


How Music is Recreated:

Remastered
Orchestral Soundtrack
for

THE MMORPG

BLACK DESERT

Speaker Introduction

- ❖ Hwiman Ryu (a.k.a. CROOVE) 
- ❖ 1999~2010 Music Game Development, Composer
- ❖ Lecture on "Gamification of music" at 2010 Korea Game Conference
- ❖ 2012~Present Pearl Abyss Audio Director



Black Desert Soundtrack Before Remastering

❖ **Project Goal**

1. Embodies the music for Open World Seamless game.
2. Embodies the Interactive music.
3. Express the music in B & W.
4. Turn commercial music into a form of art.

Black Desert Soundtrack **Before** Remastering

After one year...

- ❖ Reactions to the music (Particularly from Koreans)
 - ❖ Music is boring...
 - ❖ Horse riding BGM is annoying!!
 - ❖ Well, the title, city, and town BGM are relatively good~
 - ❖ The other game's BGM is way better~
 - ❖ Black Desert Music = Relaxing Music

Beginning of the Audio Remastering Project

Beginning of the Audio Remastering Project

- ❖ In the pipeline,
 - ❖ Define the identity of Black Desert Online
 - ❖ Xbox version

Beginning of the Audio Remastering Project

- ❖ Weakness of previous Black Desert BGM
 - ❖ No shape.
 - ❖ No color.
 - ❖ No action music.

Beginning of the Audio Remastering Project

- ❖ Solutions for Remastering Project
 - ❖ Yes shape.
 - ❖ Yes color.
 - ❖ Yes action music.



Plan and Strategy of the Remastering Project

- ❖ Ambitious or Crazy?
- ❖ 210 Songs
- ❖ From scratch
- ❖ Minimum Outsourcing

❖ Breakdown by regions



I. Balenos



II. Serendia



III. Calpheon



IV. Mediah



V. Valencia



VI. Kamasyovia

❖ Styles

- ❖ Diverse composing/arrange techniques
- ❖ Various Instruments

Overture

Battle

Base

Enemy
Base

On the
Path

Combat

Field

Busking



Theme seed

- ❖ Brand new trial, New concept
- ❖ Utilize here and there efficiently
- ❖ Easter egg

Example of Theme Seed

II. Serendia: Theme Seed



Style of the music

1.
Overture

2.
Battle

3.
Base

4.
Enemy Base

5.
On the Path

6.
Combat

7.
Field

8.
Busking

Style of the music

1. Overture



- ❖ Track #1
- ❖ Main title
- ❖ Marketing purpose
- ❖ Orchestra concert

Style of the music

Examples of Overtures



I. Balenos

Russian-style
classical music
such as
Tchaikovsky



II. Serendia

Hollywood-style
symphonic
music



III. Calpheon

Symphonic
music in
classical style
like Beethoven



IV. Mediah

Pop orchestra-
style symphonic
music



IV. Mediah

Hollywood-style
symphonic
music



VI. Kamasylvia

French classical
impressionist
style music like
Debussy and
Ravel

2. Battle



- ❖ 4 kinds of Battle music
- ❖ Bloody battles
- ❖ Different styles of composing method
- ❖ Combination of different instruments

Style of the music

2. Battle



1. Battle of Warriors

- ❖ Conquest Wars, Massive Battles
- ❖ Epic Minor Scale, Harmony
- ❖ Classical Symphonic Music
- ❖ Real Orchestra + Choir

2. Battle



2. Battle of Domains

- ❖ Node Wars, Wars, PvP
- ❖ Epic Minor Scale, Harmony
- ❖ Trailer Music Style
- ❖ Hybrid Orchestra + Cinematic Percussion

Style of the music

2. Battle



3. Battle of Shadow

- ❖ Field Bosses, Intense Missions
- ❖ Diminish and Augment scale
- ❖ Chasing Scenes in Movies
- ❖ Hybrid Orchestra + Cinematic Percussion

2. Battle



4. Battle of Apocalypse

- ❖ World Bosses, Difficult Missions
- ❖ Diminish, Augment and 12 tone scale and Cluster
- ❖ Horror & Boss Scenes in Games
- ❖ Real Orchestra + Choir

