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.

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

Music

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	Hell on Earth	Exultia
Mars Core	Nekravol	Final Sin
Arc Complex	Sentinel Prime	Taras Nabad
Doom Hunter Base	Super Gore Nest	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.

Sound Effects

UI

menu_sounds.mp4	The **Menu Sounds** in the game are kept to minimal clicks.

Guns

shotgun.mp4	The **Shotgun** is the game's starting weapon. Using a weapon mod, you can also shoot sticky bombs with it (that's what's shown in the beginning.
assault_rifle.mp4	The **Heavy Cannon**
plasma_gun.mp4	The **Plasma Gun**
super_shotgun.mp4	The **Super Shotgun**

chain_gun.mp4

The **Chain Gun**

The **Rocket Launcher**

rocket_launcher.mp4

The **Crucible**

crucible.mp4

The **The Ballista**

ballista.mp4

Movement

Other Actions