

Graveyard & Nature

Unity + Wwise implementation practice

Graveyard & Nature is a small interactive-audio practice project built to explore how Wwise can be integrated into a Unity environment. The focus is not on game mechanics, but on building a clear audio structure and making sound respond to player movement and location.

Ambience, footsteps and music are organized as separate systems in Wwise. Indoor and outdoor footsteps use randomized playback, environmental sources use distance attenuation, and music states are changed by trigger zones inside Unity.

ROLE

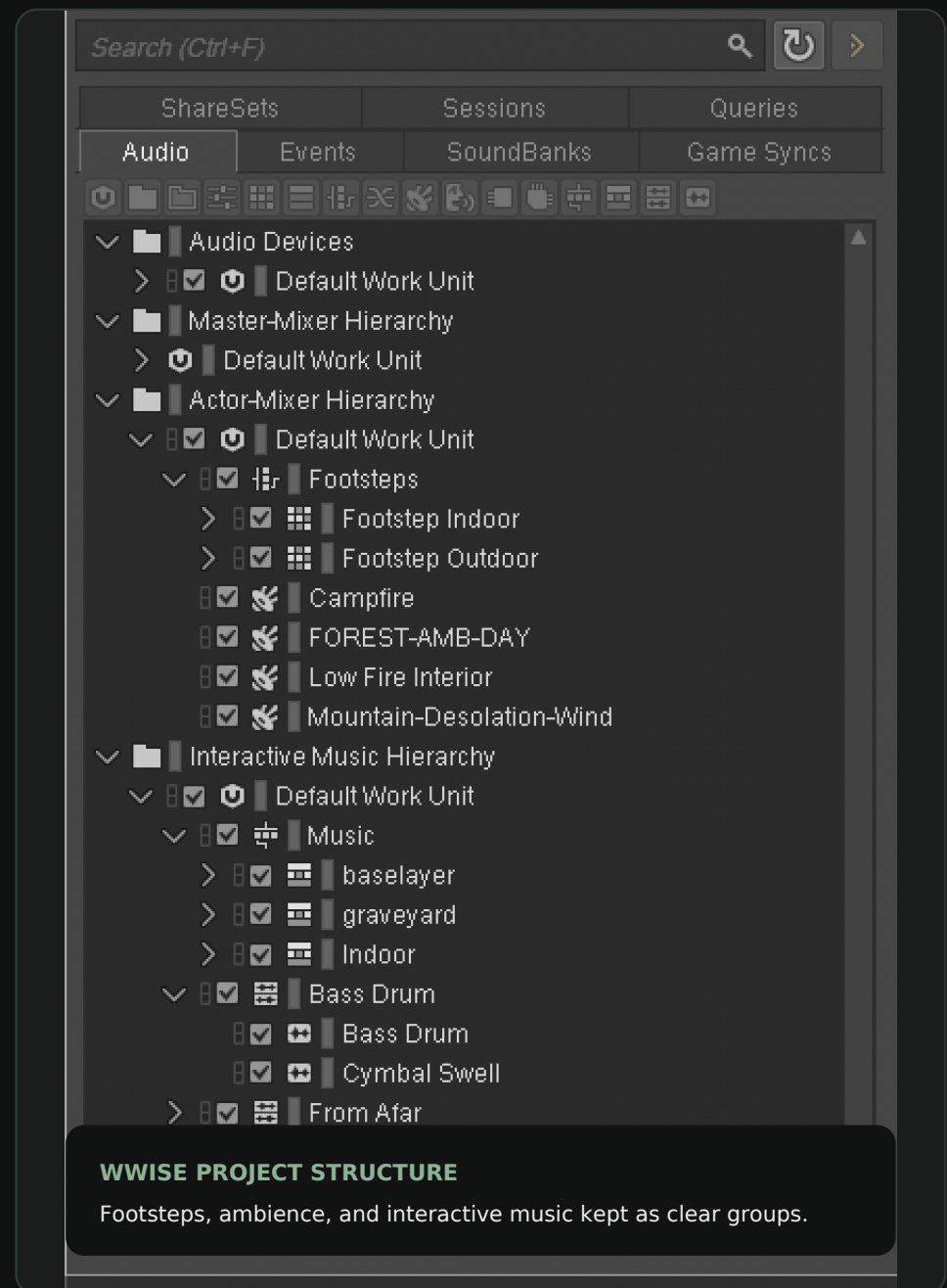