3. Combat



- ❖ Hunting
- ❖ Percussion
- ❖ 2 kinds
- ❖ Interactive music

Style of the music

3. Combat



1. The Combat on the field #1 Slam

- ❖ Hunting the ancient tribe
- ❖ Solo percussion
- ❖ Fancy playing
- ❖ Ethnic instruments

Style of the music

3. Combat



2. The Combat on the field #2 Strike

- ❖ Trailer percussion music
- ❖ Hybrid percussion
- ❖ Neat and arranged playing
- ❖ Hybrid orchestra instruments

4. On the Path



- ❖ Meditating music
- ❖ Jazz improvisation
- ❖ Interactive music
- ❖ Interlude
- ❖ 2 kinds

4. On the Path



On the Path #1 Daytime

- ❖ Weak reverb
- ❖ The real instrument

4. On the Path



On the Path #2 Nighttime

- ❖ Strong reverb
- ❖ Electronic instrument, piano and vocal

6. Base



- ❖ City, Town, Camp
- ❖ Plots of melody and music
- ❖ Individual Theme without the theme seed
- ❖ Different instrument composition according to each scale

Recording Preparation

❖ Choosing the orchestra recording agency

❖ Things that I consider

- ❖ All-in-one service
- ❖ Budget
- ❖ Quality

❖ Choosing the orchestra recording agency

❖ Places that I want to work with later

1. U.K.

- ❖ Very expensive
- ❖ Complicated Union Rule
- ❖ Absence of All-in-one agency



Recording Preparation

❖ Choosing the orchestra recording agency

❖ Places that I want to work with later

2. U.S.A.

- ❖ Extremely expensive
- ❖ AFM Issue



❖ Choosing the orchestra recording agency

❖ Dynamedion

- ❖ All-in-One Agency
- ❖ Handles orchestra throughout the whole of Europe
- ❖ Staff consists of composers and arrangers
- ❖ Rich working experience with Korean game developers
- ❖ Reasonable price, excellent quality



Marcell Kelemen
Live Recording
Manager

You better buy me a drink when you see this, Dynamedion ☺

Concerns and Solutions for the Orchestra Recordings

Concerns and Solutions for the Orchestra Recordings

❖ Requirements for successful orchestra recording

1. Great composition and arrangement
2. Great score & part preparation
3. Great players (every single player)
4. Great recording hall
5. Great equipment and engineers
6. Great editing and mixing



Concerns and Solutions for the Orchestra Recordings

❖ What is Orchestra recording?

❖ What most people think

MIDI
Orchestra



Real Orchestra

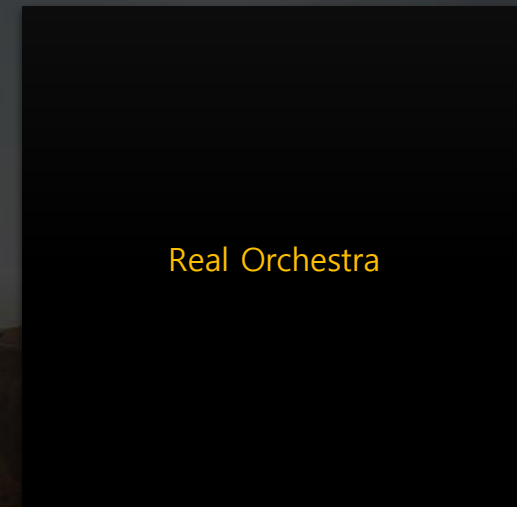
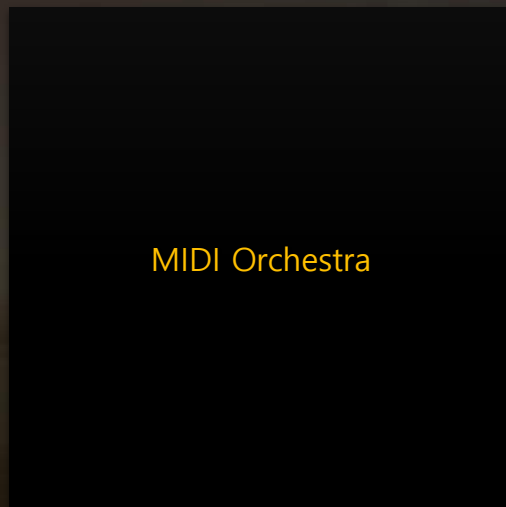
What is that??

