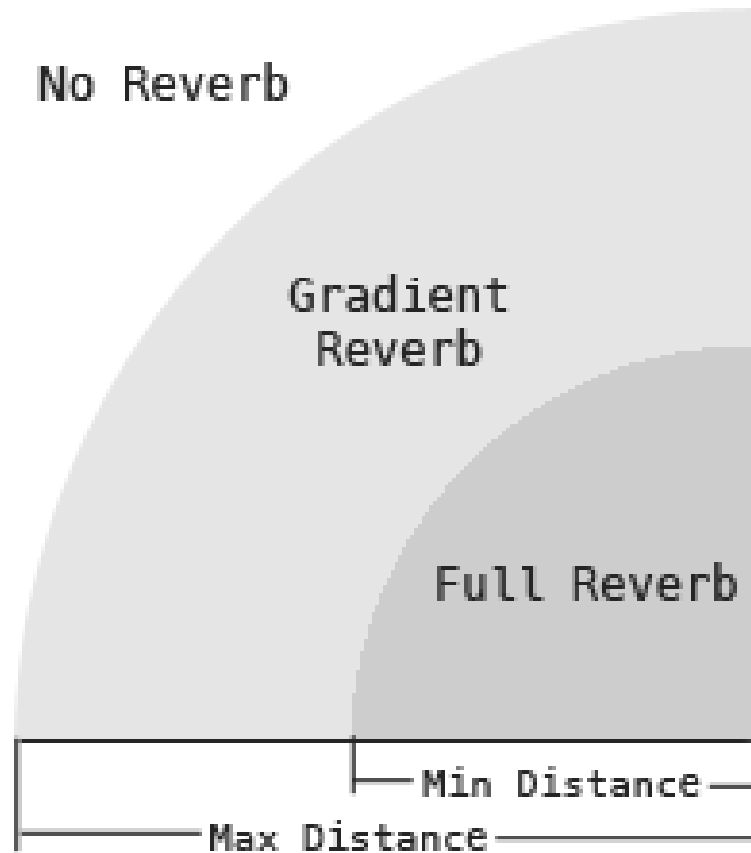


Audio Effects

Reverb Zone



▼ ☒ Audio Reverb Zone ? ⚙

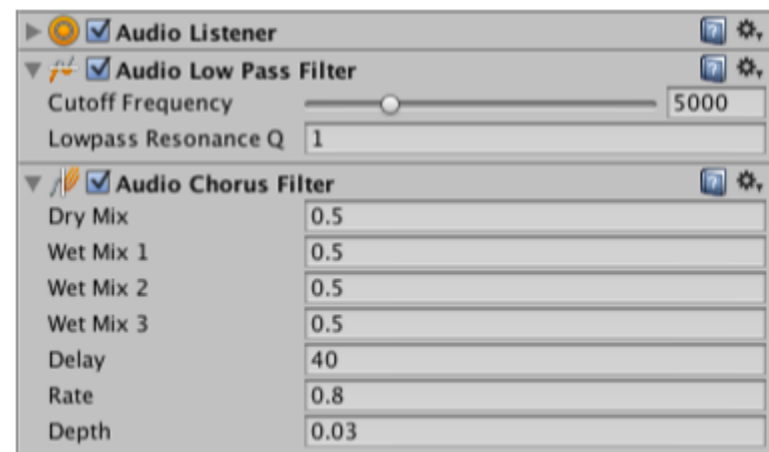
Min Distance	10
Max Distance	15
Reverb Preset	Generic ▾
Room	<input type="text"/> -1000
Room HF	<input type="text"/> -100
Room LF	<input type="text"/> 0
Decay Time	<input type="text"/> 1.49
Decay HFRatio	<input type="text"/> 0.83
Reflections	<input type="text"/> -2602
Reflections Delay	<input type="text"/> 0.007
Reverb	<input type="text"/> 200
Reverb Delay	<input type="text"/> 0.011
HFRreference	<input type="text"/> 5000
LFReference	<input type="text"/> 250
Room Rolloff Factor	<input type="text"/> 0
Diffusion	<input type="text"/> 100
Density	<input type="text"/> 100



Audio Filters

You can modify the output of [Audio Source](#) and [Audio Listener](#) components by applying **Audio Effects**. These can filter the frequency ranges of the sound or apply reverb and other effects.

