

Shaun Chasin is Slated to Compose the Score and Sound Design for Rubycone Games' 'Gunula'

Shaun Chasin, the composer and sound designer on Rubycone Games' "Hektor," has been tapped by the company once again to work on the video game "Gunula."

LOS ANGELES, CA, USA, June 10, 2015
/EINPresswire.com/ -- Seasoned film composer [Shaun Chasin](#) is slated to begin composing the score and overall sound design for Rubycone Games' upcoming video game "Gunula."

As Chasin's most recent video game sound design and composing project, "[Hektor](#)" by Rubycone Games, continues to gain traction with gamers around the world, the question over who would tackle the sound design and score for the company's next release, "Gunula," marked Chasin as the obvious choice.

"'Hektor' would not be the success it is today without Shaun's wonderfully terrifying music and sound design. Shaun scored the game utilizing a full 40-piece string orchestra and an ingenious variety of odd and nontraditional instruments. What we ended up with, was a score that was better than what we could possibly have imagined in our wildest dreams," says Felix Nordanaker, owner and lead developer at Rubycone Games. "We are so excited to be working with Shaun again on our upcoming game 'Gunula.'"

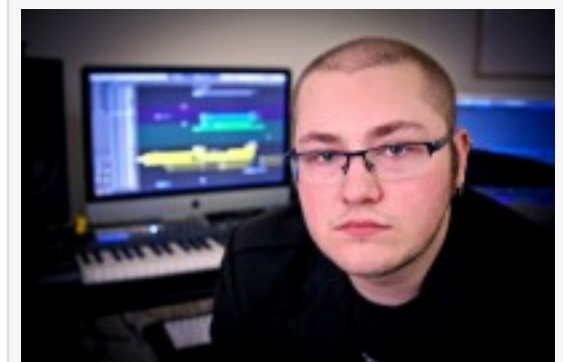
In "Gunula," a wacky 2D adventure, gamers will take on the role of Gunula, Dracula's son, as he embarks on a murderous rampage in search of his father.

Chasin admits, "After having spent so long composing the serious and dark music for 'Hektor,' 'Gunula' will be a very welcome change where I will get to explore more quirky synthetic musical sounds while writing a much more light hearted score."

The frightening score and sound effects Chasin created for "Hektor" could not be any better. Anyone who has had a chance to get into the virtual world of developer Rubycone Games and publisher Meridian 4's recently released psychological thriller "Hektor" knows that Chasin's work as the composer and sound designer is paramount to the game's ability to induce fear within users.

Scott McDonald, an avid gamer, says, "The stirring and haunting sound design of 'Hektor' augments the games terrifying storyline, and makes it a must play."

The combination of the game's ever-changing environment accompanied by Chasin's unnerving sound design, which includes effects that come across like auditory hallucinations, "Hektor" easily brings users to the brink of questioning their sanity.



Composer Shaun Chasin shot by Ro Rowan

Chasin explains, "Video games provide an interesting opportunity for a composer because it's a non-linear medium. The player may explore for ages before eventually finding the next story moment or important place. The music must stick with them and be able to change based on their actions."

"Hektor" is uniquely different than other horror games. As players explore the world of the game everything about the virtual reality in which they find themselves changes. Using a system that the "Hektor" creators, Felix Nordanaker and Michael Notarnicola, refer to as the "Jigsaw System," the game is able to rearrange its geometry and shift rooms around the player. What's more, this unsettling feature becomes progressively more intense as a player becomes afraid or confused due to run-ins with monsters and the game's other startling effects.

In addition to conducting and recording a 40-piece orchestra for the majority of the game's score, Chasin also created a series of haunting sound effects using an avant-garde approach.

"The 'Hektor' score uses many non-traditional sounds both synthetic and created by myself. For one of the monsters, I created a swirling horror texture that I created by rubbing a gin bottle against the ridges on the bottom of a cooking pot. This combined with a lot of post processing created the sound of this monster's music," explains Chasin.

"The goal at the end of the day is to escape the pitfalls of generic music. The goal is that a listener could hear a short excerpt from a score and know exactly which score it is from."

In recent years Shaun Chasin has developed a dazzling reputation as a diversely talented composer and sound designer for a lengthy list of projects in the ever-booming video game industry.

Prior to Rubycone Games' "Hektor," Chasin worked as the sound designer and composer on the company's video games "Lama Drama" and "Visage," which was featured in PC Gamer Magazine, "Pot Break" and "Adrift" by Risen Games, and SomaTone Audio's "S8 Bingo."

He was also the composer of the 2012 Global Game Jam winning video game "A Hobbit's Quest," and "Geometry Saga," which won the Global Game Jam in 2013.

What is even more astonishing is that Chasin's talents are by no means limited to the world of gaming. In fact, at around the same time that the adept young composer began leading sound design projects for video games he also began composing scores for projects within the film and television industry.

Chasin's vast knowledge of sound and composition, and the way they intertwine to heighten the impact of a visual story and/or a user's experience, has been critical in leading a seemingly endless number of projects to international acclaim.

In the past five years, Chasin has scored over 30 films and five television shows, as well as several commercials and PSAs. In 2013 his work was featured in two commercials in Coca-Cola's integrated global ad campaign entitled "Crazy for Good." He also composed the score for the "Saving Face Outreach: Acid Violence PSA," which was directed by Oscar Award winner Sharmeen Obaid Chino as a part of the global outreach campaign for the multi-award winning documentary film "Saving Face."

Additionally Chasin's compositions have been featured on FOX, Play TV, The Smithsonian Channel, The Hallmark Channel, CBC, PBS, TV One, News One, Dawn News, ATV, Filmworld, Waqt TV, Dunya TV, Geo Entertainment, CNBC Pakistan, ARY Musik, ARY News and others.

Chasin's work spans virtually every genre, and with the incredible success that his projects have received over the years, there is no doubt that "Gunula" will reach international acclaim as well.

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