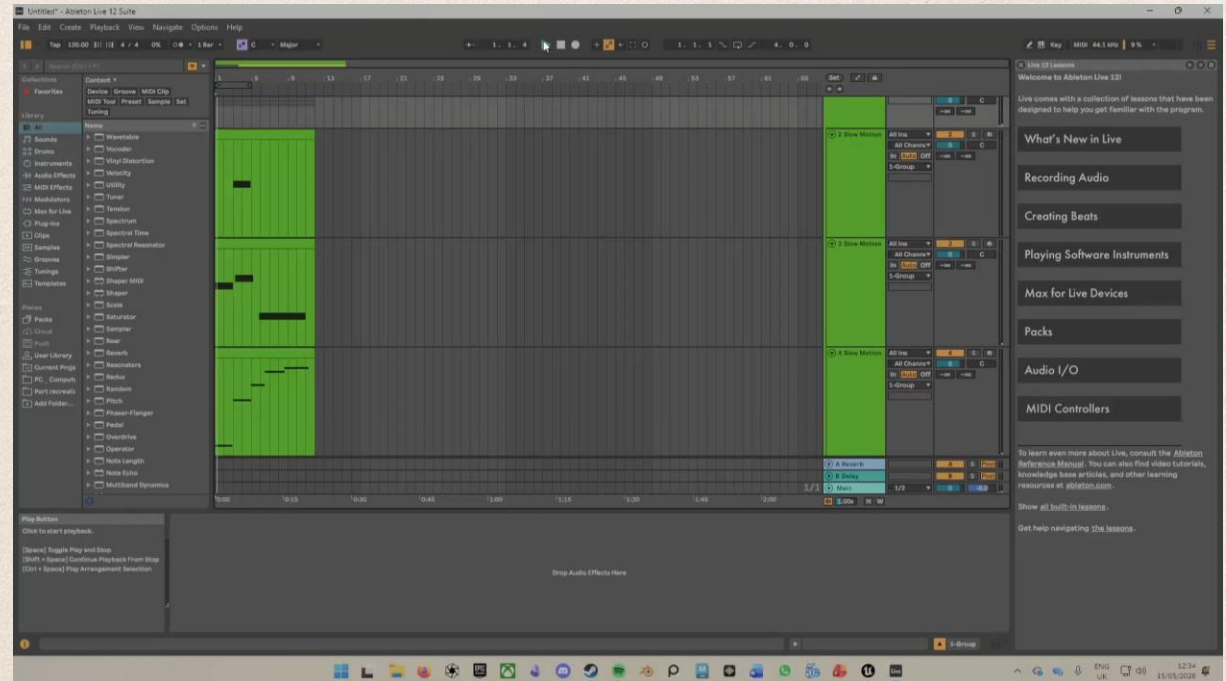


Ableton Live 12



[8]

- + Reverb and Delay
- + Pan
- + 3 types of EQ
- + Midi (Musical Instrument Digital Interface) [9]

