

Polishing Your Soundscape with Effects



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Overview



Polishing your soundscape with effects

- Unity's audio reverb zone
- Low pass filter and audio mixer snapshots for under water FX

3D positional audio

- Wind Sound
- Doppler Effects

Finalize your sound mix using dynamics effects

- compression, normalization, and EQ.



Audio Effects in Unity

Spatial

- Reverb

Time

- Echo

Modulation

- Flange & Chorus

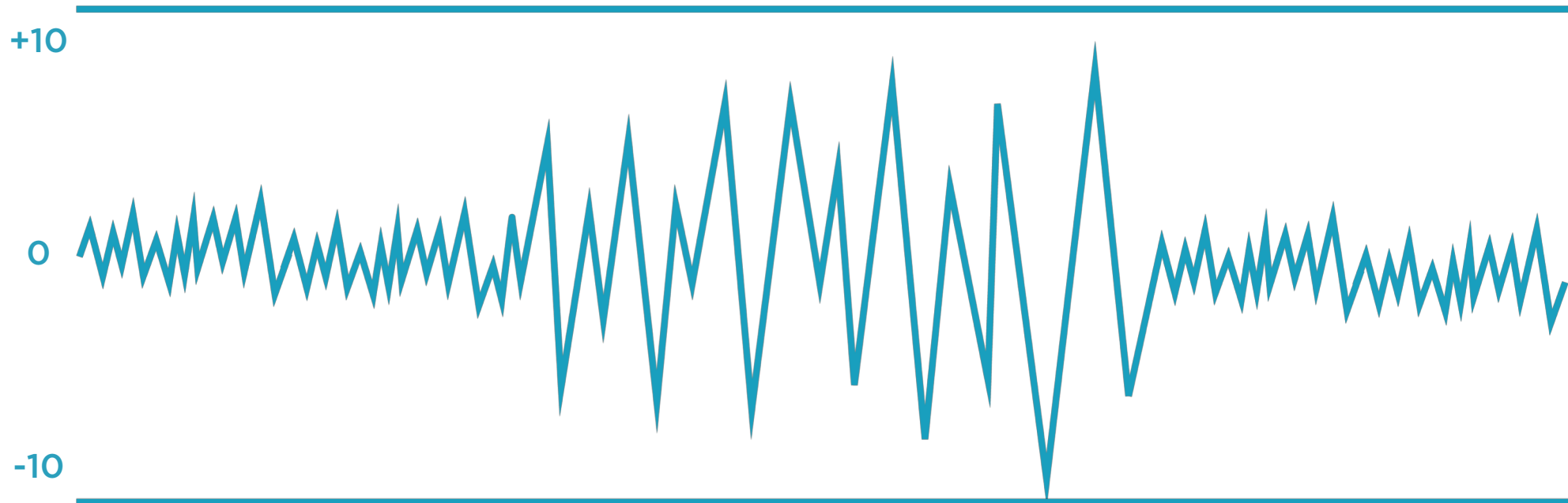
Others

- Pitch Shifters
- Distortion



Compression

Uncompressed Normalized Audio

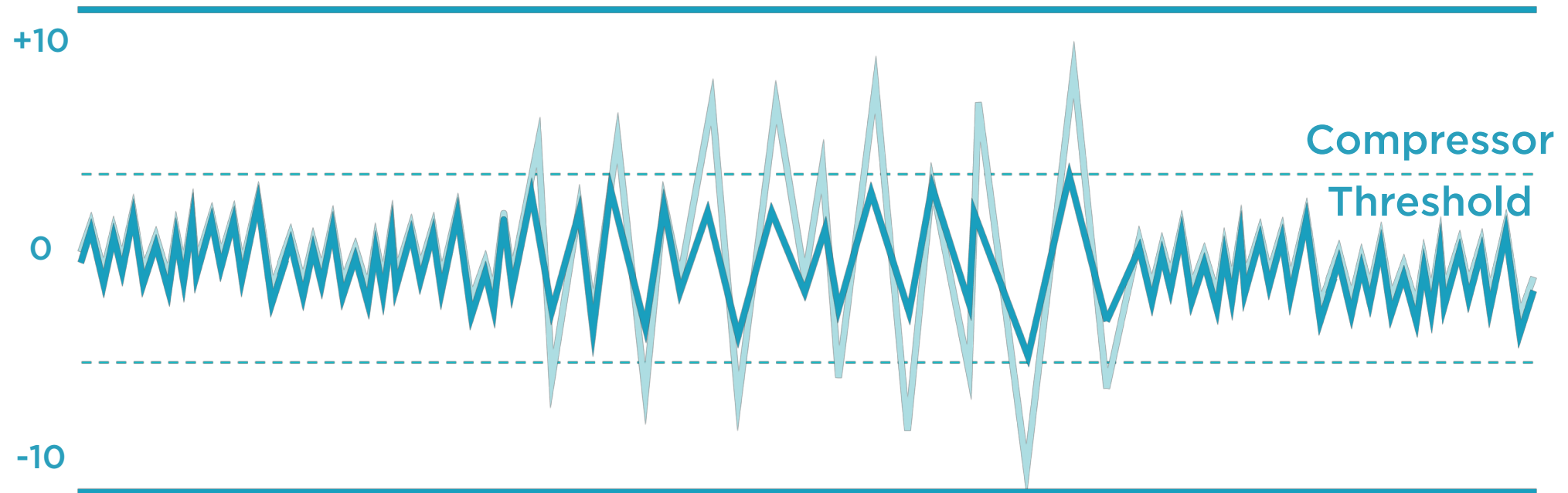


RMS (Average Loudness):
-22db



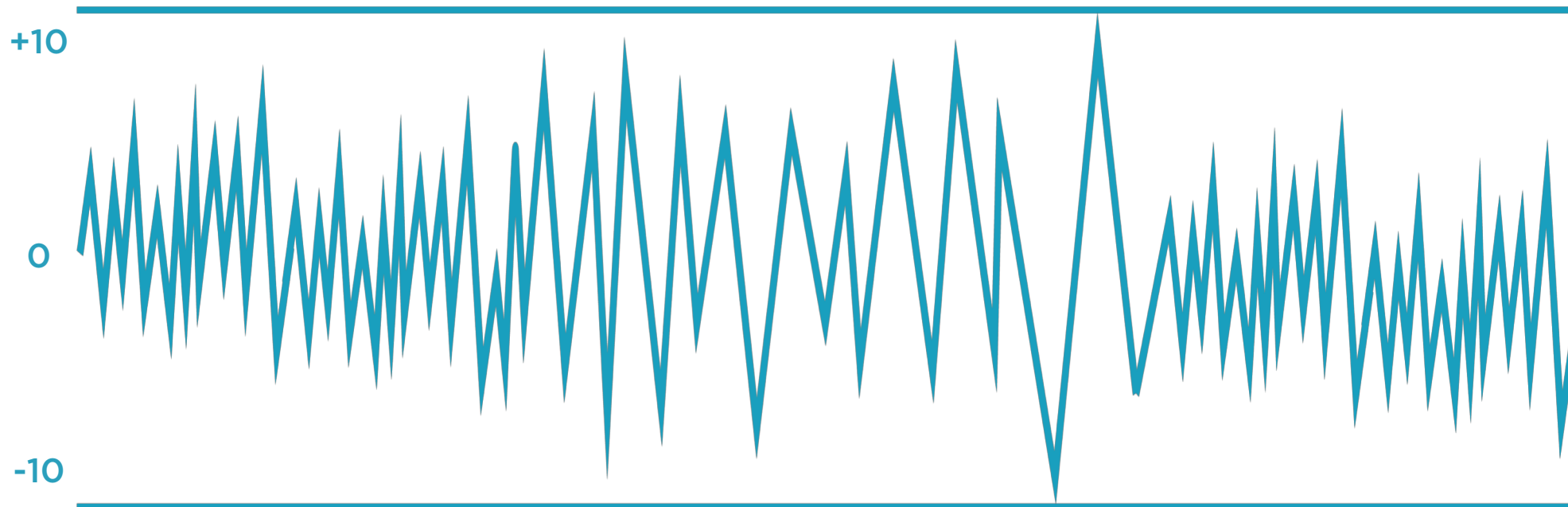
Compression

Compressed Audio



Normalization

Normalized Compressed Audio



RMS (Average Loudness):

-12db

2x louder!



Audio Effects Continued

Volume based

- Compression
 - Reduces dynamic range
- Normalization
 - Uniformly increase volume

Filter based

- Highpass, Lowpass filters
- Equalization



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Course Summary



Reactive Soundscapes

- Layered Dynamic Music
- Environmental Ambience

Taking Control

- AudioMixers and AudioMixerSnapshots
- Event Audio with C# script

Juicy Player Audio

- Footsteps
- Underwater

Unity Audio Effects

- Reverb, Compression, Filters, etc.



Unity Audio Fundamentals



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