🎧 Bringing Your Scene to Life with Audio in Unity!

Why is Audio Important?

Audio is a key part of any interactive experience—it makes the world feel real! If done well, it enhances immersion; if done poorly (or missing entirely), the experience feels incomplete.

What You'll Learn

🔊 How to add sound effects to your scene
🎵 The difference between ambient and event-based sound
👂 How to make audio more accessible with captions
🎛️ How to use Unity's audio tools to create realistic soundscapes

Getting Started with Unity

✔️ Make sure you have **Unity 6** installed
✔️ Open the **Audio_Outdoor_Scene** in Unity
✔️ Check that your system audio is on & not muted in Unity
✔️ Playtest and listen—what's missing? Let's fix that!

What Do Audio Engineers Do?

They create and control sounds in games and interactive experiences! They work with:
🎤 **Diegetic sounds** (in-world sounds like footsteps & dialogue)
🎼 **Non-diegetic sounds** (music, UI sounds, narration)
🛠️ Tools like **Audacity, Wwise, and Beepbox** for editing and designing sound

How Audio Works in Unity

👂 **Audio Listener** – Acts like the player's ears (attached to the camera)
🔊 **Audio Source** – Plays sounds in the scene (footsteps, wind, music)
🎶 Supports **MP3, WAV, OGG, AIFF** file formats

Your Challenge!

1️⃣ **Listen to your environment** – What do you hear that you normally ignore?
2️⃣ **Think about your scene** – What sounds would make it feel alive?
3️⃣ **Experiment with sound in Unity** – Try adding ambient noise and effects!

By the end of this, you'll have the skills to create **immersive audio experiences** in your own projects! 🎶🚀