**Testing the board –**

* In this footage I will showcase a few features of the board, these are acceleration, breaking, reversing, honking and crashing.
* In this video I will more clearly show case turning and drifting
* Finally, this video will showcase gear changes and growing acceleration
* The boards main interaction form is that of Foley sound.

**Inspiration –**

* This piece of work is based on Foley SFX
* This board will help studios test sounds to games or animations through a variety of tools – as seen in the behind the scenes of Netflix and Riot Games’ big hit Arcane.
* The design of my board is influenced by console controllers (showcase xbox controller)

**Evaluation –**

* An area to improve on this would be an easier to navigate board, the max msp file could be easier to navigate as well
* An engine rumble for when the car is in a neutral gear so there is an ambience playing
* There are a lot of features to a car and environment, however not all of this could fit on the osc, therefore only the main aspects were brought to life.

**How to record –**

* Birds eye view recording of model
* Record screen using OBS – clap hands to align video with hand recording