Welcome to the Ovani Ambience Plugin For Unity!

Getting Started:

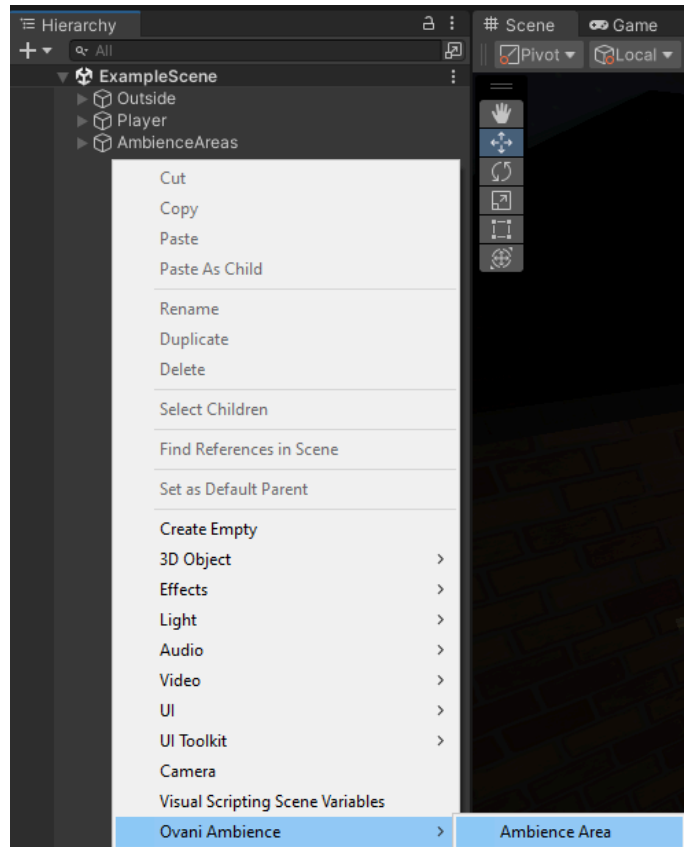Welcome to the Ovani Ambience Plugin for Unity! Once the UnityPackage Is installed, you can start Creating "Ambience Areas" by right-clicking the Hierarchy, Clicking "Ovani Ambience", and "Ambience Area".
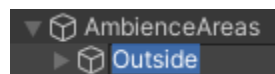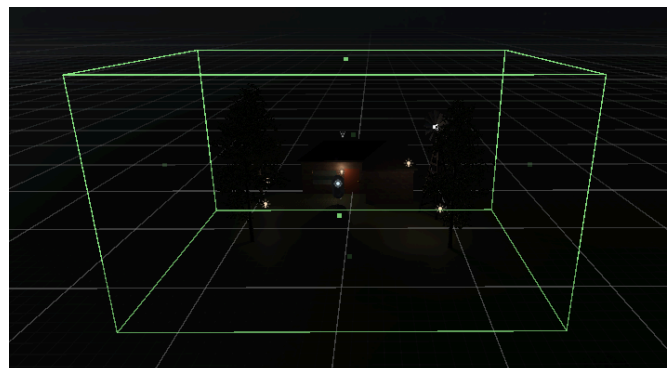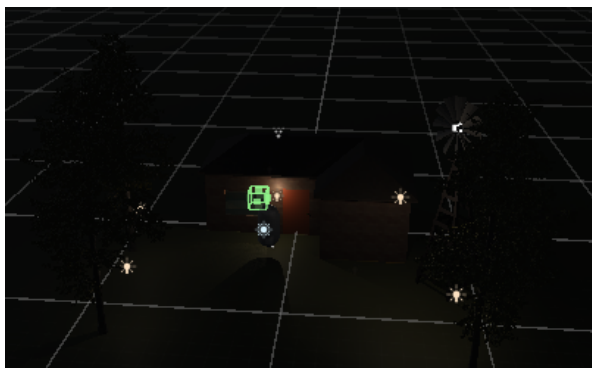
1.
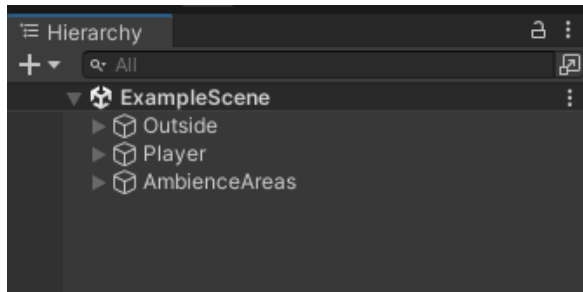
2.

