

Dynamic Sci Fi Guns Audio System



1408 Sound Files

113 Sound Cues

14 Gun Sets

4 Impact Types

6 Impact Surfaces

3 Reverb Classes



EPIC MegaGrants Recipient

Dynamic Sci Fi Guns Audio System

Avoid Boring Repetition

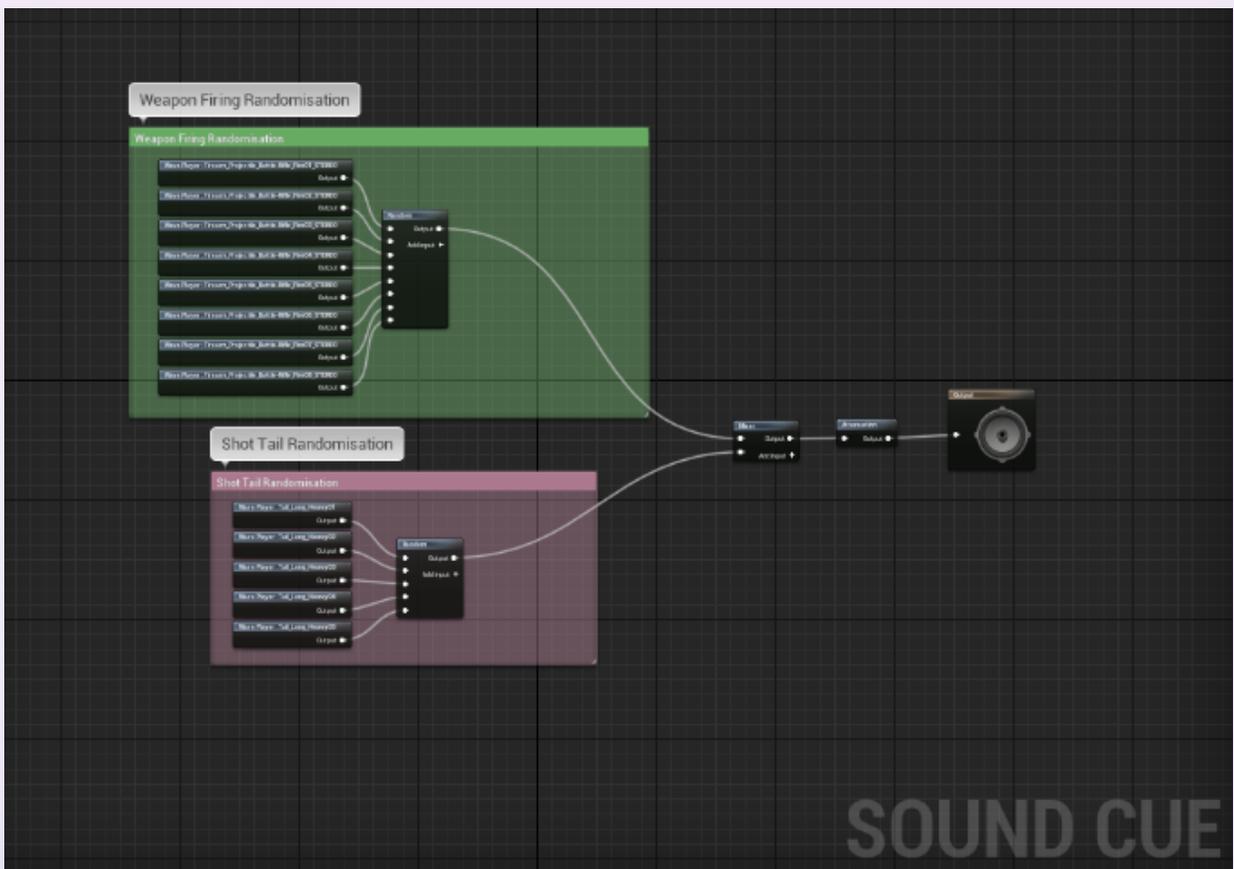
Sound cues are randomly selected from multiple sound files each time they are triggered to remove repetition.

