

Game Dev with Unity3D

SOUND

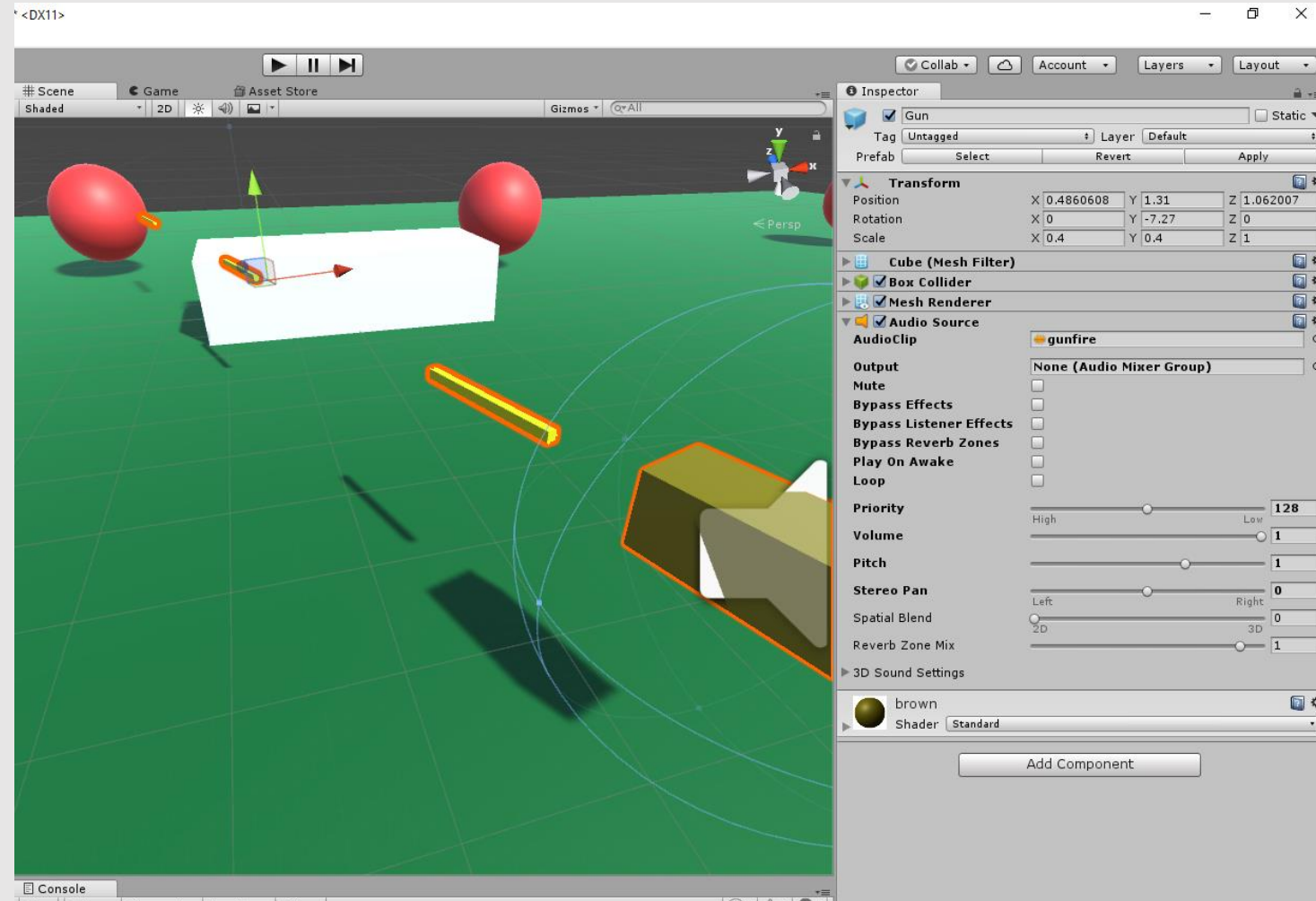


Useful Software

- [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