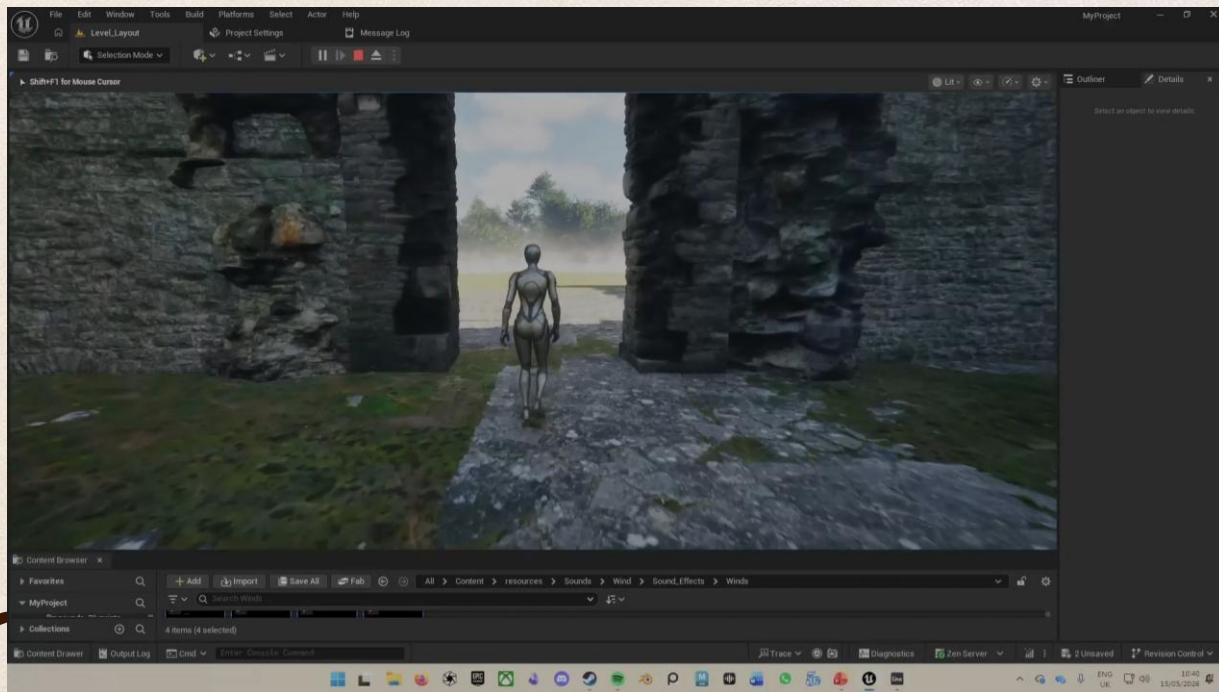


04

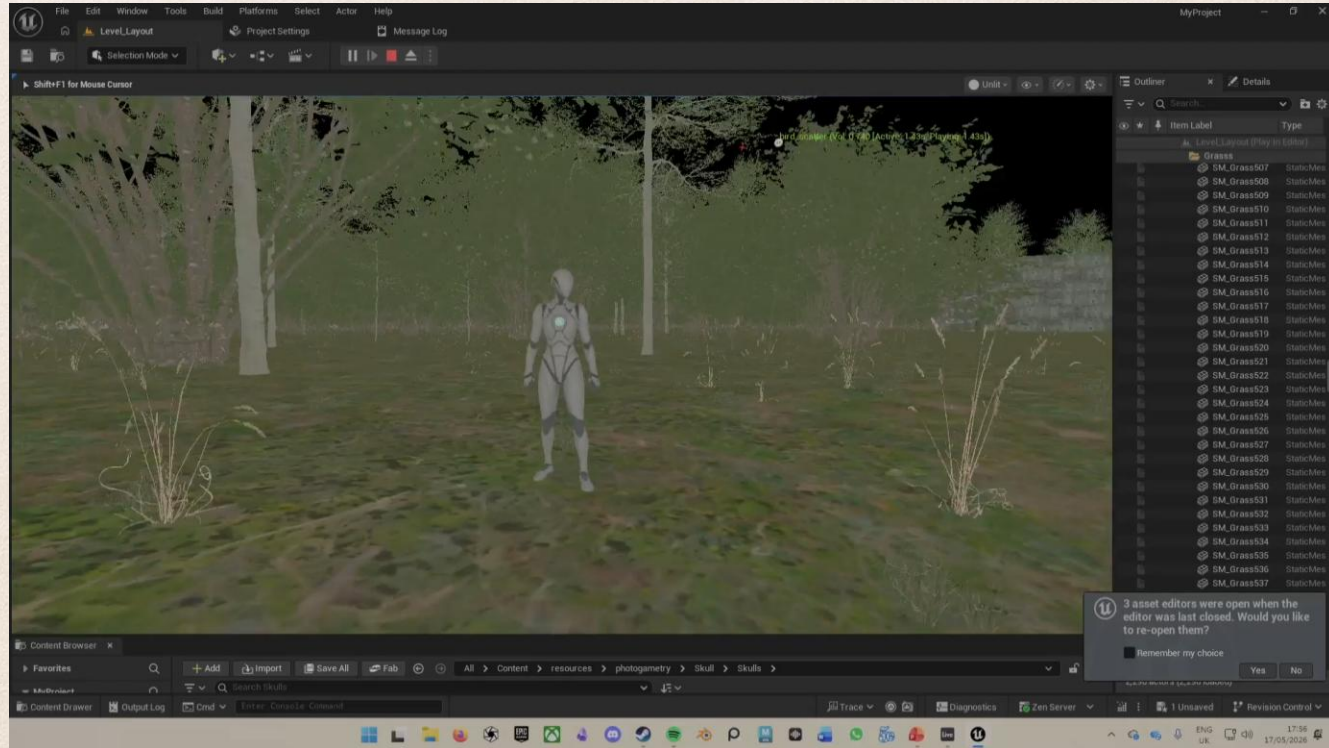
Audio integration through 'Unreal Engine'

Sound Cues [10]

