**Design Masterclass**

**Meeting with Dave Pimm – 18/02/2019**

I met with Dave to talk about the work I had done so far and asked what steps I should be taking next. After telling him I had conducted some research on tranquillity, wonder and virtual reality, as well as making mood boards and sketches of potential ideas, we agreed that it would be best to start off by getting straight into a Unity scene to try out the virtual reality headset. By doing this, I would be able to develop a clearer idea of what I want to achieve, by using lighting techniques and basic geometry to create a scene. While building up a scene, I will be considering componentslike the time of day, the season and what the weather will be like. I could then start adding sounds such as birdsong, insects, running water or anything else that may emerge while assembling this environment. I could then start designing and building the models, checking them in the scene periodically, to make sure everything is working as it should and amend any issues when needed.

We talked about the game No Man’s Sky, and how I could aim for a similar stylised art style, as well as the composition of flora and any other assets around the scene. I asked Dave if I would be able to use a skybox in my scene, which I could and he also told me to consider making my own, which I’ll be exploring this during the project.

Dave also mentioned that if I would like to use birdsong in my virtual reality experience, I could find the British birdsong audio clips that BBC had released and download the sounds from there. After doing a quick search, I found the link - <http://www.bbc.co.uk/radio4/science/birdsong.shtml> - so I will be using these if I decide that birdsong will be appropriate in my environment.