The effects are applied by adding effect components to the object with the Audio Source or Audio Listener. The ordering of the components is important, since it reflects the order in which the effects will be applied to the source audio. For example, in the image below, an Audio Listener is modified first by an Audio Low Pass Filter and then an Audio Chorus Filter.

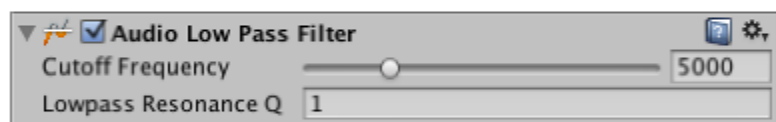


Audio Low Pass Filter

SWITCH TO SCRIPTING

The **Audio Low Pass Filter** passes low frequencies of an [AudioSource](#) or all sound reaching an [AudioListener](#) while removing frequencies higher than the **Cutoff Frequency**.

Properties



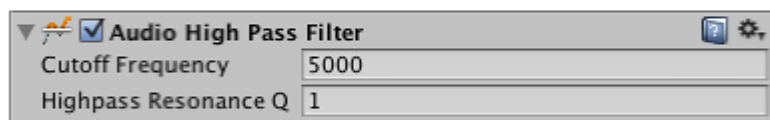
Property:	Function:
Cutoff Frequency	Lowpass cutoff frequency in Hertz (range 10.0 to 22000.0, default = 5000.0).
Lowpass Resonance Q	Lowpass resonance quality value (range 1.0 to 10.0, default = 1.0).

Audio High Pass Filter

SWITCH TO SCRIPTING

The **Audio High Pass Filter** passes high frequencies of an AudioSource and cuts off signals with frequencies lower than the **Cutoff Frequency**.

Properties



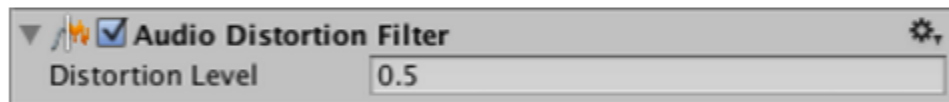
Property:	Function:
Cutoff Frequency	Highpass cutoff frequency in Hertz (range 10.0 to 22000.0, default = 5000.0).
Highpass Resonance Q	Highpass resonance quality value (range 1.0 to 10.0, default = 1.0).

Audio Distortion Filter

SWITCH TO SCRIPTING

The **Audio Distortion Filter** distorts the sound from an [AudioSource](#) or sounds reaching the [AudioListener](#).

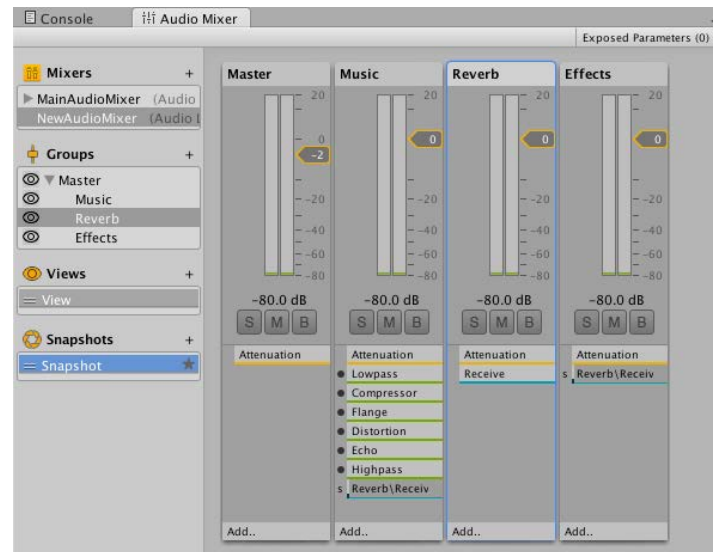
Properties



Property:	Function:
Distortion	Distortion value. 0.0 to 1.0. Default = 0.5.

