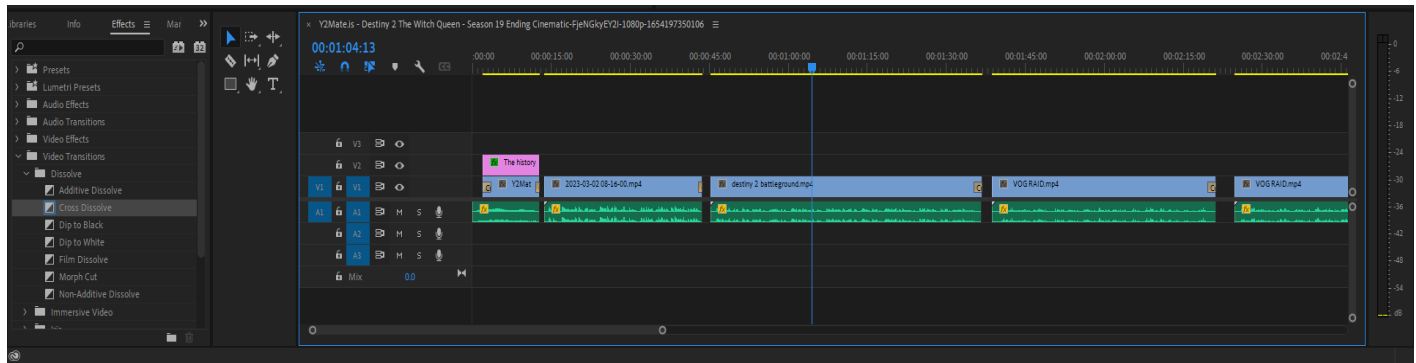


# FMP Problem solving

## Problem 1



In my project I have a lot of voiceovers with nothing over it so it sounds very bland to fix this I am going source some background ambience for project for this in will be searching on varous websites for some non-copyrighted music such as YouTube.

[https://www.youtube.com/watch?v=d3SZuqUO3t0&list=PL7-Ltr8Xtuy90yqoxcvm\\_D\\_rZGHYQJ-3&index=9](https://www.youtube.com/watch?v=d3SZuqUO3t0&list=PL7-Ltr8Xtuy90yqoxcvm_D_rZGHYQJ-3&index=9)

<https://www.youtube.com/watch?v=Uf57E9tmEnc> destiny 2 deep stone

Here is where I found some choices to use as background audio and I ended up using the first one as I thought it was better suited.

## Problem 2

One of the other problems I had is that when recording gameplay, I ran into some issues with frame time issues causing my recording to seem extra stutter and really bad quality.

To fix this issue I had to disable a feature on my monitor called Gsync which is in charge of syncing framerate of the game to the monitor but instead of it working properly my monitor would sporadically change refresh rate causing said issues.

## Problem 3

One of the main problems I had was with my script as when I first looked back at my work and re read my script I found out that it wasn't very good quality and made me sound robotic when I read it out so to fix this problem I decided to just

complete re write my script from scratch and I think this helped it turn out in much better quality as seen on my digital space.