# Unity Audio Fundamentals

## BASIC SOUNDSCAPING IN UNITY

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# Course Overview

## Reactive Soundscapes

- Layered Dynamic Music
- Environmental Ambience

## Juicy Player Audio

- Event Audio with C# script

## Audio Mixing with Unity

- Blending sounds to put our audience in our world.
- AudioMixers and AudioMixerSnapshots

## Unity Audio Effects

- Reverb, Compression, EQ, etc.

Your sound is half of what you give to your player.

**As an indie developer, you are responsible for your game's audio, even if you didn't create it yourself.**

**It's worth taking the time to do it right.**

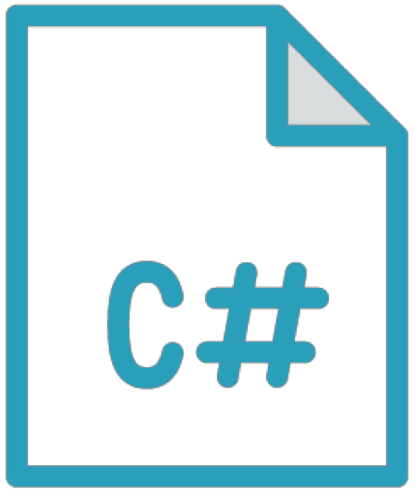
**Prerequisites:**

- Elementary knowledge of Unity
  - Creating GameObjects
  - Adding Components
- Elementary knowledge of C# script
  - Creating scripts
  - Interacting with scripts in Unity

# What Is a Soundscape?

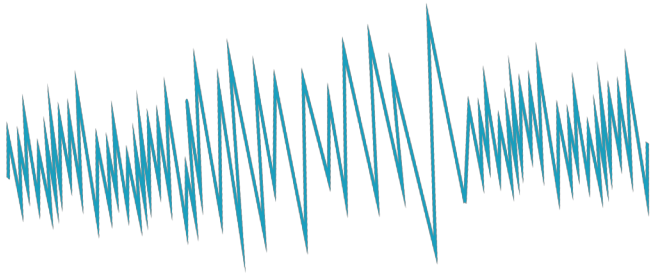
**Ambience**
a blend of environmental sounds: wind, animals, etc.

**Dynamic Music**
Music that reacts to the narrative in the story.




**Event Sounds**
The sounds triggered by current actions in the scene.

# Unity's Essential Audio Components



## AudioClip

Audio file you wish to play. These are stored in the assets folder.

## AudioSource

Plays clips, can adjust volume, pitch, pan, and 3D audio effects.

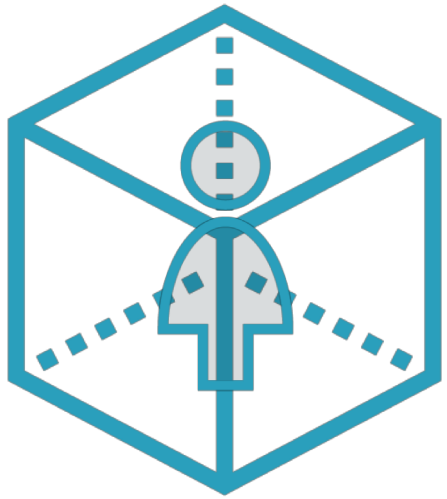
## Audio Listener

This component acts as your "ears" within your game world.

# Playing Sounds in Unity

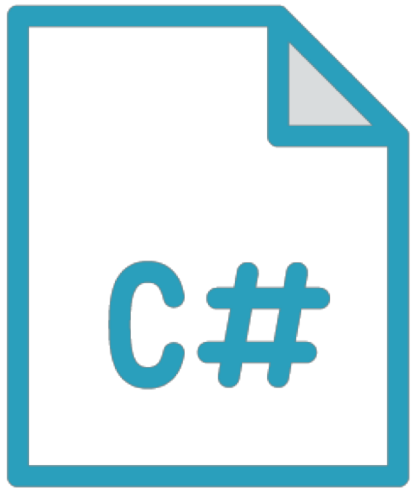
**Automatic**

Sound plays automatically when the scene loads or the object is created.



**OnTriggerEnter**

Sound plays when player enters a trigger or a collider.




**Scripted Events**

Sound plays when a custom function is called.

# Summary

**We must IMPACT our audience**

- Music alone is not enough!
- Soundscape
  - Ambience
  - Music
  - Sound Effects

**Playing Audio in Unity**

- Playing Automatically
- Playing on OnTriggerEnter
- Playing on Custom Function