**AUDIOSOURCE**

An AudioSource is attached to a GameObject for playing back sounds in a 3D environment. In order to play 3D sounds you also need to have a AudioListener. The audio listener is normally attached to the camera you want to use. Whether sounds are played in 3D or 2D is determined by AudioImporter settings.

You can play a single audio clip using Play, Pause and Stop. You can also adjust its volume while playing using the volume property, or seek using time. Multiple sounds can be played on one AudioSource using PlayOneShot. You can play a clip at a static position in 3D space using PlayClipAtPoint.

AudioSource:

The clip can be played to an audio listener or through an audio mixer. The audio source can play any type of Audio Clip and can be configured to play these as 2D, 3D, or as a mixture

AudioClip:

An AudioClip stores the audio file either compressed as ogg vorbis or uncompressed. AudioClips are referenced and used by AudioSources to play sounds.