Filters and Effects

- For more filters: see [filter manual](#)
- Effects are a more powerful way to manipulate sound
 - [Effects Manual](#)
 - [Audio Mixer tutorial](#)



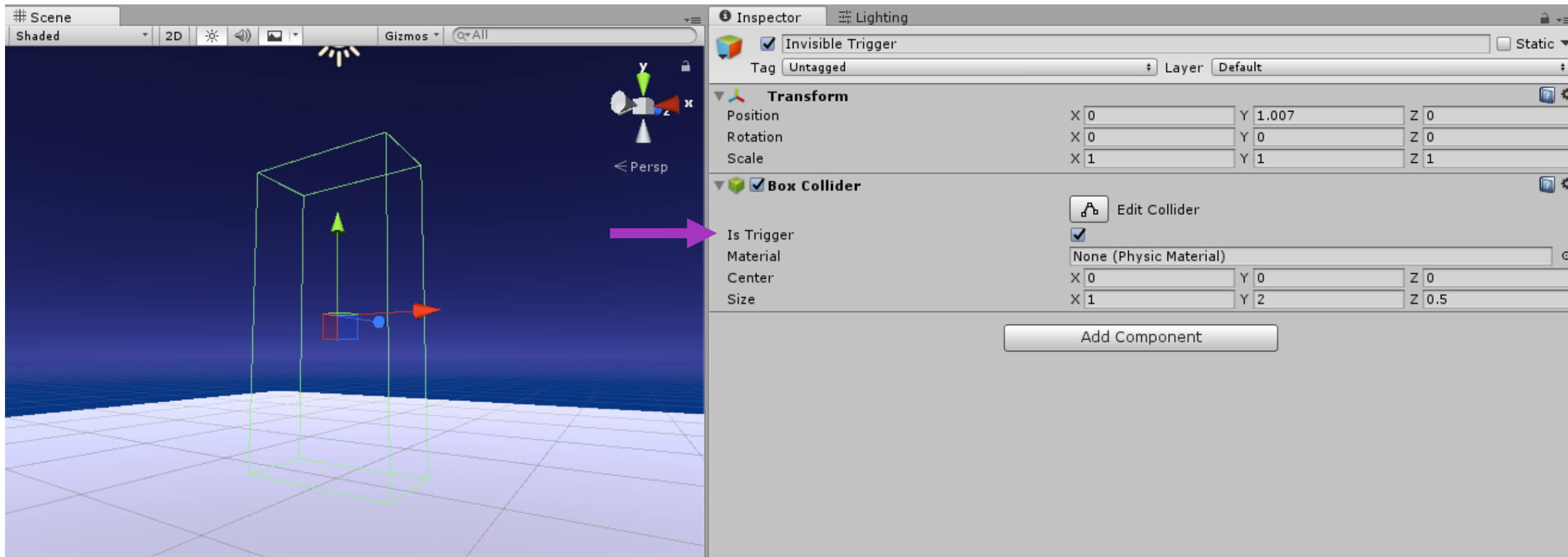


Triggers

- [Video tutorial](#)
- Triggers are colliders that act as invisible detectors
- Triggers don't physically collide with other objects
- If a rigidbody interacts with a trigger:
 - [OnTriggerEnter](#)
 - [OnTriggerStay](#)
 - [OnTriggerExit](#)