Cool!!! Grand!!! Something that sounds amazing!!!

Concerns and Solutions for the Orchestra Recordings

❖ What is Orchestra recording?

❖ Actually, among composers...



**I don't know why but sounds better!!!
Grand masterpiece!!!
Perfect playing!!!**

**Cool! Grand! So real!!!
Way too expensive... Intense schedule...
Annoyed to see bad playing...**

Concerns and Solutions for the Orchestra Recordings

- ❖ MIDI Orchestra (Orchestra Mockup) These days
 - ❖ Hollywood CG, Photoshop composite picture
 - ❖ Can express even a flying ship
 - ❖ Players with super power
 - ❖ High-end technology

Concerns and Solutions for the Orchestra Recordings

❖ Concerns of my very first orchestra recordings

- ❖ What if it goes less magnificent even after I spent this much money on the recording?

I might get fired...

Concerns and Solutions for the Orchestra Recordings

❖ Why orchestra recording?

- ❖ Realistic
- ❖ Human emotions
- ❖ Piece of Art
- ❖ Lasts longer on Player's heart

Concerns and Solutions for the Orchestra Recordings

❖ How to survive?

❖ Do you know Soju?



Concerns and Solutions for the Orchestra Recordings

❖ How to survive?

❖ You know Beer! (Mac-ju)



Concerns and Solutions for the Orchestra Recordings

- ❖ How to survive?
- ❖ Do you know Somac?



Concerns and Solutions for the Orchestra Recordings

❖ How to survive?

1. Somac theory (Blending)

- ❖ Slang among Korean musicians
- ❖ Blends real play and MIDI play in a proper portion
- ❖ Blends MIDI's artificial elements with real recording's human mistakes
- ❖ More efficient than I thought
- ❖ The last resort to survival





Orchestra recording **Review**

1. Filmharmonic Orchestra PRAGUE

❖ Outline

- ❖ CZTV Studio
- ❖ Recorded during 8/1/2017 ~ 8/4/2017
- ❖ Recorded Battle and Field of I. Balenos ~ II. Serendia, a total of 13 tracks
- ❖ Recorded the 41 Strings / 11 Brass / 10 Woodwinds by sections.

