Project: Create Your Own Soundscape

Project Overview

In this challenge, you will use your knowledge of Unity audio to design and implement a unique soundscape for an environment of your choice. You will need to incorporate ambient sounds, object-based audio sources, and at least one special effect to enhance the atmosphere of your scene.

The final deliverable will be a **published WebGL link** showcasing your soundscape.

Project Instructions

1. **Select Your Scene:**
   - Open Unity and create or choose a scene that will serve as the basis for your soundscape.
   - If provided, use the `Audio_Indoor_Scene` from the Unity tutorial.
2. **Design Your Soundscape:**
   - Identify at least **five elements** that should have audio effects.
   - Consider the **theme and mood** of your environment.
   - Think about how different materials interact with sound (e.g., echoes in large rooms, muffled sounds in enclosed spaces).
3. **Implement Ambient Sounds:**
   - Create an **empty GameObject** and name it `AmbientSound`.
   - Add an **Audio Source** component and assign an ambient sound clip.
   - Set `Play on Awake` and `Loop` so the sound plays continuously.
4. **Add Object-Based Audio:**
   - Choose at least **three objects** in the scene that should make sound.
   - Attach an **Audio Source** to each and assign an appropriate audio clip.
   - Use `GetComponent<AudioSource>().Play();` in your script to trigger the sounds on interaction.
5. **Implement a Special Audio Effect:**
   - Add an effect such as **reverb, pitch shift, or spatial sound**.
   - Example: Use a **Reverb Zone** to create an echo effect in large spaces.
6. **Test and Adjust:**
   - Playtest your scene and adjust volume levels to create a balanced mix.
   - Ensure sounds trigger correctly based on events or interactions.
7. **Publish to WebGL:**
   - Go to **File > Build Settings** and select **WebGL** as the target platform.
   - Click **Build and Run** to generate your WebGL project.

○ Host your WebGL project using **Unity Play, itch.io, or another hosting platform**.

Submission Requirements

✅ **At least five unique audio effects**

✅ **At least one ambient background sound**

✅ **At least three object-based audio sources**

✅ **One special audio effect (e.g., reverb, pitch shift)**

✅ **A working WebGL link** to showcase your project

Bonus Challenges (Optional)

- Add a **dynamic soundtrack** that changes based on the player's actions.
- Create **positional audio effects** for a more immersive 3D sound experience.
- Design a **narrative-driven soundscape** to tell a story through audio.

Final Step: Share Your Work!

- Submit your **WebGL link** along with a short description of your soundscape.
- Include a **screen recording** of your project in action.
- Provide a **credits list** for any external sound assets used.

We look forward to hearing your unique soundscape creations!