



Arif Khamis

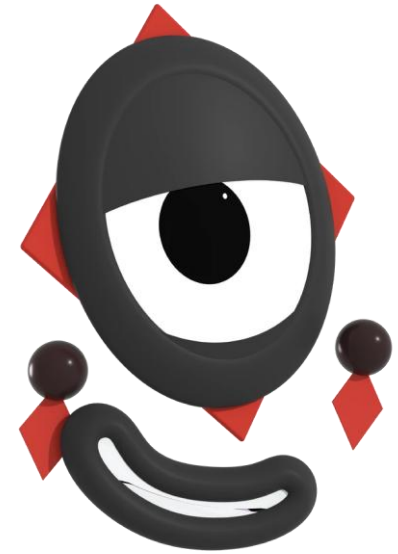
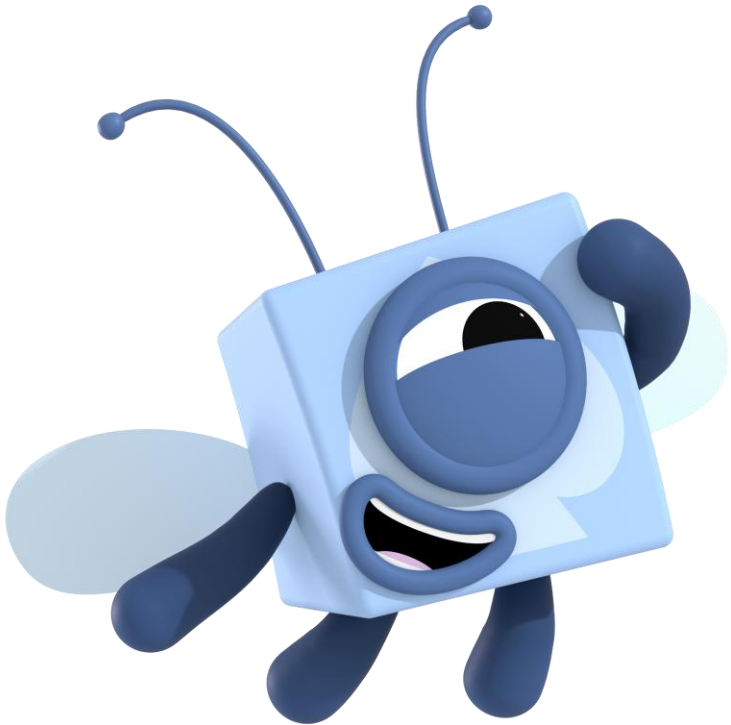
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Sound Design

