FOREST SOUNDS 2023
MANUAL
V1.1.0
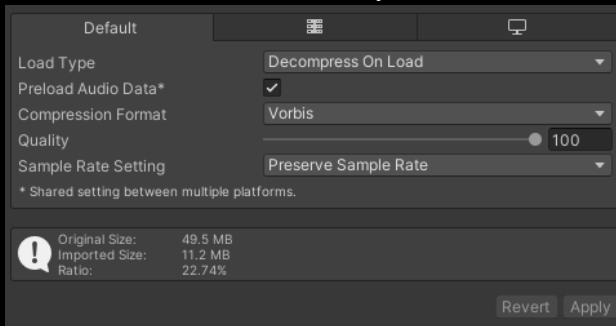
GET STARTED

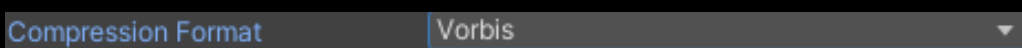After importing, you can see that all the files are categorized here.
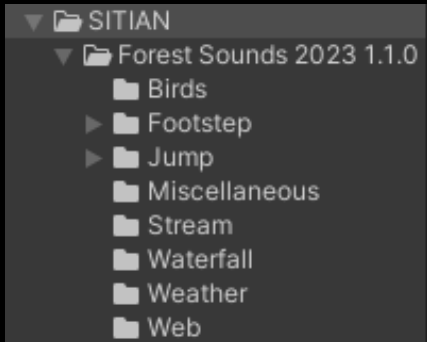
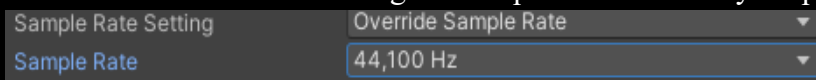Click on one of the files and you can see a menu on the right side.
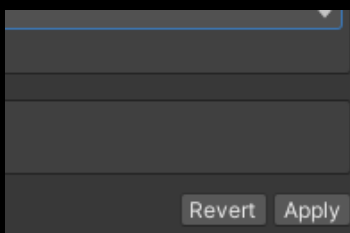

*Here you can change the format of the file.
The original format of Forest Sounds 2023 is 48000hz/24bit wav which is supported by Unity.
BUT you need to select PCM format here.

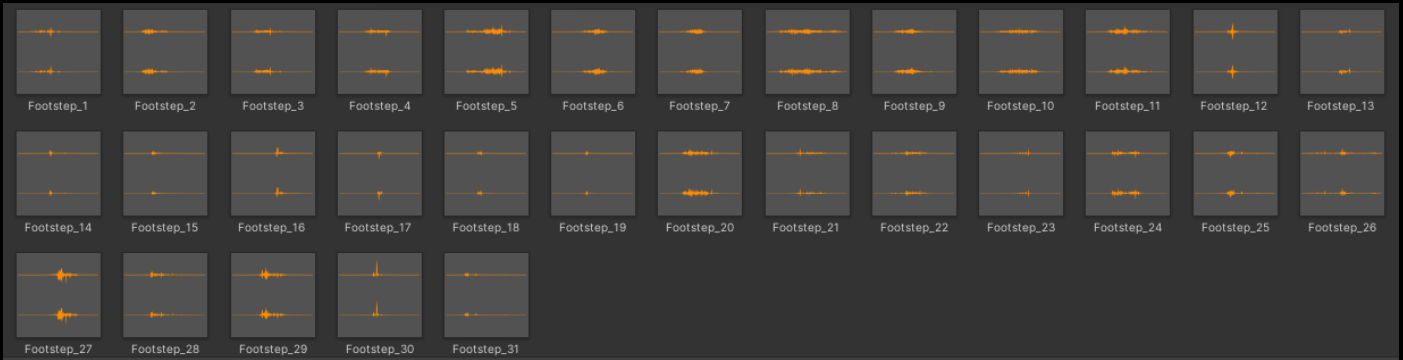*You can also override the original sample rate to match your project requirements here.

Do not forget to click Apply.

To know more about formats, sample rates, and bit rates, please click HERE.

FOOTSTEPS&JUMPS

These footsteps on different grounds and can be used in most natural scenes, and they are perfect for complex ground environments (grass, leaves, sand, and gravel, sometimes twigs).

If used in a simple scene, they can also simulate complex ground conditions.

Yes, some of these footsteps can be used as running sounds and some can be used as jogging sounds.

