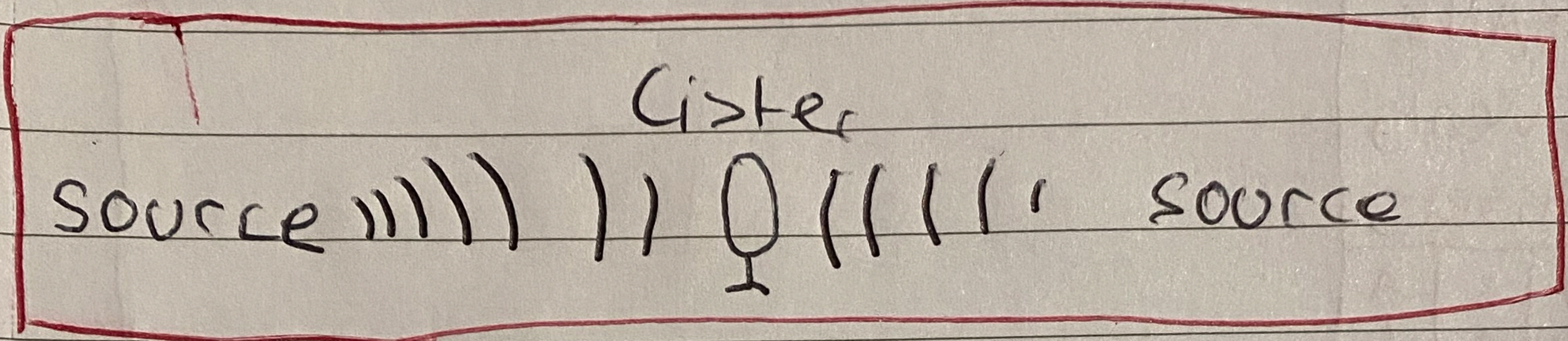


Fmod

Terminology



Sound admiter: plays music

Navigation sounds

atmosphere scene sounds

action - controlling sound / sound event

Sonic energy -

meta game - (navigation sounds)

in game

multimodel

physical interaction

audio VR workflow (ingame slices)

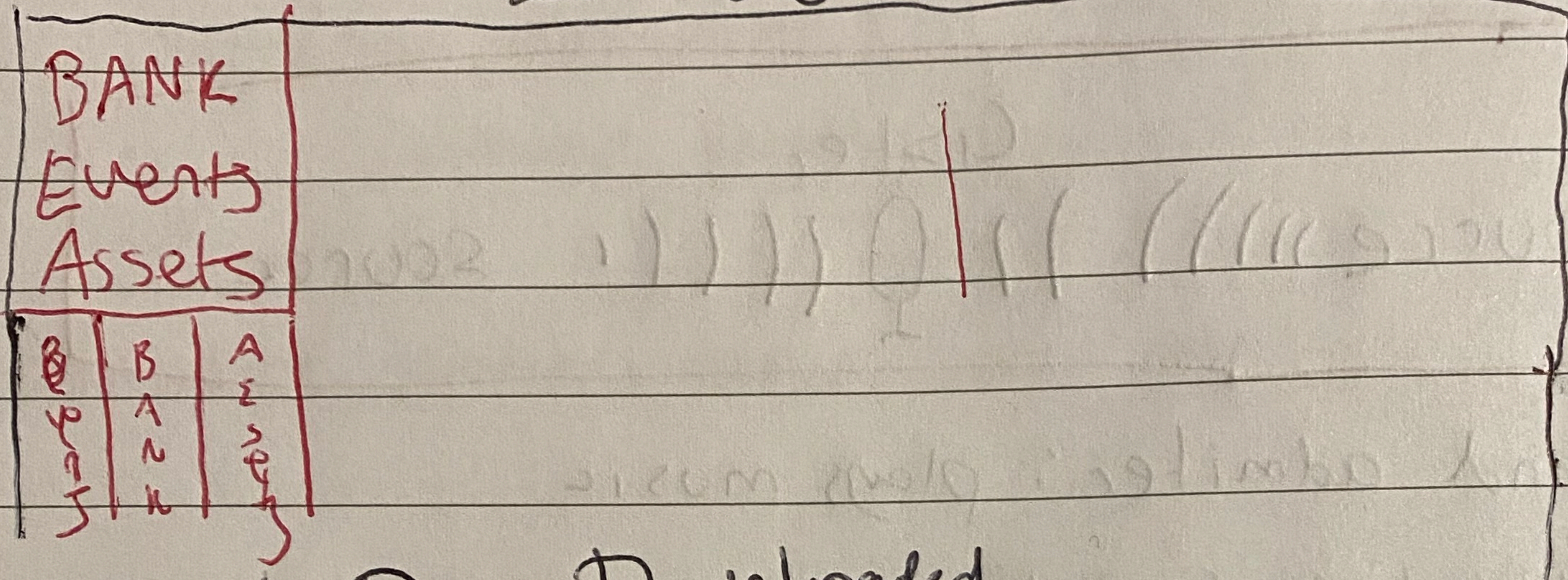
FMOD - Moodle (download)