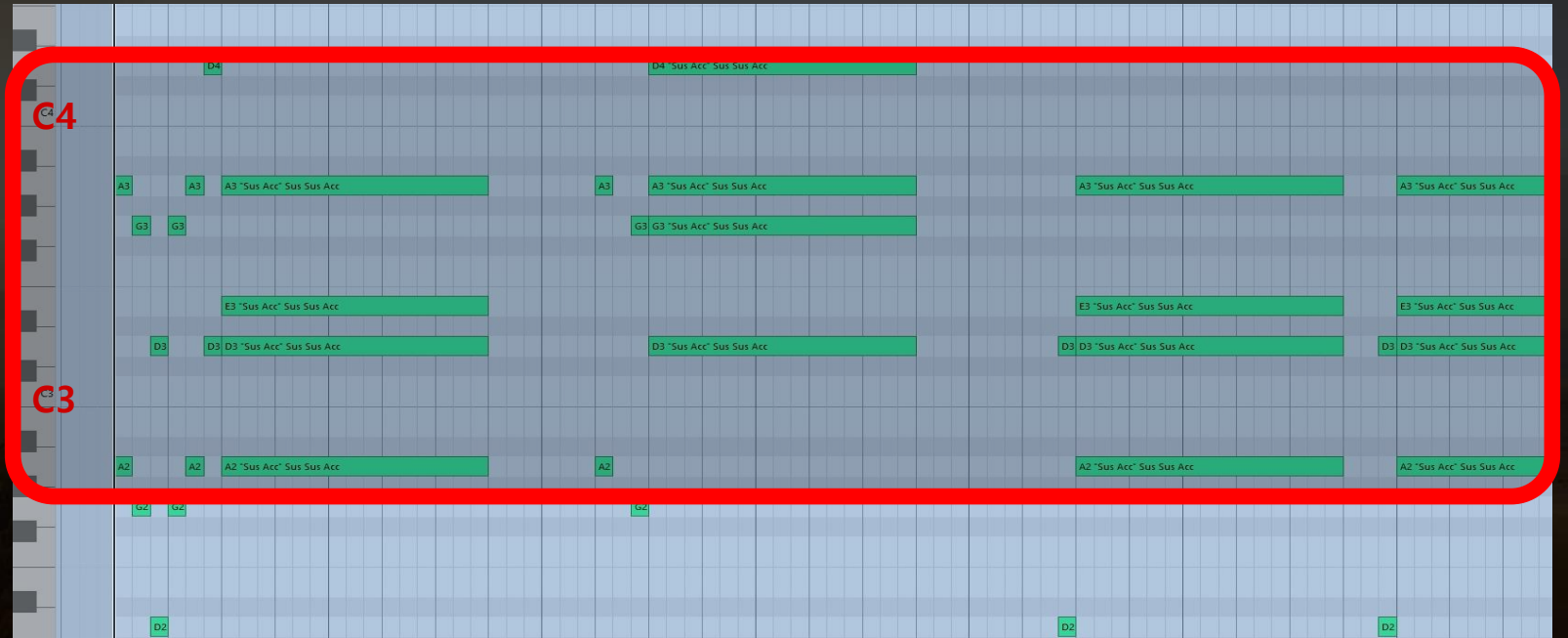


Filmharmonic Orchestra PRAGUE Recording scene

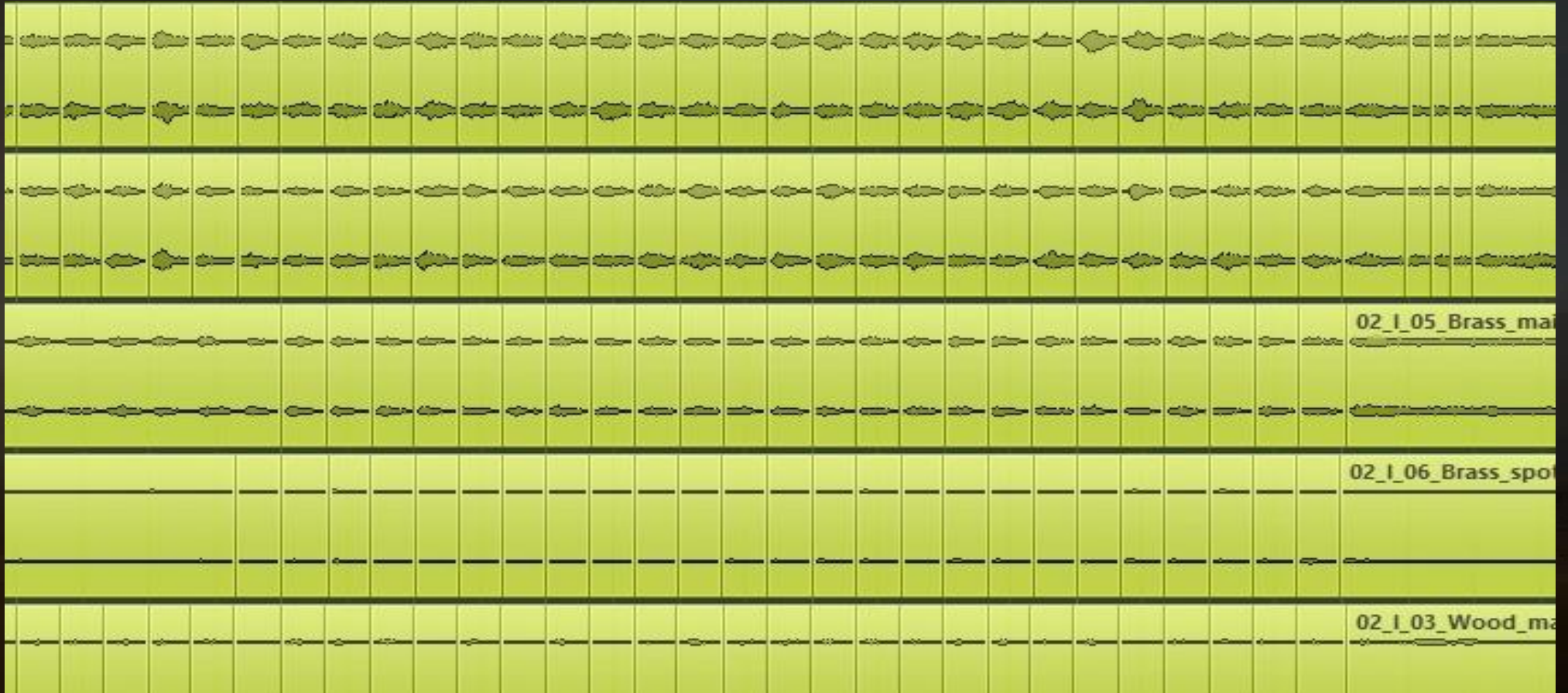
- ❖ Experience sharing of arranging mistakes for recording
 - ❖ Problem: Fast passage play on the high-pitched tone trumpet range
 - ❖ Solution: Play with Piccolo trumpet



