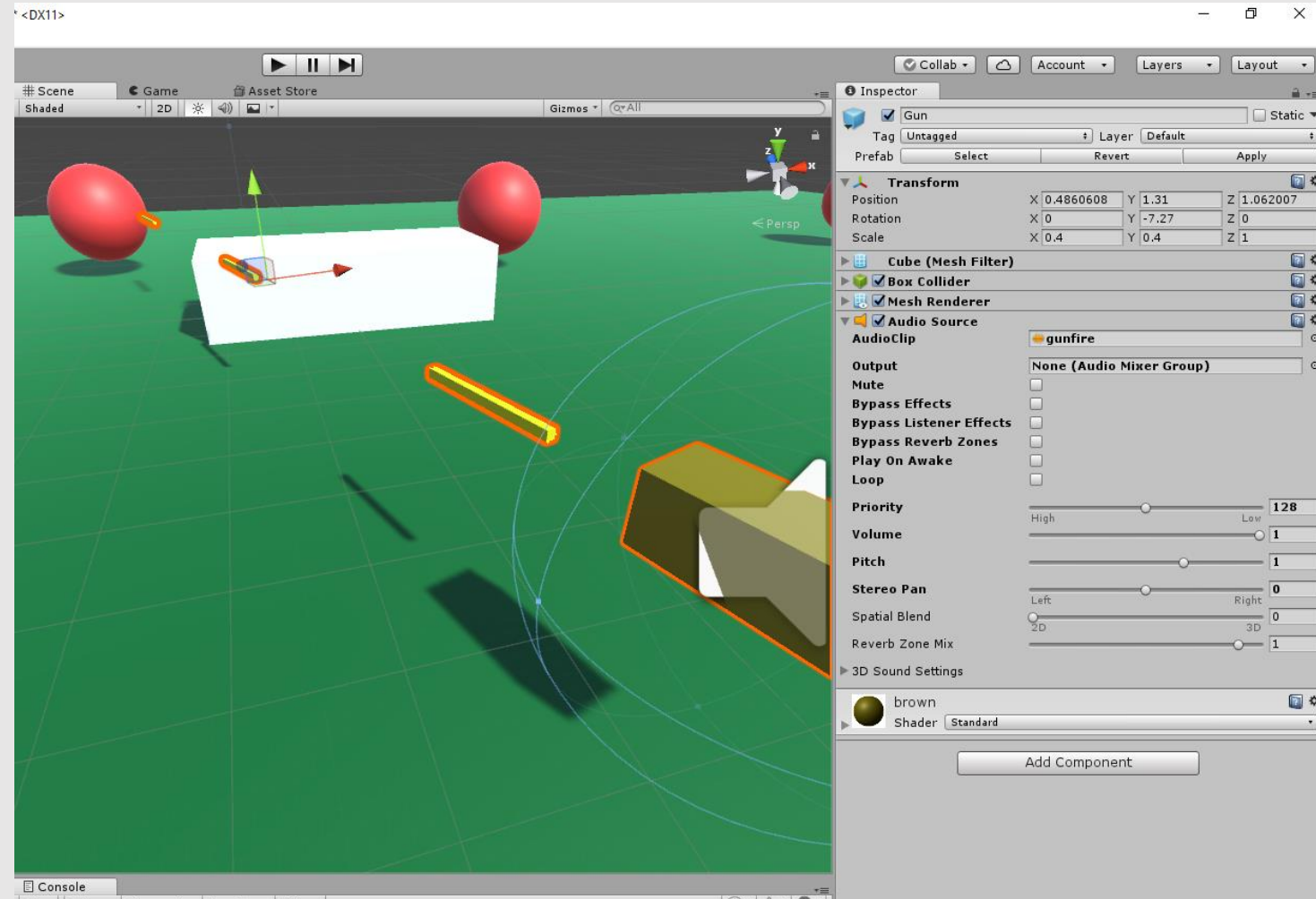# Game Dev with Unity3D

SOUND

Useful Software

- [Audacity](): free open source sound editor/ manipulator

- Freesound.org

Add Sound Effect

- Add AudioSource component
- Hook the sound file
- Consider PlayOnAwake option

- Use GetComponent<AudioSource>().Play() to play the sound when you want it to.

Location Based Volume (3D sound)

- Make the volume sound stronger when player is near it, or less when far

- Spatial Blend -> 3D

- Use cases:
  - Flying rocket
  - Creatures waiting around the corner
  - Fireplace gathering party