Unreal Audio Components (UE5 onwards)

Core Audio Assets -

Ambient Sound

Placeable Actor that emits sound.

Sound Waves

Sound file assets

-Source Effects **Source Effect Preset** Audio effect that can be applied to an audio asset via a **Source Effect Preset Chain** e.g. wave shaper, chorus, delay

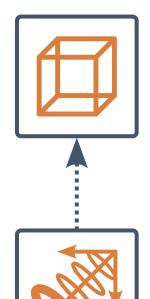
Source Effect Preset Chain

A chain of audio effects that can be applied to the output of an audio asset

- Audio Volumes-

Audio Volume

Colliders used to associate reverb and volume settings with spatial locations



Reverb Effect

Presets for the built-in reverb model, specifically for use with **Audio Volumes**

Sound Attenuation

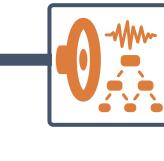
Define how sounds are attenuated with distance, occlusion, etc.



Sound Class

Collection of audio properties which can be applied to multiple audio assets simultaneously

e.g. set volume for multiple sounds



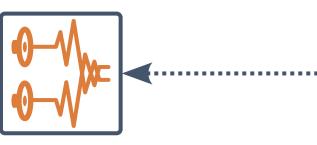
(......... **MetaSound Preset**

Replacement for Sound Cues; a full visual programming language for audio and music

MetaSound

Define MetaSound input/default parameters without editing the base graph

Submixes



Submix

to a single output, can apply audio effects to that output

e.g. apply reverb to multiple sounds

Submix Effect Preset Mixes one or more audio sources down Specific audio effects that can be applied

e.g. reverb, delay, dynamics

to a **Submix**

~ Miscellaneous

Quartz

Functions for sample-accurate sound triggering, quantised to musical measures

Niagara Audio

Multiple methods to drive audio from the Niagara VFX/particle system

e.g. trigger sound on particle collision

Author: Niall Moody



- Audio Modulation

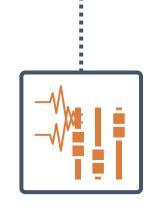
Control Bus

Parameter stream for controlling audio parameters; either engine parameters, or user-defined

A parameter modulated by a **Control Bus**

Modulation Parameter





Control Bus Mix

For controlling a group of **Control Busses** together

Snapshot facility via **Profiles**, customisable attack/release times

This is not a complete list of all audio components in Unreal, but should cover the majority of use cases.

Note that **Audio Busses** fulfil a similar role to **Submixes**, but may be more efficient in some cases.

