**Production Diary**

**15/02/22**

Starting with Audio Frequency Detector for my first brief, I needed to research audio sampling methods within Unity and resulted with an array of frequencies representing an audio spectrum

**01/03/22**

Continuing with my first brief, I needed to normalize my data against a set of frequency bands I found online. I was then able to create thresholds and event triggers.

**15/03/22**

Moving onto the Instanced Scrolling Material brief. I instanced the material by getting the material used by the mesh render through code then adjusting its offset values as a function of time. I then looked into getting it running while in scene to make adjustments easier

**29/03/22**

Next was the Rolling road. I managed to make a road of length 100 which generated although it looped over itself.

Added overlap protection to the road via raycasting and a developer key to remove a segment/check for obstruction

**26/04/22**

Added a dummy rider to the rolling road which snap turned on bends and deleted segments after passing them + triggered the obstruction check.

Added a mini radar to look at the surrounding generated road.

**03/05/22**

My last brief was the Radar which used an overhead orthographic camera of variable size. Radar pings generated were world space canvases with a built in Image component. Pings would stick to the outside of the Radar circle and disappear if far enough away.