

PROGRAMME NOTES

I am Cáit Green, a music student with a passion for composition, sound design, and videogames. This portfolio includes original sounds and music for scenes from commercial videogames.

Portal (Valve, October 2007)

Genre: Sci-fi First-person Puzzle-platformer



Portal shows the journey of Chell, a test-subject, who wakes in a facility, completing puzzles for a mysterious AI whilst figuring out her location, purpose, whether she is alone, and how to escape. In the four-minute scene, Chell wakes up, investigating her surroundings and completing puzzles, starting her journey. I composed a dark sci-fi soundscape, using mostly MIDI, with the aim of effectiveness and immersion, accurately reflecting the story/environment, visually and atmospherically. I also made the sound design, aiming for a semi-realistic sci-fi ambience through modifying standard sounds, adding character and dimension.

Tell Me Why (Dontnod, August 2020)

Genre: Narrative-Adventure



Tell Me Why tells the story of twins returning to their childhood home years later where tragic events resulted in their mother's death. Aiming to repair and sell the home, they find their mother's secrets, changing their perception of her. The eleven-minute scene shows Tyler and Alyson arriving at the house, finding a way in, experiencing many feelings, and

discovering a new level to their twin bond. Using soft synths and acoustic instruments, I aimed to craft a thoughtful, evocative musical experience. The music conveys the emotions/dialogue/situation and environment at the time with realistic sound design accurately portraying the environment.

Hellblade: Senua's Sacrifice (Ninja Theory, August 2017)

Genre: Dark-fantasy Action-adventure



Hellblade is the tale of Senua, who delves deep into the pits of Helheim to retrieve her lover. The four-minute scene shows Senua battling through a horrific landscape. I composed a dark Nordic-folk soundtrack, fitting the theme and location, aiming to effectively reflect the environment, characters, emotions, and to incite curiosity/emotional investment in players. Haunting vocalisations and acoustic folk instruments mesh with dark, brooding violins and booming drums, reflecting Senua's fear and the menacing environment she navigates. I created hyper-realistic sound design using everyday sounds, transforming them to mirror the warped reality Senua endures.

Stardew Valley (ConcernedApe, February 2016)

Genre: Simulation RPG



In Stardew Valley, your character inherits a farm, leaves the city for a small town, becomes a farmer, and makes friends. The four-minute scene shows the character exploring/completing tasks. I composed bubbly and quirky music, reflecting the colours, animations, and fun tone of the game using a variety of MIDI and instruments. The sound design has an element of

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realism, but melds well with the music, emphasising the vibrant, upbeat atmosphere of the game by using odd combinations of sounds and adding reverb/rhythmic delays to these plain, organic sounds.