Denis Pickering GAT Report

# Ambience

**The origin of any source files**

**The editing and processing**

**Images**

**Notes**

# Creature

**The origin of any source files**

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**Notes**

# Dialogue

**The origin of any source files**

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# Footsteps

**Metal Heavy**

**The origin of any source files**

BBC Sounds

**The editing and processing**

Pitch Effect, slowed by 25% to elongate the footstep.

Bass increaser by 10db to give impression of heavy spaceman footstep and density off the metal.

**Images**

**Notes**

**Metal Light**

**The origin of any source files**

**Metal Heavy Footstep**

**The editing and processing**

Bass Reduced by 10db to give impression light density off the metal.

Pitch Frequency increased by 5% to emphasize clang sound of light metal. Like banging a tin.

**Images**

**A screenshot of a computer

Description automatically generated** **A screenshot of a computer

Description automatically generated**

**A screenshot of a computer screen

Description automatically generated**

**Notes**

**Sand**

**The origin of any source files**

[Freesound - 01 Footsteps Sand.mp3 by Coral\_Island\_Studios](https://freesound.org/people/Coral_Island_Studios/sounds/459449/)

**The editing and processing**

Pitch Effect, slowed by 15% to elongate the footstep.

Bass increase by 5db to give weight to footstep

**Images**

**A screenshot of a computer

Description automatically generated**

**A screenshot of a computer

Description automatically generated**

**Notes**

# Menu Buttons

**The origin of any source files**

**The editing and processing**

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# Object

**The origin of any source files**

[Freesound - ding3.wav by suzenako](https://freesound.org/people/suzenako/sounds/320902/)

[Freesound - Normal click by Breviceps](https://freesound.org/people/Breviceps/sounds/448086/)

**The editing and processing**

**Images**

**Notes**