

Unreal Audio Components (UE5 onwards)

Author: Niall Moody



Source Effects

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

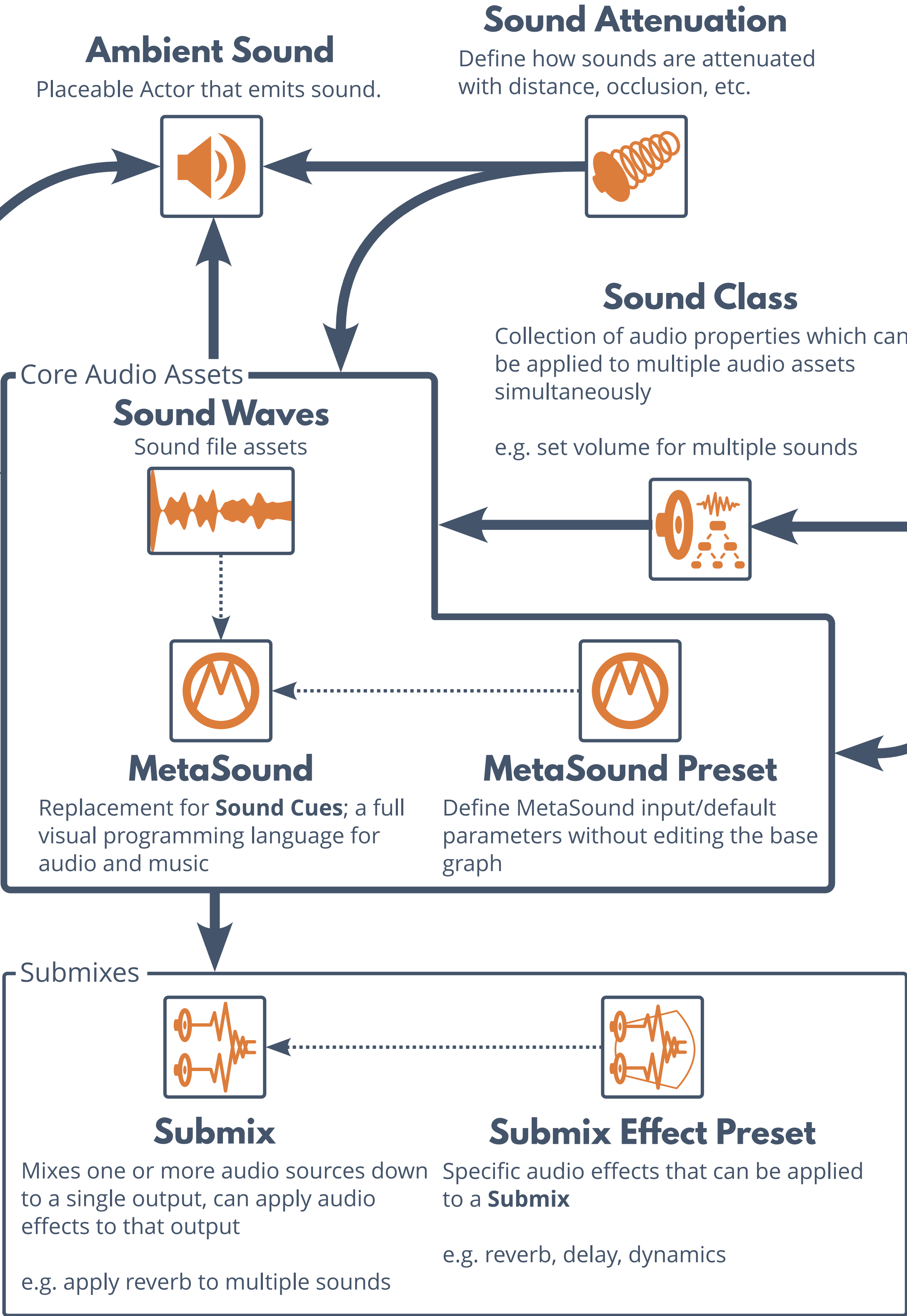
e.g. wave shaper, chorus, delay

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**



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

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

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.