- ❖ Experience sharing of arranging mistakes for recording
 - ❖ Problem: Huge gap between MIDI and real play of French Horn on high-pitched sound
 - ❖ Solution: Somac



❖ Time editing for SOMAC theory



❖ Examples of SOMAC Theory



Real Orchestra



MIDI Orchestra



Real & MIDI Orchestra

2. Staatskapelle HALLE

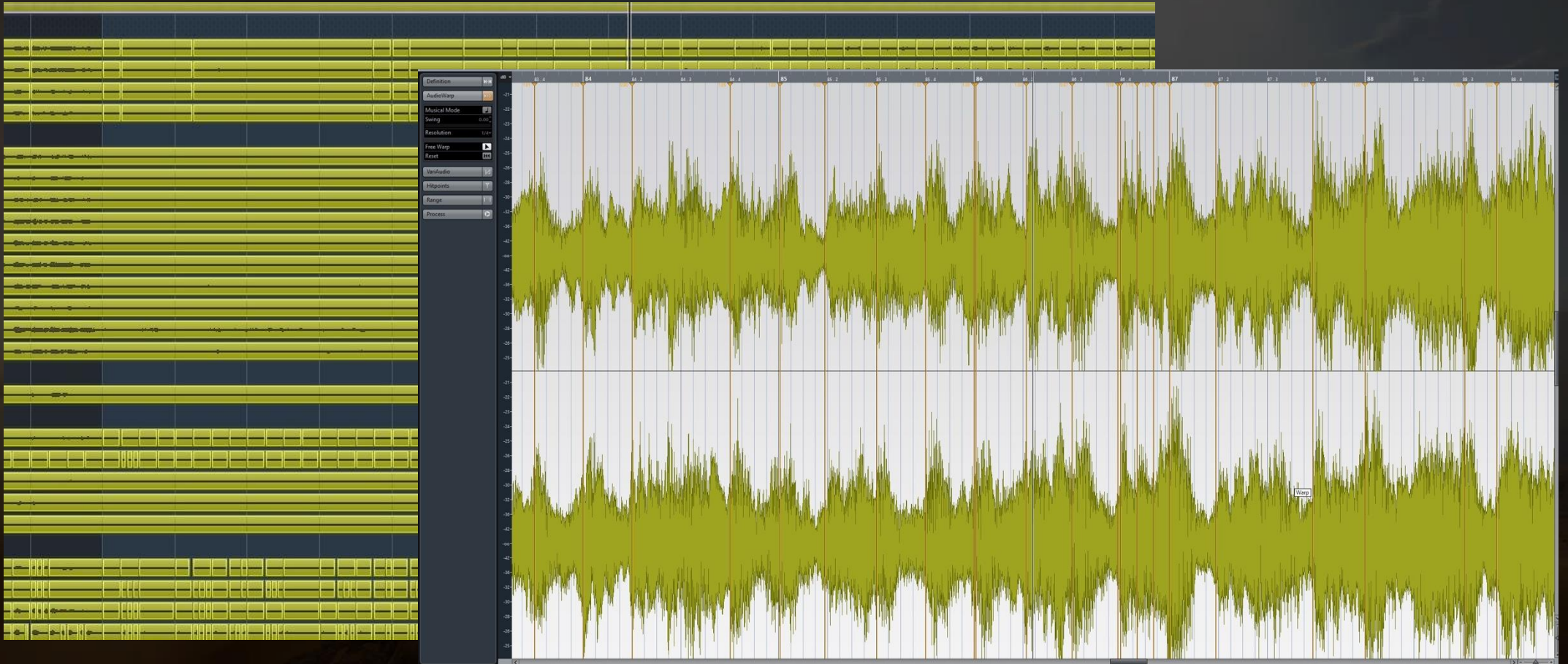
❖ Outline

- ❖ Rehearsal Hall at Staatskapelle Halle
- ❖ 8/31/2017 Recorded 5 songs with the Tutti Orchestra
- ❖ 9/1/2017 Recorded 5 songs with the choir



Staatskapelle HALLE Recording scene

❖ Time Stretch editing for Somac theory



❖ Examples of SOMAC Theory



Real Orchestra



MIDI Orchestra



Real & MIDI Orchestra

3. **BSSO** (Budapest Scoring Symphony Orchestra)

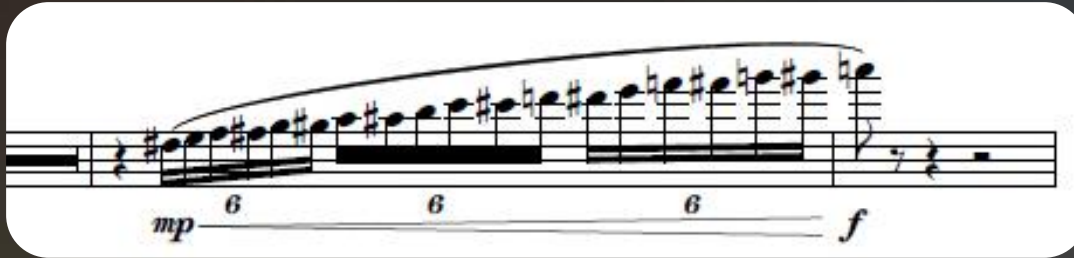
❖ Outline

- ❖ Hungarian Radio Station / TomTom Studio
- ❖ 3/9/2018~3/10/2018 Recorded 13 songs with the 41 Strings
