Mythical creatures

Sounds FX

Designed for games -

Version 1.0

Introduction

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Thanks for purchasing the pack !

All the sounds are, normalized, equalized, and de-noised to match each other in unity without

any work from the developer & sound designer.

If you have any question or request, mail me at delmarle.damien@gmail.com.
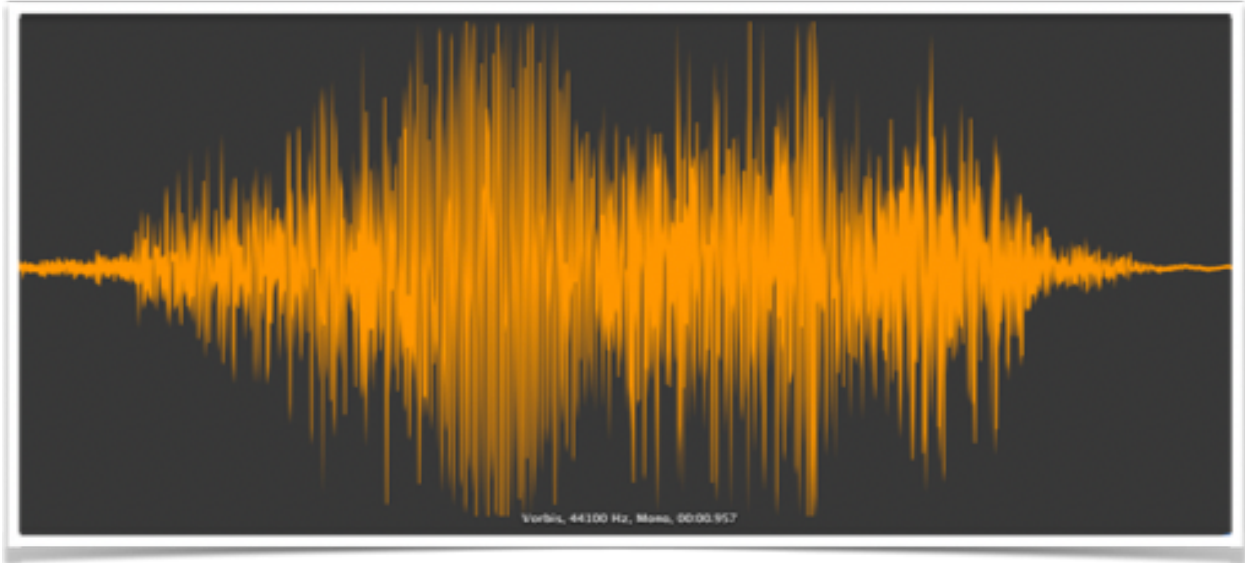
If one type of creature miss any type of sounds OR

If one of the sounds have a default OR

If you want other creatures:

I will add new animal if you request. keep in mind this is mythical creature,

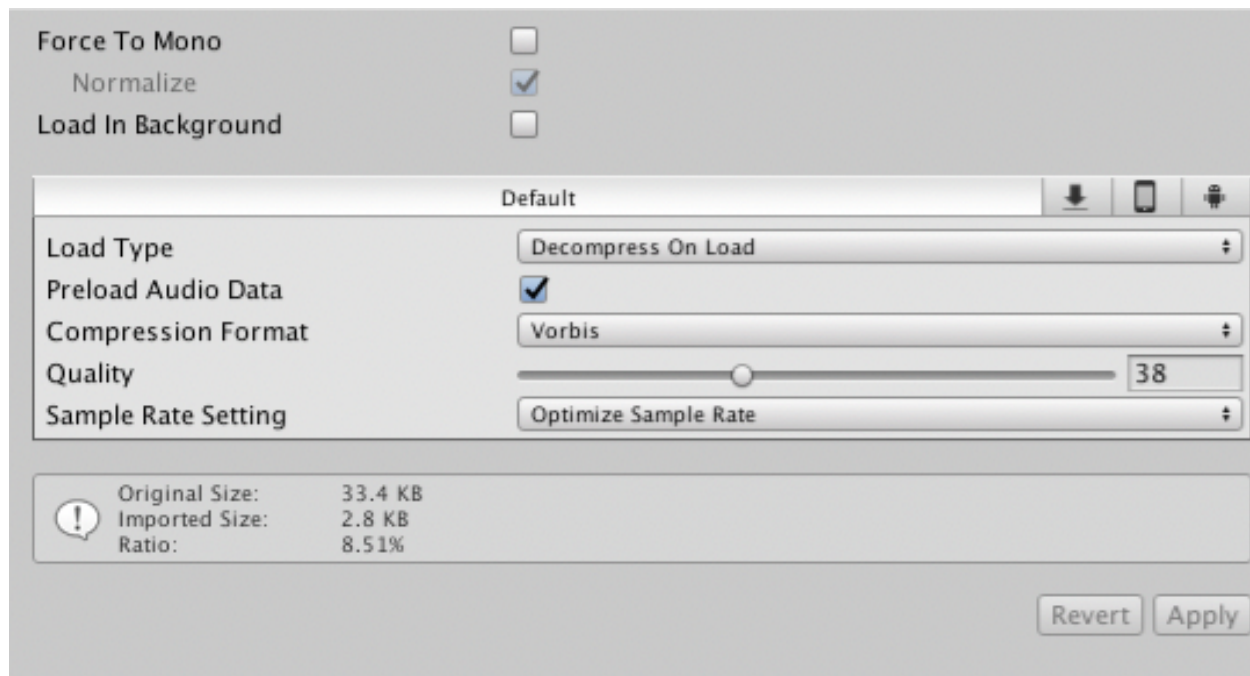I will be creating a master pack that contains all sounds and creature footsteps

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FAQ:

Why the sounds play only in one ear depending on AudioListener position?

By default the sounds import settings are set to stereo, you can force them to mono to remove that effect, for more info see : http://docs.unity3d.com/Manual/class-AudioClip.html
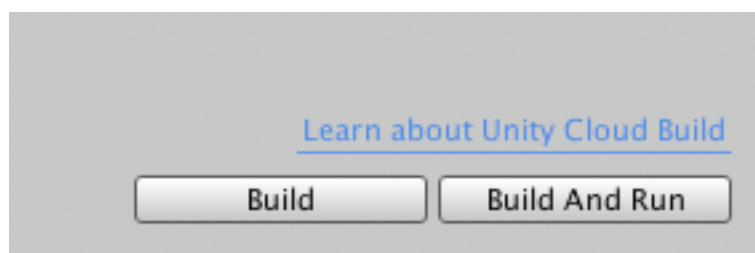
FAQ

I dont see any difference of memory after changing import settings, what should i do ?

The files will be resampled when you do a new build to the corresponding platform.

What are the recommended settings for animal sounds FX that are often used?

I would recommend setting Load type as Decompress on load for faster execution. They are pretty well optimized on memory so they will use less than 5 mb in most cases

Where do the sounds came from?

Thats where the magic is, a lot of different places, some creatures are made from scratch, from rubbing different materials and edit the frequencies with Logic Pro while some other animals came from personal recording in nature and zoos.