

# ORIGINAL SOUNDTRACK

Game Audio  
Network Guild

**MUSIC OF THE  
YEAR**  
Nomination

Game Audio  
Network Guild

**BEST MUSIC  
FOR AN INDIE  
GAME**  
Nomination

MUSIC + SOUND  
AWARDS

**BEST  
GAMEPLAY  
MUSIC**  
Nomination

MUSIC + SOUND  
AWARDS

**BEST  
CINEMATICS  
MUSIC**  
Nomination

HOLLYWOOD  
MUSIC IN MEDIA

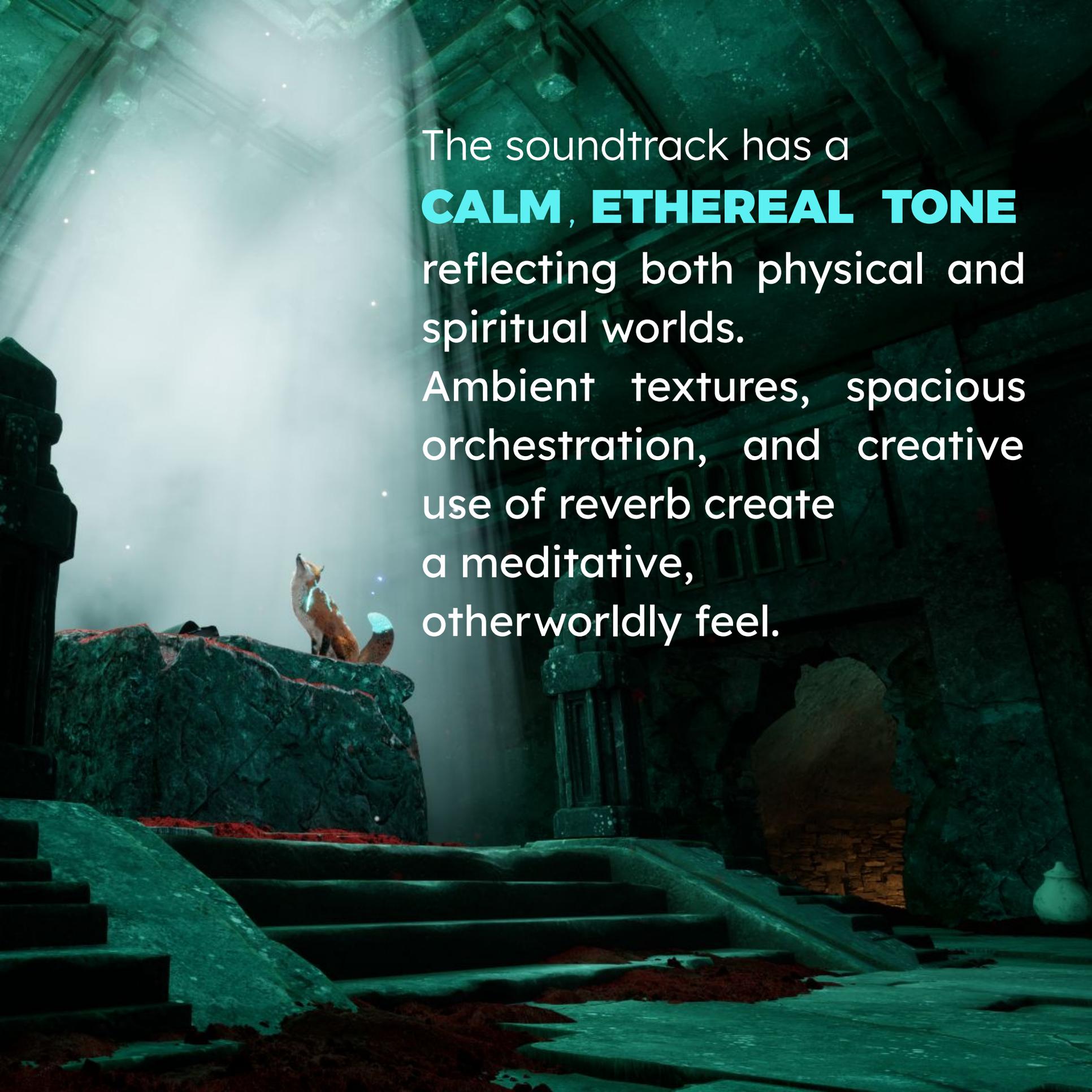
**BEST  
VIDEOGAME  
SCORE**  
Nomination

