

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
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.

The sounds of **Urdak** (bottom right) are also quite impressive. Synthesizers are used to give 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). The Shotgun's reload sound does have some higher pitched components, making it feel and sound not as hefty as some of the other weapons, which is fitting since the shotgun is a weapon with relatively low damage.

[assault_rifle.mp4](#)

The **Heavy Cannon** is a full-auto assault rifle. When hip-firing, the sound it creates consists of a higher pitched rattling (presumably from some kind of bullet-feeding chain) and of a loud bass

noise. When firing full auto, this bass illustrates the power behind each shot. When scoping in, you can hear a high pitched sound when the gun is done scoping in. This gives feedback to the player when the gun is ready to shoot. Finally, the shots while scoped in are deafeningly loud; so much so that the player doesn't even hear the bang to its full extents. This bang also travels outwards and echoes around the room and back to the player, really showing how loud it is.

[plasma_gun.mp4](#)

The **Plasma Gun**

[super_shotgun.mp4](#)

The **Super Shotgun**

[chain_gun.mp4](#)

The **Chain Gun**

[rocket_launcher.mp4](#)

The **Rocket Launcher**

[crucible.mp4](#)

The **Crucible**

[ballista.mp4](#)

The **The Ballista**

Movement

Other Actions

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