Adding Waterfall Audio in Unity

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This tutorial guides you through adding and customizing waterfall sound in Unity.

1. **Add Waterfall Sound**:
   - Create an **Audio Source** named "Waterfall Audio" and place it at the waterfall's base.
   - Assign the **AmbientWaterfall** audio clip and enable **Loop**.
   - Convert the sound to **3D** and adjust **min/max distances** for volume changes based on player position.
2. **Adjust Audio Spread**:
   - Increase **Spread** (e.g., 180) to prevent abrupt left-right panning when the player turns.
3. **Explore Rolloff Settings**:
   - **Logarithmic Rolloff**: More realistic but allows sound to persist beyond max distance.
   - **Linear Rolloff**: Sound cuts off at max distance but lacks smooth attenuation.
   - **Custom Rolloff**: Combines benefits of both; adjust curve for natural fading.
4. **Adjust Audio Listener**:
   - Move the **Audio Listener** from the camera to the **player character** for accurate spatial audio.
5. **Experiment with Doppler Effect**:
   - Enables pitch changes when moving toward/away from a sound source.
6. **Add More Ambient Audio**:
   - Introduce additional outdoor sounds (e.g., wind, birds, rustling leaves) with appropriate volume rolloff settings.