How to use the creatures footsteps

In this pack, you will find 2 types of sounds:

* **Single steps**
* **Run loops**

**Single steps** are meant to be played in order, you can for example play 1 2 3 4 - 1 2 3 4 -1 2 3 4 - etc...

If you just want to use 2 of them (12 12 12 12 etc..) the best is to attach the cue files directly on your animations, to get the perfect timing.

**Run loops** should be used in cases:

Where you just want a movement sound (off camera action for example)

When you can't use single steps. For a 4 legged creature/animal running for example

In the pack, you can also find separated back/front legs sounds for 4 legged creatures, in case you want to tweak the volume.