Denis Pickering - GAT Report

# Unity Implementation

I used a spatial sound design approach, applying distance-based attenuation for all sound sources. The space hub, primarily composed of metal, features a heightened reverb value to reflect its openness and metallic surroundings. This give players a heightened sense of immersion.

# DenisPickering\_Dialogue

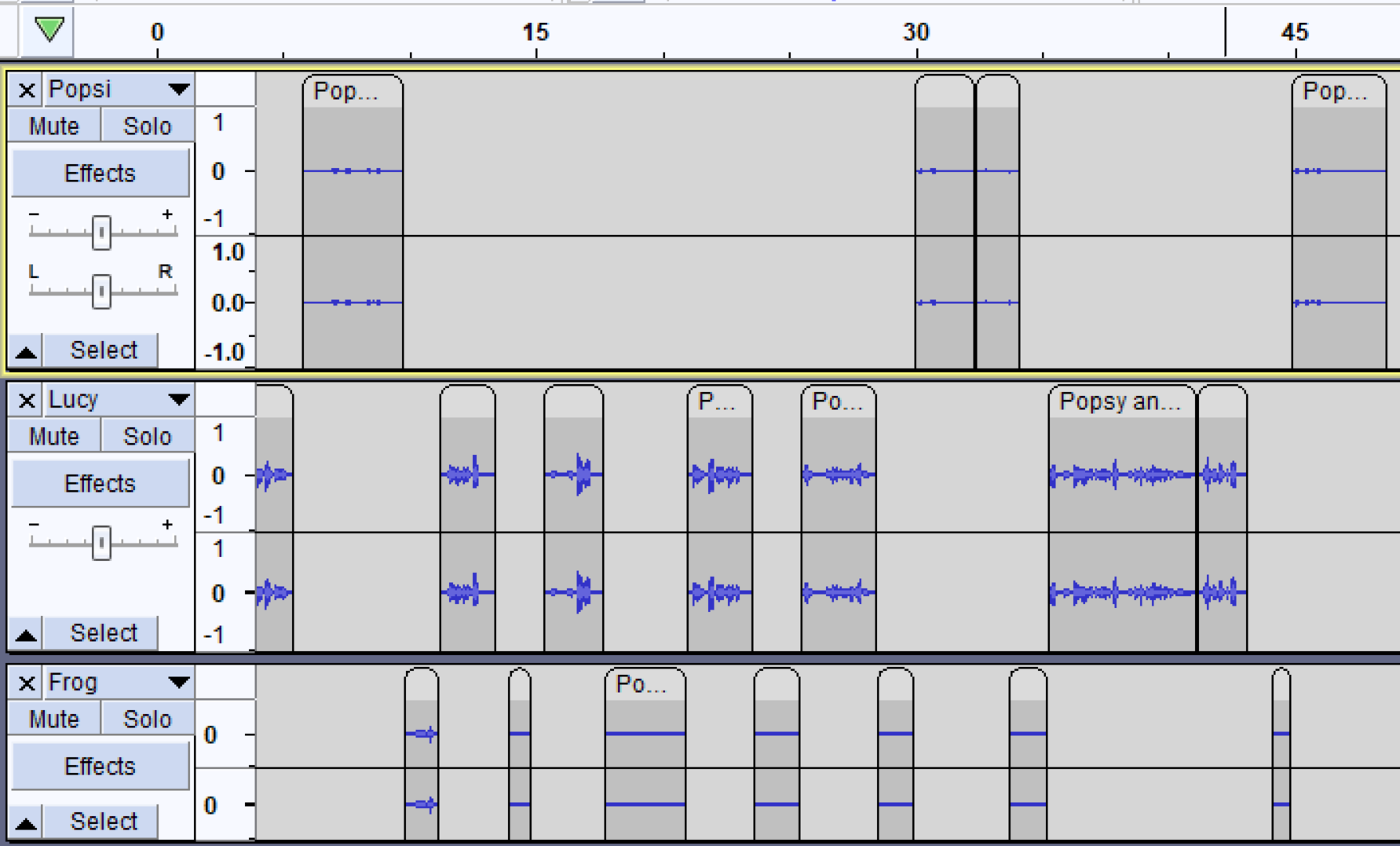
**Origin: GAT Assets**

Separate audio into clips for each line of the script. Each character has its own track and the clips are relative to the script order. Each take has its own audio track.