Triggers

- Any collider can be set to be a trigger



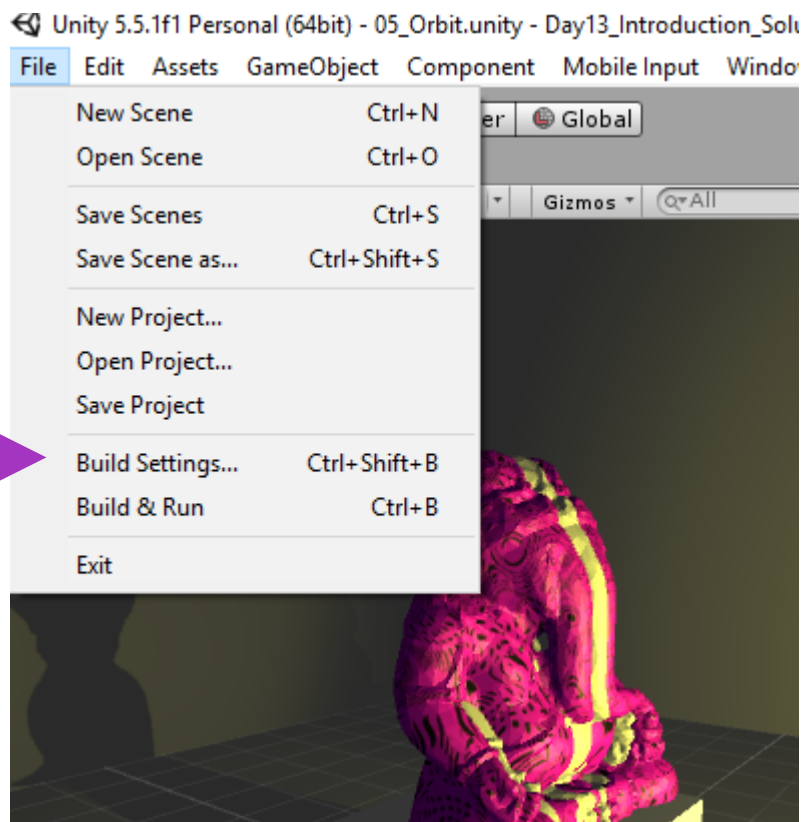
Building for Windows & Mac

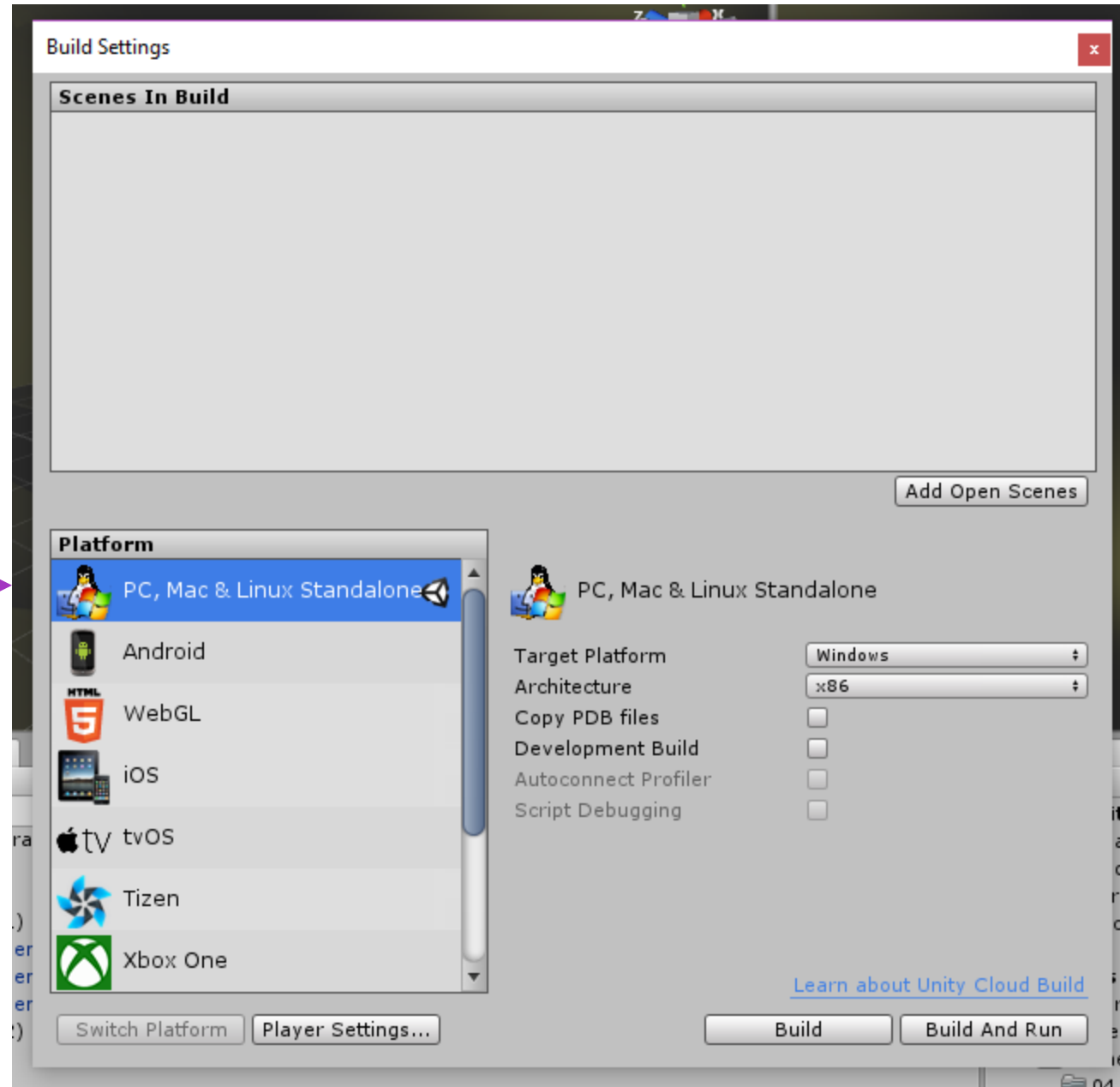


A Build

- A build is a published version of your project that you can distribute and share
- Options:
