2025/11/21 06:14 1/2 DOOM Eternal

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 singleplayer 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.

Sound and especially music play a great role in this game. On one side, Mick Gordons Metal-Electro fusion soundtrack takes the stage, but the sound effects themselves also really help keep the players hyper-violent power fantasy alive.

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)

Last update: 2022/06/08 23:37

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, theres a faint sound of wind. Extremely distant howling and thunder create a sense of a big open space. Closer, you can hear some otherwordly 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.

The sounds of **Urdak** (bottom right) are also quite impressive. Synthesizers are used to gives tones of "energy". Repeating melodies of energetic arcs swing through the air. The atmosphere feels tense, charged with electricity.

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.

From:

https://wiki.zhdk.ch/gamesoundopedia/ - game sound dokumentation

Permanent link:

https://wiki.zhdk.ch/gamesoundopedia/doku.php?id=doom_eternal&rev=1654724230

Last update: 2022/06/08 23:37

