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IGME 671.01

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Milestone 2 Update

* General Update

Overall, I am disappointed with the amount of time I was able to spend on this project last week. There were several other projects due for me last week, and I decided to give myself a well-deserved break (a real one, not just a “recharge”) over the weekend. Therefore, I was not able to really sit down and enjoy working on this project. However, I did get a chance to clean up the folder structure of my project. To put it plainly, I am not happy with the amount of work I put in last week for this class, and I aim to do better in the coming weeks.

As an update, I was able to do some solid work on Monday. There are now three (3) sounds that play in the project: colliding with an astronaut, pressing W to move forward, and pressing Q/E to tilt the ship. Getting the loop for the forward (and backward when it is implemented) ship sounds to stop and start with correct fade out may prove to be difficult, but the forward loop currently stops when W is released. The code for sound in the ShipTilt script is a little messy right now, but it gets the point across.

I know that my most difficult challenge will be getting the ambience for the different menus and such to sound how I want them to. I have yet to spend much time in this area for the project, but I plan to have those sounds done and (fingers crossed) implemented by next milestone update. These sounds will likely take up most of my work time for the project this week. Well, them and the voice recordings that I need to do.

* Audio Update

I found a few sounds that I feel would work well for the space ambience after going through some Reaper editing. These sounds are those of windchimes being struck in a closed environment (i.e. no wind interference while recording). I plan to edit these sounds in such a way that they will become hollow and ethereal. The idea is that they will give someone the feeling of floating through space. I have yet to record the voices for the robot “announcer” and the astronaut, but that should not be much of an issue once I know what I would like to say. The other sounds I found have more to do with the different dinging, whooshes and pings that I planned to have to represent the different interactions and areas within the project.

* Reaper Update

I was able to smash my way through two solid sounds in Reaper. One was the ShipTilt, and another was the CollectAstronaut. Both of these sounds required some editing in Reaper, and I really like how they both came out. The collection sound is a nice dinging noise that is easy on the ears, and the tilting sound is a futuristic buzzing that I made with quite a few FX filters. Oddly enough, the base sound was a submarine radar ping. If you listen very closely, you can still hear the “di-ding” of the radar blip, just very distorted. The different ship movement sounds that are sitting in the Reaper project are just there in case I need to manipulate them/find another way to make them fade rather than using FMOD. Also, there are a few tracks that are placeholders that I plan to work on for the next milestone.

* FMOD Update

FMOD is integrated into Unity, and there are three sounds implemented. There does appear to be some sort of issue when somebody downloads and extracts a zip file of the repo onto their own computer. There is an error in Unity that states the FMOD banks must be rebuilt in FMOD itself. That error does not occur in the actual project on my computer, so I am unsure as to why this is happening. Builds of the Unity project work just fine, though. Sounds trigger where they are supposed to when the build is executed and being run. The problem only occurs in the Unity project that comes from an extracted zip file. To alleviate some possible confusion, I included a zipped build of the current state of my project (for ease of access and all that).