Sound Interview

**How did you set up FMOD so you could switch between a 2D and 3D clip?**

I used parameters to switch between clips. In every event I had 2 versions of the sound that were controlled with a global parameter. Whenever this was set the clips were switched. Sound was switched immediately, but music transitioned to its other sound.

**How did Unity switch between 2D and 3D sound?**

Whenever you switch physics in Unity the FMOD global parameter is set.

**Did the 2D or 3D clip come first? Which one would you recommend to create first?**

The 2D clip came first. In my situation, that was more natural to me, because I could create some sounds based on the 2D sound and the scenery. I would recommend it because there is still creativity involved in creating 3D from 2D, and it is harder to have 2D sound be ‘good’ so if you get that right, 3D sound has a good template to follow.

**For every 2D clip, how was the other created to be in sync?**

I placed all the 2D sounds into 1 timeline and just started putting different kind of sounds

**Can you apply the same filters to 2D sound as to 3D sound? Think echo, distortion, underwater… filters that are applied on top of the sound.**

Yes. I did it in FMOD. You wouldn’t need a different filter if you are in 2D water as opposed to 3D water.

**To you, what is the difference between 2D and 3D sound?**

The difference between 2D and 3D sound, in our game, you have more detail in 3D sounds than in 2D. I put more time into the 3D sounds than the 2D sounds. The 2D sounds are kind of dry (no reverb), but 3D sounds should all have their own reverb.

**Do you have anything else to add?**

There was a little bit of 3D sound left in the 2D sound as it felt more natural and textured.

I used pitch on the switch to show 3D to 2D low pitch, 2D to 3D high pitch, to create the idea of things emerging and things being pressed in.

I made 3D sounds longer than 2D because they were more realistic and needed a fade out, while 2D didn’t need that.