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Research in Context
(ADAD5003)

Question 4

Intro

for the essay I chose question 4 and my professional practice is computer game design.

The movie slash games ill be talking and looking at are tron legasy, pokemon dimond and devil

may cry 5 Because Tron has a lot of music relates to video games all composed by famous

electronic pop band Daft Punk, devilmaycry have because a lot of this music is adrenaline the

pumps to get gameplay as well as pop songs to promote music finally Pokemon because a lot of

its music describes what is happening within the game have. Do people sound does not have a

large relevancy to game video games but there's a misconception have a very big misconception

as music normally well described a scene within a ferret when within a video game that is

heavily narrative based or in some cases the music tell you what game this is as it could be the

game signature theme war sound within within a game said too not describe the scene but

Monday adrenaline rush you into the scene with normally use normally this tactic is used in

action games like devilmaycry weather for premises to hack and slash demonic entities well in

this case Pokémon is meant to convey a an adventure journey this is normally seen within the

1st few levels of the game for example normally route one will have a very chilled relaxed scene

describing it is either a beginning of a journey journey only to suddenly change into a pumped

up caption theme i should encounter Pokemon when the case of trump Tron is music is meant

to convey this new computer genic world we didn't movie admit but meant to describe it to

sound as well as visuals small details for example many of the side characters within their movie

Tron legacy normally have their voices edited 2 to mimic a computer ask sound voice modulator

It's also can be destroyed in the scene de Leon within a movie where the main character is

entered into the games where he witnesses a a side character gets killed as he died it was

sounds like a game over sound effect as he slowly slow he turned to little bit as he dies he

Amazon is like a computer turning off conveys that almost computer ask sound hello hello even

the creator thanks Anne music is pop it quote “when the lights dim and the when I hear get the

sound 50 years disappear and I'm back in Tron”(Steve Lisbercer, producer, the creature of the

original tron 1982)



Main body

Sound has been in movies and games ever since the beginning it is one of the most

important parts to add in both genres For example Charlie Chaplin and all of his movies are good

example as you can hear what they said it was all described with the music as well the courses

PP tell me what he said put the music conveys that idea same things in video games put slightly

different hello the year this form games for example like the Atari have you conveyed sounds to

tell you what you were doing tell you that completed the game on you need to do this or

activated that sound is a very important part of everyday life as well as in in the industry for

example need sound here Police siren or it's the traffic lights or Your doorbell to your house

sound is important in general hello as you can tell you many things or describe you many things

This is why it's needed in the gaming and movie industry.

With the movies, games or any form Media sound it is one of the most important things. Tron

Legacy and the original Tron inspired by many things From computers to video games and beyond

“Despite the popularity of films and the fact that a large amount of film music is heard by a mass

audience, academic writing in the field of film music has been somewhat neglected over the years.

The main reason for this is that film music brings together discrete Areas which with their own speciality, language and terminology”(k. J. Donnelly).

When it comes to its design and its sound where those things was games the opening scene of the original Tron to the small sound effects and the fight scenes there’s always the small details.

Tron soundtrack was developed by Daft Punk (Cédric Hervet and Emmanuel de Buretel) Famous for

the electronic, pop, disco music, Them down the comment provides they originally started with in

the 90s after going to a rave in a penthouse in France, it's their where they discovered their love for

let tronic music slowly turned into the bones known as Daft Punk they've worked on projects like

Interstella 5555: The 5tory of the 5ecret 5tar 5ystem (2003) with Leiji Matsumoto (Famous manga

artist) and Electroma (2006). Joseph Kosinski The director of Tron legacy wanted Daft Punk compose

for the movie, this worked out well as they were fans of the original Tron (1982).This was also Daft

punk's first job as composing for a movie as the last movies they were involved in Had movies based on their songs. The soundtrack for Tron legacy debuted at number 10 on the Billboard 200 albums chart with sales of 71,000 copies Which was big for Daft Punk at that time who's doing that quiet periods as they were making as many songs during this time.

The song dear as with the main song for the movie mixing elements of the art of arcade sound affects remix into have a brilliant song which was played in one of the fight scenes within the movie, Scene takes place within a disco the main character is betrayed buy another character who runs the disco but the feelings of the movie drop from do you like the floor drops the beat drops with it this

was brilliant it done is that moment it also did it Camera of the app of Daft Punk as well hello you

that music played well within the fight scene who was driving it like a video game which was well

choreographed, this also relates to video games in general as in a heavy focused come back game

you need something just to hunt up that scene the tension will trailing the some kind best example

is devilmaycry where all premises too slay demons but i should do in it you have a scoreboard and

the higher the school the more intense the music gets and more you're driven to do insane combos

All describing the character have the music is heavy metal songs or in another example in Pokémon,

where the moment you leave the main area you're introduced them to really seen that scribes at the

beginning of your journey with character in that game What even though they're almost archaic in

sound except for the most recent entries yeah also still holding signature sound even though it

didn't sound as a cake as it used to in the most recent entries.

