

# SCOPE OF WORK

## DELIVERABLES

1. *Sound design*
  - Identification of narrative/concept
  - Sounds created in Ableton Live (26 sound clusters)
2. *Programming platforms/aesthetics*
  - Creation of a virtual environment in Unity
  - 3D modeling in Cinema4D/use of basic geometry in Unity (to be decided)
  - Linking sounds to models/geometry
  - Real-time ambient sound, manipulated and played back
  - Animations/simulations applied to these geometries
3. *User Interface*
  - Website with proper aesthetics and navigation
4. *Collaboration mode*
  - Protocol development and link between the application and browser through sockets
  - Link between the browser and a central server

## USER-TESTS

1. *User tests will be carried out after the development of scope deliverables 1 and 2 and tweaking of audio and visuals will be done thereafter*
2. *Following the development of scope deliverables 3 and 4, user tests will be conducted and adjustments/refinement of links between app and the browser as well as the browser and the server will be performed*

## TIMELINE

Basic framework for scope deliverable **2** will be completed before **March 26**. Refinements will be carried out throughout **April**. Experiments with scope deliverable **1** will be carried alongside and completed by **April 3** and sounds will be linked to the environment created in deliverable **2**. First phase of user-tests will follow this and incorporated alongside deliverable **3** and **4**, which will be completed no later than **April 17**. Second phase of user-tests will follow and changes will be incorporated by **May 1**. Deliverable **3** and other challenges/aspects will be refined in the following weeks. Project submission date is **May 18**.