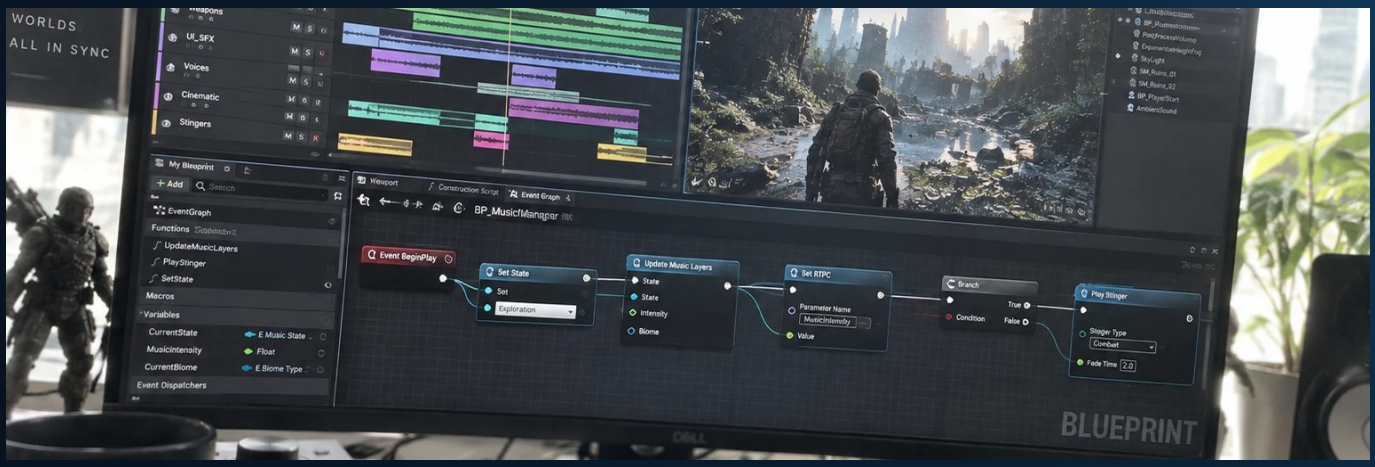
DIGITAL SHIFT

CASE STUDY

INTERACTIVE AUDIO R&D / 2019-2021

Adaptive Music System

Making music respond to play without breaking the soundtrack



Illustrative cover artwork from the published case study

WORKFLOW

Game state → Select layers → Blend stems → Handle change → Listen in play

The challenge

The team wanted a game soundtrack that could respond to changes in play without sounding like tracks were stopping and starting. Music had to stay coherent when the game switched between exploration, tension and combat at unpredictable moments.

Discovery

Digital SHIFT founder Marc Thornton co-designed the musical architecture, composed compatible layers and tested transitions. Jorge from Coqui Games built the Unreal Engine and Blueprint implementation. The collaboration tested how changes in stems, tempo and sections sounded in context.

What changed

The team produced demonstrations in which the soundtrack changed in real time as gameplay changed. It also explored packaging the system as a reusable Unreal Engine asset with compatible example music.



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Read the online case study

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