Presentation and Analysis

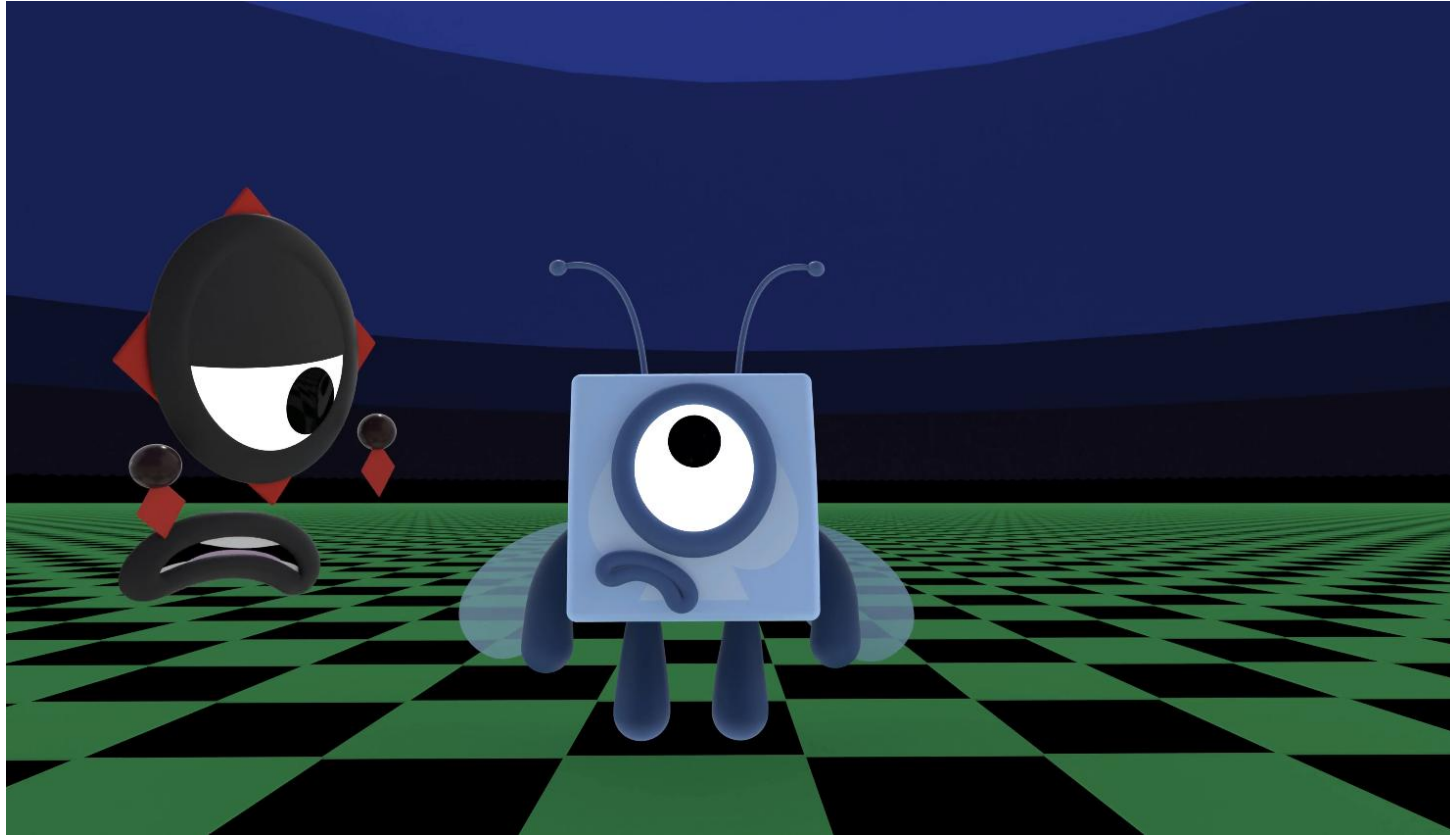
Song – The Hotel That Never Ends

For this assignment, I've been designing the sound for part of my own pre-existing animation called 'The Hotel That Never Ends' – inspired by the Hilbert Infinite Hotel Paradox.



The animation features two characters called Bluebuzz and Nihil, who's dialogue had been recorded, but with no real music and no SFX at the time of initial animation – lip-synced to an acapella demo track.

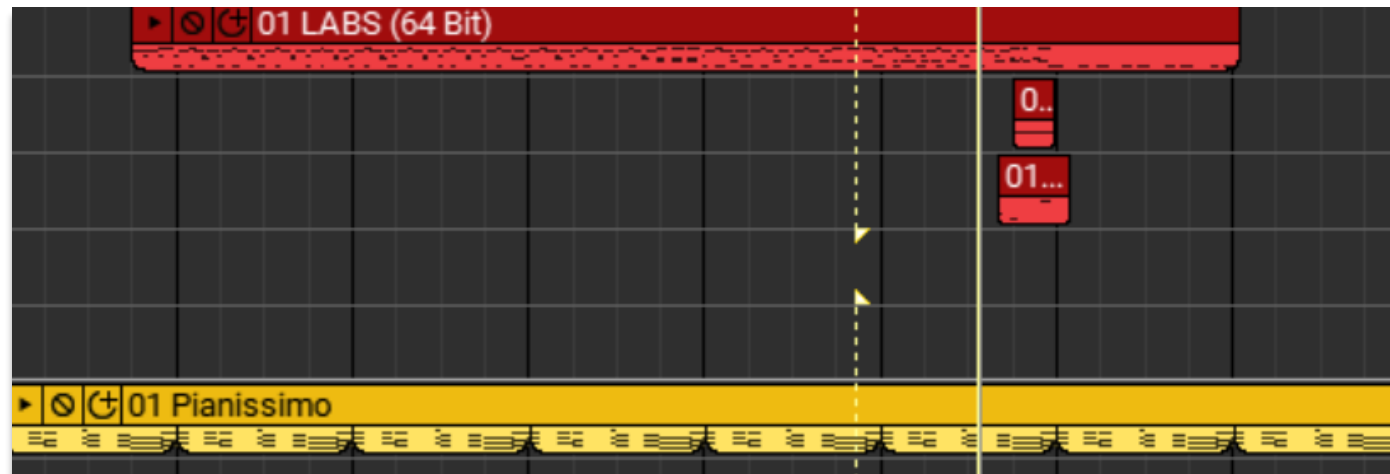
Song – The Hotel That Never Ends



The main part of this video is a song, which will require sound design on its own to fit into the animation properly as well as the sound effects that'll fill the soundscape. With all these elements, the video will feel complete.