3D Playback Ready to Go

The sound cues include a default Attenuation Object, ready for 3D playback.

Complete Sound Sets

In addition to gunshot sounds the pack includes sounds for equipping and unequipping the guns, reloading, cocking and weapon empty.



The AI Gunshot Sound Cue includes multiple shot sounds and multiple tails randomly selected and mixed in real-time.

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Installation

Unzip the contents of the .zip file into **[your project folder]/Plugins/Runtime/DynamicSciFiGunsAudioSystem** and then start up the Unreal Editor with your project.

Quick Setup

The gun shot audio blueprint (**DSGAS_GunShotBase**) is an actor blueprint that will need to be parented to your weapon visuals. It will need a gun audio definition assigned to it. These can be found in **DynamicSciFiGunsAudioSystem Content/GunShotDefinitions**.

The rotary cannon, which has extra functionality, is a child class of **DSGAS_GunShotBase** and is used in the same way.

The actor has two functions that will need to be called from your blueprint code: **Fire** and **StopFiring**. The latter is used by the rotary cannon.

DSGAS_EnvironmentVolume is a volume object that controls the reverb in small or large (but not fully open) spaces. These objects will need to be placed in your level.

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Gun Sets

Each gun set contains sounds for the weapon

- Firing
- Weapon Empty
- Reloading
- Cocking
- Weapon being Equipped
- Weapon being Unequipped

Some sets also include the sounds for relevant cartridges being ejected.

The Player version of the guns have a dynamic tail system and the pack also includes simplified gun fire sound cues for AI guns without the tail system for improved efficiency.

Guns	Battle Rifle	Particle Accelerator Pistol
	Blaster Pistol	Particle Accelerator Rifle
	Blaster Rifle	Piercer Beam
	Charger Beam	Plasma Launcher
	Grenade Launcher	Rotary Canon
	Hand Canon	Shotgun
	Missile Launcher	Sonic Wave

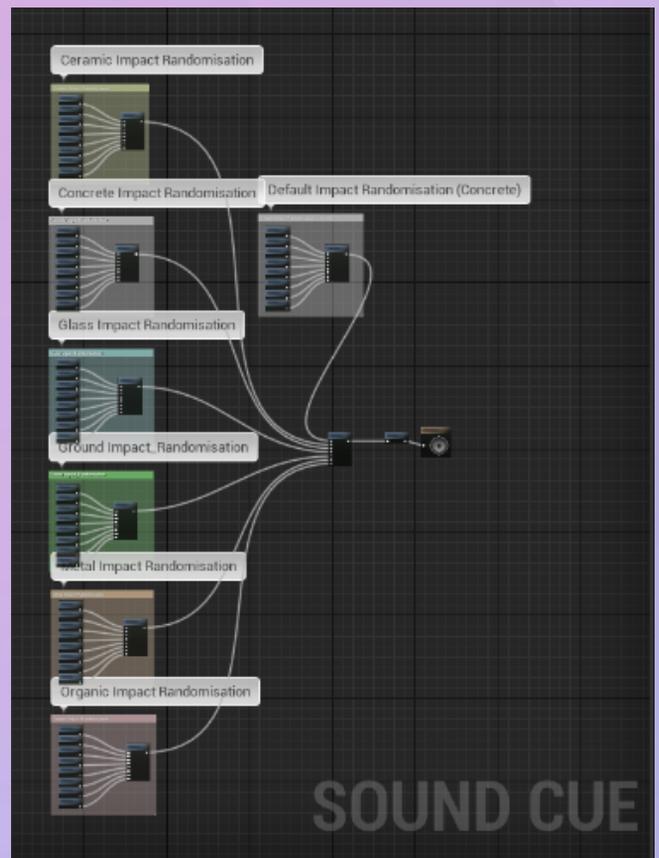
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Projectile Impacts

There are four groups of Impact Types and each Impact Type has six Surface Types.

The impacts are set up in a single sound cue for each Impact Type that includes all six surfaces, these can be linked to your tagged surface materials within your project or you could apply a single default surface for your entire project.

