

Audio Source

The VA_AudioSource component is used to link a Unity Audio Source with the Volumetric Audio system.

NOTE: This component can be used on non-Audio Source components as well (e.g. Audio Reverb Zones).

Compound

Enable this if you want your sound to be associated with multiple volumetric shapes.

Shape

This allows you to set which volumetric shape the sound will emit from.

Shapes

This allows you to set which volumetric shapes the sound will emit from.

Excluded Shape

This allows you to set which volumetric shape the sound cannot emit from.

Excluded Shapes

This allows you to set which volumetric shape the sound cannot emit from.

Blend

Enable this if you want the sound to turn from stereo to mono when the camera approaches the volumetric shape (e.g. if the player can enter a cave or room that's emitting sound).

Blend Min Distance

This allows you to set the distance at which the spatial blend stops decreasing.

Blend Max Distance

This allows you to set the distance at which the spatial blend begins to decrease.

Blend Curve

This allows you to set how smoothly the spatial blend transitions when the Audio Listener (Camera) goes between the min and max distances.

Volume

Enable this if you want the volume of your sound to change based on how close the camera is to it.

NOTE: This should only be used on 2D sounds, because 3D sounds already have 3D sound settings that allow you to do this.

NOTE: If you want to change the maximum Volume, then adjust the top right node in the Volume Curve.

Volume Min Distance

This allows you to set the distance at which the volume stops decreasing.

Volume Max Distance

This allows you to set the distance at which the volume begins to decrease.

Volume Curve

This allows you to set how smoothly the volume transitions when the Audio Listener (Camera) goes between the min and max distances.