Sound affects intron would develop by Skywalker studios, Their workers here throughout the movie

maybe not directly but it was there in the smallest details for example most of the side characters

had the voice is modulated somewhat computer aspects as most of the side characters are in the

movie called programmes and the physical representation of a program as a human form all

another good example there's a scene that takes place Marina where the main character meets

respects to be his dad but isn't it is the main film movie clue visible representation of his user who is

father end throughout the scene he is come up against this man and in in the Ark you have them

fighting on motorcycles with walls of pure NRG coming out of those motorbikes and that was the

only method to kill or in their terms derezzed the size characters throughout the entire small part of

the movie you could hear details to video games from going on to boost a speed boost Patch you

sound effect of accelerating as they go over the Booster symbol on the ground as funny enough the

entire scene What's in a Maj to the original movie he called concepts of light cycles or model the

motorbikes will the in the original movie not only as an arcade machine but it was actually within the

grit within the computer world itself as well Which is another reference to a video game as that very

arcade getting within that movie was actually turned into a real life game and inspired copycats over

the years.

"Films are 50 percent visual and 50 percent sound. Sometimes sound even overplays the visual."

(David Lynch) This quote I feel released to the movie Tron legacy the most most of any of the quotes

due to critics slamming the story saying it was NIT linear and face it most of them agreed on two

thing that they were invested because of the visuals and sound with many agreeing that this is an art

piece rather than a movie, When it comes to video games This could see the games like Borderlands,

Star Wars Battlefront and Devil May Cry Or even games like undertale where visuals all pixelated as

its attentional art style to get the feel of retro games like earthbound, hello the early releases are

Dragon Quest and Pokemon. however the sound of relating to story I think that is an important

aspect in both genders, A good example of this is in Mass Effect trilogy throughout the game's you

play as commander Shepard a soldier A part of the galactic government tried to save the Galaxy for

incoming invasion From an alien race called reapers, This games is one of the most famous RPGs

with a game in history give you choices for what character you would be whether you want to grow

relationship with them or not The best example of this is a mission in the 3rd game will you have the

option to save one race or another but either way one of your companions will die leading to a

motion see intensified by the soundtrack may be able to say both races but when your companions

will always still die.

Sometimes sound can convey where the game all the movie takes place in this case for Tron legacy

takes place in a computer can't divide by electronic orchestra ask sound, visuals and Plot. Becomes

the games this is well described comes to sound in the video game Witcher 3 wild hunt as the games

of the Witcher a continuations of a book series made by Andrzej Sapkowski This inspiration and

books inspired by the country of his origin be imposed soundtrack Polish music relevant to the time

period is it helps get this sense of immersion add omars to the country of origin While conveying

the motion necessary for the Scene. In some cases the soundtrack time describe the mood the

movie will the game this is very heavily described in Witcher 3 at the beginning parts of the game As

in that part of the game the countries at civil war cat do you play asthma struggle through the

country to search for someone your witnesses to the horror of war and poverty which is best

described soundtrack same situation with Tron legacy How's the movie is very serious is also

conveyed with sound in many scenes when I'm throughout the movie the only time the song track

isn't serious and when it comes to the song derezzed. Mentioned in the essay song derezzed played

during fight scene the song intensifies fight scene but yeah when you compare it to the sun the rest

of the soundtrack feels too lively for yet blends well with the soundtrack.

Conclusion

For my conclusion turn as it stands Tron legacy is still viewed as the same even before this

project it's about peace should be listened to and visually watched cancel as many references to

game tonight knickers are sounding game designer movie same the need for narrative purposes

as well as to enhance the ants story will get you hooked to the screen Which is the whole

purpose of sound, visuals and good story telling Accept visuals I find the rest to be correct to the

mandatory within any movie or any game if the game does have a story that must be invested

either later the beats that sound helps that so my favourite soundtracks are from video games

and movies not even artists. When it comes to the relevancy of music movies games comparing

the 2 the very much similar it's hard to pick up what's different call purpose of music is in to

intensify the scene or describe hello the scene purpose with sound in those industries some

commit done better than others and that's how it works I love it it's much easier you basting

game of movie advice with this but it's have as long as you get that sound right officials right

story right got yourself franchise hello for example to Star Wars when I think of Star Wars I think

those who sounds theme songs Imperial Marshall the main theme like think about that when I

mentioned those words have it's the same thing when I mentioned a game like Sonic witch is a

game that I love When I hear this archaic sounds taking back to a time when I was a kid That's

why I think that people not professional fields should study sound percent degree but I feel less

so when it comes to game designs as they should be more like connoisseurs and should go

sound should have its own director not really the game designers to focus on sound to have

some sound or give him a simple direction with so I think game designers they shouldn't really

focus on the soundtrack but the goal which is to focus on the game designers But to me when

making a movie create the movie should focus on the soundtrack well i got briefly state it's kinda

sizing game designer shoot we focus on that part that's for the composer to do you should have

little impact number as much as a director should But at the end of the day this is my opinion

and my conclusion sound relates to a lot of Hey it's important to acknowledge that

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