

How Does a Cassette Tape Work?

Design Document

CT6015 Creative Visualization and Animation

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Introduction

This design document follows my planning and development of my interactive visualisation How Does a Cassette Tape Work? The development will cover how successful my methods were and any improvements made informed by this.

Choosing the Subject

I chose the Compact Cassette as my subject with a young target audience as this is something not generally well understood by young people.

Software and Techniques

As the game engine I have the most experience with, I have chosen Godot for this project. Godot provides all the functionality I will need to build this interactive project. For 3D modelling I have chosen Blender as I have experimented with it before and it is very accessible for self-learning. As I have little 3D modelling experience I will not be UV unwrapping or texturing the models, as dedicating the amount of time necessary to develop these skills would not allow me to produce a visualisation within the time frame.

Target Audience

The target audience of 'How Does a Cassette Tape Work?' is children and teenagers aged 10-19.