

WWISE INTEGRATION

08/23/2023

ANYTHING IN ORANGE IS THE QUICK LOOK VERSION

1. CREATE A NEW UNREAL PROJECT.
2. IN THE WWISE LAUNCHER CLICK THE UNREAL TAB LOCATED IN THE LEFT MENU PANE.
 - A. YOU SHOULD SEE THE PROJECT THAT YOU'VE JUST CREATED.
 - B. UNDERNEATH IT CLICK THE BLUE BUTTON THAT SAYS INTEGRATE WWISE INTO PROJECT.
3. FOLLOW TO THE NEXT PAGE AND CLICK INTEGRATE YOU SHOULD GET A MESSAGE THAT SAYS OPERATION COMPLETED SUCCESSFULLY.

CREATING ASSETS

1. CLICK OPEN WWISE
2. CREATE AN EVENT UNDER THE DEFAULT WORK UNIT TAB. THIS CAN BE FOUND UNDER THE EVENTS TAB IN THE LEFT PANE OF WWISE.
 - A. **EVENT TAB> CREATE EVENT**
3. GO INTO THE AUDIO TAB.
 - A. UNDER ACTOR-MIXER HIERARCHY FOLDER CREATE A NEW SOUND EFFECT.
(THESE WILL APPEAR RED, THAT IS BECAUSE THERE IS NO AUDIO ATTACHED TO THEM)
 - B. **(AUDIO TAB>ACTOR MIXER HIERARCHY>DEFAULT WORK UNIT> (NEW SFX))**
4. RIGHT-CLICK ON YOUR SOUND EFFECT AND SCROLL TO IMPORT AUDIO FILE.
5. ADD FILES AND IMPORT
 - A. **(RIGHT CLICK> IMPORT AUDIO)**
6. UNDER LAYOUTS IN THE TOP MENU BAR, CLICK DESIGNER TO GET TO THE DESIGNER LAYOUT
 - A. **(LAYOUTS> DESIGNER)**
7. FIND THE SOUNDBANKS TAB, CLICK IT!
8. CREATE AND LABEL YOUR NEW SOUND BANK:
 - A. **SOUNDBANKS>DEFAULT WORK UNIT> (NEW SOUND BANK)**
9. IN THE CENTER WINDOW, USING THE SOUND BANK MANAGER AND UNDER DEFAULT WORK UNIT, CLICK MAIN.
 - A. **SOUNDBANK MANAGER WINDOW> MAIN**
10. GO TO THE AUDIO TAB AND DRAG EVENTS TO MAIN. THEY SHOULD POPULATE IN THE WINDOW BELOW
 - A. **AUDIO TAB>DRAG AND DROP AUDIO INTO MAIN**

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B. (EVENTS\DEFAULT WORK UNIT\EVENT NAME*)

11. SAVE

12. IN THE SAME WINDOW, FIND PLATFORMS CLICK EITHER WINDOWS OR MAC, IN THE LANGUAGE WINDOW, CLICK ENGLISH. THEN CLICK GENERATE ALL.

A. PLATFORMS>EITHER MAC OR WINDOWS

B. LANGUAGE >ENGLISH

C. GENERATE ALL

IN UNREAL

1. OPEN YOUR PROJECT

2. IN THE CONTENT BROWSER, FIND THE WWISE AUDIO FOLDER UNDER THE CONTENT FOLDER

13. IN THE TOP MENU BAR GO TO WINDOW AND SCROLL DOWN TO WWISE BROWSER

A. WINDOW> WWISE BROWSER

14. CLICK OPEN WWISE INTEGRATION SETTINGS

A. SELECT GENERATE SOUND BANKS FOLDER

B. SELECT THE UNREAL PROJECT

C. OPEN SOUND BANKS FOLDER

15. BACK IN THE SETTINGS FIND UNREAL AUDIO ROUTING (EXPERIMENTAL) CLICK BOTH WWISE AND UNREAL FROM THE DROP DOWN MENU

A. UNREAL AUDIO ROUTING (EXPERIMENTAL) > BOTH WWISE AND UNREAL

16. YOUR PROJECT WILL RESTART

17. GO BACK TO THE WWISE BROWSER AND CLICK GENERATE SOUNDBANKS.

A. WINDOW>WWISE BROWSER> GENERATE SOUNDBANKS

BACK IN WWISE

1. GO TO PROJECT SETTINGS> SOUND BANKS> ENABLE AUTO DEFINED SOUNDBANKS

2. GO TO ROOT OUTPUT SETTINGS FIND YOUR UNREAL PROJECT FOLDER THEN FIND THE FOLDER LABELED SOUNDBANKS

A. ROOT OUTPUT SETTINGS> (INSERT, UNREAL PROJECT) > SOUNDBANK

BACK IN UNREAL

1. WINDOW> WWISE BROWSER, YOUR SOUNDBANK SHOULD HAVE POPULATED IN THE BROWSER.

A. UNDER THE EVENTS TAB, DRAG AND DROP YOUR EVENTS INTO THE WWISE AUDIO FOLDER IN THE CONTENT DRAWER

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1. WINDOW> WWISE BROWSER> EVENTS TAB> DRAG AND DROP EVENTS TO UNREAL CONTENT BROWSER

2. OPEN BLUEPRINT LEVEL

- A. RIGHT CLICK AND TYPE EVENT BEGIN PLAY TO CREATE A NEW NODE.
- B. DRAG THE CONNECT NODE LINE AND CREATE A POST EVENT
- C. SELECT THE ASSET YOU'D LIKE TO PLAY IN THE POST EVENT NODE
- D. HIT COMPILE AND YOU SHOULD BE GOOD TO GO.

1. RIGHT CLICK> EVENT BEGIN PLAY> POST EVENT> SELECT ASSET>COMPILE

3. TO CREATE A KEY TRIGGERED SFX

- A. OPEN BLUEPRINT LEVEL
- B. TYPE KEY, SELECT THE KEY YOU'D LIKE TO USE TO CREATE A NODE.
- C. DRAG AND DROP YOUR AUDIO CONTENT INTO THE BLUEPRINT LEVEL
- D. CREATE A POST EVENT NODE AND SELECT THE ASSET YOU'D LIKE TO PLAY
- E. CONNECT YOUR KEY NODE TO YOUR AUDIO NODE, THEN CONNECT YOUR AUDIO NODE TO THE POST EVENT NODE
- F. COMPILE!

1. RIGHT CLICK!> KEYBOARD> SELECT KEY> DRAG AND DROP AUDIO ASSET>CREATE POST EVENT NODE > SELECT ASSET FROM POST EVENT NODE DROP DOWN MENU > CONNECT KEY TO AUDIO TO POST EVENT NODE> COMPILE.