

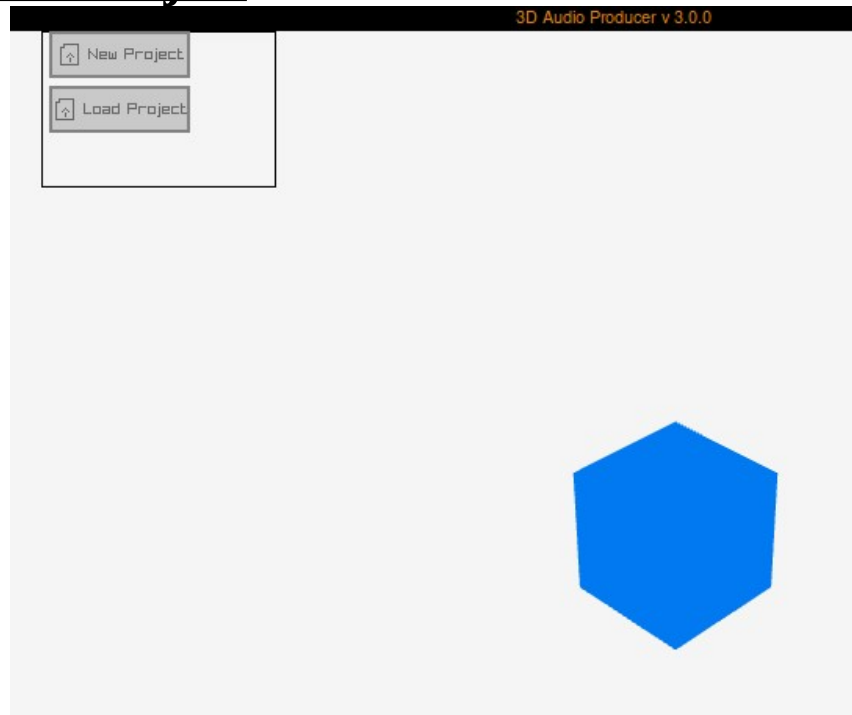
3D Audio Producer Manual

version 3.0.0

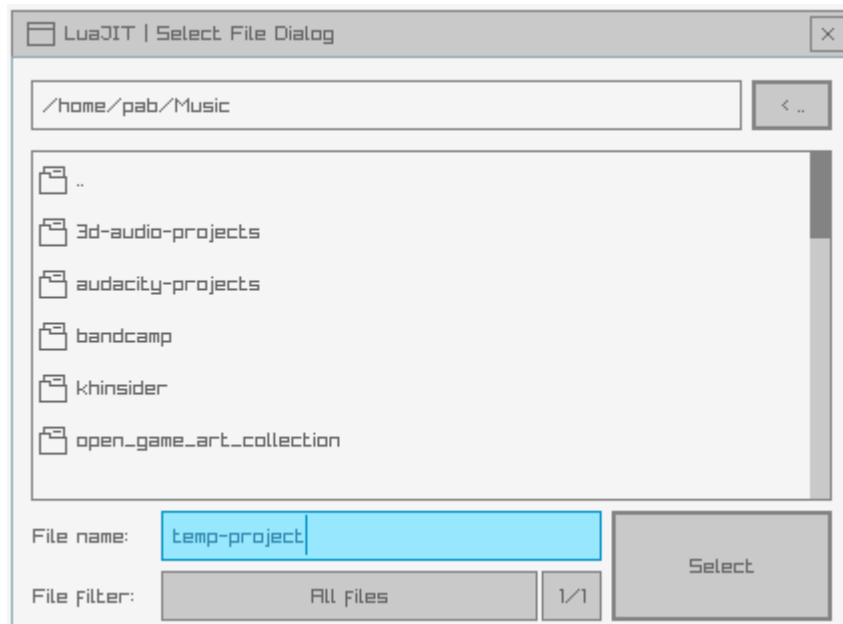
Getting Started

1. Start Project
2. Create Sound Producer and link sound to it.
3. Create a Timeline and set up playback.
4. (Optional Step) Create sound effect environment.
5. Listen to playback and edit project