SPiRiT OF  
THE  
NORTH 2



**THE KEY INGREDIENTS THAT  
MADE THIS SCORE WORK**

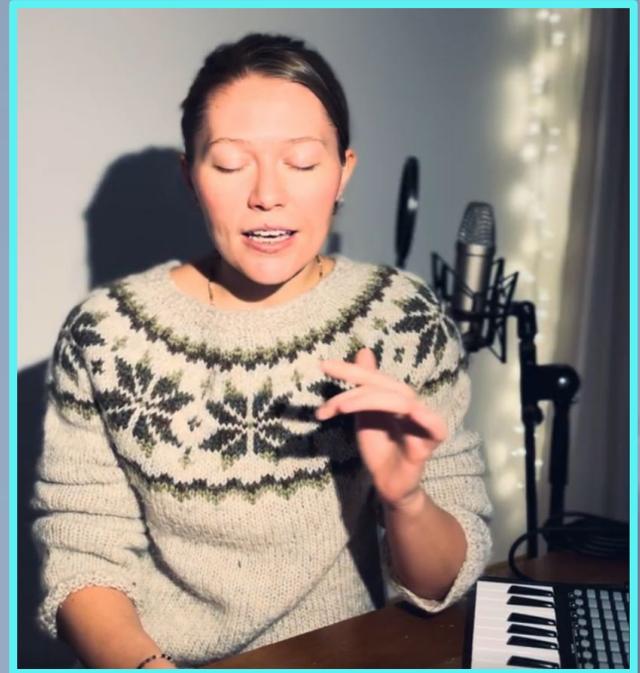


A screenshot from the game 'The Legend of Zelda: Breath of the Wild' showing a fox on a rock in a dark, ancient temple. The scene is dimly lit with a blueish-purple hue, and a bright light source from the left creates a lens flare effect. The fox is perched on a large, dark rock formation. In the background, there are stone pillars and a large, arched opening. The overall atmosphere is mysterious and ancient.

The soundtrack has a **CALM, ETHEREAL TONE** reflecting both physical and spiritual worlds. Ambient textures, spacious orchestration, and creative use of reverb create a meditative, otherworldly feel.

In Spirit of the North 2, kulning vocal recordings act as the voice of Misthaven's Tribe spirits, echoing across the world as a distant call.

**KULNING** is an ancient Scandinavian herding call once used to communicate across vast landscapes.



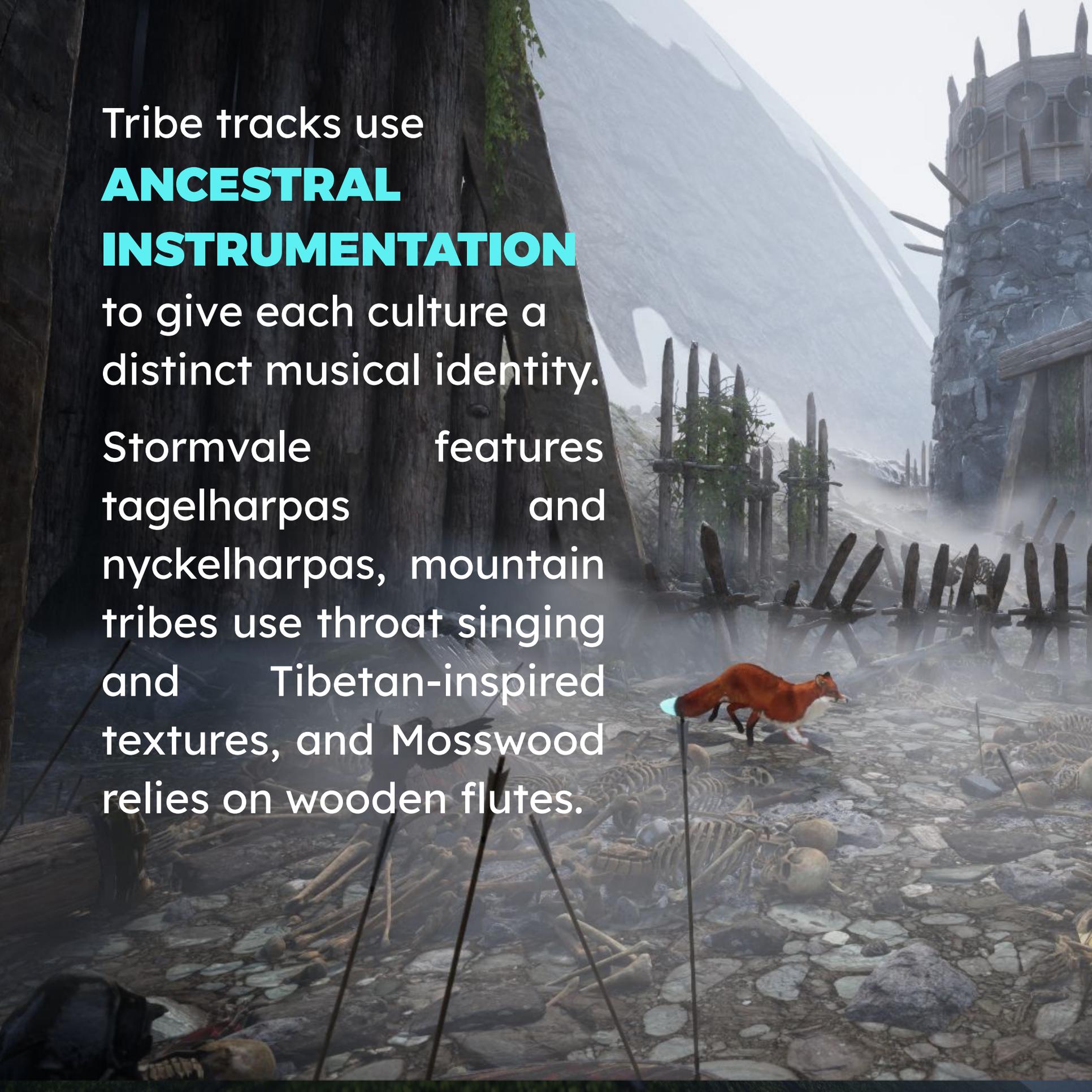
Each biome's music draws from **ICELANDIC** **MINIMALISM**

