Unreal Audio Components (UE5 onwards)

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

Sound Class

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

e.g. set volume for multiple sounds

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

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 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**

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.