Box

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

Box Collider

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

Center

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

Size

This allows you to set the size of the box.

Is Hollow

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