Unity Sound

CSCI 4160U – Interactive Media

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Sound in Unity

- In unity, we can create objects of sound that can be played during runtime of our game.

- This can be useful for the following examples:
  - Sound effects
  - Background music
  - Voice acting
  - And more!

Sound in Unity – Unity Editor

- When dragging a sound in to our scene, in the unity editor we have the following options:

- The most important setting is "Play On Awake" setting. As if we have sound effects that we want to play at a specific moment, we don't want them to always play when the game initially starts.

- We can also adjust specific settings, such as Loop (useful for music) and the volume settings!
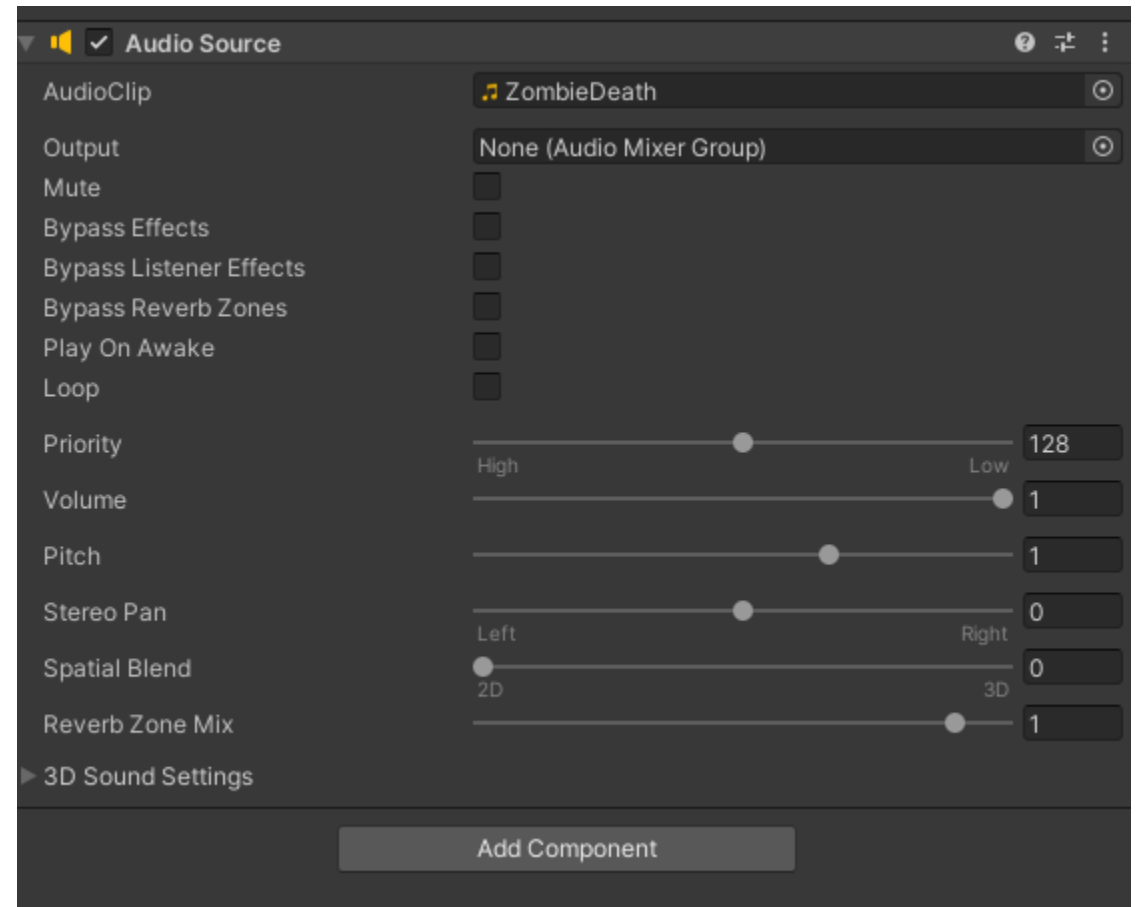
Sound in Unity – Unity Editor

- We can reference our sound files as AudioSource when coding.

```
private AudioSource zombieDeathSound;

private void Awake()
{
    zombieDeathSound = GameObject.FindGameObjectWithTag("zsd").GetComponent<AudioSource>();
}
```

- If we want our sound to play at a specific moment in the code, we can simply do SoundEffect.Play()
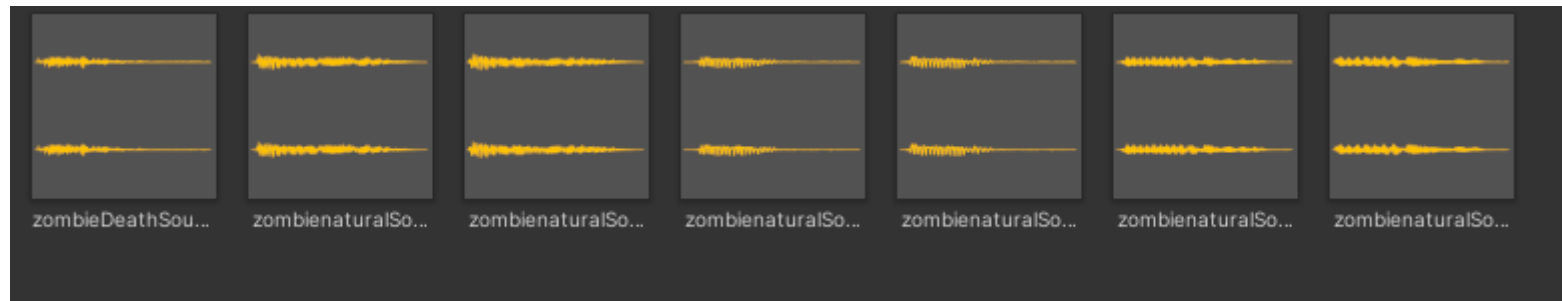
```
//Play the death sound effect
zombieDeathSound.Play();
```

- Additionally, if we want to prevent playing the audio on awake, we can also do that with code.

```
zombieDeathSound.playOnAwake = false;
```

Sound in Unity – Creating Sounds

- In unity, any audio file is accepted!
  - MP3
  - WAV
  - And more!

- For creating sound effects or music, we can use free assets, or make our own with free audio editing software (e.g. audacity – www.audacityteam.org)

Sound in Unity – Learning More

- For more on sound in unity, here are some sources:
  - [Introduction to AUDIO in Unity – YouTube](#)
  - [Unity - Manual: Audio Source (unity3d.com)](#)
  - [Unity - Manual: Audio Overview (unity3d.com)](#)