Next, rename your new Ambience Area.

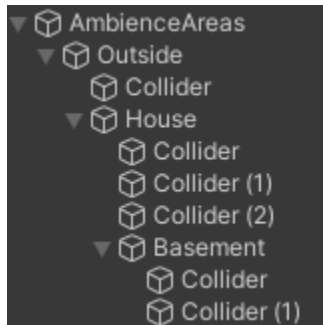Now, Add, Edit, and Remove its Colliders until it fully envelops what it handles.

Example for "Outside", this Area covers everything, So we'll scale up its collider.
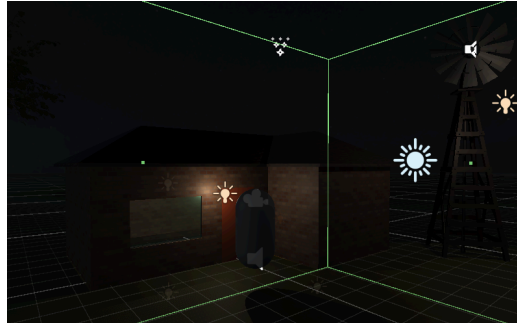
Repeat this process for each Sub-Area, Creating a Hierarchy of Parent and Children Zones.

In this Example We'll create another Ambience Area called "House", and another called "Basement".
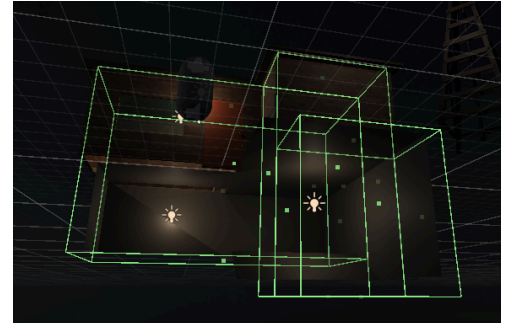
Hierarchy

1. Outside Colliders

2. House Colliders
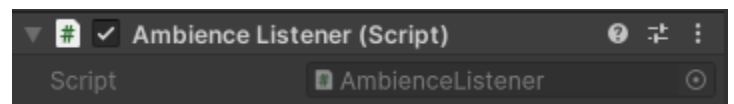

3. Basement Colliders
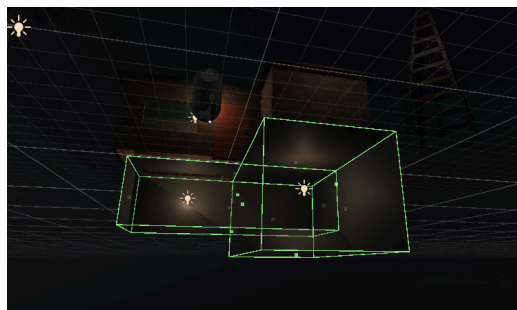
Make Sure all Parent Colliders contain all Children Colliders, otherwise you may have unreliable results.

At this point the system is set up with 3 Ambience Snapshots, "Outside", "House", and "Basement".

For the system to work, you must add the "Ambience Listener" Script to your Player's Root. This will let it detect when the player walks from Area to Area.