Audio integration in the environment



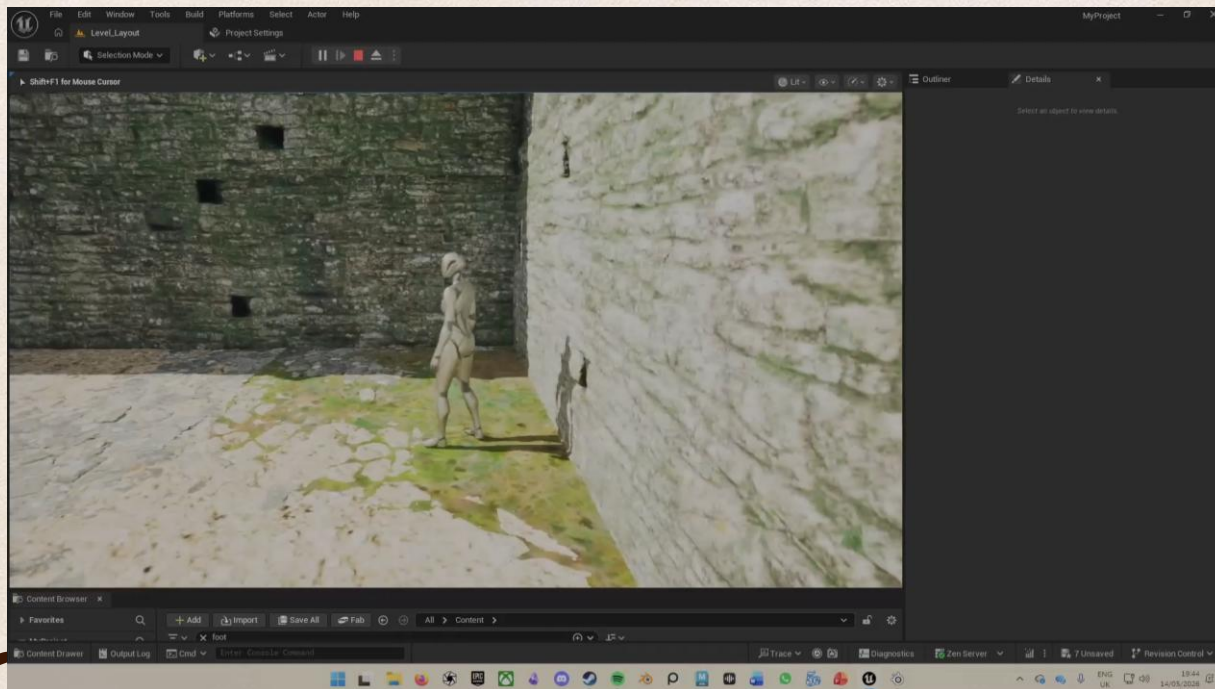
Sound Cues – Bird Scatter Audio [11]



Audio use

Meta Sounds [12]

Dynamic Audio Interaction

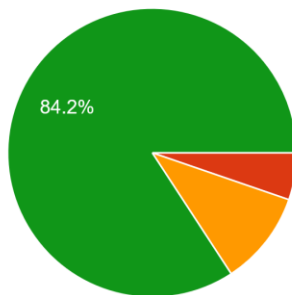


Sound, Immersion

Questionnaire

What contributes more to immersion and enjoyment?

19 responses

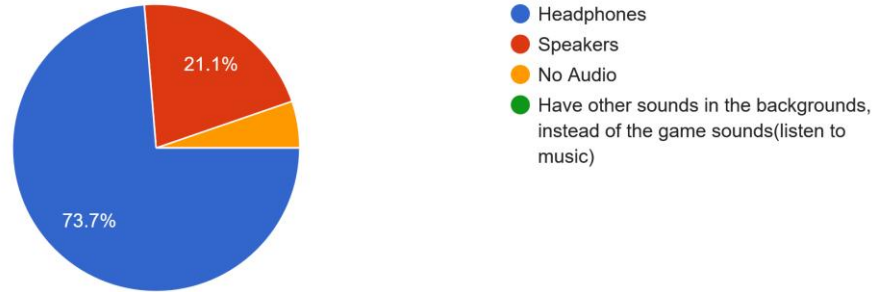


- Graphics
- Mechanics
- Sounds
- All the above



When you play a game, what do you use?

19 responses



Key features for the development:

- + Create a Narrative
- + Use headphones when designing Audio

Narrative

What are the main themes within the game:

Explorative game

-
Good Vs Evil

Seven Deadly Sins

Lost in the Woods

Guided by a
mysterious entity

Introduce to the Abbey

Callidus, the guardian,
introduces the Abbey

Challenged to find the Sins

Callidus challenges
the player to capture
the Sins

Listen for the Sins

Listen for the wicked
whispering

Place the Sins in the Alter

This will conclude the
games chapter

Evils Skulls



Wicked whispers



**Each skull is represented with a
dedicated dialogue**



Dialogue Actors

Pride

My self

Lust

Phillip

Gluttony

Morgan

Sloth

Paige

Greed

James

Envy

Frankie

Wrath

Mia

Conclusion



Defining the research

Researching
Immersion and Sound

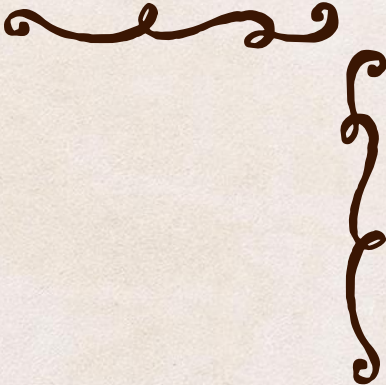
Constructing the Abbey

Use of photogrammetry



Learning the role of Sound Design

Recording methods



Any Questions

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