Sound Design / Audio Implementation

TOOLS

Unity 2022.3 / Audiokinetic Wwise

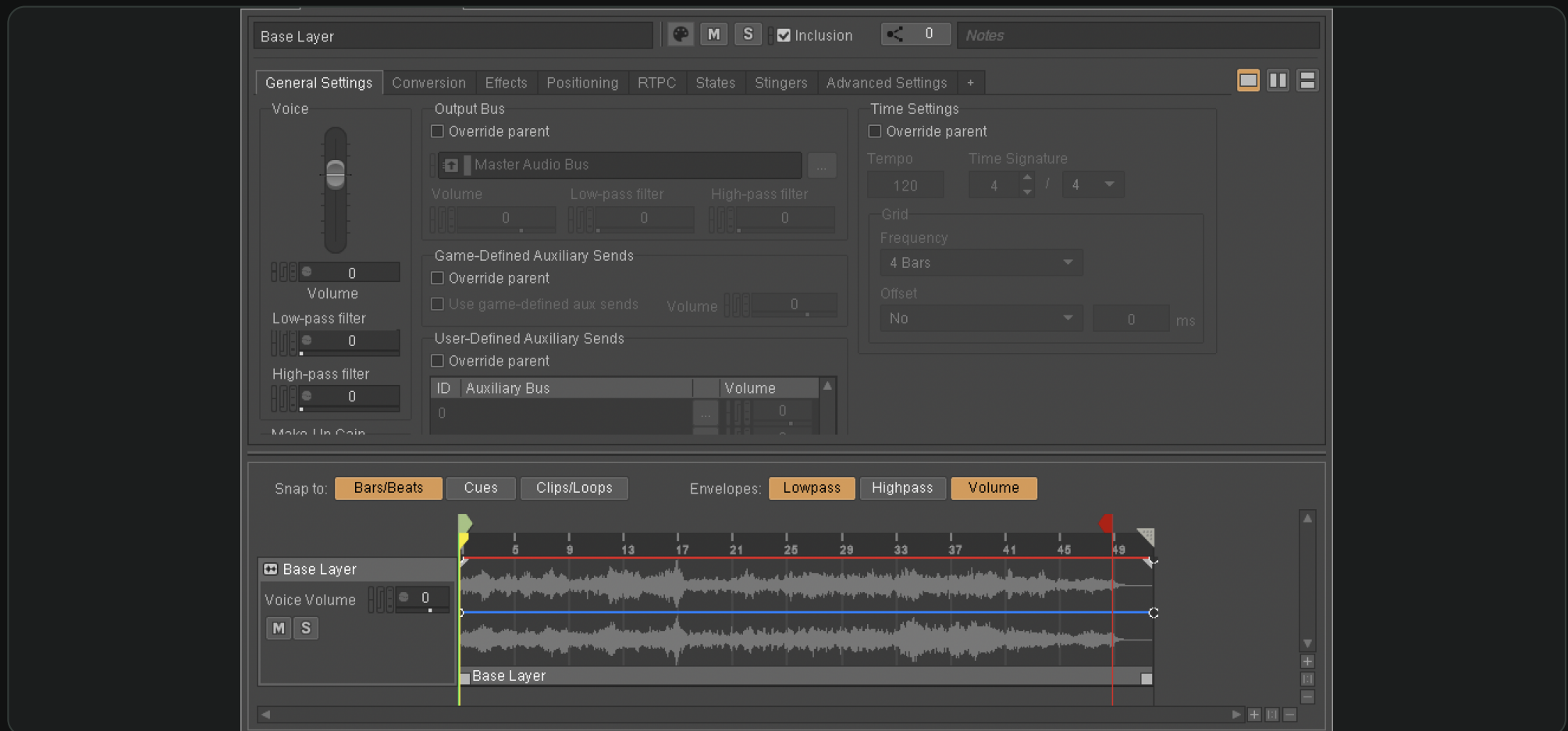
FOCUS

Environment / Footsteps / Music States / Spatial Audio



System Structure & Interactive Music

The music system is organized as a set of reusable layers and scene-specific elements. A base layer provides continuity, while additional music objects - including Graveyard and Indoor - are kept separate so they can be selected through game states. The structure is deliberately simple: it makes the project easy to read, troubleshoot, and expand later.