At this point you should see a new Mixer file next to your Scene File. Double click it to start editing the scene mix.
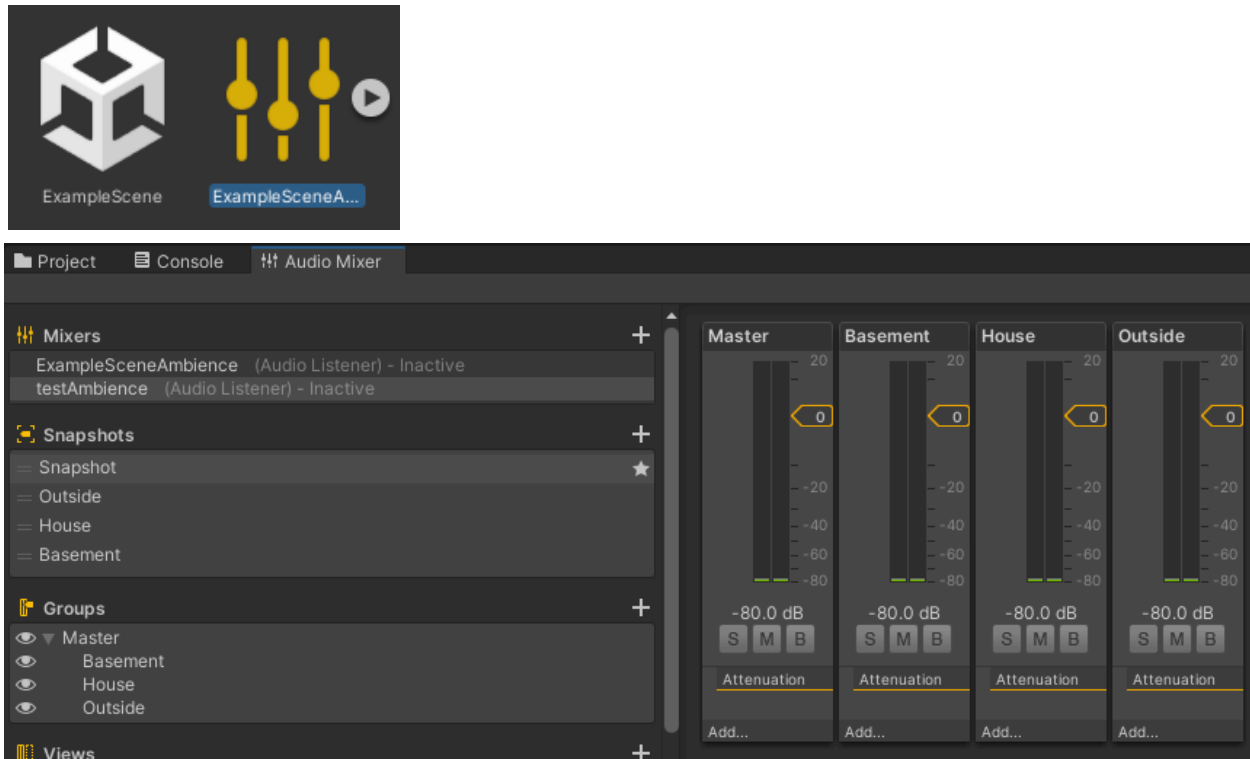
Select a Snapshot to configure how each group will sound within it.
In this example, We'll have Outside deafen House & Basement, while House & Basement Deafens & Low Pass filters Outside.

Before we can test the configurations, Right click on Any Ambience Area Component and Press "Auto Configure Audio Sources", to associate things outside with the Outside Group, and things inside to their groups.
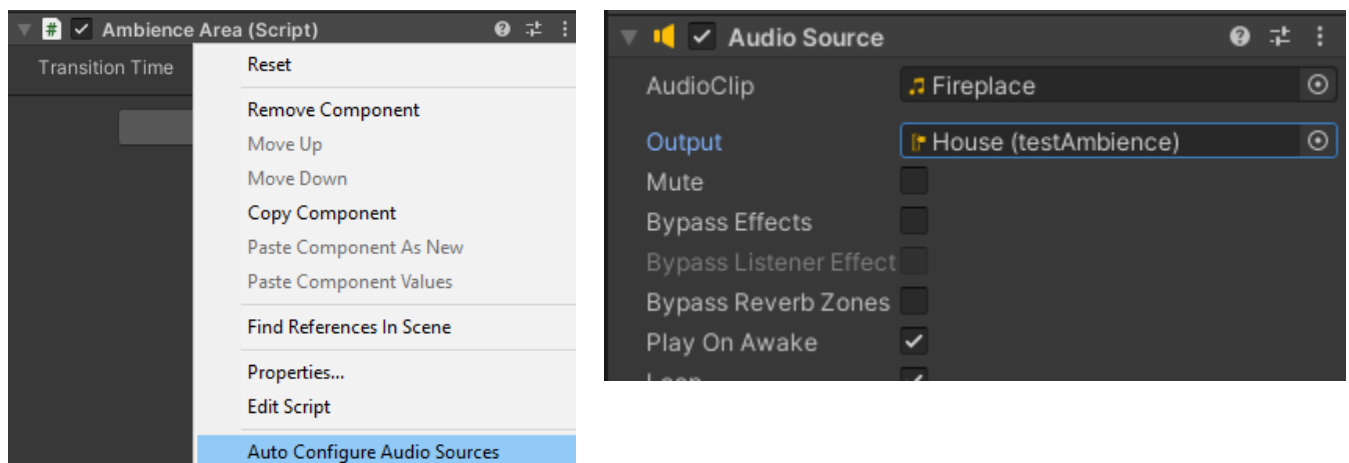
Now you can watch the System Transition through your zone's snapshots in real time, by watching the "Audio Mixer" window during gameplay.