- ❖ 3/10/2018 Recorded 4 Songs with solo Flugelhorn
- ❖ 3/11/2018 Recorded 15 Songs with 3 Flutes
- ❖ 3/11/2018 Recorded 13 Songs with 3 Trumpets



❖ Sharing my experience of arranging mistakes

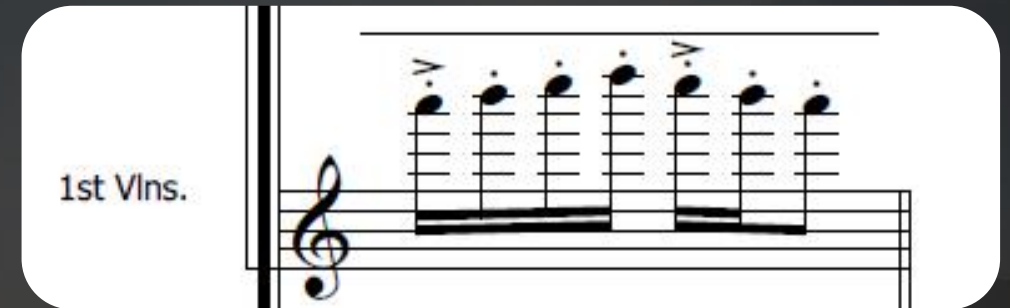
- ❖ Problem: Piccolo sounds way too loud on high-pitched range



- ❖ Solution: Play one octave lower
- ❖ Unexperienced MIDI composers say:
"Please play pp on the high-pitched tone range"

❖ Sharing my experience of arranging mistakes

- ❖ Problem: NOT possible to play Strings on the high-pitched tone range



- ❖ Solution: Play one octave lower
- ❖ Lesson: Don't overdo the high-pitched range play for the perfect completion of the recording

❖ Overall regrets during the arranging

- ❖ Cause: Difficult arrangement for real playing
- ❖ Result: Overtime charge, couldn't record all I've prepared.
- ❖ Lesson: Most film soundtracks fit arrangements to make it easily playable due to Budget.

Q & A