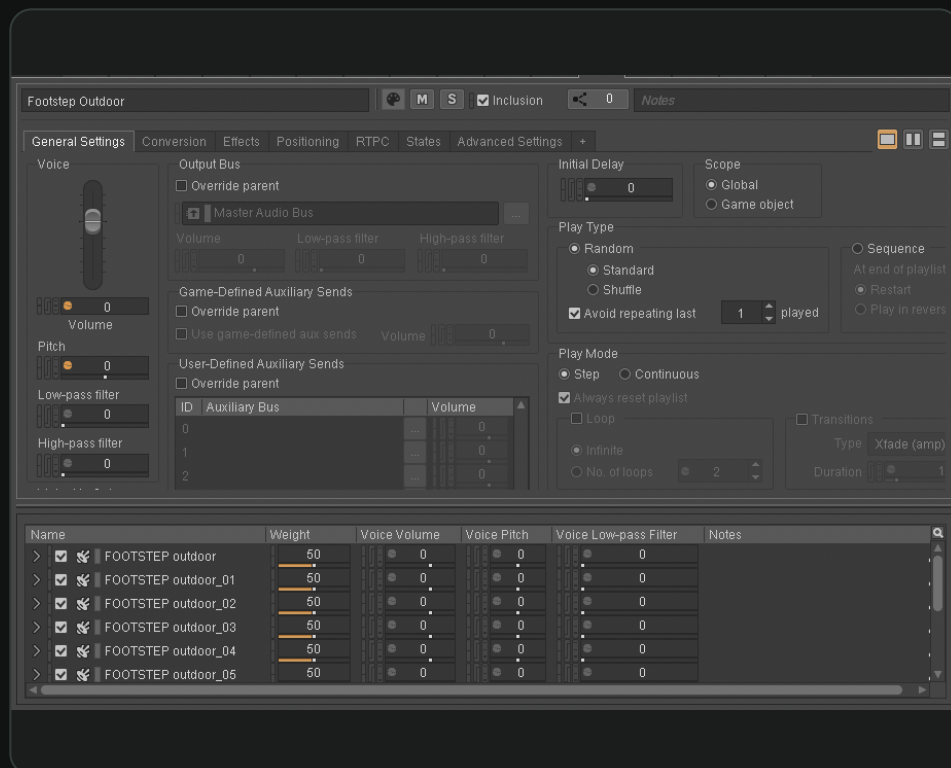


Wwise Interactive Music Hierarchy - Base Layer and scene-specific music objects

Variation and Spatial Behaviour

Footstep Variation

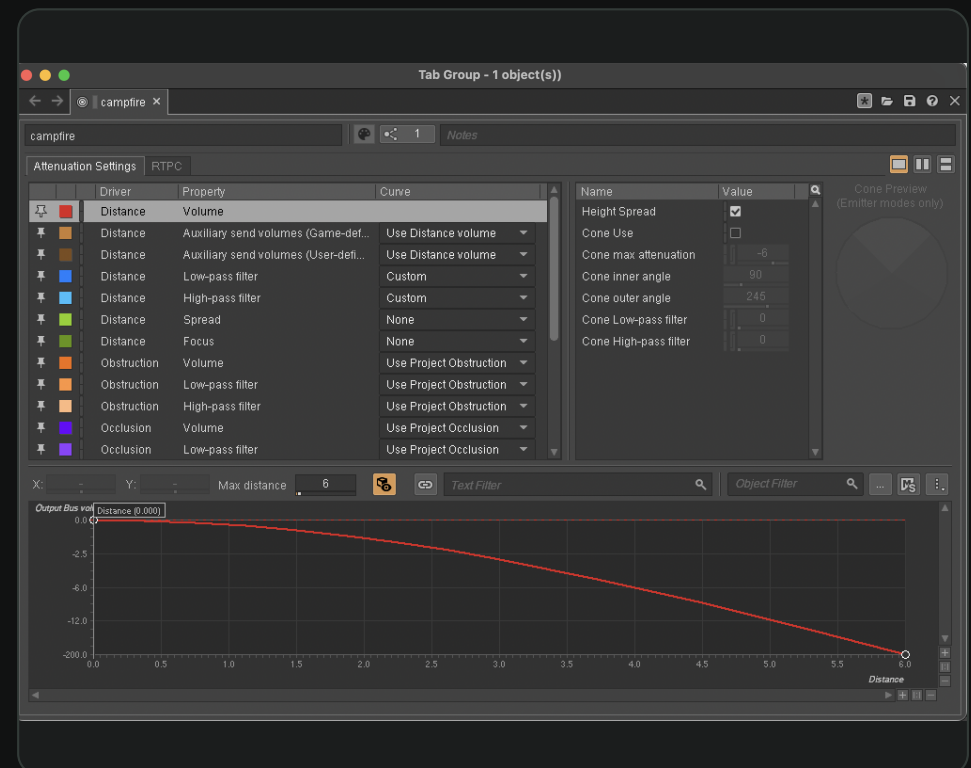
Outdoor footsteps are placed in a Random Container with multiple samples weighted equally. The Avoid repeating last setting reduces obvious repetition during continuous movement. Indoor and outdoor groups are kept separate so the system can be expanded later with more surfaces or conditions.



