AUDIO RULEBOOK

UNITY:

- Make sure to set the transform of parent(s) to 0,0,0.
- Have soundbanks at awake, not start
- For unity, use PacalCase, only use Pacals_Case_Combind_With_Snake_Case when it is the wwise adapter object.

Wwise:

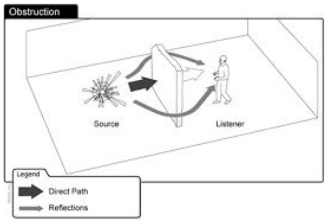
- Use the same naming convention; Pacals_Case_Combind_With_Snake_Case, note upper case.
- Remember to assign output bus in wwise under general setting
- Make folders for events

GitHub:

- Remember to fetch develop branch before creating a new branch
- Call the new branch the name of the corresponding trello task, starting with the three numbers, ex. 291-implementing-sfx.
- Only make what the trello task states, otherwise you will have to make another branch.
- Discard Packages/packages-locl.json

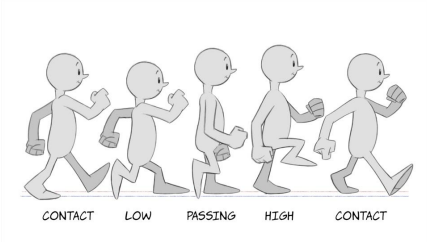
DAWs:

- Naming conventions of music, specify, Name, number in series, BPM, meter and post_exit/pre_entry or both. Ex. ***Music_2_110_4-4_Post***
- Make a master chain in DAW with, cut off under 35Hz 48dB, a small master comp and a limiter.
- Scale for around -15LUFS.
- Think about how the music and SFX correlates in frequencies.



Occlusion;

- Put the Occlusion prefab on the emitter.
- Edit the build in occlusion (shift + k) in wwise for global
- Edit with the RTPC_Build_In rtpc for slew rate and other functionality in wwise.



Animations

- Find the prefab that you need to change and open it.
- Find the gameobject with the animator that you want to work with.
- Add WwiseEventAdapterList script to that gameobject.
- Make a parent gameobject in the prefab and call it Wwise.
- Make X amount of gameobject children under Wwise for your events.
- In these gameobjects place a WwiseEventAdapter and find the Event that you want to use.
- Go back to the gameobject with the WwiseEventAdapterList on and lock the inspector window.
- Drag all the children gameobjects with the Events to the WwiseEventAdapterList.
- Unlock the inspector window again.
- Open the Animation window and find the animation that you want to edit. Add a point to the animation. It should already say PostEvent (String) under function.
- At the variable “String” write the exact name of the child object (with the wwise event) you made earlier.
- Redo the last two steps for the rest of the sounds you want in the animation.
- Have a pint, have a laugh, have a really good time.

OnColliderEnter

- Make a gameobject under the prefab you wish to have the sound trigger on, name it, SoundOnCollision
- Make two child gameobjects under the,
    - One containing the WwiseEvent
    - The other need to be the prefab ColliderTrigger or PlayerTrigger depending on what need to trigger the sound. Add WwiseEventAdapter as ether OnTriggerEnter or OnTriggerExit and select, PostEvent()

Impact Detector

- Under the prefab of the object you want an impact sound placed, find the collider, mesh/cube/sphere ect.
- Make a new game object, called Wwise_Event**EVENT_NAME** and add the wwiseEventAdapter to it.
- Drag the Wwise_Event**EVENT_NAME** GameObject to the impact detector under On Impact and add as PostEvent().
- The object **must not be static** (change for children as well), but under the newly added rigidbody select **kinematic**.
- Edit Impact Detector values Min & max force to the desired values, min force 1 and max force 5 is a good starting point.
- Save the prefab.

Reverb zones

Wwise:

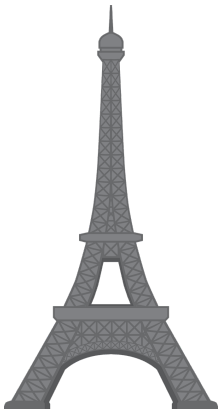
- Find the parent actor mixer which contains the sounds you want to be affected by a reverbzone.
- Send parent actor mixers sound to the AUX busses (in this case “inside_reverb” and “outside_reverb”).

Unity:

- Open the musichandler prefab in the scene.
- Find SFX -> GameEventListeners and add a new gameobject.
- Name this new gameobject ChangeReverbZone.
- Find the PlayerTrigger prefab in the project folder (Assets -> Game -> Triggers -> Prefabs) and drag it onto ChangeReverbZone.
- Find gameobject SFX -> WwiseStates and add two child gameobjects.
- Name these “ReverbZone_inside” and “ReverbZone_outside”.
- Add WwiseStateAdapter to the child gameobjects and find the state that fits.
- Go back to ChangeReverbZone and edit the transform so it fits the size of the reverb zone you want.
- Under On Player Enter press the “+” button and drag the “ReverbZone_inside” gameobject on it.
- At the dropdown menu set the WwiseStateAdapter to SetValue ().
- Under On Player Exit press the “+” button and drag the “ReverbZone_outside” gameobject on it.
- At the dropdown menu set the WwiseStateAdapter to SetValue ()
- Now the reverbzone should change when you enter the collider and vice versa.

Sidechain:

- Video Guide to side-chain
- Every level has its own audio bus under music. Remember to send you music to that audio bus.
- Set the sound you need to duck’s output bus as the preferred output. In this instance the park music’s output is the Music_For_Park_Level.
- Set the sounds you want to do the ducking, the emitter’s output as the preferred Sidechain_Emitter. With the prefab, Sidechain_Emitter_xxx. In this instance, the Bushes_Synth_1200_Cent_Up and Bushes_Synth’s output are set to Sidechain_Emitter_For_Lowering_Park_Music
- Remember that attack, release and hold are to be set under the metering bus, in this instance under, Meter_Sidechain_Emitter_For_Lowering(_Park)_Music, then under effects, and edit the wwise meter.
- Release or comping amount is to be set in the curve under the RTPC on the audio bus, in this instance, the Music_For_Park_Level RTPC.
- Good luck and let God have mercy.



Raci points regarding sounds

Integrating sound:

R: Feature sound designer
A: Feature sound designer
C: Ed, Victor
I: Marie Louise (through Trello), QA (through Trello),

Sound design and Music:

R: Feature sound designer
A: Feature sound designer
C: Victor, Maria, QA
I: Marie Louise (through Trello)