

Building an obstacle course, PART TWO: SOUND.

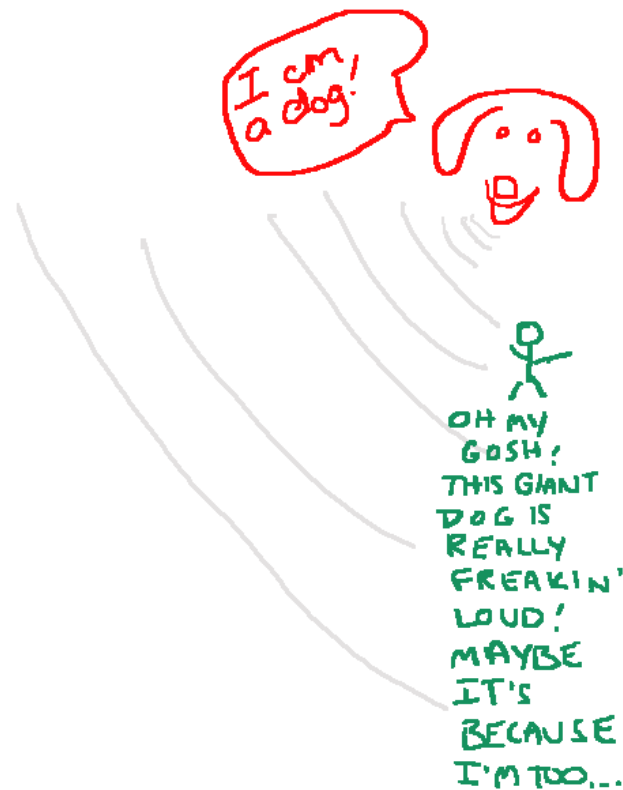


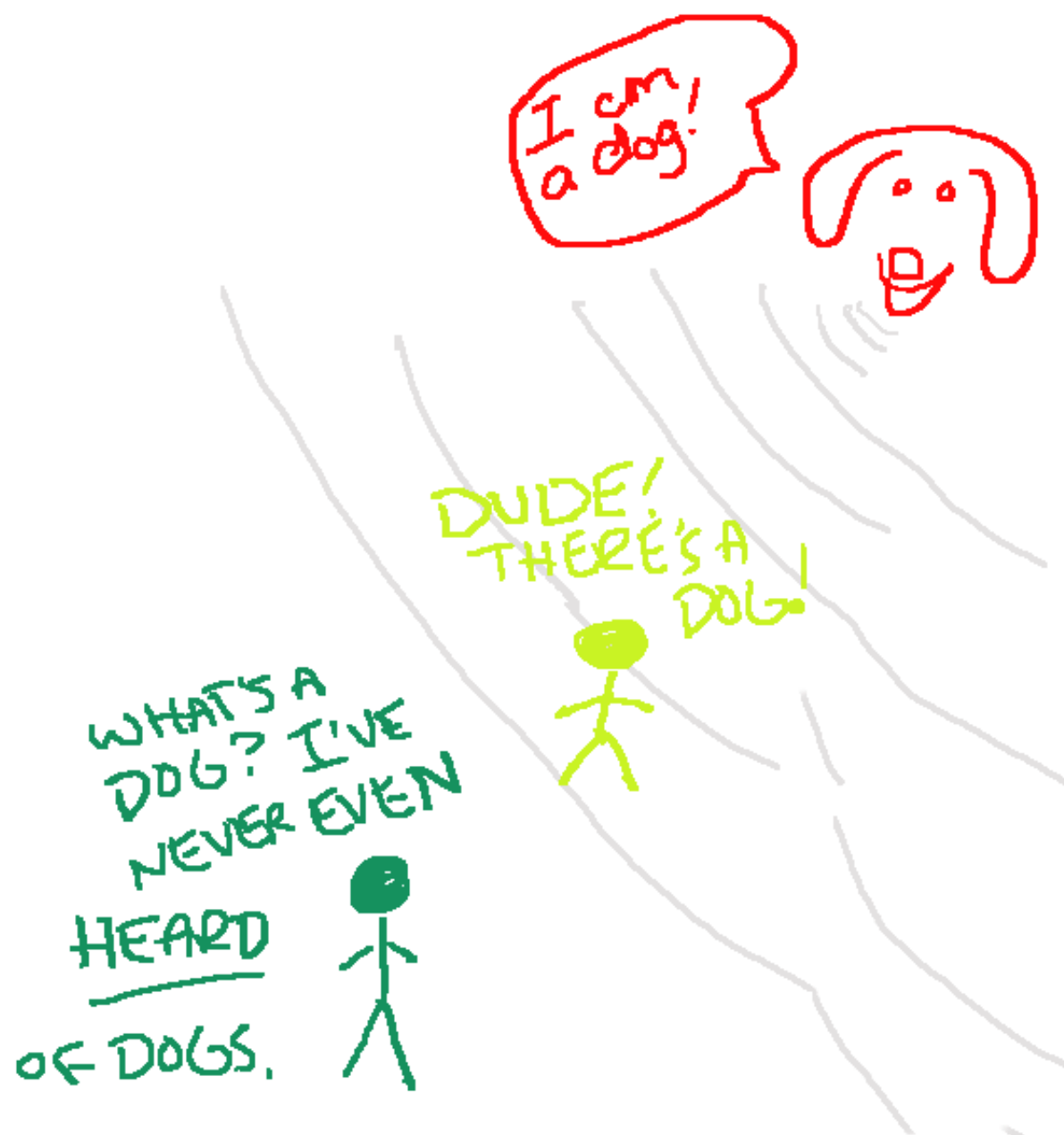
What can sound do?

- Let's retry my obstacle course, but with sound! See what happens...

In Unity, **SOUND** is also in **3D**.

The same as in real life! See?







**I SEE WHAT
YOU DID THERE**



I SEE WHAT YOU DID
THERE

SO.

- You can put music in your game.
- You can put sound effects in your game.
 - You need to put sound “triggers” in your game.
I’ll show you how to do that now, OK?

YOU GOT ME RIBBONS!!



OMG! OMG!!