The inspiration for this project was to create a soundscape for someone who is trying to escape from the police. The beginning shows the man in a car speeding when the police hear that he is suspicious through radio chatter. Then the police car starts chasing him. Finally, the man in the car runs a red light which causes all the honking. In the commotion the man stops the car and gets out on foot running. He is to meet his comrade in the helicopter. The helicopter lands and the man get in and lets out a sigh finally feeling like he is safe. Then the helicopter takes off. Also, I included the sigh as the only voice to really immerse a listener and emphasize the relief felt when the man had escaped. I used the looping function to make sounds longer. The fade in and out functions were also helpful in providing cohesion to a few of my sounds. They made sure everything flowed and allowed me to end my soundscape with a helicopter fading away. Moreover, I played with the volume function of different sounds to emphasize some sounds and de-emphasize others. For example, the rain was the perfect volume to not overbear other sounds. Some challenges I faced were whether to include voiceovers or not. In the end I felt like the soundscape was more immersive if the listener did not hear from the man escaping until he lets out a sigh letting us know he is safe. While making this soundscape I started by creating a car chase and played with sounds until I felt like what I made could really paint a picture. Then I decided to transition to the man on foot and showed him travelling through snow. After this I added in a helicopter as his escape route. Overall, the soundscape was action-filled and had peaks where more sounds were louder as I intended. Another challenged I faced was when sounds were too short for what I wanted. When this occurred, I simply used the looping function to make them longer. It took a while to loop it correctly so it did not sound choppy.