[**FMOD** is a powerful **real-time adaptive audio engine** designed for games, offering flexible access to low-level audio primitives and dynamic audio processing1](https://fmod.com/core). Here are some resources where you can learn more about FMOD:

1. [**FMOD Official Website**](https://www.fmod.com/): Explore FMOD’s features, case studies, and blog posts related to game audio[2](https://www.fmod.com/).
2. [**FMOD Core Documentation**](https://fmod.com/core): Dive into the technical details of FMOD Core, which provides fast and flexible access to audio primitives[1](https://fmod.com/core).
3. [**FMOD Studio Documentation**](https://www.fmod.com/docs/2.02/studio): Learn how to design sound for your game using FMOD Studio’s intuitive interface, create adaptive audio, and balance your game’s audio in real-time[3](https://www.fmod.com/docs/2.02/studio).
4. [**FMOD Learning Tutorials**](https://www.fmod.com/learn): Access beginner, intermediate, and advanced tutorials, including integrating FMOD with Unity, applying adaptive mixing, and dissecting the FMOD Studio project from the game Celeste[4](https://www.fmod.com/learn).
5. [**FMOD Community Forums**: Connect with other creators, ask questions, and discuss ideas related to FMOD](https://fmod.com/core)[4](https://www.fmod.com/learn).

Happy learning! 🎧🎮