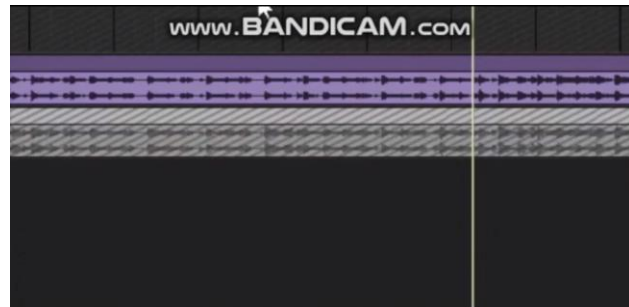
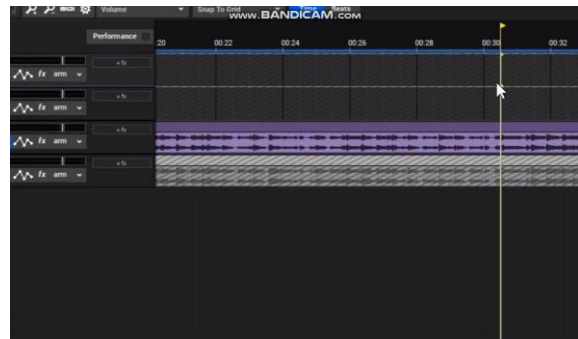
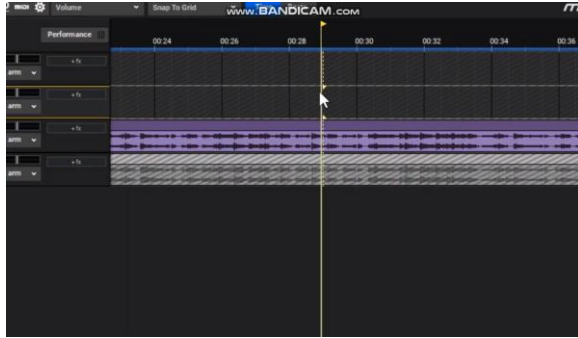
THTNE - Demos

The piano demo is just 3 instruments - keys, bass and drums - made to give the song an actual shape to help Nihil's VA record formally. These are preset instruments in my DAW, but the chords, rhythm and lyrics are my own.



Piano Demo MIDI in my DAW

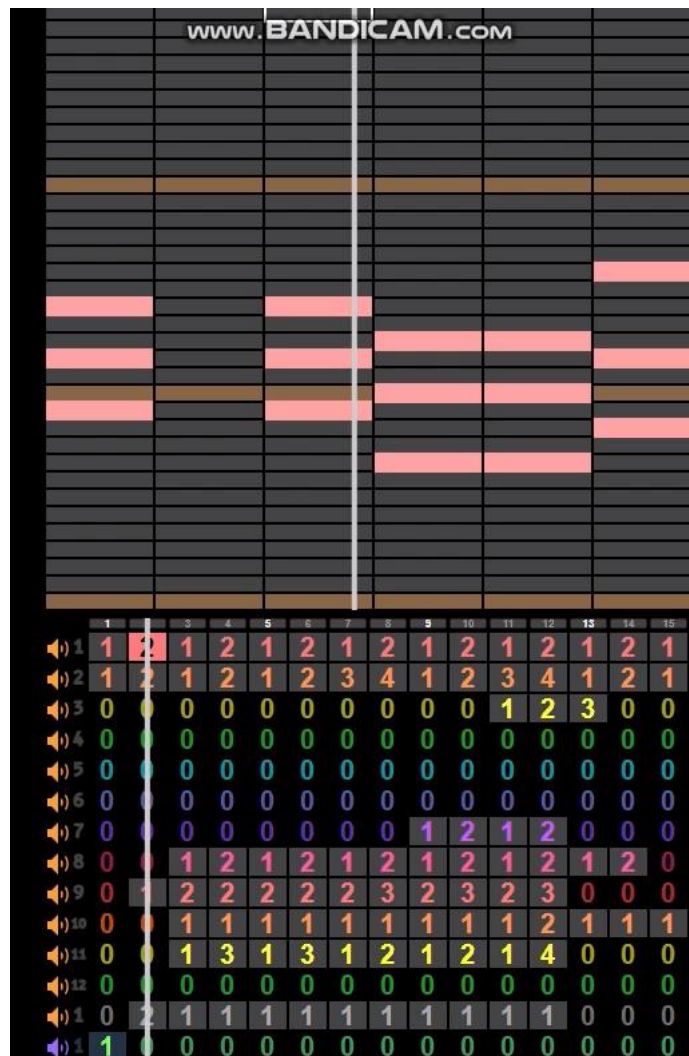
I sing the demo first and then send it off to her so she can practice. Then, over a call, I help to direct her.



