



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.