

DOOM Eternal



Introduction

DOOM Eternal is a fast-paced first-person shooter developed by Id Software. It is part of the DOOM series and it features a grand single-player campaign and a multiplayer mode.

In DOOM Eternal, you play as the DOOM Slayer, a man tormented by unrelenting bloodlust. You must protect the Earth from demons. Amongst other places, you venture to hell and back to achieve this feat.

Genre:	First-person shooter
Release:	2020
Platforms:	Microsoft Windows, PlayStation 4, Stadia, Xbox One, Nintendo Switch, PlayStation 5, Xbox Series X/S
Developer:	id Software
Publisher:	Bethesda Softworks
Analysis by:	Michael Staub, Dorias Schärer

Environment

Here are the different environmental soundscapes that DOOM Eternal uses to immerse the player. (Note that the actual corresponding soundscapes start only after a couple of seconds, and they switch between different locations inside the level)

[Cultist Base](#)
[Mars Core](#)
[Arc Complex](#)
[Doom Hunter Base](#)

[Hell on Earth](#)
[Nekravol](#)
[Sentinel Prime](#)
[Super Gore Nest](#)

[Exultia](#)
[Final Sin](#)
[Taras Nabad](#)
[Urdak](#)

Let's take a closer look at **Super Gore Nest** (that's the bottom middle one). Firstly, there's a faint sound of wind. Extremely distant howling and thunder create a sense of a big open space. Closer, you can hear some otherworldly sounds. These paint a picture of a soundstage that is near the listener: A soundstage that reminds of living and breathing flesh, pulsing. You can hear monsters growling, some closer and some further away.

A lot of DOOM Eternal's environments use sound to portray this uneasiness that is present through the game. Deep bass roars and shrill wind tones combine into a background sound that is inherently hostile; like everything is dead, except the beast below.

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