Sound Design

- **Infancy——Alex**
  - Amb
    - fantasy
    - fog
  - FX
    - toys
    - slip notes/stick notes
    - music box-open/close
    - climb
    - wooden ladder
  - Music
    - cheerful
      - 6~8 ears old child bedroom
    - relaxing
    - happy
    - fantastic
- **Toddlerhood——Linteng**
  - Amb
  - Fx
- **Early Childhood——Alex**
  - Amb
  - Fx
- **Late Childhood——Bohan**
  - Amb
    - exam
      - change after different trigger
    - between classes/ noise
    - after scholl/ play
  - Fx
    - blackboard
    - microscope
    - globe
  - Music
    - curious
    - happy
    - young
- **Adolescence——Yogesh**
  - Amb
    - electromagnetic wave
  - Fx
    - marbles rolling down
    - water drops
- **Early Adulthood——Ruxin**
  - Amb
    - forest-bird
    - river-quite
    - wind
  - Fx
    - tableware-table
    - whitenose-tv
    - ring-bling
    - open door *swoosh
    - open door *normal
  - Music
    - peaceful
    - relaxing
    - lonely
      - a couple nave some relatonsn Issue
    - 2 soundtrack
      - warm outside/ cold inside
        - outside will be warm because it represents the time When thev first tallina in love
        - inside the small room. It will be a bit cold because arter marrage there are a lot or small problems, and they are experiencing some relationshio Issue, but not very bad
- **Middle Adulthood——Linteng**
  - Amb
    - computer room
  - Fx
    - ruin
      - wooden boards/ plastic/ metal machines
    - computer
    - impact
      - wooden boards/ plastic
  - Music
    - depressing
    - demotived
    - losing control of life
    - 2 soundtrack
- **Late Adulthood——Ruxin**
  - Amb
  - Fx
- **base sound**
  - loop sound
  - footstep
    - wooden
      - class/ computer room
    - grass
  - UI
    - move in
    - move out
    - highlight
  - puzzle
    - items to picture

Presented with xmind