Ambience Area Reference:

The Ambience Area Component will automatically create and handle the renaming of its own Audio Group and Snapshot.

To Create one, Right Click on the Hierarchy, Click Ovani Ambience -> Ambience Area. Then Set up their bounds/colliders.
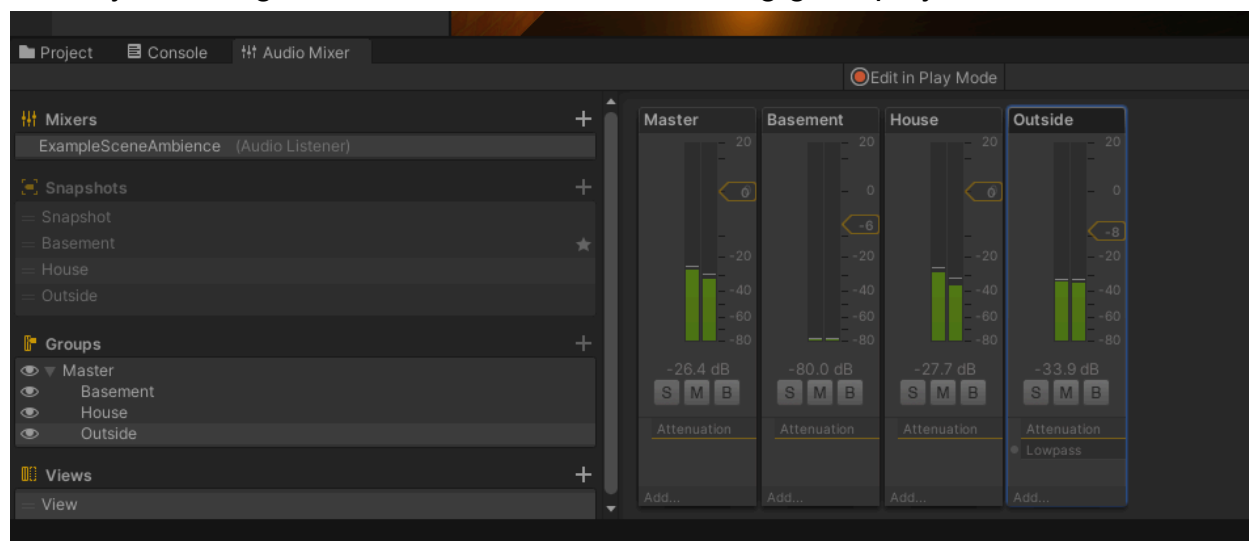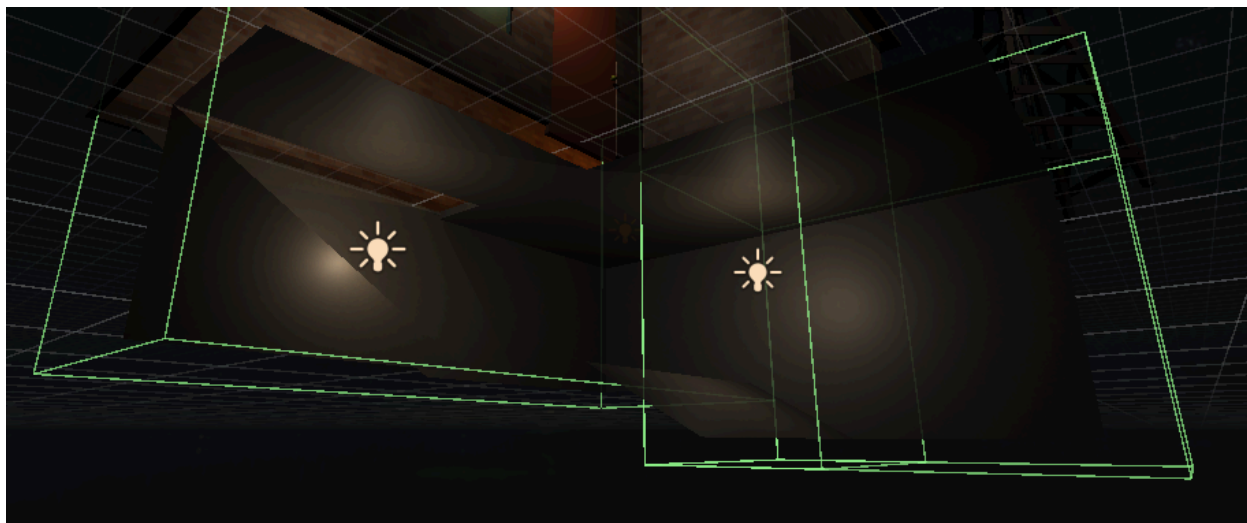
When the player (Tagged with the Ambience Listener Component) enters their zone, it will fade to their snapshot over their Transition Time field.
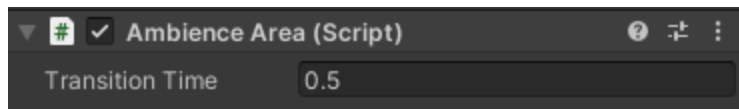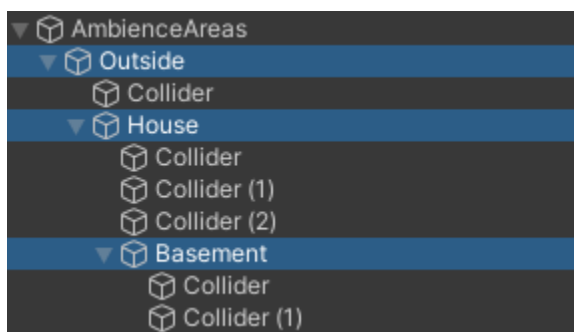