 - PC/OSX/Linux desktop application (exe or .app)
 - WebGL (browser, .html)
 - iOS app
 - Android app
 - Xbox One
 - PS4
 - ...

Open up the
build settings







Select your platform

Add your scene

Build!

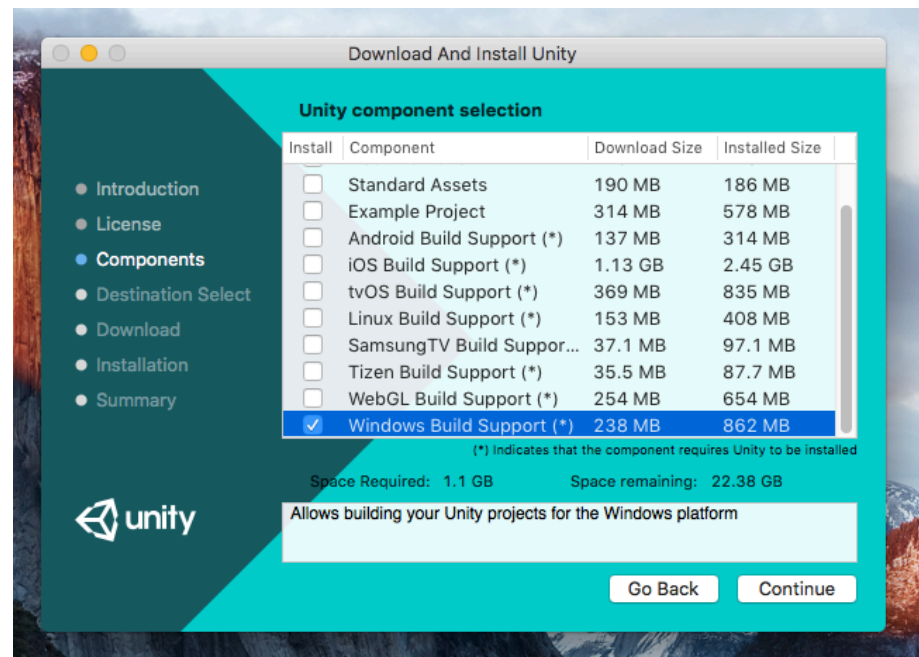
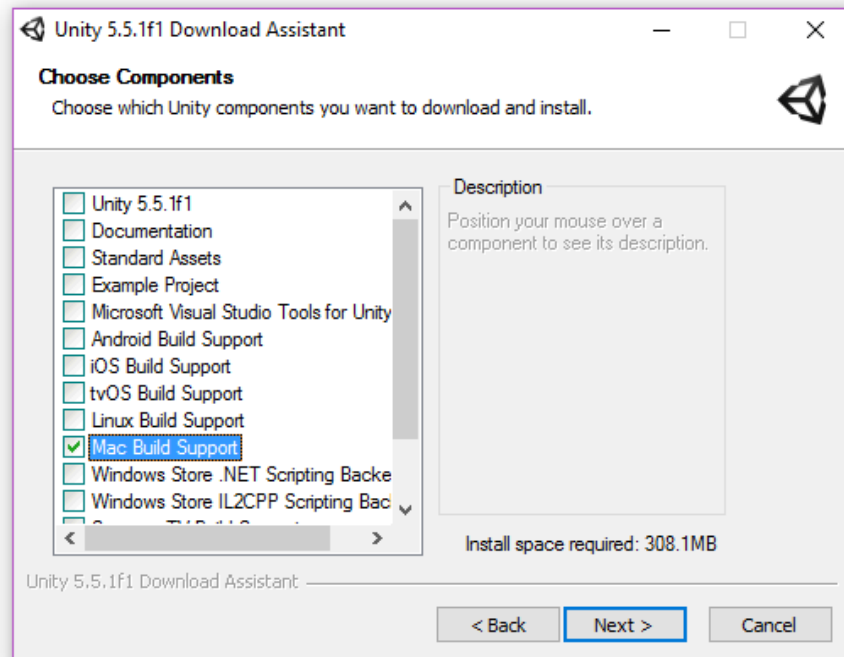
Sharing a Windows Build