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Selected the best audio lines for the script, one track per character.



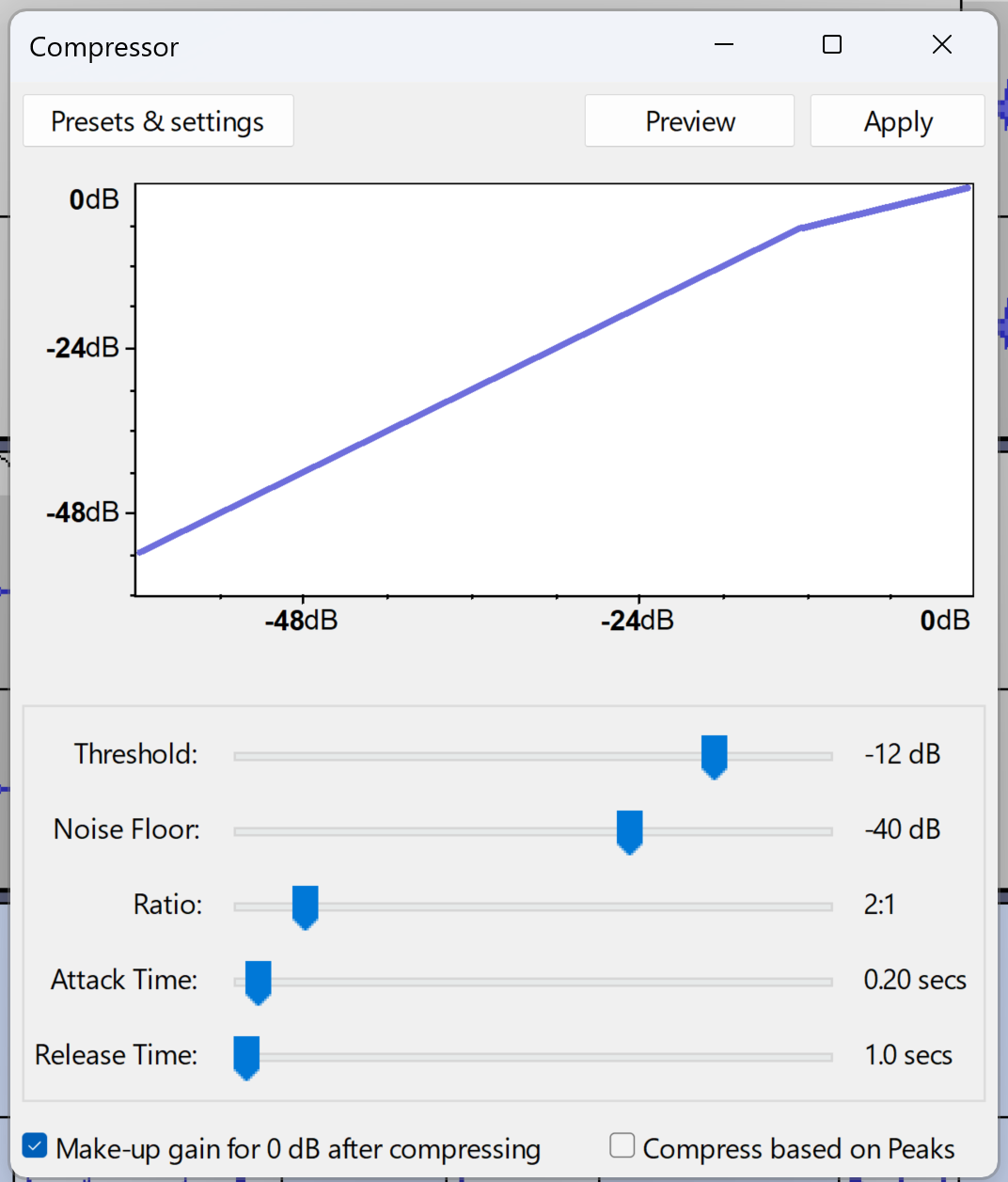
Removed dead air to ensure the dialogue was tight.

A blue and black sound wave

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Applied Compressor effect to each track to balance the dynamic range.