Some of them are divided into jumping sounds and landing sounds. Here are some examples:
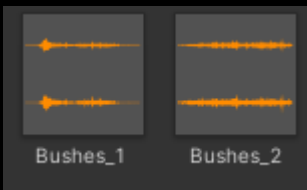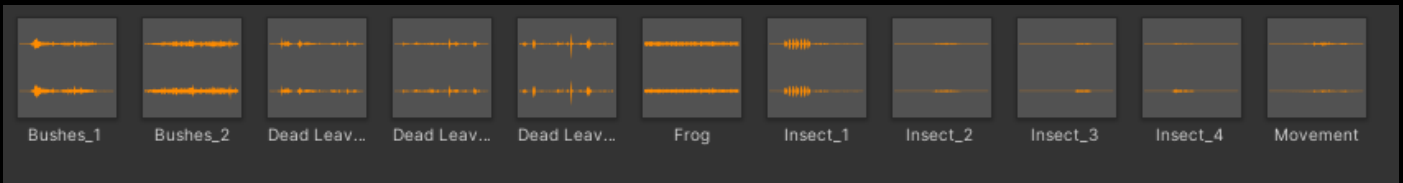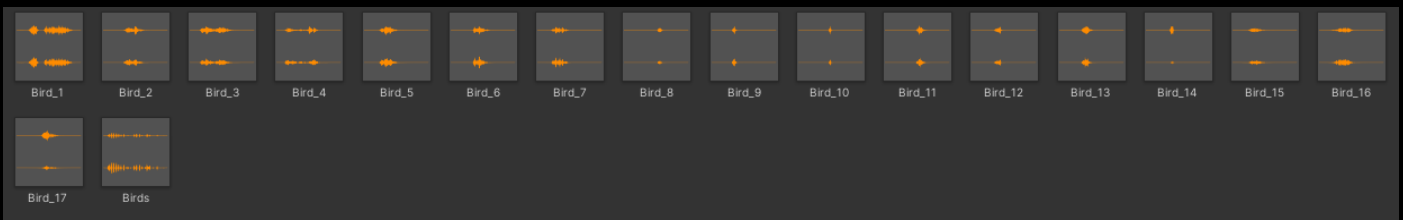
Jump1

This sound clip only includes the sound of the character landing, and you can use it on different surfaces, as well as the sound of a character jumping from a height to the ground.
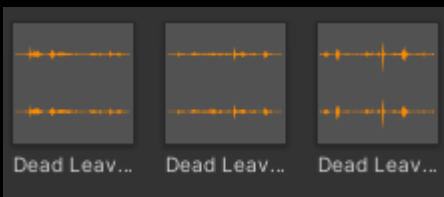
Jump2

It also has the sound of jumping up, please note that it should match the timing of your character's take-off and landing.
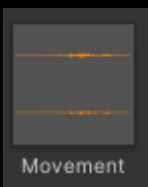
MISCELLANEOUS & BIRDS

The sound of the character moving through the forest, walk through the bushes or the low treetops.

The sound of dead leaves on the ground being blown by the wind also has other uses, such as expressing abnormal noises in the forest, the activities of small animals.
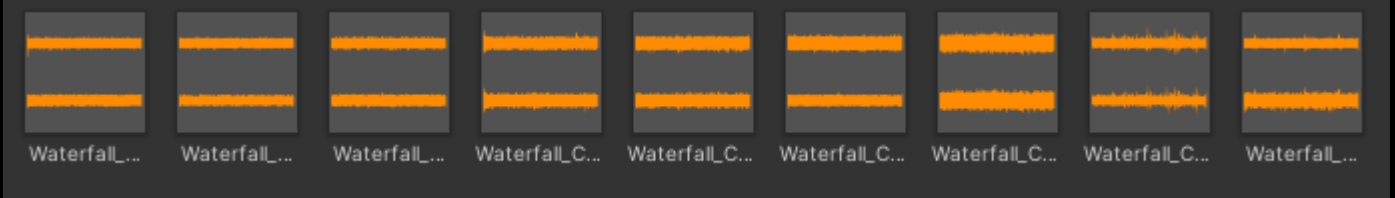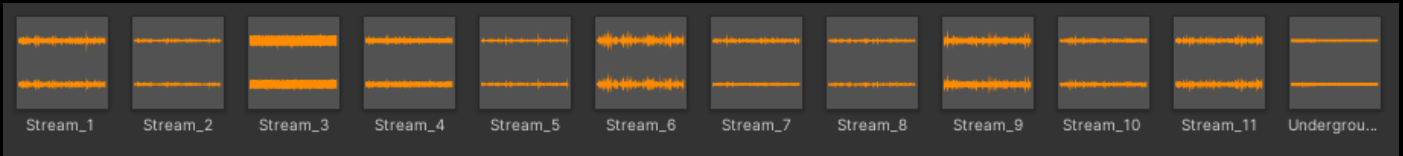

