


Project Exhibition Programme

Name	Project Title
Guy Sarfas	Creating a Better Sound Attenuation System in Unreal Engine 4
	Email Address (will not be made public)
	Guysarfastech@gmail.com
	Synopsis
	<p>The purpose of this system is to create an improved sound attenuation system to be used in Unreal Engine 4, the tools already available for use within UE4 are not up to standard and have many flaws. This system is designed to improve these tools by creating a system which the user can drag into a game level and it automatically finds the dimensions of the room. The system then adjusts the sound attenuation settings to fit the dimensions of the room. The overall design of the system was to create a system which allows more customisation for sound attenuation without using plugins, as some plugins do not work together.</p> <p>LinkedIn: https://www.linkedin.com/in/guy-sarfas-8482901a9/</p>