Exercises - Audio

Interactive Instrument

- Create your own interactive instrument!

- Control it with "point and click" (mouse), keyboard, accelerometer, etc...

- It doesn't have to be an ordinary instrument!

- Include both SFX and background music.

- Utilize a scripted Audio Manager for your instrument.

- You can choose to include an Audio Mixer.

- Try to include moveable Audio Sources or a moveable Audio Listener in the scene to demonstrate 3D audio. (Maybe movable speakers for your instrument?)

Having a hard time getting started? Have a look at this tutorial