In this footage I will showcase the key features to my board, which is designed to help developers trial foley sounds for their work on animations or games, as stated by Aaron Marks, “most game sound designers would record the sounds separately or grab them from their sound libraries, then sync to the actions”. In this instance my sounds are taken from SoundSnap and used to give my board the appearance of a sports car. The sounds will be performed through the use of a toggle and buttons; when one of these are in use the LED corresponding to the sound will light up.

The first button from the right is the crash sound and when its pressed the LED above it will light up. Next to it is the gear change button and similarly when pressed the sound will play and also resulting in the LED above it to light up. The third LED from the right will light up when the toggle is pressed down, triggering the car horn. Finally, the last LED from the right is an RGB LED which will change colour depending on the direction of the toggle, this will showcase whether the sound for acceleration, reverse or turning is triggered. I tried to cover all bases of sounds shown in the video footage as “sounds… missing altogether, they would stick out like a sore thumb”.

An example of Foley usage such as this can be seen in the behind the scenes of Netflix and Riot Games’ big hit Arcane (50 words)

The layout to my board has been inspired by gaming console controllers such as the Xbox one Controller. However, mine more resembles a Nintendo 64 controller with only have one toggle and a few buttons. The advantages to using a toggle or slider is the opportunity to fade noises, my sounds can be ramped up or muted by moving the toggle further in one direction or in the reverse. This can allow for a build up of sounds and add realism to the scene as the car gradually gets louder.

An area to improve for my work would be an easier to navigate board, the board is covered in wires making the buttons rather difficult to access and occasionally wires in the inputs and outputs can fall out due to looping over other wires and having tension on them. Furthermore, the max msp file can be a little more organised, I believe I’ve done what I can to make it as clear as possible, however it can still be intimidating on first appearances.

Finally, I am aware that the board doesn’t cover every sound in the scene, the board isn’t big enough to allow the user to toggle sounds such as the environment or more specific sounds to a car such as indicators. The main job of the board is to highlight and trial the key sounds to a scene quickly and spontaneously .