7/17/2015

CS 4590 Homework 3

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1. Collisions with two “person” are implemented.
2. There are 5 dynamic sounds. 4 from the cars (cubes) and 1 from a moving person.
3. The “Rat” sound from a building changes by pitch according to the distance. Two person’s speech can be heard clearly when approached close.
4. The two buildings at the end have reverb zones, with dogs and cats.
5. There are bird sounds in the scene that are continuously heard.
6. The train sound is random from a bank of 4 different sounds.
7. The pitch of the rat changes according to the distance between the person and the building.
8. Two sounds are human voices from the people if approached close enough.

All of the sounds are from <http://www.freesound.org/>

The place we think of is in a city with a train track nearby. It is often very busy with lots of sound sources in a city. The control is save as the one in the tutorials given. There are also sounds from the street lights and when approaching the bins at the sides of the road. Most of the sound sources, but not all, are listed on the map.