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Loudness normalisation to balance levels. Applied high pass filter to some tracks to remove background rumbling.

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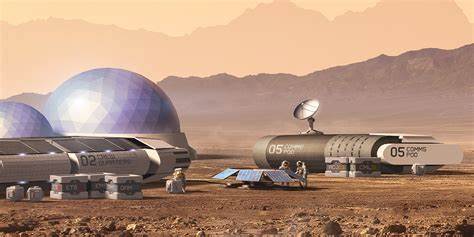
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Final result is a clean dialogue with no dead air, clear vocals and balanced audio.

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# DenisPickering\_Ambience

**Middleground**

[Freesound - Electronic voice stutter by secondbody](https://freesound.org/people/secondbody/sounds/614679/)

**Foreground**

[Freesound - burbleHum.wav by shimsewn](https://freesound.org/people/shimsewn/sounds/39103/)

[Freesound - Electronic2.wav by khcm1157](https://freesound.org/people/khcm1157/sounds/530389/)

[Freesound - Escalator hissing 1\_4 by MBPL](https://freesound.org/people/MBPL/sounds/668813/)

[Freesound - electronic signal by PhonosUPF](https://freesound.org/people/PhonosUPF/sounds/487633/)

**Background**

[Freesound - Hourglass Sand.wav by Benboncan](https://freesound.org/people/Benboncan/sounds/122863/)

[Freesound - Gas hiss 09.flac by TRP](https://freesound.org/people/TRP/sounds/575261/)

**Overview**

Each clip in the ambience is trimmed for the desired sound. Each has its own track which allows me to overlay sounds to construct an ambience. The levels are balanced using the gain slider or with the amplitude effect. The atmosphere ebbs and flows, with an eerie atmosphere and a more sinister tone towards the end of the track.

**Voice Stutter**

Established the voice stutter track as the core part of the middle ground. To fit the sci-fi theme. Added a slight reverb and pitch shift.

**Phone Call**

This adds to the mystery and sense of isolation. A distorted call that is never answered. Wahwah gives a siren like effect, and the pitch deepens the sound, giving a sinister tone.

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Additionally, I reverbed the clip which increased the ringing. Then reversing and joining to the original, this created an odd ringing effect, far removed from a phone call on earth.

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**Voice Overs**

Sporadically placed in the ambience. They are error messages, which gives the impression something is wrong. The pitch is increased to emulate a robotic voice. The wahwah distorts the audio like broken circuitry.

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The final voice over “system” repeats towards the end of the ambience, marking the end of the track. With each one the clip is stretched and further distorted like a computer malfunctioning.

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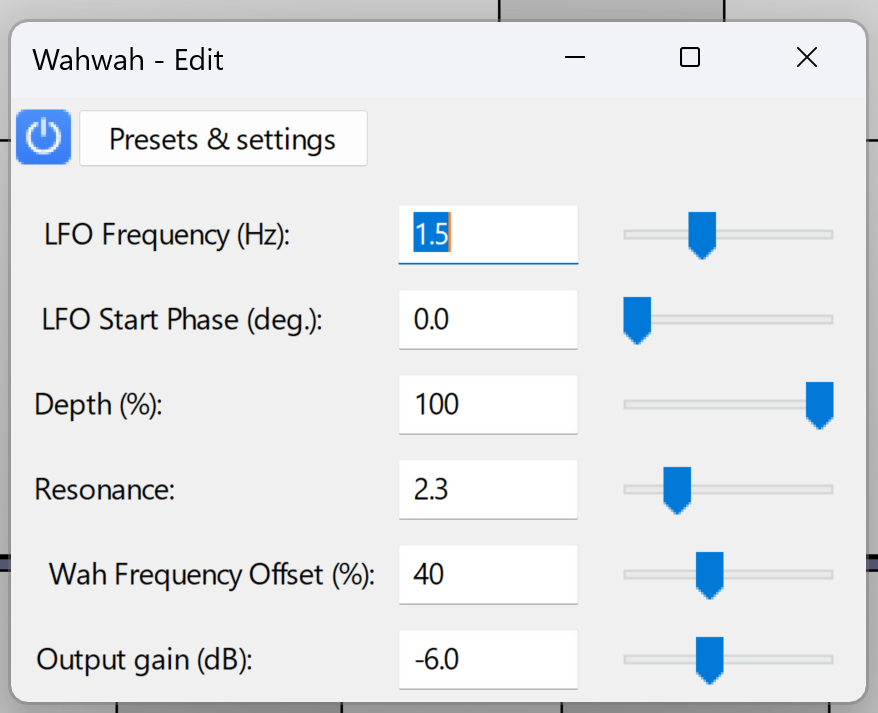
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# DenisPickering\_Creature



