Main Dining Area Write Up

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I am responsible for the main dining area. After collection my sound source banks that contains about 11 sounds, I eliminated it down to 8 sounds after deciding the environment of the restaurant. The setting of this restaurant is decided to be a bar and grill environment, so the sound sources (mainly conversation) should be between people talking not very serious matters. Conversation should not be hold too calmly such as dining in Sundial but not extremely loud such as in Chinese restaurant. Therefore, the conversations I found mainly focus on food order, friend chatting, or conversation between two persons. Consider the fact that not all the table will be full, but I still want the first person navigator to realize an empty table is nearby; I also collect a setting up table sound source of a waitress doing so. In addition, I also put in a baby crying sounds so it indicates a kid friendly environment versus those high fine-dining places that might not allowed. When new people walk into the restaurant, the person will also be greeted with a receptionist who asked if reservations had already been made.

When applying the sound to Unity, I need to be careful not just place the sounds just at the middle of the table but instead between like the waitress and the person ordering if the sound source contains both the people who is ordering and the waitress who is taking the order. I also consider the fact that a baby should be placing next to instead opposite of the adult. Ambient quite noise is also place throughout the restaurant to give it a realistic setting. All sounds are adjusted with 3D spatial sounds, so it gives sounds distance effects.

For the conversation aspect, I tried to place audio in different table such that not all tables contain the same amount of customers. For example, in the movie chat sounds, there are four people discussing a movie in the same table, while in the other table, only an old couple sits there.