4 Insects. They do not sound noisy and add more fun to the forest scene.

You do not need to put animal models in the forest, you just need to add the sound of small animals fleeing when the character passes through places, which can make the whole scene more dynamic.
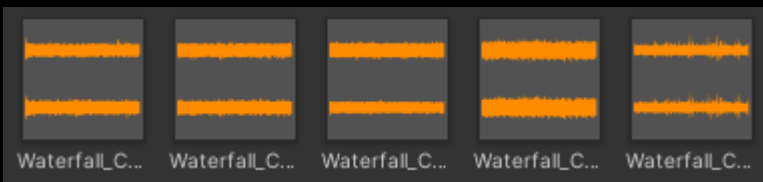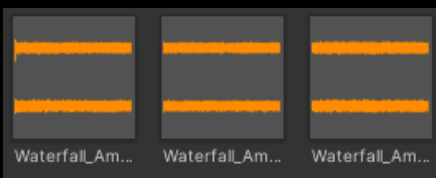
STREAMS & WATERFALLS

Can be used for smaller streams. It can also be used on top of other streams and placed where the stream hits the stones.
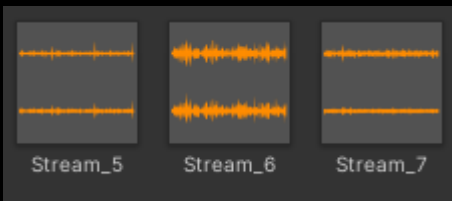
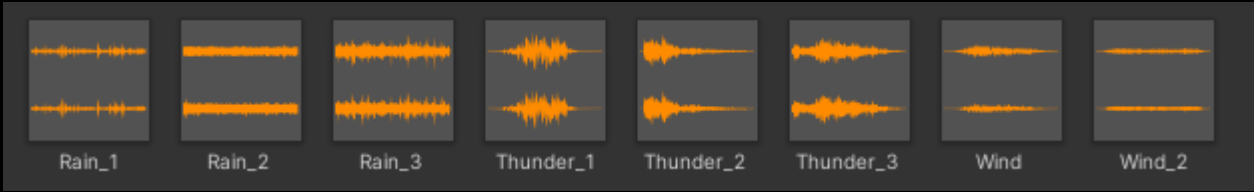Including the sounds of birds and so on.

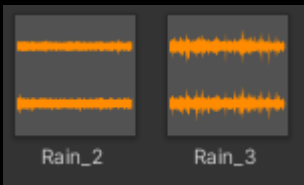The main part of the waterfall, the sound is clean, no birds or insects.

These sounds include bird calls and can be placed higher than the waterfall.
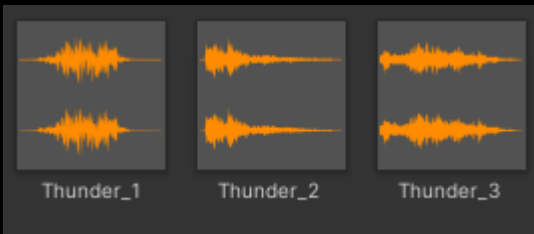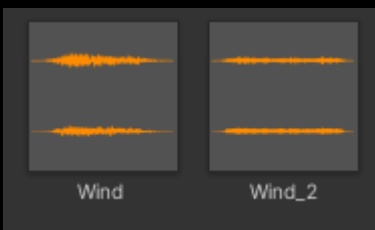
WEATHER SOUNDS

It can only be used in daytime scenes.

They can be used in daytime scenes and nighttime scenes. When used in daytime scenes, it can be matched with sounds such as bird calls and frogs to make the scene more vivid.

Use before and during rain. Heavy bass can add a different feeling to a scene. Make sure you use them if you have cloudy or rainy scenes.

They work even better if matched to Wind Zone.

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FAQ

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Preview

SITIAN

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