



Genre:	Metroidvania, Action-Adventure, Platformer
Release:	Windows, Xbox One March 11, 2015
Studio:	Moon Studios
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## 1. Game Description

Ori and the Blind Forest is a platform-adventure Metroidvania video game. Players assume control of Ori, a small white guardian spirit, and Sein, the „light and eyes“ of the Forest's Spirit Tree. Players are tasked to move between platforms and solve puzzles. The game features a save system called „Soul Links“, which allows players to save their progress at will with limited resources, and an upgrade system that gives players the ability to strengthen Ori's skills.

Playthrough No Commentary: <https://www.youtube.com/watch?v=fXUrR6EiEcY>

## 2. Sound Description

From the opening track, with its simple piano melodies, Middle Eastern themes and some beautiful vocals, Gareth Coker's soundtrack grabs you and takes you on a fantastic journey. Great use is made of the full orchestra, with layers of sound built up using the different instruments and unexpected delights appearing out of this fantastic orchestral background. The tracks are quite different, yet held together by simple themes that are adapted to suit the tone of each track. The main game theme occurs a number of times in piano, string, flute and vocal parts, ranging through elegantly haunting, gloriously powerful and sinistly staccato depending on the track. It really ties the album together as a whole piece.

## Soundtrack from Ori and the Blind Forest:

Track Titel	Soundtrack
Main Theme	<a href="#">01._main_theme.mp3</a>
The Prologue	<a href="#">02._the_prologue.mp3</a>
First Steps into Sunked Glades	<a href="#">03._first_steps_into_sunked_glades.mp3</a>
Finding Sein	<a href="#">04._finding_sein.mp3</a>
Up the Spirit Caverns Walls	<a href="#">05._up_the_spirit_caverns_walls.mp3</a>
The Spirit Tree	<a href="#">06._the_spirit_tree.mp3</a>
Kuros Tale I - Her Rage	<a href="#">07._kuros_tale_i_-her_rage.mp3</a>
Through the Darkness	<a href="#">08._through_the_darkness.mp3</a>
Dash Through Their Home	<a href="#">09._dash_through_their_home.mp3</a>
The Ancestral Trees	<a href="#">10._the_ancestral_trees.mp3</a>
Gumo and Ori	<a href="#">11._gumo_and_ori.mp3</a>
Climbing the Ginsos Tree	<a href="#">12._climbing_the_ginsos_tree.mp3</a>
Restoring the Light Facing the Dark	<a href="#">13._restoring_the_light_facing_the_dark.mp3</a>
The Waters Cleansed	<a href="#">14._the_waters_cleansed.mp3</a>
A Closer Understanding of the Past	<a href="#">15._a_closer_understanding_of_the_past.mp3</a>
Lost in the Misty Woods	<a href="#">16._lost_in_the_misty_woods.mp3</a>
Home of the Gumo	<a href="#">17._home_of_the_gumo.mp3</a>
Kuros Tale II - Her Pain	<a href="#">18._kuros_tale_ii_-her_pain.mp3</a>
Completing the Circle	<a href="#">19._comepleting_the_circle.mp3</a>
Arrival at the Sunstone	<a href="#">20._arrival_at_the_sunstone.mp3</a>
Approaching the End	<a href="#">21._approaching_the_end.mp3</a>
Mount Horu	<a href="#">22._mount_horu.mp3</a>
The Crumbling Path	<a href="#">23._the_crumbling_path.mp3</a>
The Finale	<a href="#">24._the_finale.mp3</a>
Light of Nibel	<a href="#">25._light_of_nibel.mp3</a>

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## 2.1 Perception Orientation

In Ori and the Blind forest, the character crosses several types of environment. These steps therefore change if he is in the water or on the grass and so on.

### Walk \ Run

Run on Grass	<a href="#">run_on_grass_2.mp3</a>
Run on Wood	<a href="#">run_on_wood.mp3</a>
Run on Sand	<a href="#">run_on_sand.mp3</a>

### Climbing

Climbing on Grass	<a href="#">climbing_on_grass.mp3</a>
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## Jumps

Some jumps	<a href="#">jump_series_treerunk.mp3</a>
Double jump	<a href="#">2_jumps.mp3</a>
Spin and jump	<a href="#">spin_and_jump.mp3</a>

## Swimming

Swimming breath	<a href="#">underwater_deep_breath.mp3</a>
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## 2.2 Action - Sounds

In the forest, Ori has to fight enemies. He acquires new abilities or weapons throughout his quest that makes him stronger and help him to defeat his enemies.

### Attack

Hammer attack	<a href="#">hammer_attack.mp3</a>
Sword attack	<a href="#">sword_attack.mp3</a>
Fire torch attack	<a href="#">fire_torch_attack.mp3</a>

### Rewards / Bonus

Receiving Reward	<a href="#">receiving_rewards_points.mp3</a>
Receiving Bonus	<a href="#">receiving_bonuses_points.mp3</a>

### Damage

Player getting damage	<a href="#">player_getting_damage.mp3</a>
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### Opening / Rotating

Open stone door	<a href="#">open_stone_door.mp3</a>
Open stone door 2	<a href="#">stonedoorenopen.mp3</a>
Rotating gears	<a href="#">rotating_gears.mp3</a>
Stone Block	<a href="#">stoneblock.mp3</a>

## 2.3 Dynamic Soundtrack

The ambient sound changes and becomes deeper and more stressful when approaching a boss. A positive sound informs the player that he has completed a quest and obtained a new ability.

### Dramatic

Meeting a Boss	<a href="#">bossmeeeting.mp3</a>
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Meeting a Boss 2	<a href="#">boss_2.mp3</a>
Meeting a Boss 3	<a href="#">boss_3.mp3</a>

## Happy

Magic	<a href="#">dramaticpositive.mp3</a>
Quest completed	<a href="#">missionisfinish.mp3</a>

## Music Dynamics

Depending on what is happening in the scene, the music is dynamically amplified to create a more dramatic effect and convey a full atmosphere, thereby promoting along the storyline or warning about danger.

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## 2.4 Communication

To communicate the characters of ori speak in an incomprehensible way. The tone of the voice gives information about the emotions of the character in question.

### Voice Over

Happy	<a href="#">voiceover_1.mp3</a>
Informative	<a href="#">voiceover_2.mp3</a>
Deep	<a href="#">voiceover_3.mp3</a>
Mysterious	<a href="#">voiceover_4.mp3</a>
Really Deep	<a href="#">voiceover_5.mp3</a>
Baby	<a href="#">voiceover_6.mp3</a>
Annoyed	<a href="#">voiceover_7.mp3</a>
Informative	<a href="#">voiceover_8.mp3</a>

## 2.5 Environment

The game contains realistic background sounds such as birds or tree branches. These realistic sounds are mixed with magic sounds which gives to the player the feeling of this magic forest.

Sad bird	<a href="#">birds.mp3</a>
Birds	<a href="#">birds_2.mp3</a>
Wind and Leaves	<a href="#">wind_and_leaves.mp3</a>
Whaterfall	<a href="#">waterfall.mp3</a>

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