Intro to Unity

Using Sounds

Sounds

⚙ Unity supports the following file formats: aiff, wav, mp3, and ogg.

⚙ For music, Unity also supports the following tracker modules: .xm, .mod, .it, and .s3m.

⚙ On mobile platforms, mp3 and ogg will be recompressed.

⚙ Unity also supports microphone recording as well.

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Audio Clips and Sources

- ⚙ Audio files are stored are referenced as audio clips.

- ⚙ Audio can be either a 2D sound or a 3D sound.

- ⚙ An audio source is an element that will play sound inside of your scene.

- ⚙ Audio can be controlled over distance by use of fallout curves.

Audio Listeners

- An audio listener is point in the scene which "listens" to the audio.
- Typically, this is a player object, but it can be the main camera as well.
- It is added to the main camera by default.
- There can be only one audio listener per scene.
- When adding a first person controller to a scene, make sure to remove the audio listener.

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Reverb Zones

⚙ Reverb zones distorts audio clips where a listener is located in a reverb zone.

⚙ They are a way of incorporating the actual environment into your sound.

⚙ Comes populate with reverb settings for a whole bunch of different settings.

Audio Filters (pro mode only)

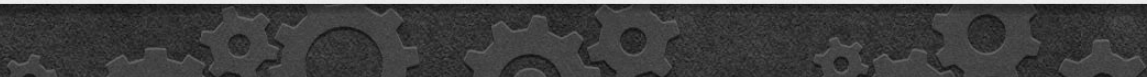⚙ Modifies the output of audio sources by applying audio effects.

⚙ Multiple different filters for creating all sorts of different effects.

⚙ The filters are run in the order that they have been added on the GameObject.

⚙ Can be CPU intensive.

Demo

Challenge