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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.

* 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

LMAO didn’t do a damn thing

* FMOD Update

FMOD is integrated into Unity, and there are a few simple test 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.