

# Game Audio in Unity

Project II Presentation

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# Audio In Unity

The audio within a game is a important component. The sounds and different type of music that players experience can greatly improve a game experience.

Luckily Unity has built in audio systems that can make implementing good audio simple.

To understand how this system works we will first look at some of the main components.



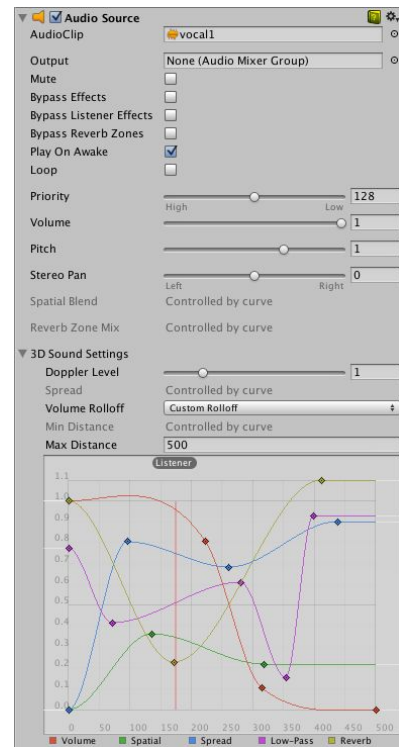
# Audio Listener

- It receives input from audio sources in the scene and will play those sounds through the users audio output such as speakers or headphones
- Needs to be attached to a gameobject for it to work
- Commonly attached to the main camera (it is attached to the main camera by default)
- Has no properties



# Audio Source

- Plays back an Audio Clip in the scene
- Can simulate 2D sound, which is the type of sound that no matter the distance from the source the audio remains unchanged
- Can simulate 3D sound, which is the type of sound that will be heard different depending on position
- At its most complex form the system allows you to edit type of filters and curves on the sound



# Audio Clip

Unity supports 4 major audio file types such as:

- AIFF
- WAV
- MP3
- Ogg

These files will automatically be turned into an audio clip by Unity and then used for audio sources or from script



# References / Learn More

Main Reference is the Unity Documentation:

1. <https://docs.unity3d.com/Manual/AudioOverview.html>
2. <https://docs.unity3d.com/Manual/class-AudioSource.html>
3. <https://docs.unity3d.com/Manual/class-AudioListener.html>