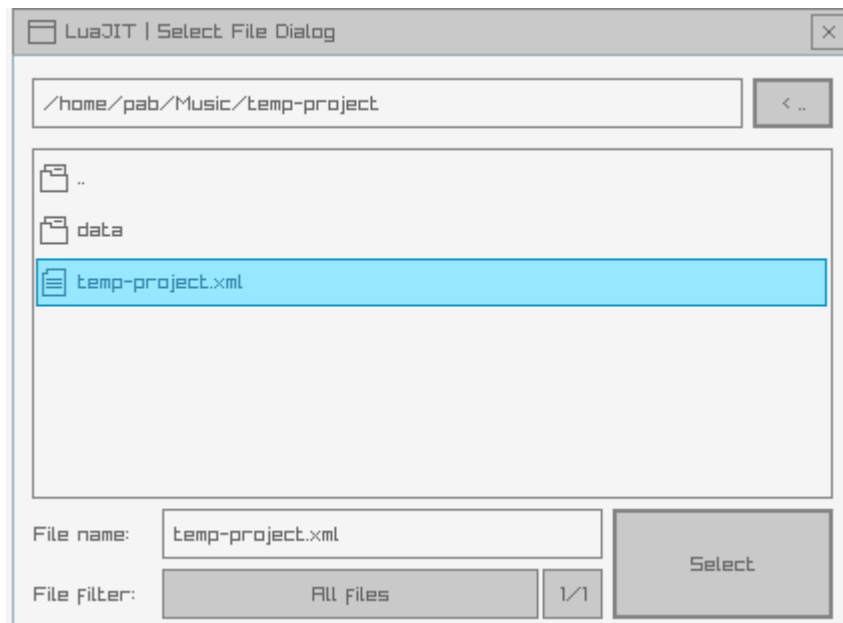
Step 1. Start Project



1 A. If starting a new project, click on the “New Project” button. Enter project name in “File Name” text box and click select button.

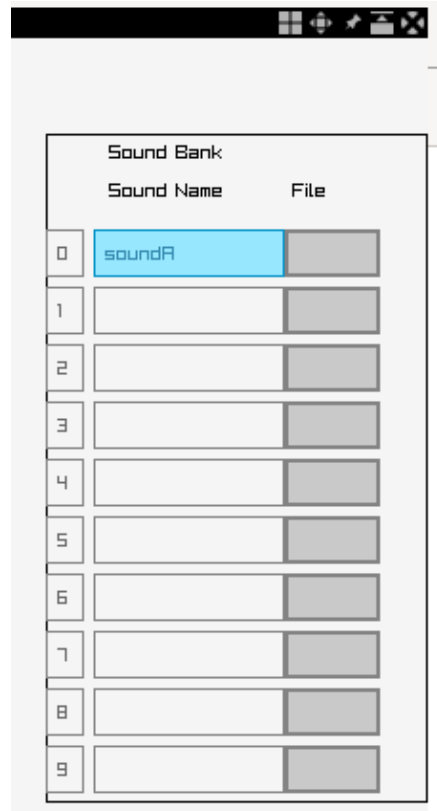


1 B. If loading an existing project, click on the “Load Project” button and select .xml file of existing project inside the project folder.

