*Please delete all instructions in italics*

*Suggested length: Maximum one page*

*Please upload Highlight Reports to the SPMS the day before your supervisory meeting*

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| **PRCO304: Highlight Report** |
| **Name: Marc Brooks** |
| **Date**: 13/05/17 |
| **Review of work undertaken**  Still unable to figure out why the text is not showing / following the headset. It works perfectly fine nevertheless but doesn’t seem to want to show on the headset HUD. Guess this could be looked at as a useful desktop application instead.  Managed to create the rough version of the haptitory sound using a AS-50 Sniper Rifle sound effect from this YouTube video: <https://www.youtube.com/watch?v=lZJoKI3A6uI> which had a low-pass filter applied to it to prevent residual bass from influencing the haptic feedback from the SubPac and then create a few sinewaves manipulations with varying frequencies and amplitude and applied a high-pass filter so that the sinewaves could not be audibility detected by human hearing. Hoping to do the same with previous Trombone sound effects that had been recorded by myself. Also been working on a rough level for the blind simulator so that users can walk to a destination using the haptic loops for guidance. Camera was shut off to force users to use their senses rather than eyesight and to help replicate the effect blind users would see when training to use the blind stick. |
| **Plan of work for the next week**  Create haptitory sounds using the previously recorded trombone sound effects. Stuff is still partially finished in those recordings with only the haptical side being recognised. Guess could use a different trombone side for the tonal side instead. |
| **Date(s) of supervisory meeting(s) since last Highlight N/A** |
| **Notes from supervisory meeting(s) held since last Highlight**  N/A Not seen supervisor as of current. |
| **Stage review**  Developed a rough haptitory sound file.  Created a rough level for the blind simulator. |