

## FMOD Interactive Music System Example

By: Kole

Hello. Chances are that if you're reading this, than you're already familiar with FMOD Designer and how it works. If not, I recommend visiting this link:

<http://www.fmod.org>

As I mentioned in my cover letter, this interactive music system uses layers from the track "*ElectricGtrSlide.mp3*". I've designed this music system as an example of one that I may use out of many different possibilities with the intention of showing you not only how I can create a musical score that interacts with the player's passive and active actions, but also to demonstrate how far I can "stretch" a short amount of musical material without it becoming overly stale.

This specific example will be reproducing a common situation in many different games: Traveling, Battle, and Inevitable Death of one of the participants. With this specific Example I'm trying to evoke a "palette" that may be found in a semi-futuristic (yet rustic) game world with Turn-Based combat or just longer battles in general.

*\*\*Make sure the Aggro Distance, Player's Health, and Enemy's Health Parameters are at 10 (the top of the fader) before starting the music system (Player's Morale Parameter doesn't need to be set at 10). The music system will still work without the Parameter Faders at 10 (at the beginning), but will not be representative of the system that would be implemented in game\*\**

- I. **Traveling** (Clicking the "Ambient" Cue Button in Audition Console; this will be automatically triggered in game.)
  - a. When the player character is traversing the game world, a subtle ambient track plays in the background. It swells up and down and will loop constantly until the player character has broken the "Aggro" Distance Parameter (5 or under).
- II. **Battle** ("Health Grooves" Cue will start immediately, but "Fiddle" and "Guitar Parts" Cue must be Clicked on... default in game start immediately at the beginning of the battle)
  - a. As soon as the player character has broken the "Aggro" Distance Parameter, the music system initiates the first health groove theme that corresponds with the Player's Health Parameter (for this example we assume our player starts with full health). As our player loses health (Player's Health Parameter), the groove changes and becomes more intense. However, if the player is healed and the Player's Health Parameter moves upward, the groove will change back to something less intense.
  - b. In the game, the "Fiddle Parts" and "Guitar Parts" cues will automatically be triggered at the beginning of the battle, but you have the option of bringing them in whenever you like during this example to hear the variety of choices one has during a single battle.

- c. Once you click the “Fiddle Parts” cue, you will begin to hear a distorted fiddle part that corresponds to our enemy’s health. Since the parts directly correspond with the Enemy’s Health Parameter, you can slide the fader up and down to change the different fiddle parts you’ll hear. Just like the Player, the Enemy can also be healed so the fiddle parts must represent this.
  - d. Once you have clicked the “Guitar Parts” Cue, you will hear some “crunchy” slide guitar parts that correlate to our Player’s Morale Parameter. In this example I’m using morale as a simple “stand in” for any pool of energy used for active actions taken by the player. However, unlike the other cues, the Player’s Morale could be either high or low (depending on in game factors), so you have the choice of starting the “Guitar Parts” cue playing back either of the segments (depending on where you start the Player’s Morale Parameter).
- III. **Death** (Triggered Automatically Depending on Player’s or Enemy’s Health Parameters. I also recommend having the Aggro Distance Parameter all the way at the top (10) to stop repetition... this is what will happen automatically in game).
- a. Last but not least, I have set up this musical system so that it immediately resolves back into the “Ambient” cue (used for traversing) when either the Player’s or Enemy’s Health Parameters reach 0. However, there will be different results for each.
  - b. If our Enemy defeats us and the Player’s Health Parameter reaches 0, then we will hear not only the ambient cue, but a “Fiddle part” that corresponds to the enemy.
  - c. If, however, we are victorious, then we will hear a “Guitar Part” (which corresponded to Player’s Morale) along with the ambient cue.
  - d. Both of them signal death and trigger a return to traveling (whether that be continuing where they left off or a journey through the underworld), but both feel quite different.

This ends my FMOD Interactive Music System Example. I hope you enjoyed listening through all the possible variations and my instructions kept it short/simple to understand. Thanks for your time and I hope to hear from you soon.

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