

Anticipation Guide for *Unity Essentials – Real-time Audio*

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Date

Before reading: In the space to the left of each statement, place a T, for true, if you agree or F, for false, if you disagree with the statement.

During or after reading: Add new check marks or cross through those about which you have changed your mind. Keep in mind that this is not like the traditional “worksheet.” You may have to put on your thinking-caps and “read between the lines.” Use the space under each statement to note the page, column, and bullet(s) where you are finding information to support your thinking. If false, tell how it could be true or why it is false.

_T_1. To make a GameObject play audio in your scene, first you need to add an Audio Source Component to it.

_F_2. To convert an Audio Source to 3D sound, select and drag the Rolloff slider all the way to the right, or set its value to 1.

_T_3. In a Unity Scene, there can be only one Audio Listener.

_T_4. For the Audio Source to play sound, you will have to add an Audio Clip.

_F_5. The rate at which audio fades at greater distances and becomes inaudible, is called Spatial Blend.

_T_6. Audio that changes volume, or even pitch, depending on where you move in the scene is called 3D sound.

_T_7. You will see a Waveform Preview at the bottom of the Inspector window, when an Audio Clip is selected.

_T_8. Audio DCCs allow artists to record, edit, and mix sound effects and music for a project.