**Origin:** Voice Recording

I recorded a series of alien like dialogue. Used a wah-wah effect and higher pitch to create an alien-like voice to differentiate the Martian creature from the human astronaut.



# DenisPickering\_Character



**Origin:** Voice Recording, [Freesound - Hourglass Sand.wav by Benboncan](https://freesound.org/people/Benboncan/sounds/122863/)

To emphasize the character's remote location and astronaut status, I applied an EQ filter curve to reduce certain frequency bands and create a radio-like effect. I also added a background sound of hourglass static and manipulated its amplitude with an envelope tool to simulate the intermittent transmission of a walkie-talkie. This combination of effects effectively conveys the character's isolation and communication challenges.**A screen shot of a graph

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# DenisPickering\_Footstep



To create realistic astronaut footsteps, I removed dead air from the audio recordings. I applied low/high EQ passes to remove any background noise and adjusted the bass to give the impression of heavy astronaut boots.

For metal surfaces, I used the same audio clips and adjusted the pitch and reverb values accordingly, giving light metals a higher pitch and denser metals a dull tone. Each footstep clip has a slight reverb effect, but the lattice has a significantly higher reverb value to simulate the hollow echoing sound of a metal structure with many gaps.

**Metal Sound Waves**

The lattice maintains its amplitude, whereas the others fall off much sooner.

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**Light Metal Example**

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# DenisPickering\_Footstep\_Plant

**Origin:** BBC Sounds Effects

The raw file is salad being eaten. I trimmed this, adding slight distortion to emphasise the crunch of the plant under the heavy footstep.

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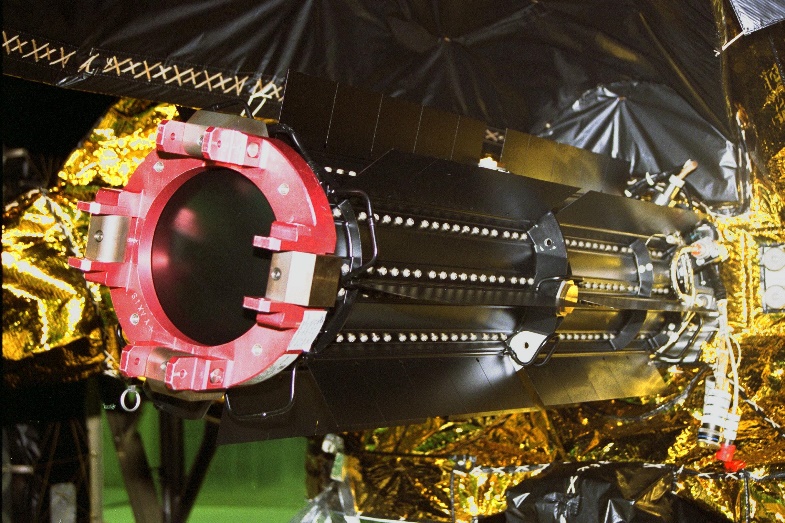
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# DenisPickering\_Footstep\_Sand

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

The astronaut's footsteps on thick Martian sand. I stretched the audio and increased the bass to create a heavy, dragging sound that emphasizes the astronaut's struggle to move through the sand.

# DenisPickering\_Object\_Generator



Origin: Voice Recording

I made voice recordings mimicking an electric generator. I used a low-pass filter to remove high frequencies and create a deep hum. I also used a wah-wah effect to give the sound an electric quality.

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# DenisPickering\_Menu\_Button

Origin: [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 menu uses high-pitched electronic sounds to create a sci-fi feel. The sound for selecting an item is lower than the sound for hovering over an item, to reflect the difference between a decision and a question. The slider sound has reverb to simulate movement.

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