

# Creating Juicy Player Audio in Unity

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# Overview



## Creating Juicy Player Audio

- Projectile Audio System
  - Play AudioClip without an AudioSource
- Raycast Footsteps System
  - Wood
  - Grass
  - Stone
- Velocity controlled pitch driver
  - Engine sounds



# Summary



## In this module, we learned

- Play AudioClip without an AudioSource component
- Playing sounds from Animation Events
- Set Tags and detect with raycasting for footsteps
- Vary pitch to create engine effect

