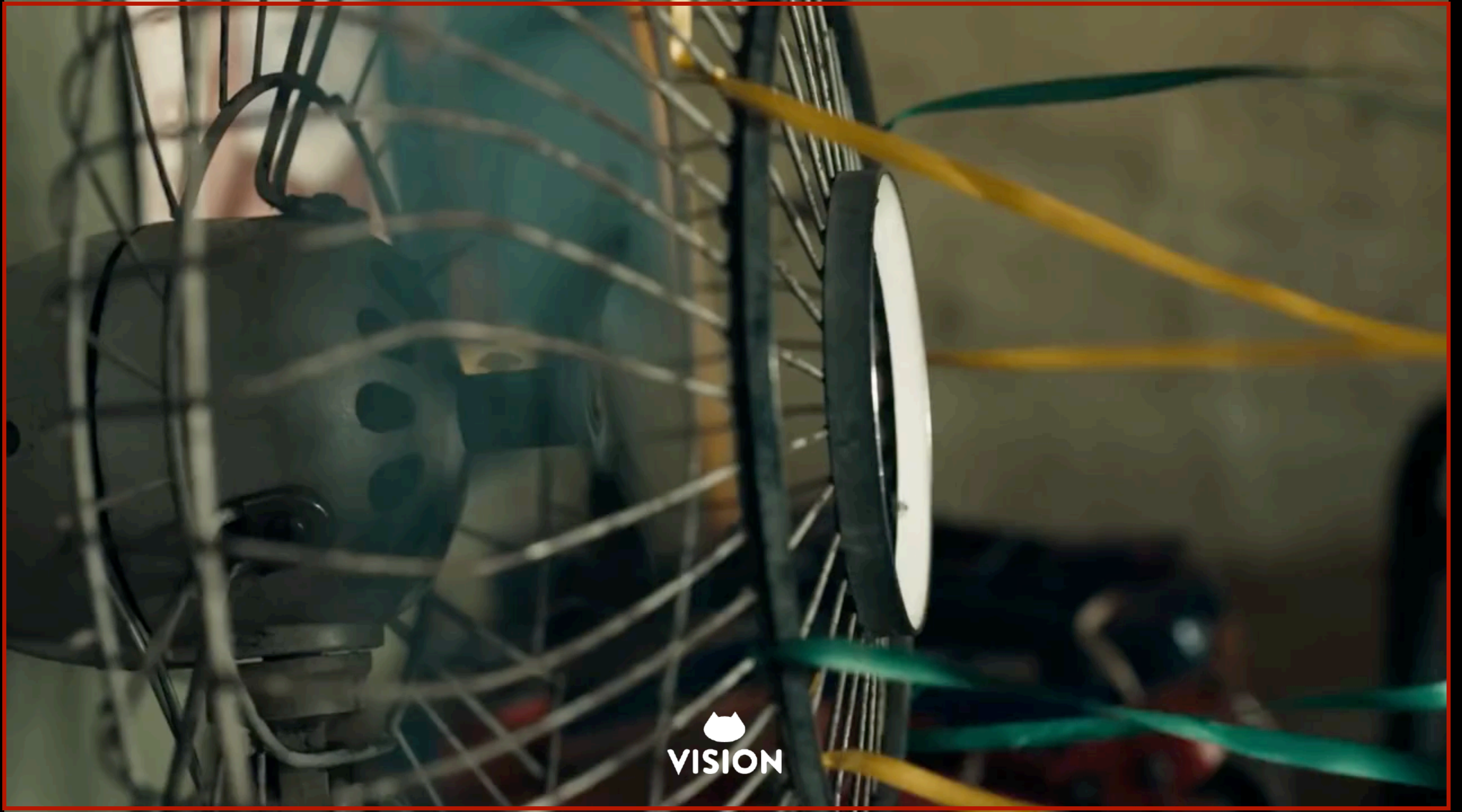


SOUND DESIGN

In this project, sound design is a very important chapter because we have to create layers of sound. In the foreground, we'll have the extra-diegetic music that moves the story forward.

I would like to hear the voice of our main character, not speaking, but just the sound of his nervousness, the sound of fanxiety. His inspirations and exhalations will add to the tension of the moment. Additionally, we will hear the sound of a Coors Light can cracking open and the exhale of air immediately after being opened. It's the air that our character needs to help destroy his fanxiety.






VISION