Sphere

This volumetric shape allows you to make sounds emanate from a sphere. If your GameObject already has a Sphere Collider then all settings will be automatically copied over.

Sphere Collider

If you set this then the settings below will automatically be copied from the sphere collider.

Center

This allows you to set where the sphere is positioned relative to the GameObject it's attached to.

Radius

This allows you to set the radius of the sphere.

Is Hollow

Enable this if you only want the sound the emanate from the surface of the sphere.