Instructions

open Fmod Studio

~~DOWN~~

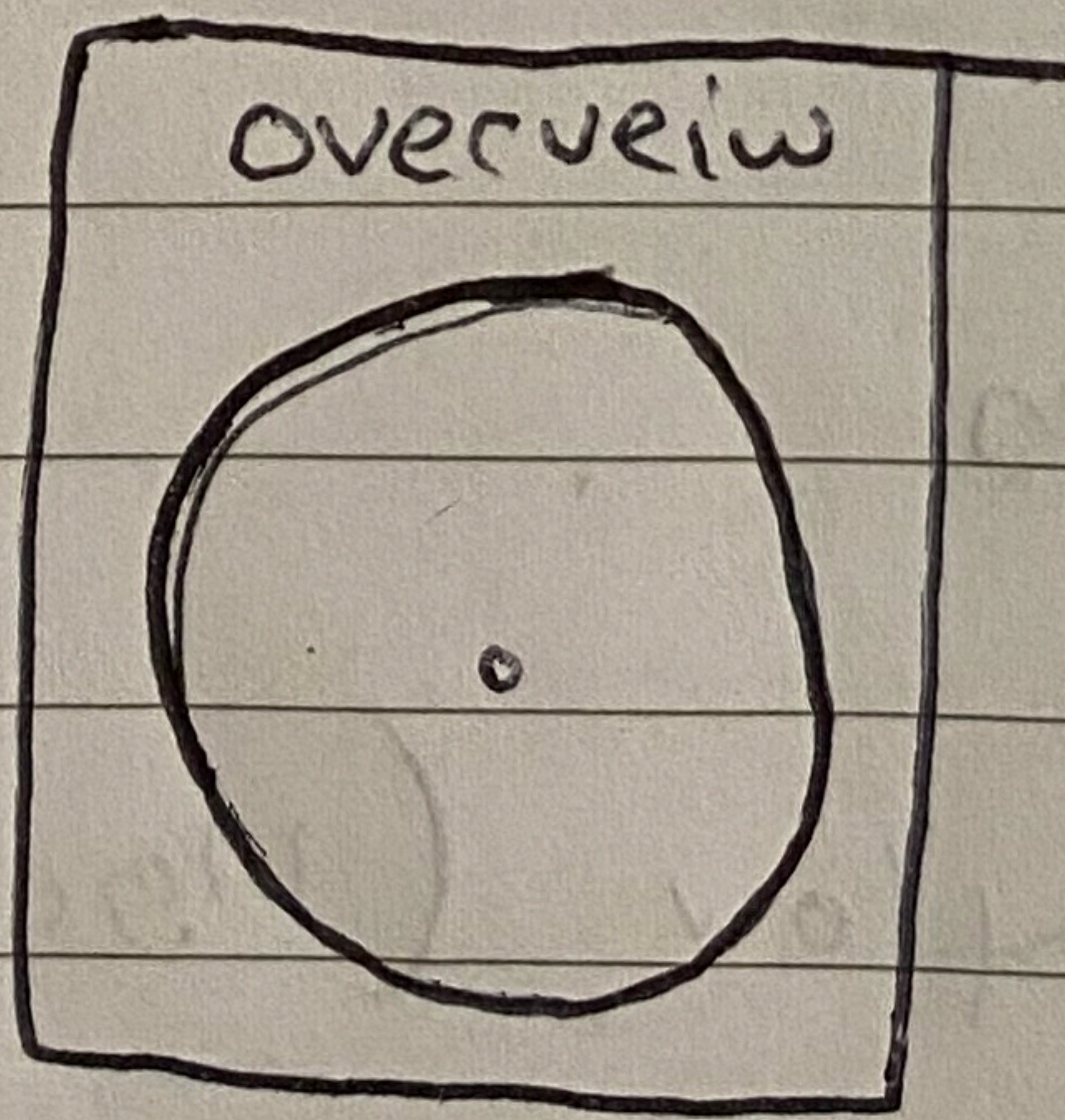
LAYOUT



Drag Downloaded file (moddle)

Assets → Banks → Events
(File Structure)

Fmod - Sound ~~File~~ Asset (terminology)



Terminology

muti instoment event