

Wwise/Unreal 3 Integration Overview

As a member of Epic's exclusive Integrated Partners Program (IPP), Audiokinetic provides a complete integration that allows developers and publishers licensing UE3 to easily integrate Wwise into their development pipeline. By integrating the most complete audio pipeline solution into the Unreal 3 engine, you can create state-of-the-art audio faster and more efficiently for your games. Here's an overview of the Wwise integration into the Unreal Editor:

General

- Create and edit audio content in real time in Wwise that is integrated into the Unreal Editor using SoundFrame.
- Drag and drop events directly from Wwise into the Unreal Editor.
- Visualize 3D sound propagation to fine-tune distance attenuation curves in the editor.

Kismet

- Use events and real-time parameter controls (RTPC) directly in Kismet.
- Load banks directly in Kismet.
- Start and stop ambient sounds.

Matinee

- Trigger events through Matinee using a Wwise event track.
- Draw game parameter curves to drive RTPCs.

Animation

- Trigger events through animations using a Wwise event AnimNotify.
- Scripting
- Trigger events using the scripting language.
- Drive RTPCs using the scripting language.

SoundBanks

- Create and manage SoundBanks more efficiently.
- Generate SoundBank descriptions automatically from the contents of an Unreal package.
- Use Wwise to automatically create and build banks based on the contents of a package.
- Load banks automatically tied to the AKBank placeholder.

Face FX

- Use the same workflow as with Unreal Editor where animations are linked with AK Wwise Event.

I/O

- Optionally route Wwise I/O into the Unreal I/O system.