- You need to zip up a folder that contains both:
 - The .exe
 - The _Data folder

GamePlayExercises > Day14_Introduction_Solution > Builds				Search Build
Name	Date modified	Type	Size	
 orbit-demo_Data	2/27/2017 7:15 AM	File folder		
 orbit-demo.exe	1/19/2017 6:11 AM	Application	17,786 KB	

Build Support

- Each platform requires a module
- You may not have support for both Windows and Mac:
 - Rerun the installer (find older versions [here](#))
 - Uncheck everything except for the missing component



Building References

- See [Unity tutorial video](#)
- See [Unity manual](#)

Itch.io Hosting

Itch.io

- Marketplace for independent digital projects
- Hub for independent game makers
- Free for creators
- Open revenue sharing model
- Track downloads, get feedback, etc.



Hosting on Itch.io

1. [Sign up](#) for an account
2. Go to your [dashboard](#)
3. Create a new project
4. Upload your build files and publish
5. Become famous

Kind of project

Downloadable — You only have files to be downloaded ▲

Downloadable — You only have files to be downloaded

HTML — You have a ZIP or HTML file that will be played in the browser

Flash — You have an SWF that will be played in the browser

Java applet — You have a JAR that will be played in the browser

Unity ≤ 5.3 — You have a Unity3d file that will be played in the browser

Standalone
Mac and
Windows Builds



WebGL Builds





Build Files


- Upload a zipped folder with the windows build
 - .exe and _Data folder must BOTH be in this zipped folder!
- Upload a zipped folder with the mac build
 - Put the .app into this zipped folder
- (Optional) Add a readme.txt file to each folder

Uploads

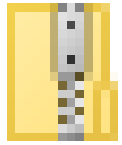
TIP Use **butler** to upload game files: it only uploads what's changed, generates patches for the [itch.io](#) [app](#), and you can automate it. [Get started!](#)

Upload files

or

 Choose from Dropbox

[Add External file](#) 



Win Build.zip



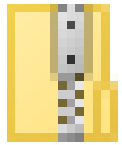
Art_Data



Art.exe



readme.txt



Mac Build.zip



Art.app



readme.txt



Uploads

Mac Build.zip

Delete file

20mb • [Change display name](#) • [Move down](#)

☐

☐

☒

☐

☐ Hide this file and prevent from being downloaded

Win Build.zip

Delete file

18mb • [Change display name](#) • [Move up](#)

☒

☐

☐

☐

☐ Hide this file and prevent from being downloaded

TIP Use *butler* to upload game files: it only uploads what's changed, generates patches for the [itch.io app](#), and you can automate it. [Get started!](#)

Upload files

or

Choose from Dropbox

[Add External file](#) ?

Visibility

- Publish as draft or make it public

Community

Let anyone with an itch.io account interact with you and other players.

