

# Global Audio Manager Manual

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# Introduction

GAM is a set of tools designed to speed up and optimize audio integration.

## 1 Folder structure

A file hierarchy has been set up to allow for an optimized, faster audio integration in your Unity project. This hierarchy represents a conform audio structure, split into three domains : Voice, Sound Effects (SFX) and Music.

## 2 Audio Clip Manager

The Audio Clip Manager is a file browser designed specifically to allow a global view of all audio assets and optimize their management. All audio and import settings associated with an AudioClip, along with platform-specific options, can be managed here.

## 3 UI

The UI Utility automatically references all the UI objects which are liable to play a sound on user interaction, and allows to define and control these sounds and their play settings.

## 4 Music

Easy integration of a mono or stereo dynamic music. Slices of music can be assembled to build a music variation (or song) which can be played back dynamically at runtime. More advanced options can be used to create a multitrack randomized music with the same slicing method.

## 5 Switch

The fundamental tool of the sound designer. The Switch is a new asset file which allows for variation on sound samples, and is frequently used on sounds which tend to be repetitive, like footsteps, or the sound of a water drop. Without this, a game can only sound artificial and poor.

## 6 Animation

Utility allowing for in-editor animation preview with sound and sound event addition and synchronization on the animation timeline. This utility allows for a classic *play switch* event (see section 5), or for a *play switch on surface* event, which automatically detects the surface under the animated object and plays a corresponding switch. The latter can typically be used for automatic surface-dependent footstep sounds on animated characters.