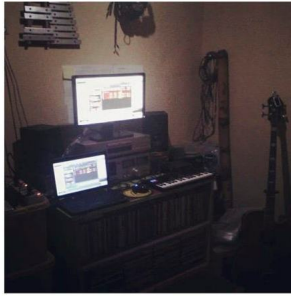


Clemens Felix Setiyawan
Universitas Multimedia Nusantara
Indonesia

The Draft! Poster Film The Draft! 2023



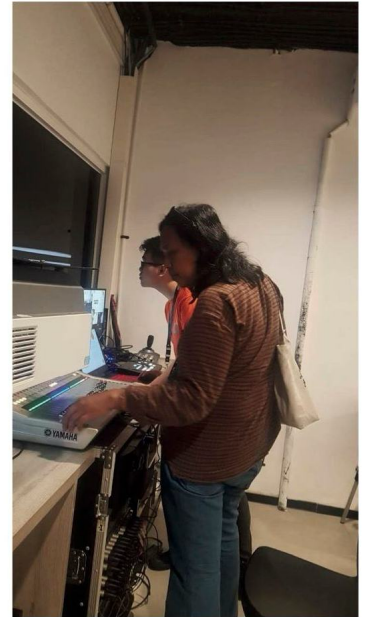
With Director Yusron Fuadi



My Creative Studio



Sket My Ideas



Recording Process



Recording Process



Recording Process



pre sound post in the UMN sound design lab



pre sound post in the UMN sound design lab



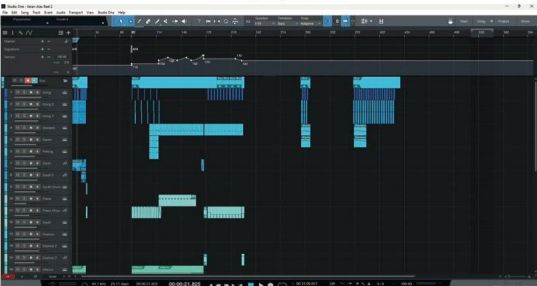
Mobile Recording



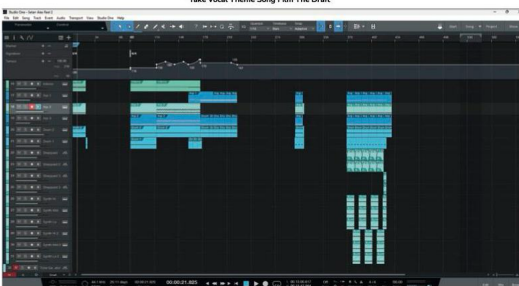
Sound Design using DAW Studio One



Take Vocal Theme Song Film The Draft



theme song in process in DAW studio one



theme song in process in DAW studio one



Sound Design using DAW Studio One



mobile recording equipment



Premier in Jaff

The Draft! (Setan Atas)

Clemens Felix Setiyawan, S.Sn., M.Hum.

Scoring's work for the Draft Film Trailer in the research results of this work examines in depth the creative and technical process in sound design and music arrangement in the horror film trailer The Draft! (Setan Alas). With a cinesonic perspective approach, namely the integration of sound and visuals as a dramaturgical unity, the research of this work places sound as the main element in building atmosphere, emotional tension, and narrative flow, beyond its function as a complement and enhancer of the image. Referring to Michel Chion's Audio Vision theory, as well as the sound design principles of Walter Murch and Rick Altman, the research of this sound work shows how diegetic (nature, foley) and non-diegetic (sound arrangement) sounds are arranged in a layered structure to create a deep cinematic experience. The process begins with the formulation of the concept of mystical forest sound as a dominant and active character, continued with a field recording technique, with granular manipulation, and exploration of minimalist music arrangements based on drones, tremolo, and microtonality. The trailer does not rely on the visual jump scare of horror films but instead relies on strategic silence, organic noise, and psychological effects such as Shepard Tones, infrasound, and binaural beats to form an emotional curve that moves from calm to panic and lingering fear. The sound architecture that attempts to blend Dolby Atmos based 3D with character object-based metadata maps of the visuals ensures deep and immersive spatialization of sound, while an audiovisual moodboard is used to align visual colors with emotional sonic textures. The results prove that unconventional sound design and scoring can be a key foundation in modern visual narratives, especially in the horror genre. The research in this work also contributes to the practice of artistic research-based sound design and opens up the potential for the development of more adaptive audio systems based on observation and experimentation with artificial intelligence for responsive and dynamic cinematic experiences.

Sustainable Development Goal(s) Relevancy

Goal 4: Quality Education

Goal 9: Industry, Innovation and Infrastructure

Goal 10: Reduced Inequalities

Goal 16: Peace, Justice, and Strong Institutions

References

- Chion, Michel. (1994). Audio-Vision Sound on Screen. New York Columbia University Press.
- Murch, Walter. (2000). In the Blink of an Eye A Perspective on Film Editing. Los Angeles Silman-James Press.
- Altman, Rick. (1992). Sound Theory, Sound Practice. New York Routledge.
- Sonnenschein, David. (2001). Sound Design The Expressive Power of Music, Voice and Sound Effects

Author

Clemens Felix Setiyawan, S.Sn., M.Hum.

Author Role

Creative Practitioners

Author Affiliation

Universitas Multimedia Nusantara

Country

Indonesia

ORCID Number

0000-0001-8028-5584

Short Biography

Clemens Felix Setiyawan, S.Sn., M.Hum., is a lecturer in the Visual Communication Design Study Program, Faculty of Arts & Design, Multimedia Nusantara University (UMN), Tangerang. He serves as a lecturer and has research interests in immersive technology development as well as human-centered design, especially for children and Generation Z. He is currently still active as a music designer for film, advertisements, jingles, traditional dance performances, theater, and other performances. As a composer, he is known through his work in various Indonesian films, including: Pilgrimage (2016), Skull (2018), and The Draft! (2023). His works reflect a fusion between traditional Nusantara music and a modern experimental approach. He is also active in research that combines art, technology, and culture. In addition, he is involved in community service projects, such as village profile video creation, village website development, and training in and production of batik motifs in Padabeunghar Village. Clemens Felix Setiyawan is a multidisciplinary figure who combines art, technology, and education in his work. With a background in ethnomusicology and an interest in immersive technology, he continues to contribute to the development of arts and culture in Indonesia.



Title

The Draft! (Setan Atas)

Production Process Years

2023

Publication Year

2024

Publication Details

The Draft! This film was first screened at the

- JAFF Indonesian Screen Awards at the Jogja-NETPAC Asian Film Festival 2023
- ETREUM Horror Film Fest Argentina 2025
- FANTASTIC FEST United State of America 2024
- FRIGTFEST United Kingdom 2025
- REEL ASIAN International Film Festival Toronto Canada 2025

Publication Media

Video

Recognition

-

Grants

-

Additional

The author would like to express his deepest gratitude to Multimedia Nusantara University (UMN) for the financial support provided, as well as to the Visual Communication Design (DKV) Study Program which has opened up opportunities and space for the author to work. Without this support, this research/work would not have been able to be carried out optimally. and also to the Film Akasacara team, especially to Yusron Fuadi as the director of the film who has entrusted the author with the project of making the Film and Game The Draft! and all parties that the author cannot mention one by one.