Impact Types	Surface Types
Energy	Ceramic
Explosive	Concrete
Pierce	Glass
Projectile	Ground
	Metal
	Organic



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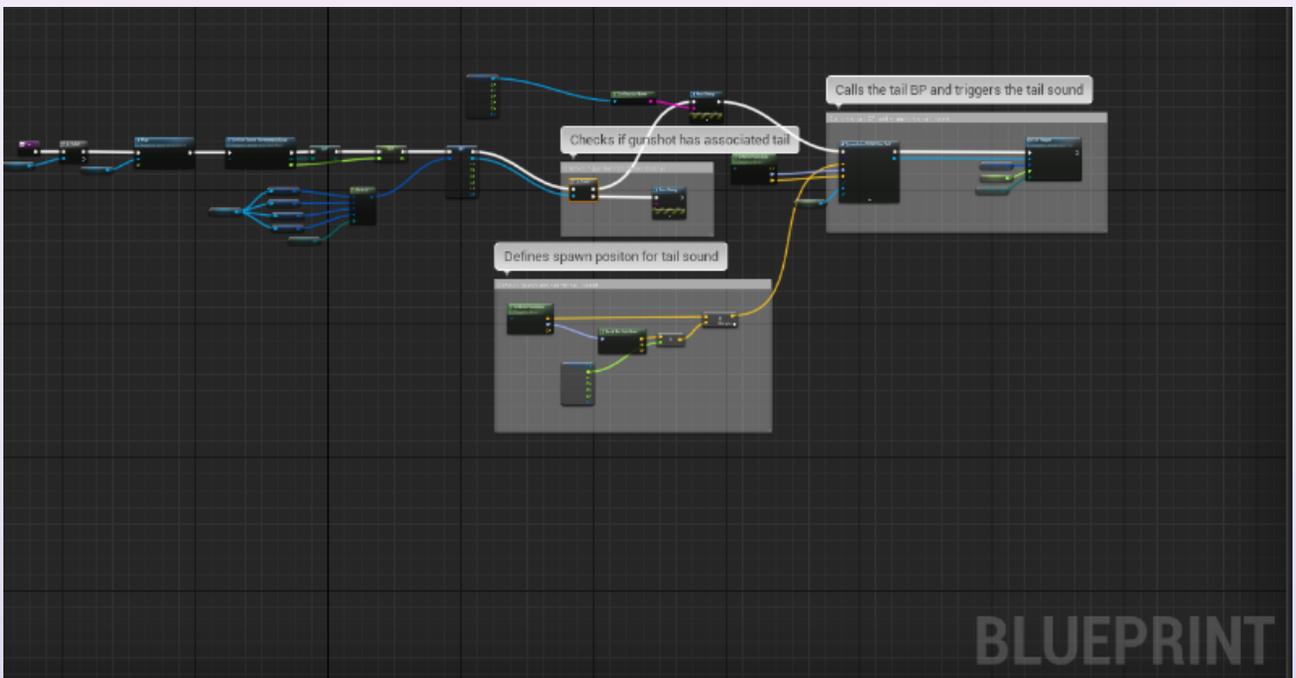
Reverb System

Reverb reflections help sell the idea of the player being inside specific types environmental spaces. Four common types of reverb space can be added to your project.

The reverb spaces will apply to all sounds within your project and help sell the idea of those spaces. While this does not cover every possible type of space it provides the four most common locations:

- Internal small
- Internal large
- External built up
- External open space

Copy and paste the volumes from the demo and apply them as needed to you project environments.



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Reverb System for Gunshots

The tail sounds are animated for each gun inside each space. Gunshots are unique in that they generate a significant amount of sound power and so they produce a more distinct type of sound reflection. It is more obvious or aggressive in its behaviour.

The tail sound for each gun shot bounces around within the defined space. The movement is always perpendicular to the camera and moves within the defined space. So if you drag the size of the small space to be 10 meters apart the tail bounce will occur back and forth within that ten meters.

This system combines with the reverb objects to really add some impact to the gun sounds included in this plugin. If this effect is too extreme then you can tweak the values within the blueprint or simple disable that aspect of the asset pack.