

Half-Life



- Genre: Shooter
- Publikationsjahr: 1998
- Publisher: Sierra Entertainment
- Developer: Valve Corporation

Spielbeschreibung

In Half-Life übernimmt der Spieler die Rolle von Gordon Freeman, eines MIT-Physikers, welcher in einer fiktiven, zum Forschungskomplex ausgebauten Raketentestbasis namens Black Mesa, in der Abgeschiedenheit der Wüste des US-Bundesstaates New Mexico streng geheime Forschungsarbeit betreibt. Als ein Experiment zur Erschließung einer neuen Energiequelle mit Kristallen außerirdischer Herkunft misslingt, wird die Forschungseinrichtung mit Dimensionstoren von einer Parallelwelt überflutet. Gordon Freeman sieht sich nicht nur mit Horden fremdartiger Kreaturen aus einer anderen Welt konfrontiert, sondern auch mit U.S. Marines, die den Auftrag haben, jeden zu beseitigen, der das Gelände verlassen will. Da die Marines nicht in der Lage sind, diese Situation zu meistern, wird das Black-Ops-Spezialkommando nachgeschickt. Dessen Befehle lauten, in Black Mesa ausnahmslos alles Lebendige auszulöschen. (Quelle: Wikipedia)

Soundanalyse

Die analysierten Sounds:

- Richtungs- und Ereignislenkende Sounds
- NPC Sounds: Bei View-Collision
- * Mitteilung des Gegnertyps
- * Art der Attacke
- * Health-Points
- Player Sounds:
- * Health-Points
- * Out of Ammo
- Hinweis-Sounds zu Kampfhandlungen

Allgemeine Klangbeschreibung

XXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX XXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXX XXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXX XXXXXXX XXXXXXX

Funktional-Ästhetische Beurteilung

(Vergleiche mit XY:)

Physikalisierung und Materialisierung

XXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX XXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXX XXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXX XXXXXXX XXXXXXX

VIDEO

Kommunikation

XXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX XXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXX XXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXX XXXXXXX XXXXXXX

VIDEO

Narration

XXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX XXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXX XXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXX XXXXXXX XXXXXXX

VIDEO

Soundscape

XXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX XXXXXX XXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXX XXXXXX XXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXX XXXXXXXXXXX XXXXXXX

Stil und Wirkung

XXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX
XXXXXXXX XXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX XXXXXX XXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXX XXXXXX XXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXX XXXXXXXXXXX XXXXXXX

From:

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

Permanent link:

<https://wiki.zhdk.ch/gamesoundopedia/doku.php?id=half-life&rev=1367495069>

Last update: **2013/05/02 13:44**

