# 3D Sound

1. Put an “AudioSource” component.
2. Set the “Spatial Blend” to “1” (to make the sound 3D).
3. Create a C# component script that, with the “AudioSource”, will play the sound:

audioSource.clip = audioClip;

audioSource.Play();

# Button Sound

gameObject.AddComponent<AudioSource>();

audioSource = GetComponent<AudioSource>();

button = GetComponent<Button>();

audioSource.clip = soundToPlay;

audioSource.playOnAwake = false;

button.onClick.AddListener(() => PlaySound());

# 2D Sound

Same as 3D, but “Spatial Blend” must be set to zero.