

# Dynamic Soundscaping in Unity

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# Overview



## Dynamic Soundscapes

- Must react to player's actions

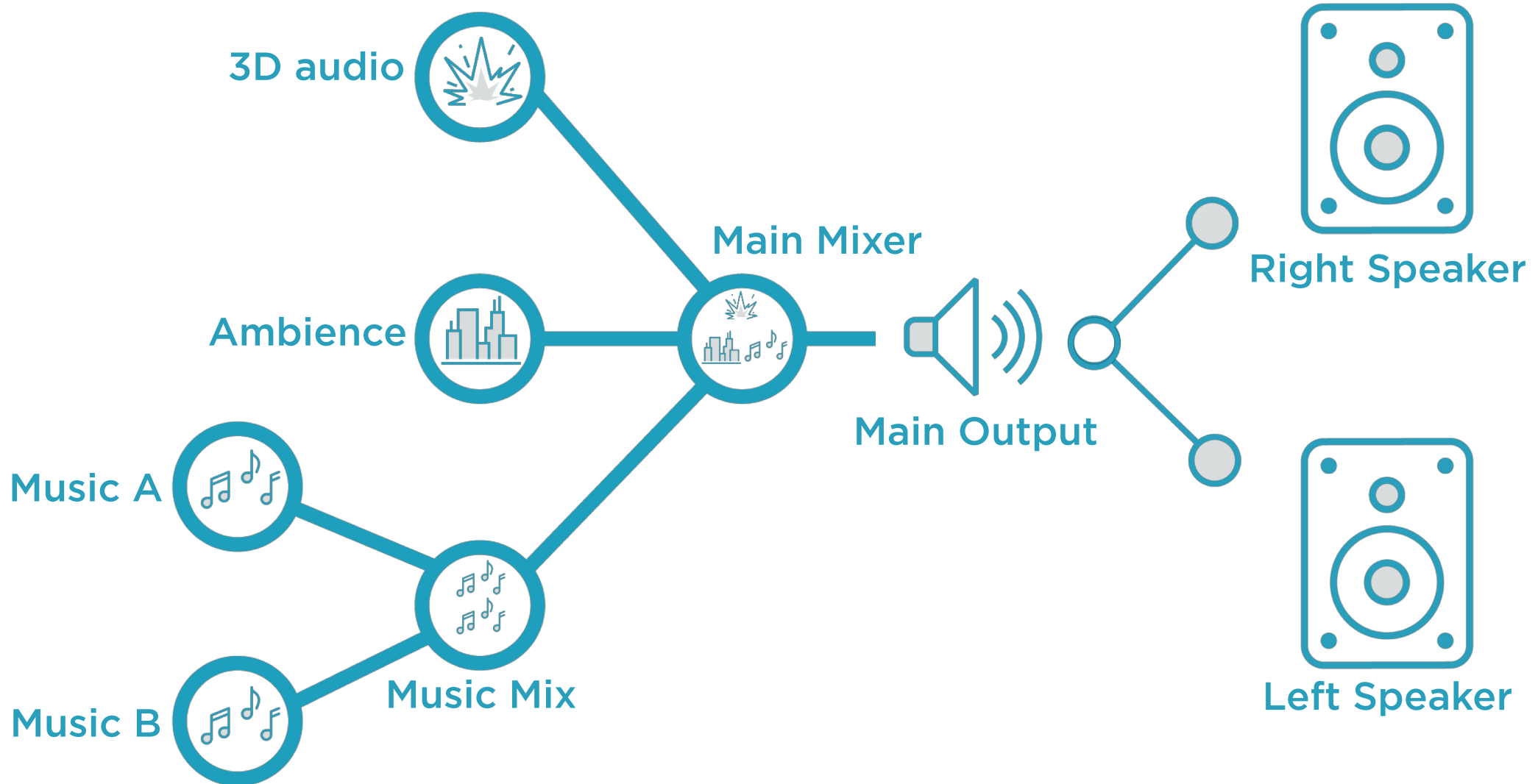
## Using the AudioManager system

- Creating and Routing AudioMixers
- Creating audio Groups
- Mixing audio

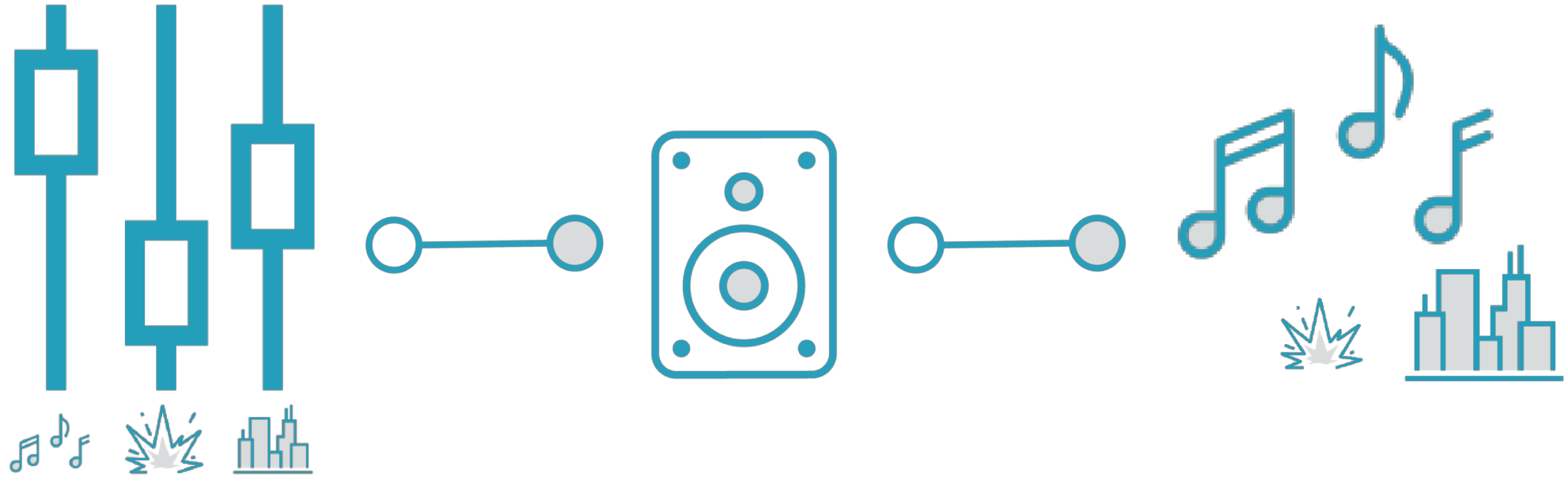