Recording Vocals over Demo

- I direct my friend, Nihil's VA, over a call to sing the backing vocals and layering to fill out some of the song, as I like the idea of an 'infinity-feel' by the end of it.

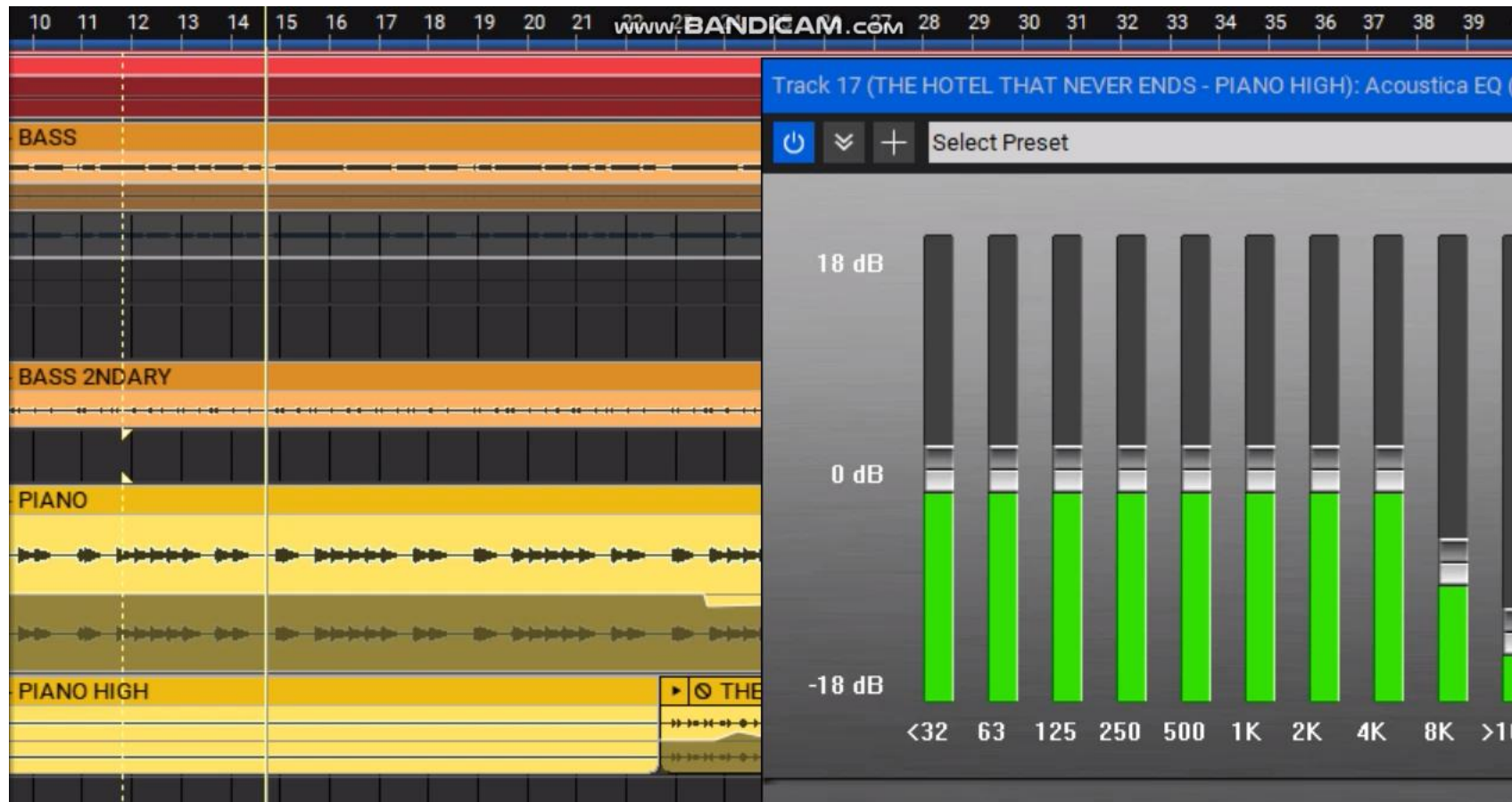
Creating Instrument Stems



The instrument stems for the proper version of the song are created using an online MIDI program called Ultrabox – with instruments I’ve used to have a computer-like, chiptune feel.