- ☐ Disabled
- ☐ Comments — Comments on the bottom of project page
- ☐ Discussion board — A dedicated page for threads and replies

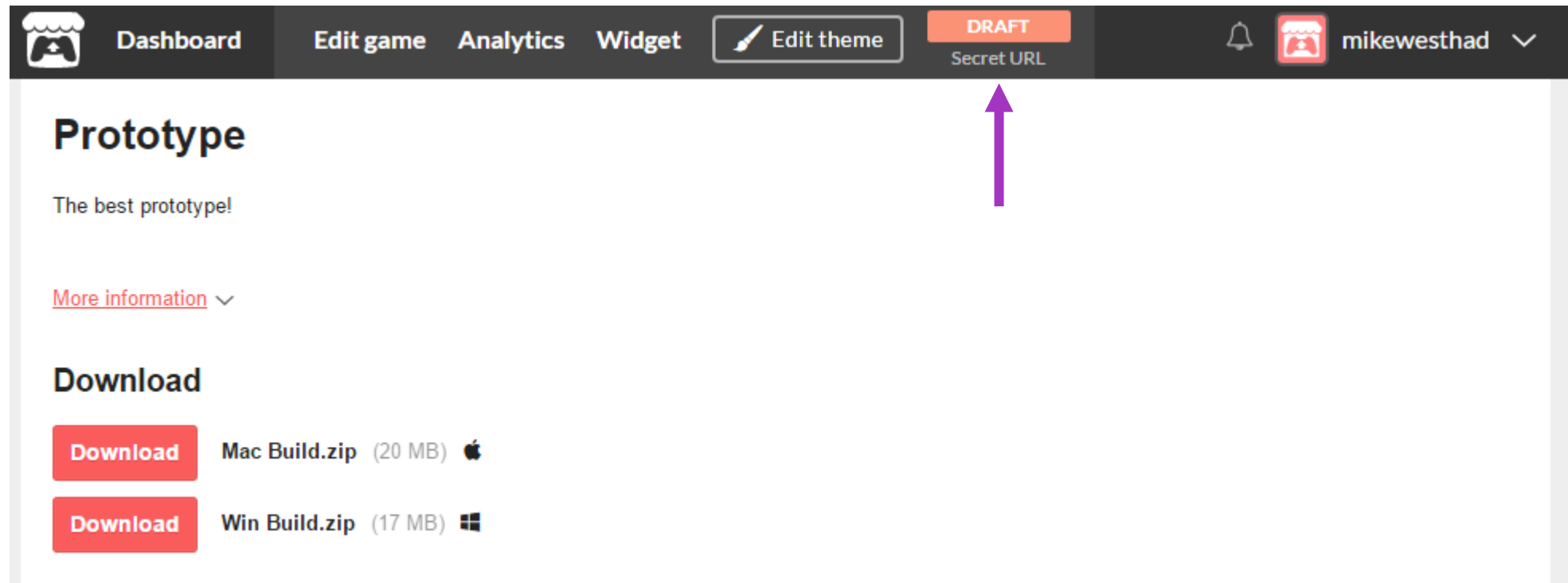
Visibility & access

Use Draft to finalize your page's design before making it public. [Learn more](#)





- ☒ Draft — Only those who can edit the game or have secret link can view the page
- ☐ Restricted — Only authorized people can view the page
- ☐ Public — Anyone can view the page, **you can enable this after you've saved**

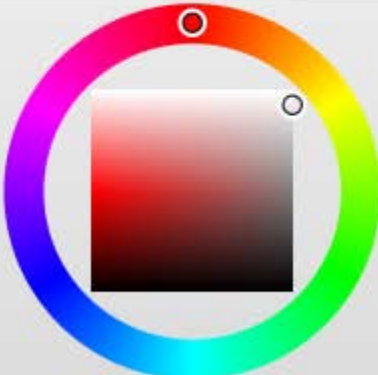
Secret URL for Drafts

- Share the secret link. It will look something like:
 - <https://mikewesthad.itch.io/prototype?secret=8P2dfzZT3xFpa54>





Extras: Theme


 Dashboard Edit game Analytics Widget **Edit theme** DRAFT Secret URL   mikewesthad 




Colors

☒  #eeeeee Background

☐  #ffffff Background 2

☐  #222222 Text


☐  #fa5c5c Links


Images

Background [upload](#)


Banner [upload](#)

Font

Sans Serif  Family

Medium  Size

Video URL



Close

Save