Pros and cons of 3DAudio and built-in unity

Built-in Unity

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| PROS | CONS |
| 1. Free 2. Similar to 3DAudio plugin 3. Has documentation and videos on usage and applications | 1. Only pans left to right, cannot tell if source is above or below 2. Very limited volume control for distance from sound. Can be far away and the difference in sound levels in near and far is minimal and not controlled well. |

3DAudio

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| PROS | CONS |
| 1. Handles sound control very well from demos, distance from object is easily understood from sound. 2. Seems to build upon built-in Unity audio source 3. Have personal connection with creators that can be beneficial to us when creating the sound function and how we want to tie everything together using their plug in; | 1. Cost? $$$ 2. Can sound very similar to Unity’s built-in system, if not used correctly can’t tell difference. |

My take: the 3DAudio would be very useful to have when creating the project, but we still need to know its full capabilities and how we intend to use 3d sounds, whether it be through built-in unity or the plug-in. I would like to talk with you about some of the features in the plug In tomorrow so you have an idea as well of what the plug in can do.

Here are my thoughts after downloading the trial version:

It is an upgraded version of the standard unity 3d audio system, and is very simple to integrate in. I feel that if we want to have a greater level of spatial recognition for the users, this is the way to go. Although I feel like it is a good option, I do have a few questions that have been raised from my searching around and messing with the plugin:

1. Why use this one? There are other plug ins out there that have the same functionality (Steam Audio, for example, and that one is free)?
2. How many audio sources can you have at once?
3. Any object occlusion? If a game object is in the way of an audio source, does it affect the sound?
4. Place to ask questions if needed? Forum seems to be dead (last post 2016).’
5. Is it recommended to control sources through scripting?