Then, each stem is exported as a .wav for further mixing in my DAW and adding the vocals. Mixing will include EQ, Reverb, Chorus for width, and more.

Mixing...



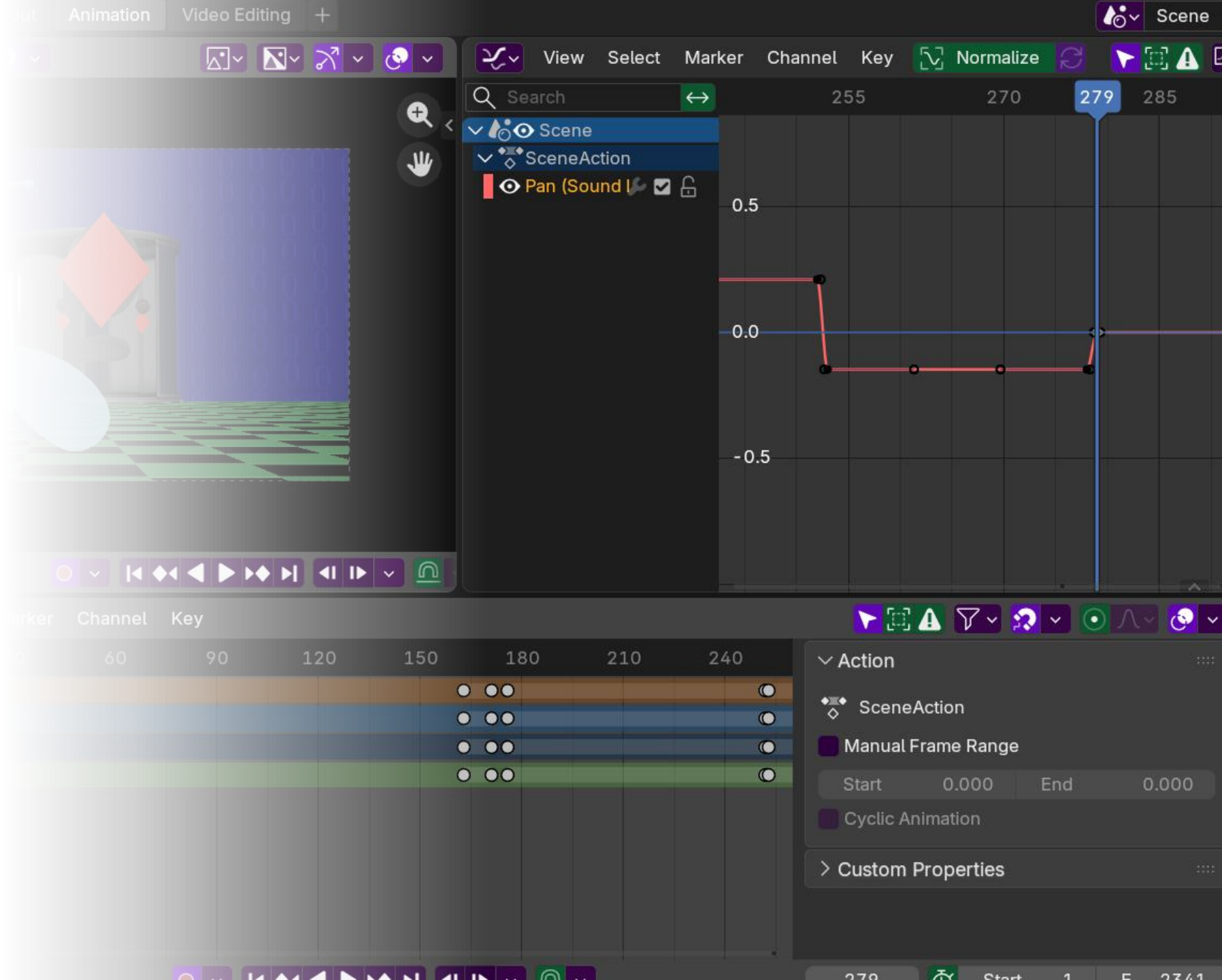


Lining things up

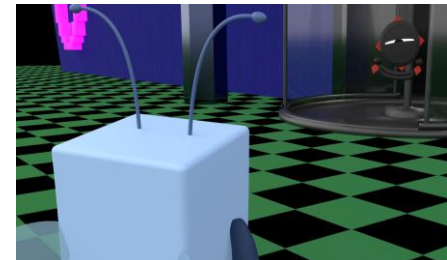
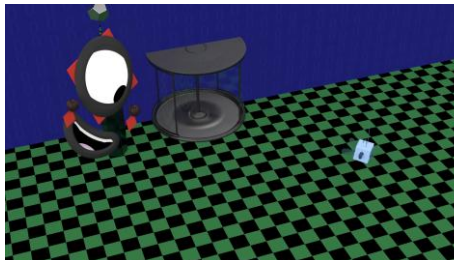
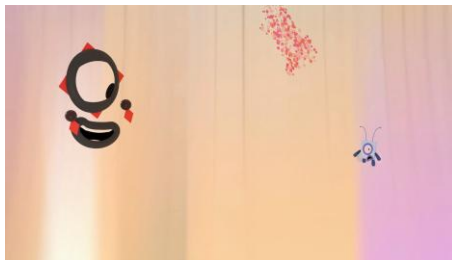
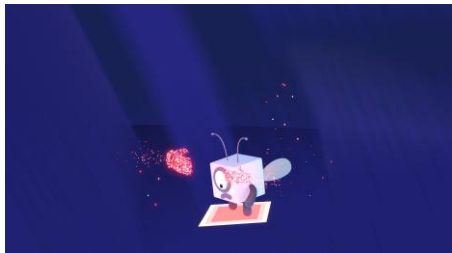
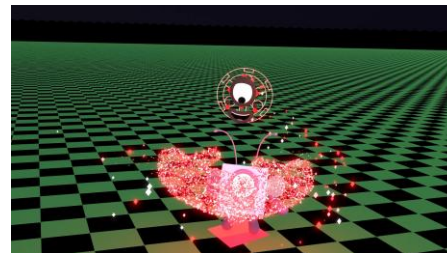
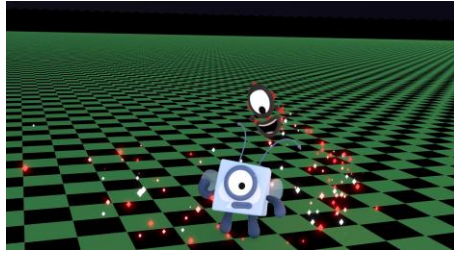
