Story Sound Concept

      For the sound for our story. The design team talked about the setting should feel something from old mythical celtic times. (Game of Thrones, Tangled, etc) I explored what music would help create that environment. Since I am not a composer based sound designer, I dove into the public domain/ royalty free music. I found several samples that would help establish this mining village. I also created the mining atmosphere by taking simple mining sound effects and combining into a soundscape that would set the mining. I also did some research on how this magical object the "Allspark" and how it would sound when found, used, and broken.

Music used

Jahzzar: Origin

https://www.youtube.com/watch?v=A2godhw4enY&feature=youtu.be

Traveler by Alexander Nakarada @ SerpentSound Studios

https://www.youtube.com/watch?v=QjdyChbqcR4&feature=youtu.be