

2D & 3D Sounds

Volumetric Audio now has support for both 2D and 3D audio sources. This document will tell you how you might set these up in your projects.

3D Sounds

Volumetric Audio uses Unity's built-in Audio Source component to produce audio. This allows you to hear which way the sound is coming from based on the camera's position and orientation. However, if your camera goes inside a 3D shape, then Unity's audio system won't be able to decide which way the sound is coming from, because the sound is actually all around you.

This is why the VA_AudioSource component has the **Blend** setting. If you enable this, then 3D sounds will gradually turn into 2D sounds as the camera approaches the volumetric shape. Once the camera is inside the shape, the Audio Source's Spatial Blend setting will turn to 2D, and the sound will appear to come from all around you. You can then play around with the **Blend Min Distance** and **Blend Max Distance** settings to adjust how small or wide this transition should be.

2D Sounds

Like 3D sounds, Volumetric Audio uses Unity's built-in Audio Source component to produce 2D audio (e.g. ambient/background music). However, the built-in Audio Source component doesn't have any way to change the volume of the sound based on your camera's position, so it's always playing at its default volume.

This is why the VA_AudioSource component has the **Volume** setting. If you enable this, then your Audio Source's volume setting will change based on the camera's distance to your volumetric shape. You can then play around with the **Volume Min Distance** and **Volume Max Distance** settings to adjust how small or wide this transition should be.