# The Last of Us



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| Genre: | Action-Adventure / Survival-Horror |
| Release Year: | 2013 |
| Studio: | Naughty Dog |
| Analysis by: | Joachim Merchie & Jan Hobi |

# 1. About the Game

Set in the post-apocalyptic United States, the game tells the story of survivors Joel and Ellie as they work together to survive their journey across the country to find a possible cure for the modern fungal plague that has nearly decimated the entire human race.

Trailer: https://www.youtube.com/watch?v=W01L70IGBgE

The Last of Us received a Part II sequel in 2020.

# 2. Sound

### 2.1 Introduction

Like in many other games, in The Last of Us, the player is treated like an actor walking on a stage full of props. All the characters, enemies, environments change as the player interacts with them, therefore these changes should also be reflected in the soundscape. Naughty Dog uses Systems that go hand in hand and layer sound on top of each other to create a narrative tool that allows an extremely fluid experience.

The overall soundscape of the game is fairly minimalistic. Of course, the technical side of it is huge but the actual variety and theme of sounds have a strict and coherent purpose. In some moments the game is stripped of almost every sound and in others, the action is enhanced through a variety of dramatic tunes, without being overloaded. The concept of subtracting and negative space is used a lot throughout the sounds of the game, a simplistic and minimal approach to achieve the exact emotions the creators want the players to feel.

## 2.2 Environment

## 2.3 Enemies

## 2.4 Characters

## 2.5 Communication

| Tutorial Pop-up | [communication_sound_tutorial.mp3](communication_sound_tutorial.mp3) |

## 2.6 Personal Conclusion

# 3. Comparison

## 3.1 Conclusion

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Last update: **2022/06/09 14:40**