Randomized outdoor footstep container

Spatial Attenuation

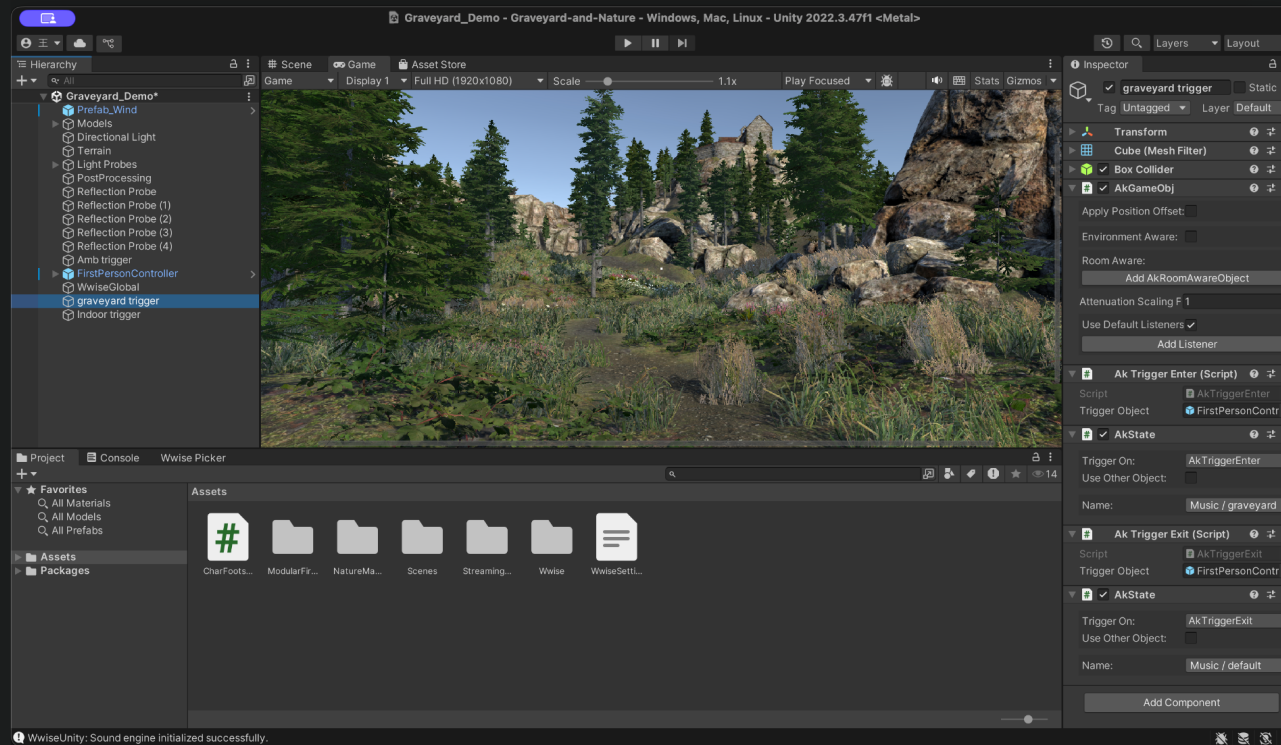
The campfire is treated as a localized 3D source. Its volume decreases with distance across a limited range, with a maximum distance of 6 units in this setup. This creates a clear sense of approach and departure as the player moves through the environment.



Campfire distance attenuation curve

Trigger-Based Wwise Integration

In Unity, trigger volumes connect scene locations to Wwise States. Entering the graveyard trigger changes the music state to Music / graveyard; leaving the area returns it to Music / default. Related trigger objects are also prepared for indoor and ambience changes, allowing the soundscape to react directly to player navigation without a complex gameplay system.



PROJECT TAKEAWAY

This study established a practical Wwise-to-Unity workflow: organizing assets, creating randomized playback, defining basic spatial behaviour, and controlling music through in-game triggers. It is intentionally small in scope and serves as a technical foundation for more advanced interactive sound work.