- After completing the mixing, the vocals are lined up to it and will be panned to wherever the characters are onscreen.

Panning

- I've moved to Blender temporarily, so I have a lot of control over the exact frames and interpolation of the panning, since audio is keyable.

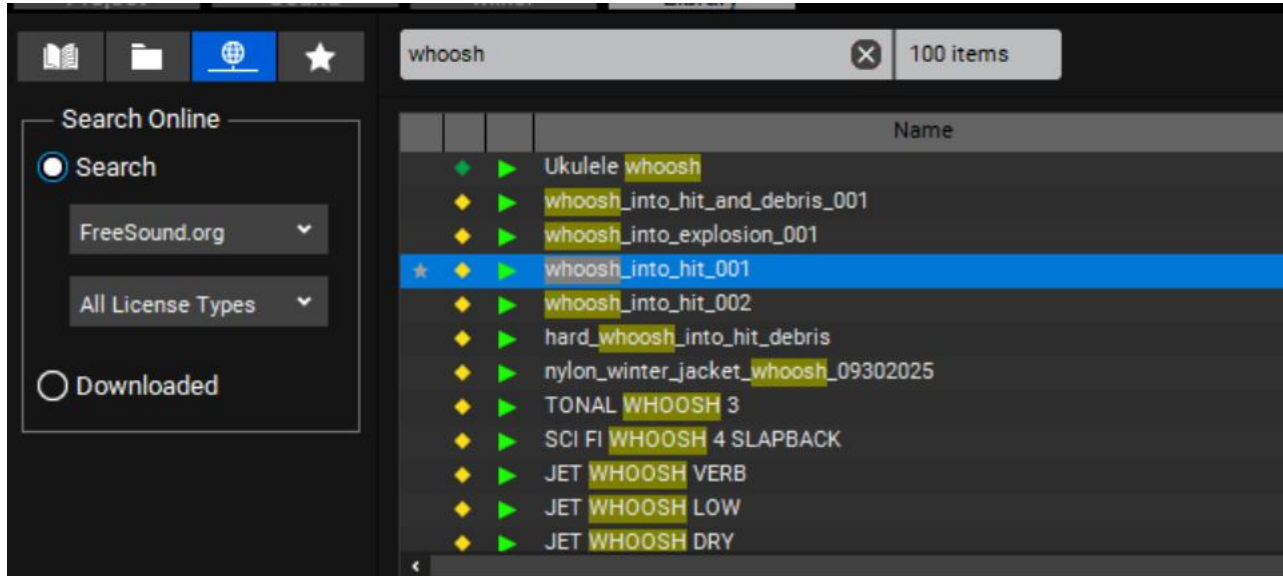


Sound Effect 'Script'



Here, I start considering what sound effects I'll use. The animation already exists and functions as my script - I'd be using a lot of shimmering, magic and game-like effects, which I found difficult at first before looking up game SFX sites.

