



Genre:	Metroidvania, Action-Adventure, Platformer
Release:	Windows, Xbox One March 11, 2015
Studio:	Moon Studios
Analyse by:	Agata Tselesh, Kathleen Bohren, Pietro Peduzzi

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

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	run_on_grass_2.mp3
Run on Wood	run_on_wood.mp3
Run on Sand	run_on_sand.mp3

Climbing

Climbing on Grass	climbing_on_grass.mp3
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Jumps

Some jumps	jump_series_treetrunk.mp3
Double jump	2_jumps.mp3
Spin and jump	spin_and_jump.mp3

Swimming

Swimming breath	underwater_deep_breath.mp3
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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	hammer_attack.mp3
Sword attack	sword_attack.mp3
Fire torch attack	fire_torch_attack.mp3

Revards / Bonus

Receiving Reward	receiving_rewards_points.mp3
Receiving Bonus	receiving_bonuses_points.mp3

Damage

Player getting damage	player_getting_damage.mp3
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Opening / Rotating

Open stone door	open_stone_door.mp3
Open stone door 2	stonedooropen.mp3
Rotating gears	rotating_gears.mp3
Stone Block	stoneblock.mp3

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	bossmeeting.mp3
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Meeting a Boss 2	boss_2.mp3
Meeting a Boss 3	boss_3.mp3

Happy

Magic	dramaticpositive.mp3
Quest completed	missionisfinish.mp3

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.

Voise Over

Happy	voiceover_1.mp3
Informative	voiceover_2.mp3
Deep	voiceover_3.mp3
Mysterious	voiceover_4.mp3
Really Deep	voiceover_5.mp3
Baby	voiceover_6.mp3
Annoyed	voiceover_7.mp3
Informative	voiceover_8.mp3

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	birds.mp3
Birds	birds_2.mp3
Wind and Leaves	wind_and_leaves.mp3
Whaterfall	waterfall.mp3

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