

# Audio

Audio [docs.unity3d.com]

Create a new empty GameObject and add the component VRC Spatial Audio Source. This will automatically add an Audio Source component.

If it is world music, uncheck enable specialization.

To compress the audio, set the compression format to Vorbis, and adjust the slider lower for more compression. If the audio is spacialized, check "Force to Mono".

Audio-basics-crash-course [ask.vrchat.com]

---

Revision #2

Created 7 February 2022 04:09:25 by Iconoclass

Updated 10 February 2022 05:23:30 by Iconoclass