(Ólafur Arnalds, Sigur Rós), focusing on atmosphere and fragility.

E-bowed guitars, delicate strings pads, felt piano, and glockenspiel create shimmering textures inspired by the northern lights.



Tribe tracks use **ANCESTRAL INSTRUMENTATION** to give each culture a distinct musical identity. Stormvale features tagelharpas and nyckelharpas, mountain tribes use throat singing and Tibetan-inspired textures, and Mosswood relies on wooden flutes.

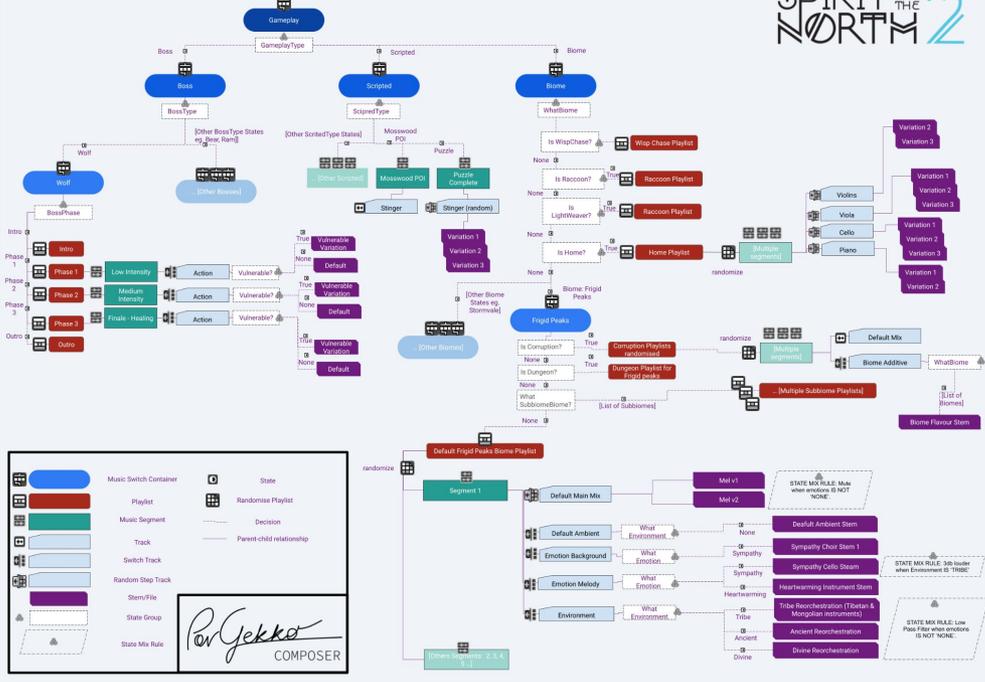


It aims to evoke the **SCALE AND SOLITUDE OF NORDIC LANDSCAPES**, using sparse arrangement and space to create a sense of isolation and emotional focus.



## GAMEPLAY MUSIC SYSTEM: FLOW EXAMPLE

SPIRIT OF THE NORTH 2



**INTERACTIVITY**  
is at the heart of  
*Spirit of the North*  
2.

The music evolves  
in real time,  
responding to the  
player's journey,  
emotions, and  
environment.

Adaptive layers  
shift with pace and  
atmosphere.



Wwise

# Thank You!

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COMPOSER