
THANK YOU FOR BUYING MY SOUND PACK! I HOPE IT WILL BE USEFUL FOR YOUR PROJECTS AND HELP IMPROVE THEIR QUALITY. PLEASE RATE MY WORK! I APPRECIATE ANY FEEDBACK, REQUESTS AND SUGGESTIONS. WRITE TO ME AT: TROFIMPOCHTA@GMAIL.COM ALSO, MY OTHER CONTACTS ARE ON MY WEBSITE: IZVESTOV.COM

HERE ARE SOME TIPS FOR WORKING WITH AUDIO:

IF YOU NEED TO REDUCE THE FILE SIZE, CHOOSE A LOW SAMPLE RATE AND/OR A COMPRESSED VORBIS (.OGG) FORMAT IN THE EDITOR. FOR MOBILE GAMES, IT IS RECOMMENDED TO START WITH THE VORBIS FORMAT WITH 100 QUALITY. YOU CAN LOWER THE QUALITY IF THE DATA SIZE BECOMES TOO LARGE. AFTER CHANGING THE PARAMETERS, CLICK APPLY AND THEN PLAY TO HEAR THE RESULT. YOU CAN USE DIFFERENT SETTINGS FOR EACH SOUND. I RECOMMEND CHOOSING HIGH QUALITY FOR IMPORTANT SOUNDS (THAT ARE PLAYED OFTEN) AND LOW QUALITY FOR LESS IMPORTANT SOUNDS. THIS WILL HELP SAVE MEMORY WITHOUT LOSING MUCH QUALITY. FOR CONSOLE/PC GAMES, I RECOMMEND CHOOSING THE PCM (.WAV) FORMAT WITH A SAMPLE RATE OF 48,000 HZ OR 44,100 HZ. ALSO, AS ABOVE, YOU CAN USE DIFFERENT SETTINGS FOR EACH SOUND. IT IS RECOMMENDED TO CHOOSE HIGH QUALITY FOR IMPORTANT SOUNDS THAT ARE PLAYED OFTEN. THE WORD "LOOP" IN THE FILE NAME MEANS THAT THIS FILE IS CREATED TO LOOP SEAMLESSLY. IN MOST CASES, THIS WILL BE BETTER SUITED FOR LOOPED SOUNDS. BE SURE TO SET IT UP AS LOOPING WITHIN THE EDITOR OR IN CODE. BE CREATIVE WHEN SEARCHING AND TRY DIFFERENT IDEAS TO FIND THE MOST SUITABLE SOUND FOR YOUR TASK.

HERE ARE SOME GENERAL AUDIO TIPS:

KEEP IN MIND THAT WHEN LISTENING TO SOUNDS OUTSIDE OF THE EDITOR/ENGINE, WINDOWS MEDIA PLAYER AND OTHER SIMILAR PROGRAMS DO NOT PLAY LOOPING FILES OR VERY SHORT SOUNDS CORRECTLY. THESE PROGRAMS HAVE BUGS WHEN WORKING WITH SHORT AND/OR LOOPING SOUNDS. MP3 FILES CANNOT LOOP SEAMLESSLY. THE MP3 COMPRESSION ALGORITHM ADDS SMALL PAUSES AT THE BEGINNING AND END OF THE FILE. ALWAYS USE PCM (.WAV) OR VORBIS (.OGG) FILES WHEN WORKING WITH LOOPING AUDIO. MOST COMMERCIAL GAME ENGINES DO NOT USE MP3 COMPRESSION, BUT THIS IS SOMETHING TO KEEP IN MIND WHEN WORKING WITH AUDIO FILES FROM OTHER SOURCES. SOUND LIBRARIES ARE A GREAT RESOURCE. THEY CAN BE VERY USEFUL, SAVING YOUR TIME AND MONEY. HOWEVER, GAMES ARE VERY DIVERSE, COVERING MANY STYLES AND GENRES. EACH GAME IS DIFFERENT AND REQUIRES DIFFERENT AUDIO SOLUTIONS. THEREFORE, IT IS NOT ALWAYS POSSIBLE FOR SOUND LIBRARIES TO MEET ALL YOUR NEEDS. WE ALWAYS RECOMMEND HIRING A PROFESSIONAL SOUND DESIGNER FOR YOUR PROJECT. SOUND DESIGNERS CAN BE CHEAPER THAN YOU THINK AND CAN WORK WITHIN YOUR BUDGET. THEY CAN OFFER ADVICE, CREATE CUSTOM SOUNDS, HELP BALANCE THE VOLUME, SAVE MEMORY, RECORD AND MANAGE DIALOGUE, HELP SOLVE AUDIO PROBLEMS AND MUCH MORE. IF YOU WANT TO TAKE YOUR PROJECT'S AUDIO TO A NEW LEVEL, PLEASE CONSIDER HIRING A SOUND DESIGNER FOR CONSULTATION OR FOR THE FINAL AUDIO POLISH.

FREQUENTLY ASKED QUESTIONS:

WHY DO SOME SOUNDS HAVE SO MANY VARIATIONS? DON'T I ONLY NEED ONE SOUND? THE MORE CHOICES YOU HAVE, THE BETTER YOUR RESULTS WILL BE. MANY SOUNDS BENEFIT GREATLY FROM HAVING MULTIPLE VARIATIONS THAT CAN BE PLAYED IN RANDOM OR SEQUENTIAL ORDER, ETC. THIS IS ESPECIALLY IMPORTANT WHEN A SOUND IS TRIGGERED OFTEN. ALTHOUGH THIS DEPENDS ON THE GAME AND THE DESIRED EFFECT. ALWAYS TRY DIFFERENT COMBINATIONS TO GET THE BEST RESULTS. (FOR EXAMPLE, HAVING 10 GUNSHOT SOUNDS WILL SOUND MUCH MORE REALISTIC THAN ONLY 2). DO I NEED TO ADD THIS LIBRARY TO THE GAME CREDITS? NO, IT IS NOT REQUIRED. BUT I WOULD APPRECIATE IT IF YOU MENTION ME IN THE CREDITS.
