

# Unreal Audio Components (UE5 onwards)

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Source Effects

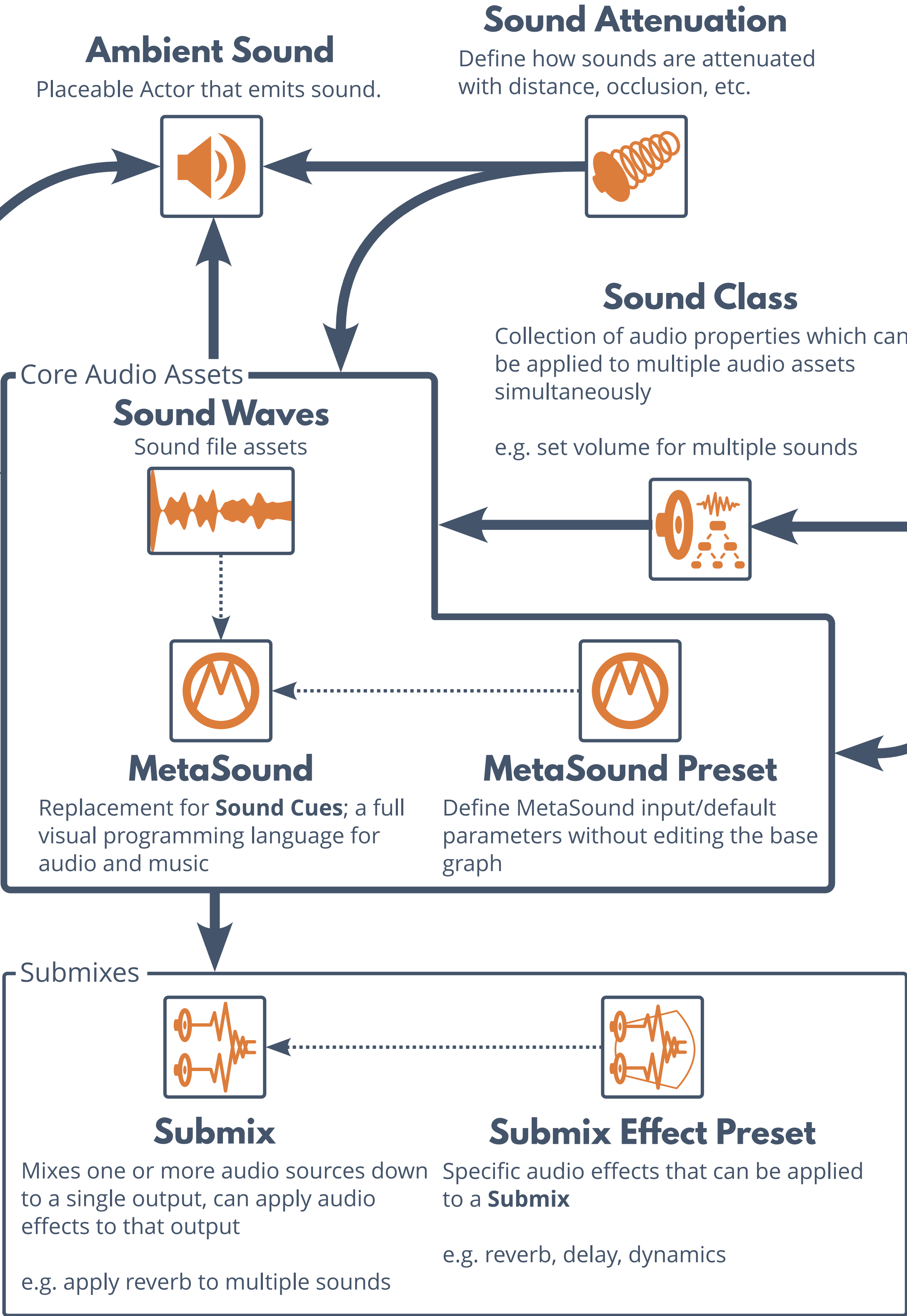
**Source Effect Preset**  
Audio effect that can be applied to an audio asset via a **Source Effect Preset Chain**  
  
e.g. wave shaper, chorus, delay

**Source Effect Preset Chain**  
A chain of audio effects that can be applied to the output of an audio asset

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.

