**Design Masterclass**

**Meeting with Dave Pimm – 11/03/2019**

I met with Dave to get some advice on the basic geometry scene that I assembled for my final idea. I explained to him what each component was so he could then try it out with the Oculus Rift headset. He pointed out parts of the scene that I could rearrange for a better composition, for example – a part of the bridge where the player is positioned was overlapping a tree in the background. I didn’t notice this when assembling the environment, so Dave advised me to keep checking the scene through the headset, to make sure the composition is at it’s best. As this is where the player will be positioned, Dave also said that the bridge should be the asset with the most detail. After this meeting, he was happy for me to go ahead and start making assets.

Dave also sent over a few links to inspire some non-diegetic music for my scene. He asked me to think about whether I’ll be having diegetic or non-diegetic sounds/music for my scene. I have planned to include birdsong and wind chimes as diegetic sounds for my scene, but will now be considering having some subtle, calm and relaxing non-diegetic music in the background.