

## Brief:

In today's workshop we will split into 3 groups and rotate through the 3 different activities.

1. Control C: Intro to S6 Workshop
2. Control G: Find an animation clip for your group
3. Mastering: Analyze Some gameplay footage.

## Timetable

|              | Group A   | Group B   | Group C   |
|--------------|-----------|-----------|-----------|
| 11-12pm      | Control C | Control G | Mastering |
| 12:30-1:30pm | Mastering | Control C | Control G |
| 1:30-2:30pm  | Control G | Mastering | Control C |

## Overview

**Control C:** A brief introduction to how to use Control Room C with your instructor.

**Mastering:** As a group research some 3-5 min animation clips. Shortlist a few for potential Project 2 Clips.

**Control G:** Search youtube for some gameplay footage. (avoid videos with commentary) Analyze at least 3 minutes of the footage. Write down every sound you hear (you may need to watch several times.) Categorize each sound as Diegetic or non diegetic.

Categorize each sound as Music, Dialog or FX.

Is it a 2D or 3D sound?

You can use this table or feel free to create your own

| Sound | Type | Diegetic? | 2D or 3D |
|-------|------|-----------|----------|
|       |      |           |          |
|       |      |           |          |

[illegible]