Return to DAW



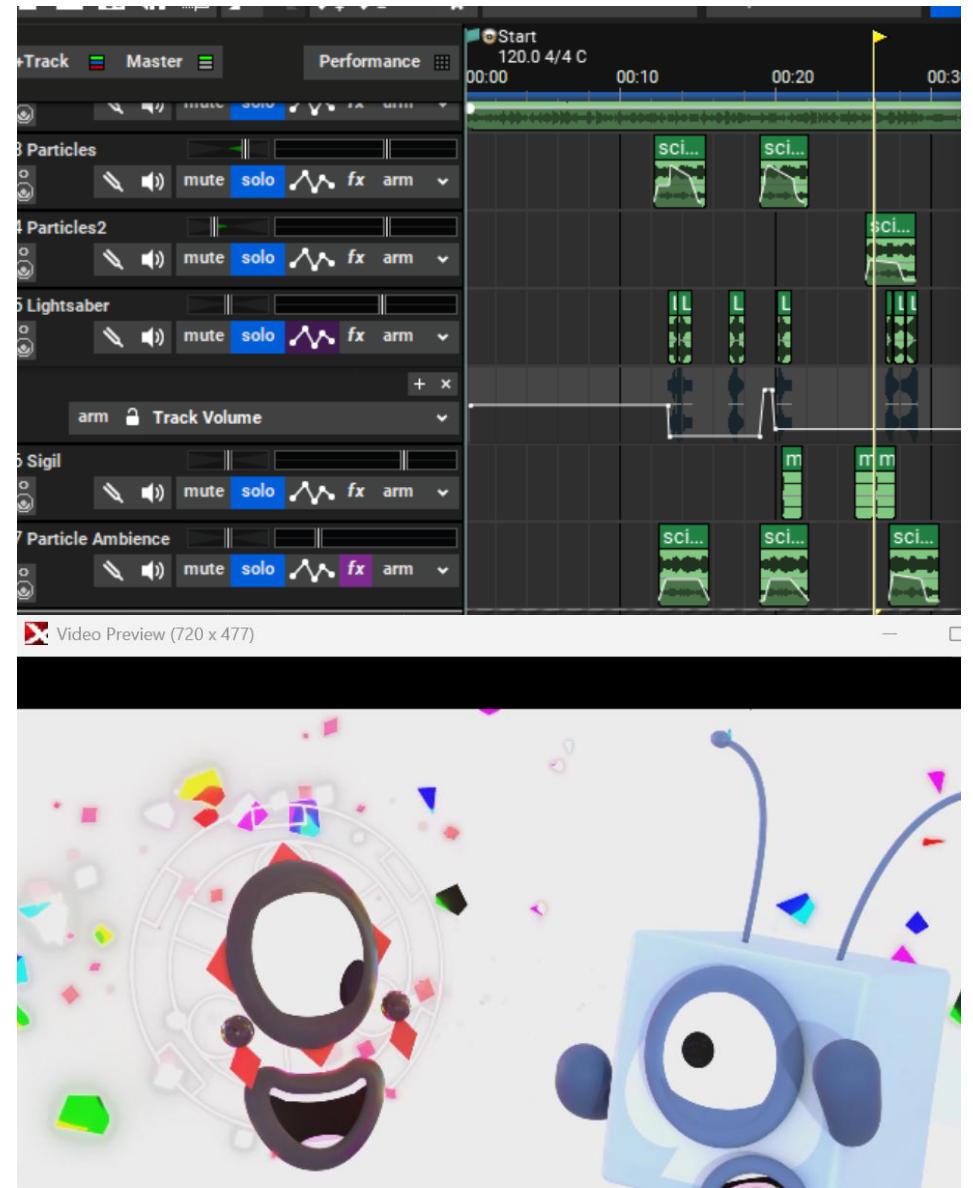
I return to my DAW and start searching for these sound effects in places online like OpenGameArt[1], Pixabay[2] and even Mixcraft's built-in connection to Freesound[3][4].