Their Bounds will be specified by Child Ambience Colliders, and their colliders must fully envelop children area's colliders.
Ex: House Area Contains all of Basement Area.

For one Area to contain another, It must be a Child of its containing Area.
Ex: Outside contains the House, House contains the Basement.

Do note that to prevent data loss, Deleting an Ambience Area means you will also have to manually delete their automatically created Audio Snapshot and Group.

Once your Areas are set up, Right Click on any Area and Press "Auto Configure Audio Sources" to associate sources with their containing Groups.
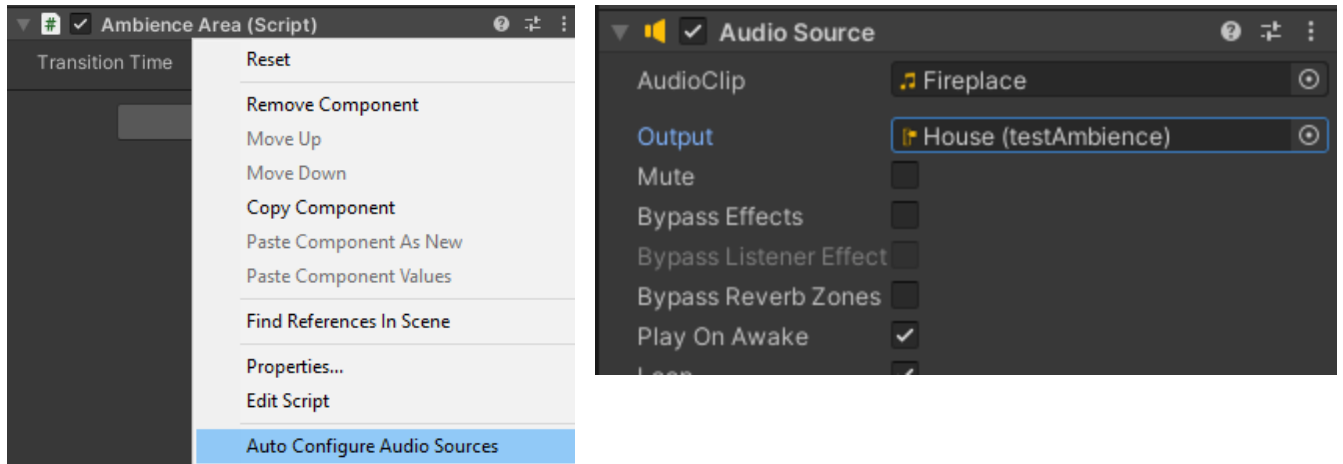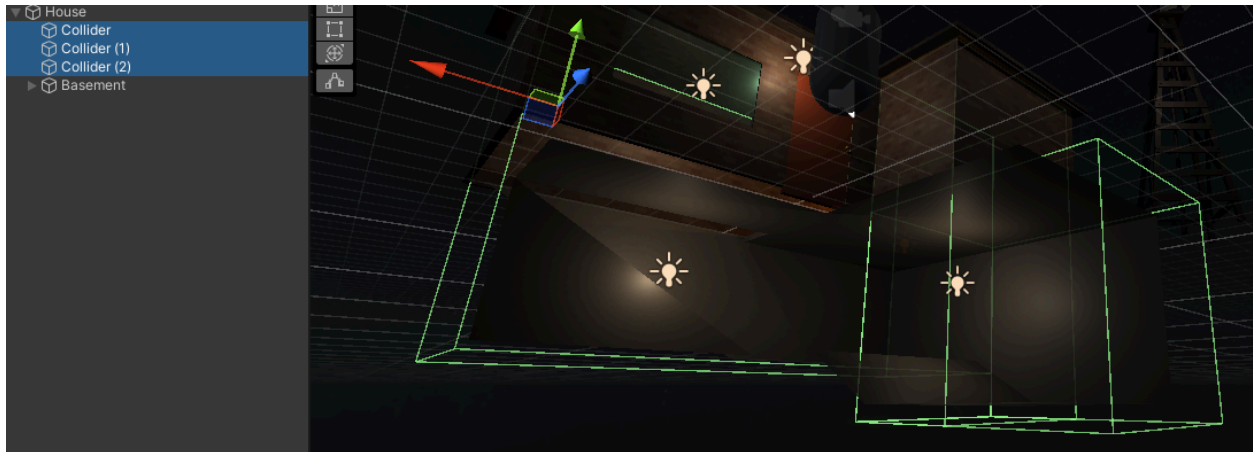