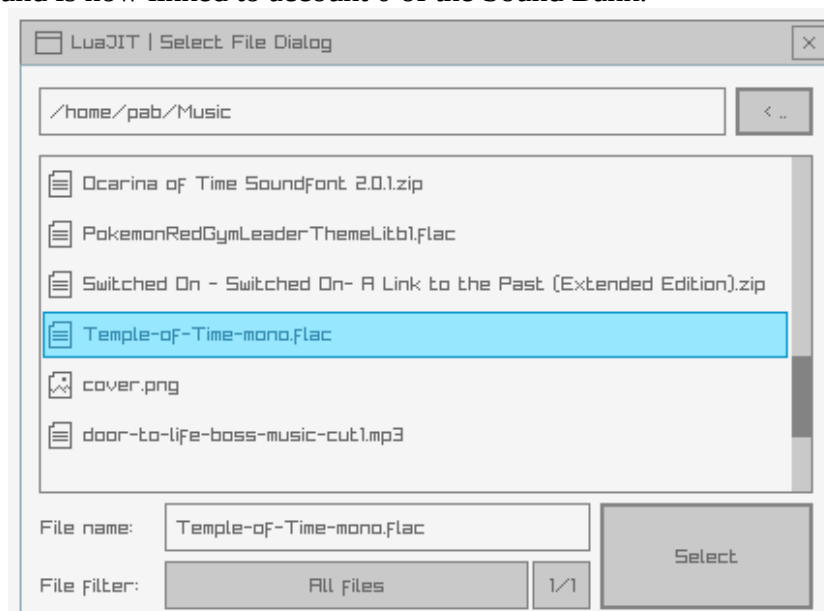


Step 2. Create Sound Producer and link sound to it

1. Set up sound in Sound Bank menu on the right.
 - A) Click on a textbox in Sound Bank with a number and type in name. Example account 0. name Sound A



- B) Click on gray box next to the name. Select sound file. .wav and .flac files are supported. The sound is now linked to account 0 of the Sound Bank.



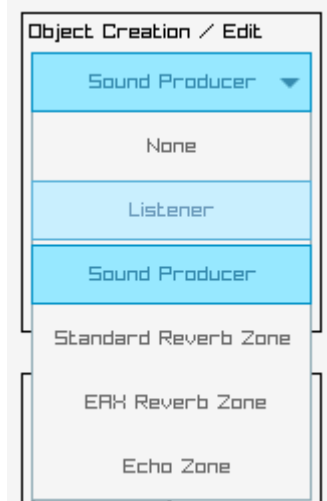
C)

2. Create Sound Producer.

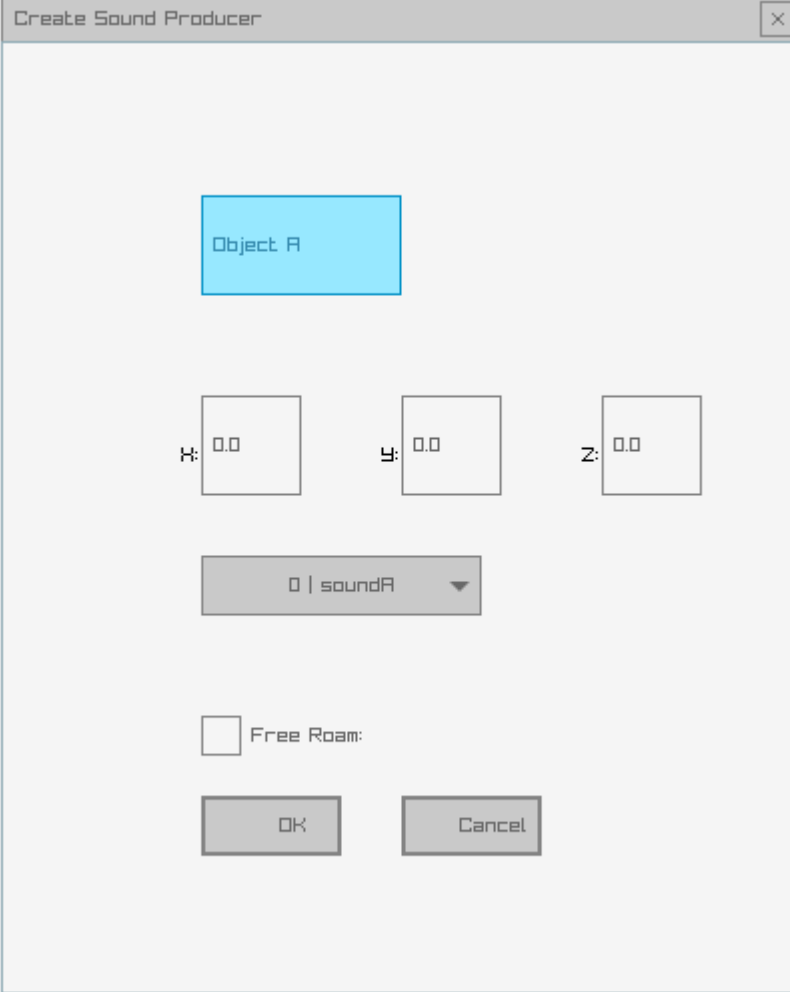
A) Click on drop-down box under Object Creation / Edit box. Select Sound Producer.