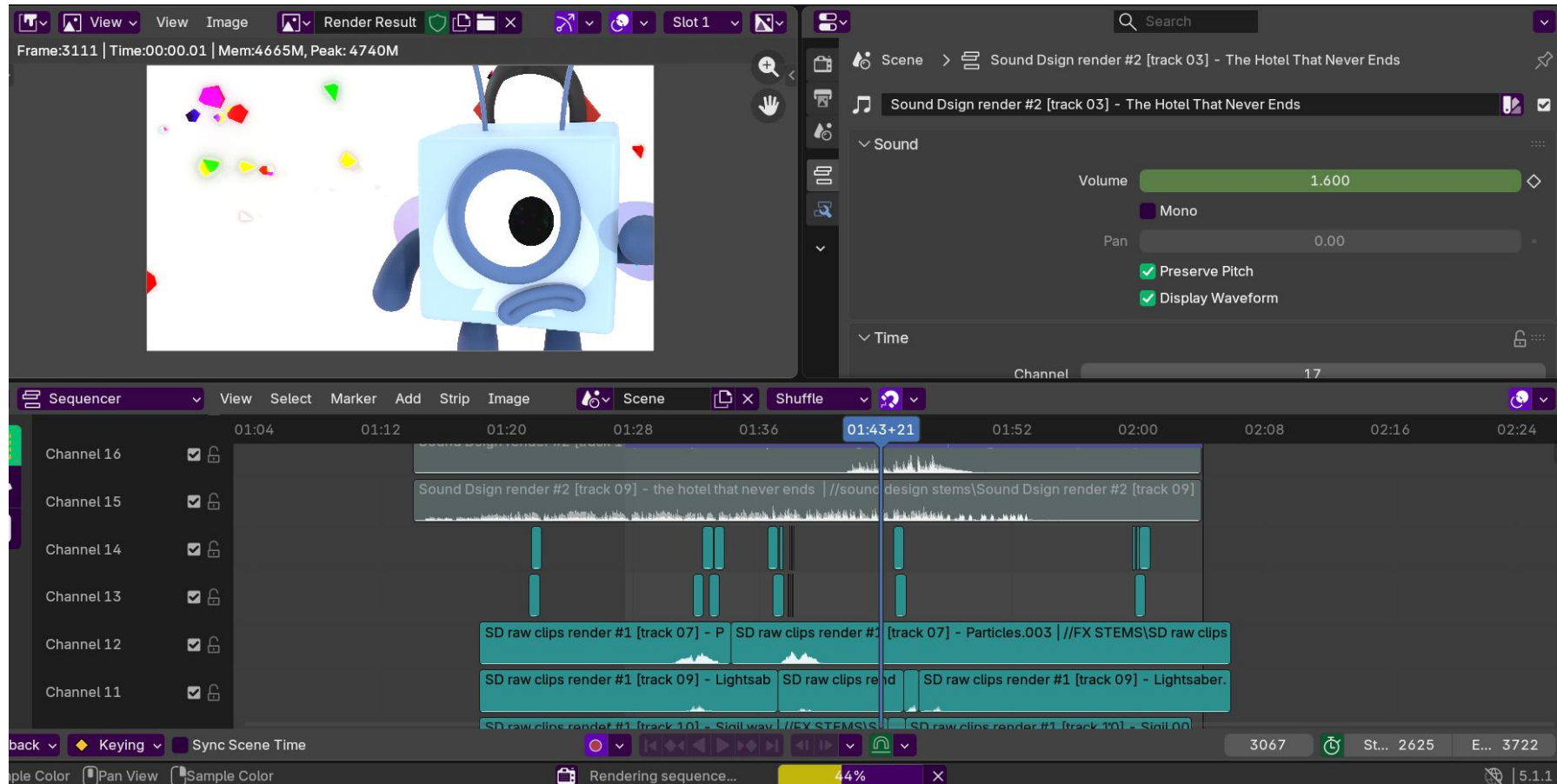
I record some foley using my phone mic and uploading it, such as Bluebuzz's footsteps.

Return to DAW

Here, I adjust timing and add extra things like reverb and mixing on top of the sound effects for an even bigger impact, keeping the feel of the surreal world that the song already brings with audio and visuals intended to entertain.



Back to Blender



By the end, I return to Blender for some final balancing, finetuning and tweaking before the final render.

Link to Video

Here is a link to the video.

<https://www.youtube.com/watch?v=7kpvwP5YP0c>

References

[1]
“OpenGameArt.org,” *OpenGameArt.org*, 2000.
<https://opengameart.org/>

[2]
“Pixabay,” *Pixabay.com*, 2025. <https://pixabay.com/sound-effects/search/game/>

[3]
“Freesound.org Button,” *Acoustica*, 2024.
<https://acoustica.com/minecraft-10-manual/freesound-org-button>

[4]
“Freesound - Search,” *freesound.org*.
<https://freesound.org/browse/tags/?f=tag:%22sound-effects%22>