# Part 1

1. **Footsteps**. Create a single footstep sound on three different surfaces. You can record the footsteps yourself or download footsteps from one of the online resources provided. However, you should make sure to:
2. Edit the three footsteps so they’re ready to be implemented, this means there is no ‘dead air’ at the beginning or end.
3. The surfaces can include grass, sand, steel, gravel etc.
4. You should include in your commentary an image of the spaces you imagine your footsteps would fit into. For example, this could be the corridor of a spaceship, and your footsteps might have a ring to them, and a degree of echo.
5. Your commentary should also include a note on the processes you used to make your sounds fit into the space. For example, if you’ve used pitch-shifting, EQ and reverb to make your metallic footsteps ring out and sound like you’re in a large corridor, describe how you used each effect and why.
6. **Three menu button click sounds**. This should include:
   1. 1. Button down/pressed
   2. 2. Button up/released
   3. 3. Mouse over

Your commentary should include an image of a menu screen from an existing game and describe how you have created the sounds. You may use any combination of sounds, either self-recorded or downloaded from one of the sources provided. You should try to match the aesthetic of the menu with your sounds as closely as possible. Your commentary should include a picture of the scene you envisage, and your sounds should be appropriate for the scene. You are free to use self-recorded sounds, sounds downloaded from the internet, or a combination of the two.

1. **A tidily edited version of one of the dialogue files provided on Brightspace**
   1. Tightly edit the dialogue, removing all extraneous sounds, so that the dialogue fits the script (scripts are provided on Brightspace)
   2. Apply any processing necessary to the voices, this may include compression and EQ
   3. Make sure the levels are consistent across the entire dialogue exchange
2. **Create a single minute (approximately) of ambience with a foreground, middle ground and background.** This may be one of the following:
   1. A city
   2. A medieval village
   3. A spaceship
   4. A different scene of your choice.

Your commentary should include an image of the scene you envisage, and your sounds should be appropriate for the scene. You are free to use self-recorded sounds, sounds downloaded from the internet, or a combination of the two.

1. **A realistic sound of an object/something happening**. However, this must NOT simply be a recording of the event or object itself. You should be aiming to create a sound with sounds are ‘not the thing itself.’ The classic example is spaghetti being used to simulate the breaking of bones, or coconut shells to imitate the footsteps of a cartoon horse. In your commentary you should detail which sounds and processes you used to achieve the result. The object can be anything at all with no limitations. You are free to use self-recorded sounds, sounds downloaded from the internet, or a combination of the two. Your commentary should include a picture of the kind of object/event you’ve created.
2. **A creature sound**. This can be anything from a friendly dog to a horrifying alien. Your commentary should detail all the processes and effects you have used. You are free to use self-recorded sounds or sounds you have downloaded from the internet. You are strongly encouraged to allow your creativity to flourish in this part of the assignment. Your commentary should also include a detailed breakdown of how you constructed the sound. You are free to use self-recorded sounds, sounds downloaded from the internet, or a combination of the two.

**In addition to your portfolio of sounds, you must produce an 800-word report** which should have the following structure, covering and describing the following for each of the required sounds: a) The origin of any source files b) The editing and processing c) Any other notes d) Images as required (for example, the object/event) e) Any other notes.

# Part 2

You must produce a 5-minute video capture of your game environment which clearly demonstrates you have integrated the following sounds into your game:

a) A plausible sonic ambience (including UI sounds from Part 1)

b) Character sounds (including dialogue)

c) Footsteps (including surface changes where appropriate) from Part 1

d) Object specific sounds (this may be doors, random items and/or animals)

e) Vehicle Sounds (including vehicle movement)

You MUST use the footstep and UI sounds you created in the first part of the course in this part of the assessment (modifying them as necessary to fit the overall aesthetic of the game). The other sounds can be recorded or downloaded from the internet.

In addition, you must either annotate your video or provide a separate text file that lists the sounds you have used and any sources.