B) Click on Create button in Object Creation / Edit box.



- C) Fill in information for Sound Producer. Name in first box; position in x,y,z boxes; sound account to select. When finished click the Ok button. Example: Object A for name, 0.0 for x coordinate, 0.0. for y coordinate, 0.0 for z coordinate. Sound account 0.



The image shows a software dialog box titled "Create Sound Producer". It contains a text field with "Object A" and a blue highlight. Below it are three input fields for coordinates: "x: 0.0", "y: 0.0", and "z: 0.0". A dropdown menu shows "0 | soundA" with a downward arrow. There is a checkbox labeled "Free Room:" which is currently unchecked. At the bottom are "OK" and "Cancel" buttons.

Create Sound Producer

Object A

x: 0.0 y: 0.0 z: 0.0

0 | soundA ▼

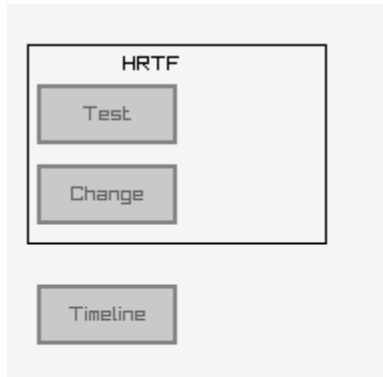
☐ Free Room:

OK Cancel

Step 3. Create a Timeline and set up playback

This step initiates playback of audio linked to sound producer.

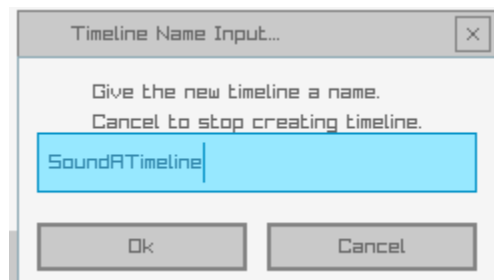
1. Open timeline by clicking on timeline button.



2. Create a new Timeline by clicking on the plus button next to Active Timeline.



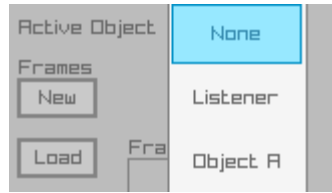
3. Give the new Timeline a name. Preferably, name that matches sound producer. For example, SoundATimeline. Click Ok button.



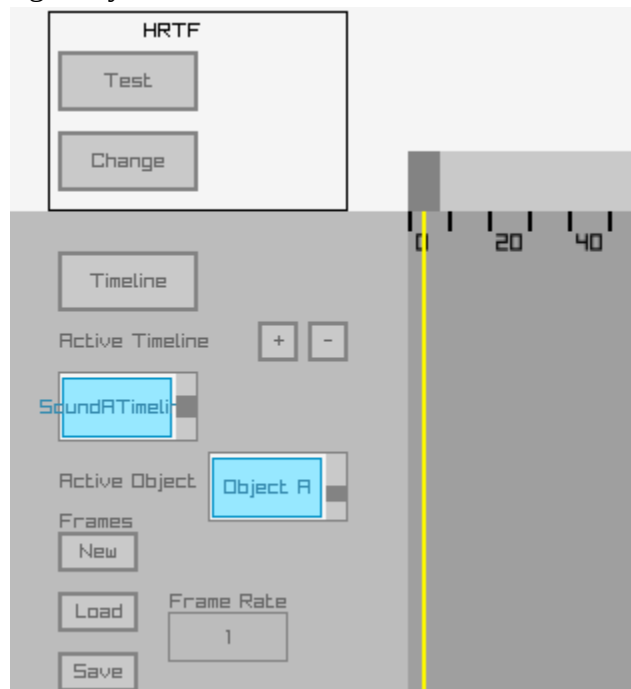
4. Click on the dropdown box below Active Timeline. Change timeline from Default to newly created Timeline. For example, SoundATimeline.



