Presentation and instruction to use Guitar Bundle version 1.1



Table of content

Elements	Description
GuitarObject	1 mesh of a guitar with materials
Guitar_sound_01	Scene unity
Guitar_sound_02	Scene Unity
Folder of textures	
GuitarSounds	Script in C# to play sounds
29 sounds of guitar	Format wav
Lighting for guitar scene	

How to use it

Scenes are made to make a presentation of sound and listen to them. Button play sounds to choosen and make some changes if you want.

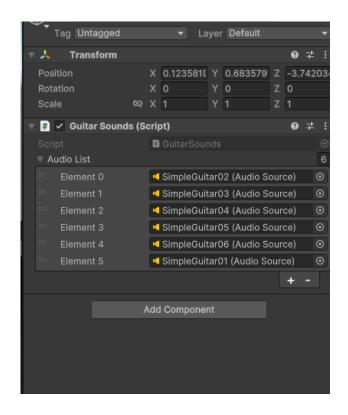
The script (in C#) is made to play sounds from an array of audios source or to stop them.

They are attached in an object call PlaySounds in each scene.

List of sounds

atmosphere01_01 🎜 atmosphere01_02 atmosphere01_03 atmosphere01_04 atmosphere_07_01 🎜 atmosphere_08_01 atmosphere_09_01 atmosphere_13_01 atmosphere_16_01 atmosphere_22_01 road-sound-01-02 road-sound01_01 road-sound03 road-sound04 road_11_01 road_12_01 road_16_01 rythm_06_01 rythm_10_01 rythm_18_01 rythm_20_01 rythm_21_01 Simpleguitar101-03 Simpleguitar101-04 Simpleguitar101-06 Simpleguitar101-07 Simpleguitar101-08 Simpleguitar101-09 Simpleguitar101-10

Audio source



Sound alone with Unity settings