At this point, the areas will automatically transition between each other's snapshots seamlessly. Again, do make sure your player is tagged with the Ambience Listener Component.
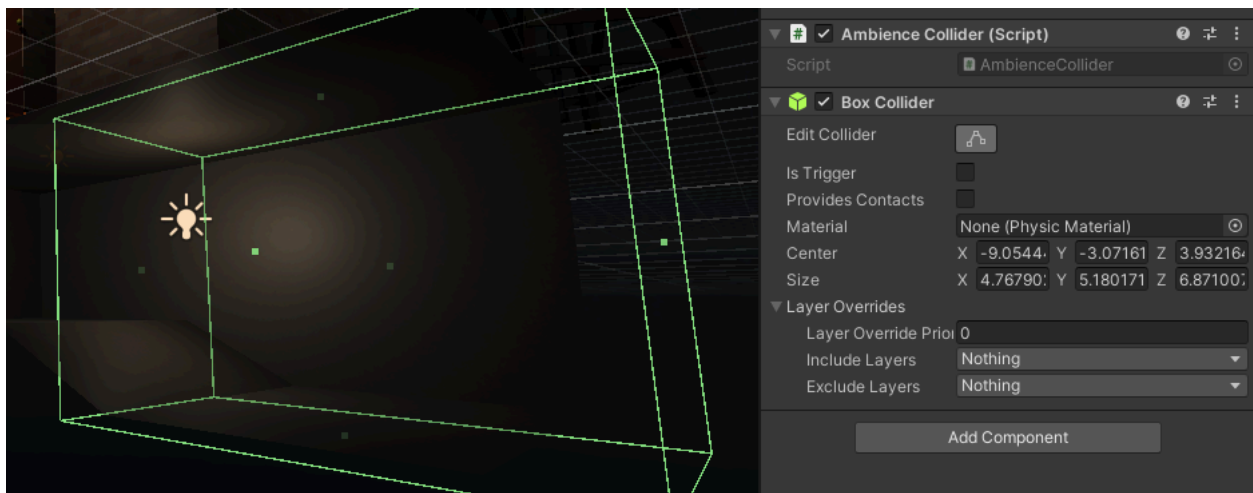
Ambience Collider Reference:

This component should sit on a GameObject under an AmbienceArea, and it will specify its bounds.
(House Colliders:)

You can Edit the default Collider by pressing the Edit Collider button on the Box Collider it creates.

If you'd like, you can replace this Box Collider with any Collider you'd like, such as a Sphere or Mesh Collider.

Ambience Listener Reference:

Place this Component on the Root of your Player Controller, to highlight its colliders for the system.