

AI MUSIC FOUND IN VIDEO GAMES

(HOW AI MUSIC CONVEYS EMOTION IN VIDEOGAMES)

SUMMARY

MANY VIDEO GAME DEVELOPER AND PUBLISHER, RECENTLY INCLUDING BLIZZARD ANNOUNCED PLANS TO USE AI-GENERATED MUSIC TO BUILD IN-GAME AMBIANCE, MANY GAMERS AND MUSICIANS ARE CONCERNED. AI HAS BECOME A TOOL THAT MOST DEPEND ON BUT MANY BELIEVE IT LACKS THE CREATIVE CAPACITY TO PRODUCE EMOTION ENDUCED RESULTS. THE BEST GAMES FILL PLAYERS WITH A SENSE OF EUPHORIA WHEN HUMAN MADE SOUNDTRACK PLAYS.

GOAL

OUR GROUP AIMS TO SEE IF AI-GENERATED MUSIC IS AS EFFECTIVE AND EMMERSIVE AS HUMAN GENERATED MUSIC KEEPING THE VIEWER IMMERSED.

CONCLUSION

THE USAGE OF AI MUSIC IN THE VIDEO GAME INDUSTRY , THOUGH IT DISPLAYED A LOT MORE EXCEPTIONAL WORK THAN WE EXPECTED IT STILL LACKS A NOTICEABLE FEELING OF AUTHENTICITY AND LEAVES THE AUDIENCE WITH THE FEELING OF THEIR SOUND FEELING UNFINISHED AND IN SOME CASES THE FEELING OF BEING UNUSABLE DUE TO THE PLAGIARISTIC TENDENCIES OF AI. TO CONCLUDE AI CAN BE USED AS A TOOL BUT IT SHOULD NEVER BE THE FIANL ANSWER

ENVIRONMENTS

GLOOMY SWAMP

THE AI USED A LOT OF INSTRUMENTATION THAT OF WHICH INCLUDED GUITARS AND OTHER STRING INSTRUMENT. WE HAD TO DECIDE WHAT INSTRUMENTS TO USE AND USE WORDS TO DESCRIBE THE TEMPO WE WANTED. WE USED SUNOAI TO GENERATE THIS PIECE.

BRIGHT AND SUNNY DESERT

THE AI USED FOR THIS ENVIRONMENT WAS SUNO. I INSERTED A VAST AMOUNT OF TOOLS FOR THE AI TO USE TO GENERATE A INSTRUMENTAL PIECE SUCH AS THE INTENSITY OF THE MELODY. THE FIRST COUPLE OF TRIALS REALLY FELL ASTRAY FROM THE GOAL. BUT ALTHOUGH TEDIOUS AT TIMES THE AI WAS FAIRLY RESPONSIVE AND EASY TO USE WHEN PRODUCING THIS.

CRYSTAL CAVE

THE AI GENERATOR I USED WAS MUSICHERO AI AND IT WAS HARD TO PROPERLY GET THE SOUND I WAS LOOKING FOR. IT TOOK A LOT OF TRAIL AND ERROR AND I HAD TO BE MORE SPECIFIC WITH WHAT INSTURMENTS I WANTED IN THE SONG. THE AI WAS EASY TO USE THOUGH, I JUST PUT IN THE PROMPT AND IT GAVE ME A SONG.

OVERLORDS OMINOUS LAIR

FOR MY DARK AND MYSTERIOUS SETTING THE AI BROUGHT FOWARD A MORE ROCK-ESQUE FEELING ALTOUGH I WAS ALLOWED TO GIVE IT A SCRIPT AND GENRE TO FOLLOW ITS INTERPRETATION LED TO A SEEMLINGLY FITTING DEPICTION

REASEARCH

AI MUSIC STEALS A LOT FROM COPYRIGHTED WORKS. SOME COMPANIES MAKE SURE THE AI ONLY USES LICENSED WORKS. MOST AI TENDS TO USE ANYTHING UNDER FAIR USE. THE RECORDING INDUSTRY ASSOCIATION OF AMERICA IS SUING SUNO AND UDIO FOR COPYRIGHT INFRINGEMENT.

10,500 PEOPLE IN THE INDUSTRY WERE LAID OFF IN 2023. IT'S SAD TO SEE COMPANIES LIKE ACTIVISION DO THIS IN THE NAME OF QUANTITY OVER QUALITY. THIS MASS JOB DISPLACEMENT HAS LEAD MANY SOUND DESIGNERS IN THESE COMPANIES IN A STATE OF ANIEHTY FOR THE FEAR OF TOO SOON BE DISPLACED FROM THE JOBS

CITATIONS

- WHAT AI IN MUSIC CAN – AND CAN'T – DO BY ADAM CLAIR VOX
- "AI IS ALREADY TAKING JOBS IN THE VIDEO GAME INDUSTRY" BY BRIAN MERCHANT WIRED
- "AI'S IMPACT OF THE VIDEO GAME INDUSTRY" – BILL MCNARLIN

SHEM

BEN

JACOB

CLAD