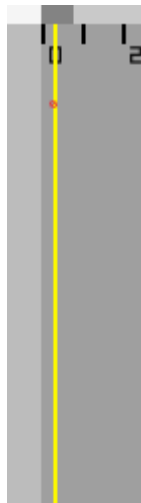
5. Click on dropdown box next to Active Object text. Select sound producer from object dropdown box. For example, Object A sound producer that has sound linked to sound account 0.



6. Put cursor over dark gray area with ruler located to the right of timeline menu box. Select a timeline frame position for start of playback of audio linked to sound producer and click on it. Line should be highlighted yellow after click.



7. Add start playback marker by pressing the 'Z' key.



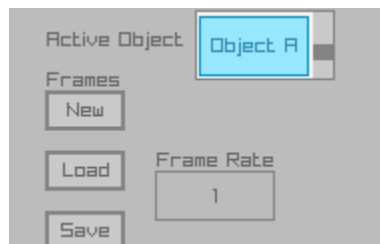
8. Press 'P' key to bring up properties information that confirms that playback marker was added.



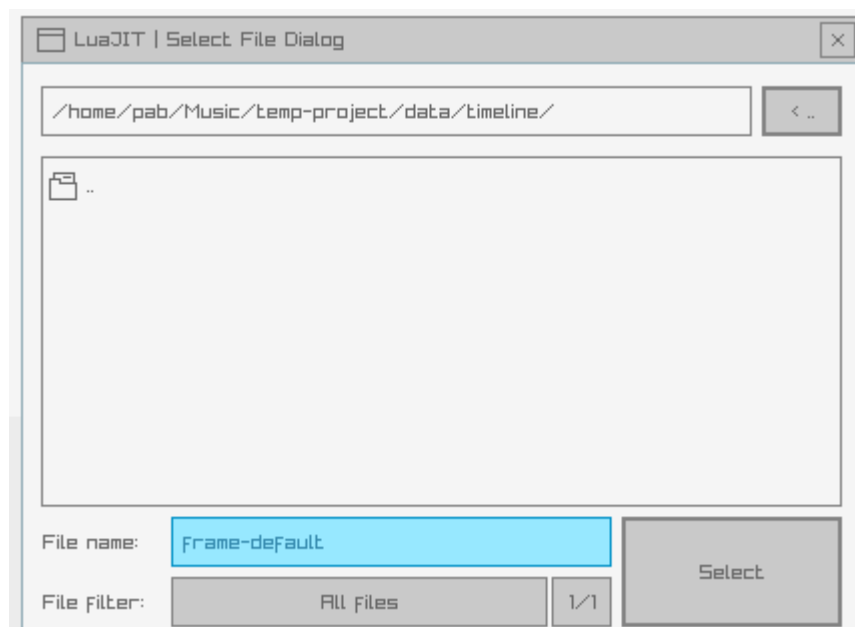
9. Click on stop button, then click on play button to test playback. Move listener with WASD QE keys.



10. Save frame by clicking on Save button under Frames text.



11. Enter file name for frames, for example frame-default. Click Select button.



Step 4. (Optional Step) Create sound effect environment

To Do

Step 5. Listen to playback and edit project

- A) Click on Play button to start playback of sound.
- B) Click on Pause button to pause playback of sound.
- C) Press Stop button to end playback and restart at beginning.
- D) Edit Sound Producer, Timeline, Effect Environment.