

How Sound Works

The way sound works fundamentally can give us insight into how we perceive it and how that differs from one person to another. This is more sample text explaining this node completely.

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Figure 5.3 Frequency range, and some common sounds occurring within the range.

Sample text explaining this figure

What is Sound? A brief description on how audio work...

WHAT IS SOUND?

Sound is fluctuations in air pressure.

Sample text explaining how this media relates to the concept and metaphor.

More example text explaining how this relates to concepts that we've talked about in class. *Donec quis liqua eget ligula egestas nibh. Sed id odio porta in justo sit amet, ultrices hendrerit velit. Aenean vel ante erat. Sed iaculis condimentum ipsum sed luctus. Fusce lobortis purus metus, sed viverra mi fermentum ac. Pellentesque pellentesque placerat quam eu facilisis. Duis tempor neque quis ipsum porttitor, at accumsan magna malesuada. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos himenaeos. Vestibulum vel elementum, nec viverra ex egel semper scelerisque. Praesent pulvinar elit sagittis eros pulvinar, a maximus metus incidentum.*

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Mockups for the first wireframe, How Sound Works. These would only be used on the first page of the tour when teaching the user about audio and frequencies and how everything sound works. This page is meant to be simple and immersive to get an overall feel for sound before diving in to mixing. The two mockups above feature different color palettes of green, yellow, and red, the common colors of measuring audio levels on a console. The final implementation will probably be done in the darker gray with red, yellow, and green accents as it seems to look cleaner than the other color variant.