



Checklist for sound – general

The first page goes through general tips for sound. On the following pages you will find a checklist for virtual reality and preparing for a stream.

- Understand the overall goals and objectives of the digital experience, including the type of content and target audience.
- Research the technical requirements and limitations of the platform, including file formats, bit rates, and channel configurations.
- Plan the overall audio design, including the use of spatial audio, ambisonics, and other audio techniques to enhance the user experience.
- Edit and process all audio assets to meet the technical requirements of the platform, paying attention to quality, spatial properties, and file size.
- Implement the audio assets into the digital experience, testing and adjusting as needed to ensure proper placement, balance, and overall sound quality.
- Document all steps and settings used in the audio production process for future reference.
- Consider the accessibility options for users who may have hearing impairments, and implement the necessary adjustments.
- Take into account the localization aspect, if your digital experience is intended to be used in different languages, make sure to consider how the sound will adapt to different languages.
- Bring in the sound/music professionals as early as possible in your project. If the budget is tight, have them take part in a creative meeting at the beginning of your process to give them a head start. That way, they will get a feel for your piece, will play around with ideas and be able to contribute in a better way to the collaboration later on in the process
- Sound is a useful and powerful tool to program the listener/viewer towards one or another state of being. Use sound/music to completely change the context and how the audience will feel. Using sound is great for shifting the focus of the audiences from one direction to another.
- Increase the reverberation and, increase or decrease the loudness to make sound appear closer or farther away.
- Space affects the way the sound is perceived.
- Make sure the quality of your sound/music is really good. Humans are generally more forgiving with bad visuals than with poor sound.



Sound for virtual reality

Planning and preparing the sound for your virtual reality creation.

- Research and understand the specific requirements and limitations of the VR platform you will be working with.
- Plan and design the sound for your VR experience in advance. Think about how sound can be used to create a sense of immersion and presence in the virtual environment.
- Identify the sound sources in the virtual environment and consider how they can be used to create a sense of realism.
- Create a detailed list of all the audio assets that will be required, including sound effects, dialogue, and music.
- Use spatial audio to create a sense of depth and realism in the VR experience. This can be achieved through the use of ambisonics or other 3D audio techniques.
- Record or acquire all necessary audio assets, paying attention to the quality and spatial properties of each asset.
- Use sound localization techniques to create a sense of direction and movement in the virtual environment.
- Use high-quality sound samples and recordings to ensure that the sound in the VR experience is of the best quality.
- Use sound effects to enhance the overall experience and create a sense of atmosphere.
- Consider how the sound can be used to create interactive elements in the virtual environment, such as allowing the user to interact with objects by making noise.
- Ensure that the sound is balanced and that the different elements of the sound design are working together to create a cohesive experience. Optimize the audio for performance, ensuring that it doesn't cause any latency or dropouts in the VR experience.
- Consider the user's preference and make sure that the sound is not too loud or too quiet. Keep in mind the user's comfort and avoid sounds that might cause discomfort or disorientation.
- Implement the audio assets into the VR experience, testing and adjusting as needed to ensure proper placement, balance, and overall sound quality. Optimize the audio for performance, ensuring that it doesn't cause any latency or dropouts in the VR experience.
- Test the VR experience on multiple devices and in different environments to ensure the audio is consistent and effective.
- Get feedback from users and make adjustments as needed to improve the overall audio experience.
- Document all steps and settings used in the audio production process for future reference.



Sound for a stream

Planning and preparing the sound for your live stream..

- Research the platform and format for the live stream, including the type of event and target audience.
- Create a detailed audio plan, including a list of all audio sources, such as music, sound effects, and dialogue, as well as their expected levels and routing.
- Determine the audio setup and equipment needed for the live stream, including microphones, mixers, and audio interfaces.
- Set up and test any necessary software, such as streaming software, audio processing software, and audio recording software.
- Rehearse and test the audio plan, making adjustments as needed to ensure the audio is balanced and sounds the way you want it to: Make sure your microphone is working properly and that the audio levels are set correctly. Test your audio equipment in advance to ensure that the sound quality is good and that everything is working properly.
- Prepare a backup plan in case of any technical difficulties or equipment failures during the live stream.
- Choose the right microphone: Select a microphone that is suitable for your needs, whether it's a USB microphone, a condenser microphone, or a lavalier microphone.
- If you are outside, make sure to use 'dead cats' or other windshield protectors for your microphones.
- Use a pop filter: Use a pop filter to prevent "popping" sounds caused by hard consonants like "p" and "b."
- Use a noise gate: Use a noise gate to reduce background noise and improve the overall sound quality.
- Monitor the sound levels: Use a sound meter or a visualizer to monitor the audio levels during the live stream. Make sure that the levels are not too high or too low.
- Use a compressor: Use a compressor to control the dynamic range of the audio and prevent clipping.
- Use a limiter: Use a limiter to prevent the audio from getting too loud and causing distortion.
- Add background music: Use background music to create a sense of atmosphere and to enhance the overall viewing experience.
- Use spatial audio: Use spatial audio to create a sense of depth and realism in the live stream.
- Check your sound regularly: Keep an ear on the audio throughout the live stream, and make adjustments as needed to ensure that the sound quality remains high.
- Record the live stream for archival or future use.
- Review and evaluate the audio after the live stream, noting any issues or areas for improvement for future live streams.