## Blending between states

- Using AudioManagerSnapshots
- Triggering transitions with C#
  - Fade in Aux & Ambience

# Audio Mixers



# Audio Mixer Snapshots

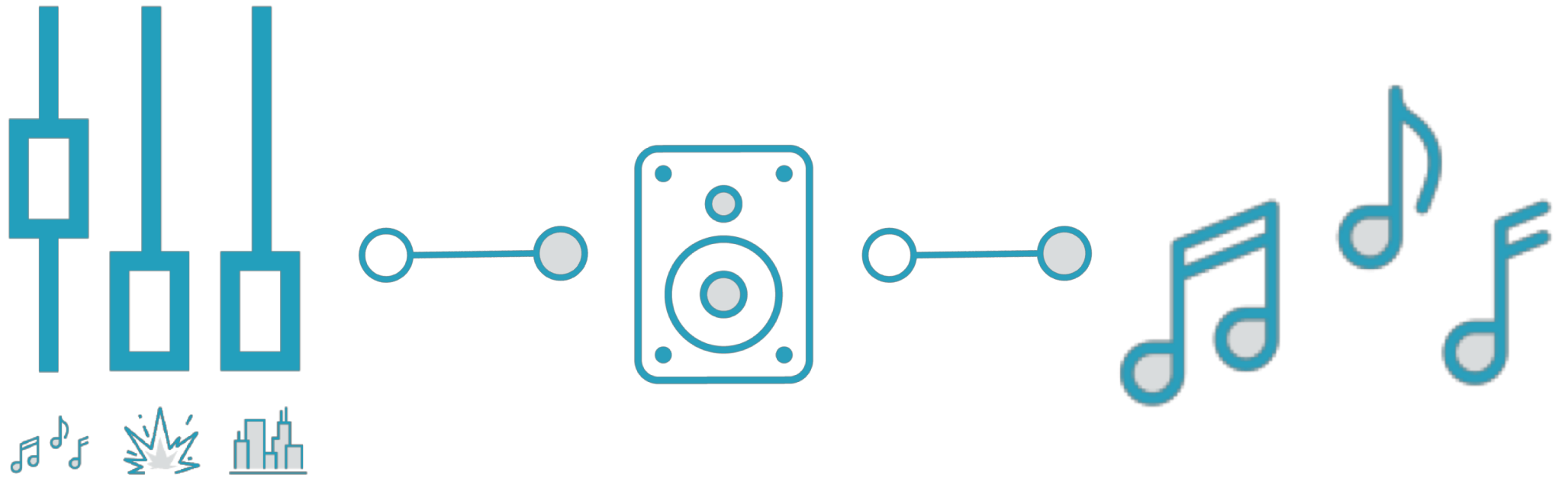


Snapshot 1

Results



# Audio Mixer Snapshots



Snapshot 2

Results



# Summary



## Dynamic Soundscapes

- Sounds react to player's actions

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