* Aspects of Sound Design
  1. Express the Visual
  2. Dynamics
  3. Perspective
  4. Articulation
  5. Space
  6. Density/ Laying
  7. Enhancement
  8. Material
  9. Position (L/R)
  10. Pace
  11. Anthropemorphic (Giving character to something that isn’t alive)
  12. Building up to the final important effects
  13. Organic vs synth
  14. Detail
  15. Sonic positioning (far/close)
  16. Iconic sounds vs creative (keeping iconic integrity)
  17. Believable