Read Me

Volumetric Audio is a toolset that allows you to easily add immersive audio to your games.

If you have any questions, issues, or feedback, then please e-mail me at: **carlos.wilkes@gmail.com**

Or ask on the official forum thread at: **http://forum.unity3d.com/threads/244030-Volumetric-Audio**

Or take a look at the YouTube page: **http://goo.gl/i3dooJ**

Step 1 - Create a Volumetric Shape

Volumetric Audio supports 5 different audio shapes (Sphere, Box, Capsule, Path, and Mesh), you can use any combination of these to sculpt your audio world.

For example: if you want to apply volumetric audio to some power lines in your scene, then you would probably want to use the Mesh or Path shapes. However, if you want to apply volumetric audio to a tunnel then you might want to use the Box shape instead.

Once you've decided which shape you want, select your **GameObject** and go to **Add Component / Volumetric Audio / <shape>**, you should now see a shape component added to your GameObject (e.g. VA_Capsule if you chose a capsule shape).

NOTE: If your selected GameObject already contains a collider (e.g. a CasuleCollider), then adding the appropriate volumetric audio shape will automatically copy the collider settings for you.

NOTE: If your volumetric shape is too complex to be represented by just one of these shapes, then you can create it using multiple shapes (if you do this, I recommend you use a separate GameObject for each shape).

Step 2 - Add an Audio Sound to Your Scene

Now it's time to add an Audio Source to your scene. If you've imported a sound (e.g. WindLoop.wav) into your Unity project, then you can just drag and drop it from the **Project** window into your **Scene** or **Hierarchy** windows.

Once you've added it, you'll probably want to check the **'Loop'** option if you want your sound to loop, and also you'll probably want to drag the **Spatial Blend** slider to the 3D side. You might also want to play with the volume and rolloff settings.

Step 3 - Bind Your Audio Source to the Volumetric Shape.

Now that you've created your volumetric shape and sound, it's time to bind them together.

To do this, select your **Audio Source GameObject** and go to **Add Component / Volumetric Audio / Audio Source**, you should now see the **VA_AudioSource** component in the inspector window.

Inside the **VA_AudioSource** component you should see the **Shape** field marked in red. If you drag and drop the volumetric shape you made earlier into this field, then it should work.

NOTE: If your volumetric shape is represented using multiple shapes (e.g. three VA_Box components), then you can enable the **Compound** setting, which will reveal an array of **Shapes** that you can set.

Step 4 - Make Your Game!

If you hit play, you should now have volumetric audio!

If it doesn't seem to work, then make sure you play around with the 3D sound settings (particularly volume, spatial blend,, loop, and rolloff). Additionally, if you select your volumetric shape then you can view its shape in the **Scene** window.