

Qualification	BTEC Extended Diploma in Games Design and Development		
Unit Number and Title	69	Sound for Computer Games	
Assignment Title	Ambient Sound Loop - Research		
Assessor	Mark Parsons		
Issue Date	25/11/15	Deadline	10/2/16

Task. write about the following	Response							
<i>Type of production</i>	Computer Game Level - how long/what kind of scene/intention of loop? <ul style="list-style-type: none"> • 2 minutes long with 8 seperate spot effects • Sci-fi, space opera • Futuristic vibe • Abandoned space station • Suspenseful, tense • Retro/old-school sounding 							
<i>Finance</i>	Did it cost anything e.g. Stock music purchases? Nope							
<i>Time</i>	Produce a weekly planner. <table border="1" data-bbox="375 907 1500 2060"> <tr> <td>01 Research: Other games with similar sounds: elite dangerous, dead space 3 and alien isolation. Websites I may use: Youtube.com, freesound.org</td> <td>05 Editing: Audition and Logic Pro. Put sounds in suitable places and change volumes.</td> </tr> <tr> <td>02 Research and recording sounds: What is my audio loop going to be like: For my game sound, I have decided to make it a futuristic, sci-fi, space opera theme. It will be suspenseful, tense and eerie, with a slight claustrophobic feel to it. But it will also be quite retro sounding. It will be set on an abandoned space station in deep space. Your ship has been badly damaged by raiders, you managed to escape by using your warp drive, but it drops you in deep space with only the abandoned space station in sight so you decide that you have had to go on to it get help or parts to fix your ship. <ul style="list-style-type: none"> • Record ambience and spot effects: There will be a lot of echoing. A lot of mechanical sound effects to it; <ul style="list-style-type: none"> • Engine noises, (Car) At Home 3:00pm • Electrical sparks (Sparklers) In lesson 1:30pm, • "Whooshing" steam out of pipes, (Toilet Flushing) At Home 8:30pm • Clanging metal, (Hit something metal with something metal) In class 1:45pm • Robotic Voice announcer (Audition) At Home 4:00pm, • Things falling on floor (Drop different things) In class 2:00pm. </td> <td>06 Editing: Audition and Logic Pro. Changes sound distances using Reverb (Space Designer) and getting rid of higher frequencies by changing EQ.</td> </tr> <tr> <td>03 Recording sounds/ sound files: Using phone, H4 recorder. Make music for ambient</td> <td>07 Final changes to make it right: Make sure there are no unwanted signals, that</td> </tr> </table>		01 Research: Other games with similar sounds: elite dangerous, dead space 3 and alien isolation. Websites I may use: Youtube.com, freesound.org	05 Editing: Audition and Logic Pro. Put sounds in suitable places and change volumes.	02 Research and recording sounds: What is my audio loop going to be like: For my game sound, I have decided to make it a futuristic, sci-fi, space opera theme. It will be suspenseful, tense and eerie, with a slight claustrophobic feel to it. But it will also be quite retro sounding. It will be set on an abandoned space station in deep space. Your ship has been badly damaged by raiders, you managed to escape by using your warp drive, but it drops you in deep space with only the abandoned space station in sight so you decide that you have had to go on to it get help or parts to fix your ship. <ul style="list-style-type: none"> • Record ambience and spot effects: There will be a lot of echoing. A lot of mechanical sound effects to it; <ul style="list-style-type: none"> • Engine noises, (Car) At Home 3:00pm • Electrical sparks (Sparklers) In lesson 1:30pm, • "Whooshing" steam out of pipes, (Toilet Flushing) At Home 8:30pm • Clanging metal, (Hit something metal with something metal) In class 1:45pm • Robotic Voice announcer (Audition) At Home 4:00pm, • Things falling on floor (Drop different things) In class 2:00pm. 	06 Editing: Audition and Logic Pro. Changes sound distances using Reverb (Space Designer) and getting rid of higher frequencies by changing EQ.	03 Recording sounds/ sound files: Using phone, H4 recorder. Make music for ambient	07 Final changes to make it right: Make sure there are no unwanted signals, that
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	<p>1:30pm. Record more spot effects:</p> <ul style="list-style-type: none"> • Gun sound (Fun snaps) At home 3:15pm. • Laser Gun (Audition tones) At home 4:00pm. • Distant machines (Toilet Air con) In class 1:45pm. 	
	<p>04 Editing: Using Audition and Logic Pro. Make sounds sound like I want them, remove clicks and anomalies. Change frequency.</p>	<p>08 Finished audio loop with spot effects and bounce out. Make sure all files saved and ready to be uploaded to moodle and blog.</p>
<i>Personnel</i>	<p>Was anyone else involved in the production?</p> <ul style="list-style-type: none"> • Me • Grant • Mick • My mum 	
<i>Materials</i>	<p>Computer/Software requirements - Recording equipment use?</p> <ul style="list-style-type: none"> • MAC • Logic Pro • Audition • Phone • H4 Recorder 	
<i>Contributors</i>	<p>Names of people involved with any used sound files.</p> <ul style="list-style-type: none"> • My mum • Grant • Mick 	
<i>Locations</i>	<p>Where did you use the computers? Recording locations?</p> <ul style="list-style-type: none"> • At home • Class 	
<i>Health and Safety</i>	<p>Sound Levels/Working at computers/etc</p> <ul style="list-style-type: none"> • Make sure sound levels are not too loud • Make sure bags are not in way 	
<i>Codes of Practice</i>	<p>MCPS-PRS/TIGA/BIMA clearances to use files</p>	
<i>Sound file list</i>	<p>What specific files did you use/how long/etc?</p> <ul style="list-style-type: none"> • Recorded all sounds originally apart from one • Non recorded sound for explosion from http://offers.adobe.com/en/na/audition/offers/audition_dlc.html 	