Unreal Audio Components (UE5 onwards)

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Source Effects

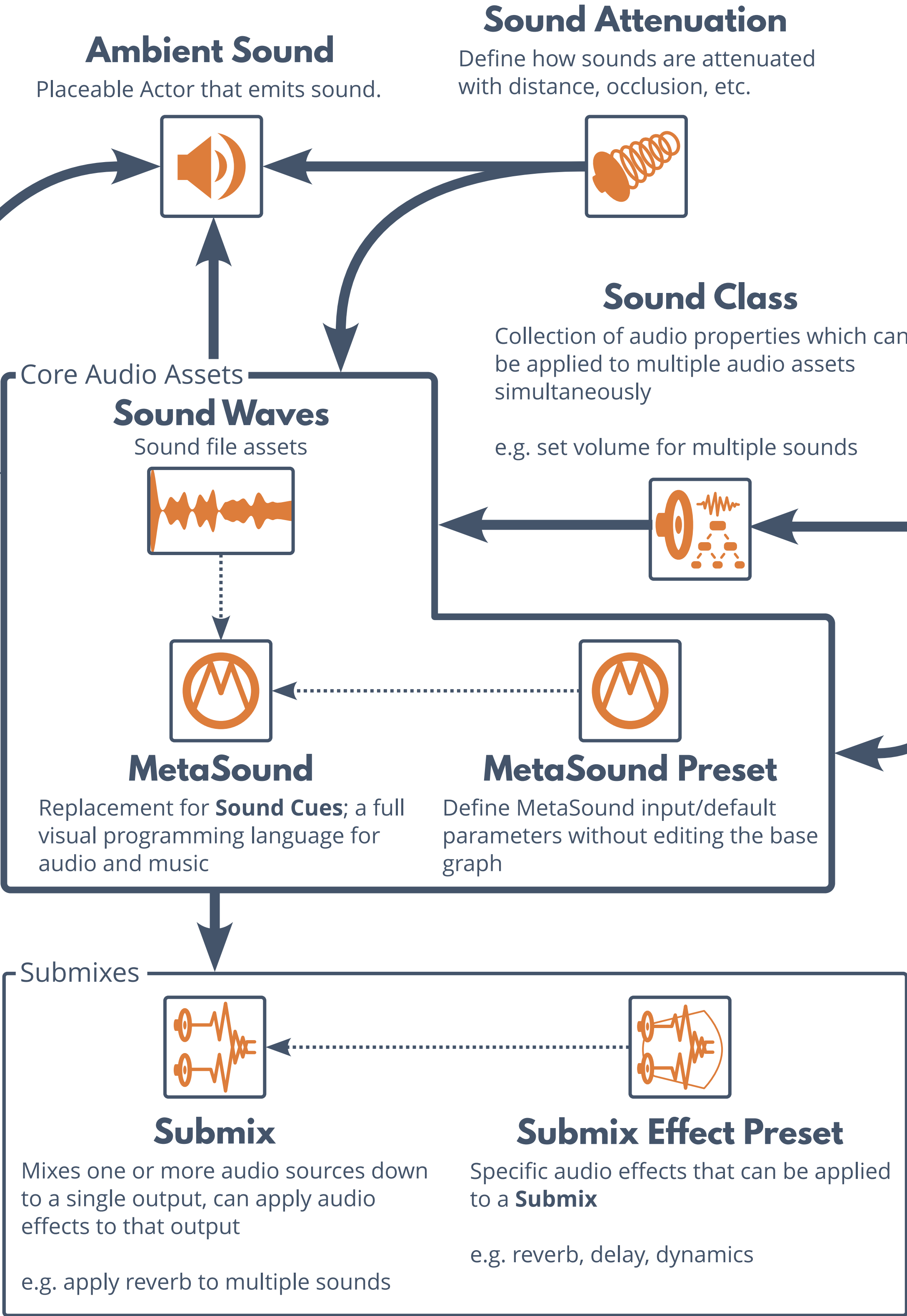### Source Effect Preset
Audio effect that can be applied to an audio asset via a **Source Effect Preset Chain**

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

Ambient Sound
Placeable Actor that emits sound.

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

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

Core Audio Assets

Sound Waves
Sound file assets

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

MetaSound Preset
Define MetaSound input/default parameters without editing the base graph

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

e.g. set volume for multiple sounds

Audio Modulation

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

Modulation Parameter
A parameter modulated by a **Control Bus**

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

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

Audio Gameplay Volumes

Audio Gameplay Volume
Colliders used to associate reverb, filter & volume settings with spatial locations

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

Submixes

Submix
Mixes one or more audio sources down to a single output, can apply audio effects to that output

e.g. apply reverb to multiple sounds

Submix Effect Preset
Specific audio effects that can be applied to a **Submix**

e.g. reverb, delay, dynamics

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.