

Presentation and instruction to use Guitar Bundle version 1.1



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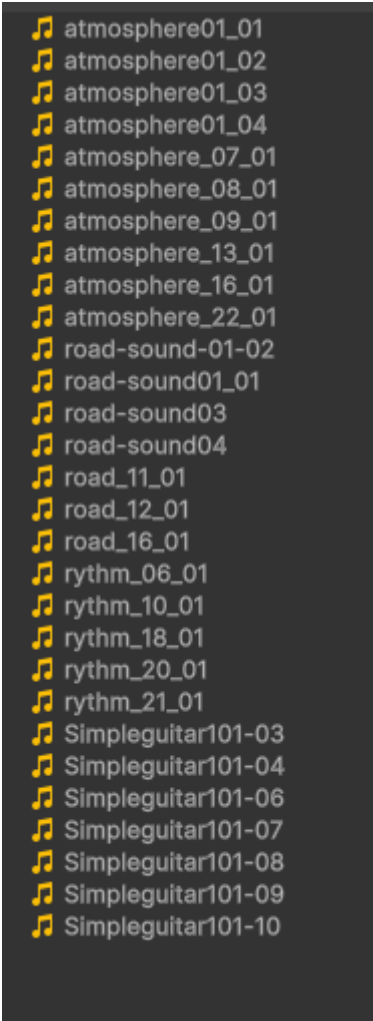
Elements	Description
GuitarObject	1 mesh of a guitar with materials
Guitar_sound_01	Scene unity
Guitar_sound_02	Scene Unity
Folder of textures	
GuitarSounds	Script in C# to play sounds
29 sounds of guitar	Format wav
Lighting for guitar scene	

How to use it

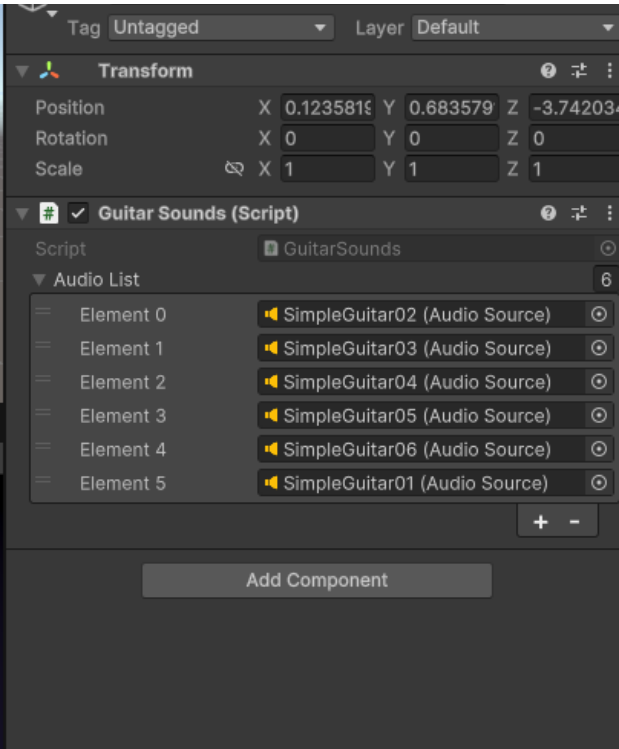
Scenes are made to make a presentation of sound and listen to them. Button play sounds to choosen and make some changes if you want.

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



Audio source



Sound alone with Unity settings

