



Sonor Village was born in 2014 as a work team inside the Music Village Institute of Rome.

Composed by Antonio Affrunti (director), Daniele Siscaro and Gianluca Siscaro, the Sonor Village deals with audio production and musical creativity and especially with the creation of soundtracks for every type of project: films, short films, spots, documentaries, dramas, audiobooks, multimedial projects, videogames, books, websites, etc.

Sonor Village's areas of interest are:

MUSICAL PRODUCTION

Creation of soundtracks, stems, soundtracks for films, short films, spots, documentaries, dramas, audiobooks.

POST PRODUCTION AUDIO

Soundtracks, sound design, FX / Foley / ME track, mixing 2.0.

RECORDING

Live-recorded audio / film recording, live recording, studio recording

For its activity of sound production, it relies on two professional recording studios with the best digital and analogic technology.

Some samples of the tracks offered can be listened to at the soundcloud address <https://www.soundcloud.com/sonor-village> or on the YouTube channel, along with complete tracks.

During these years, the Sonor Village has worked for these publishing houses: Upper Comics, Verbavolant, Fallvision, Hyper Comix (Niwaen), Acchiappasogni, Minos Game, I.D.E.A. , Scuola di GdR, A.P.S. , Dicegames Italia, AAWGAMES (USA), The GM's Table (USA), Yarps (German) and many others.

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