

Motorbike Engine Sounds

Addon pack for Realistic Engine Sounds

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Motorbike Engine Sounds



Realistic
Engine Sounds

Addon Pack

Thank you for purchasing Motorbike Engine Sounds.

This package is an addon pack for „Realistic Engine Sounds” Unity Asset.

Package includes:

- 2 .unitypackages (contain prefabs and demo scenes):
 - RES_Motorbikes.unitypackage
 - MSK_RES_Motorbikes.unitypackage
- 11 ready to use motobike engine sound packages for exterior and helmet camera views with engine startup sounds:
 - 50cc Moped
 - 155cc Moped
 - 250cc Dirt
 - 390cc Enduro
 - 500cc Sport
 - 550cc Sport
 - 600cc Sport
 - 750cc Sport
 - 1000cc Sport
 - 1100cc Sport
 - 1500cc Chopper

- Acceleration and deceleration wav files for exterior and helmet camera views
- 198 wav files for motorbike engine sounds (99 for helmet and 99 for exterior camera views)
- 16 wav files for motorbike shifting sounds (8 for helmet and 8 for exterior camera views)
- 2 demo scenes
- 3 scripts for „Motorbike Starter Kit” Unity Asset
- 22 Engine sound prefabs + 16 shifting sound prefabs for „Realistic Engine Sounds” Unity Asset
- 11 Prefabs for „Motorbike Starter Kit” Unity Asset

There are total 214 Wav audio files in this package.

*There are total 53 prefabs in this package.

Setup for Realistic Engine Sounds:

Firstly import Realistic Engine Sounds and later import RES_Motorbikes.unitypackage.

With this you get engine sound and shifting sound prefabs for Realistic Engine Sounds.

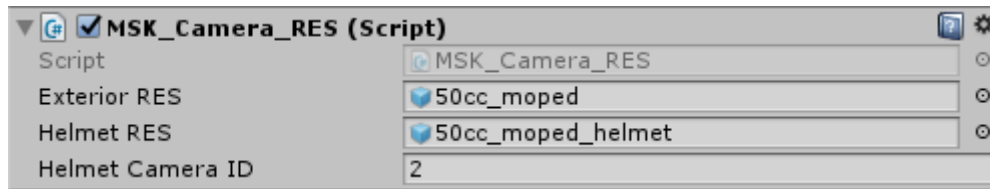
You can use this prefabs for custom motorbike controllers.

Setup for Motorbike Starter Kit

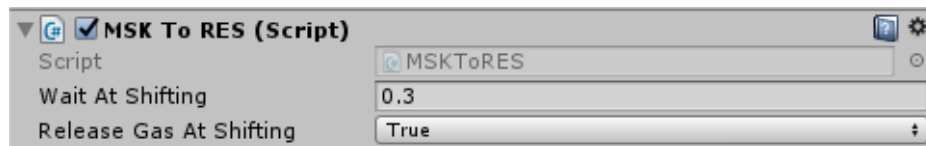
Youtube video url for this tutorial: <https://www.youtube.com/watch?v=Xddos137BBk>

Firstly import Realistic Engine Sounds and Motorbike Starter Kit assets and later import MSK_RES_Motorbikes.unitypackage. This also import the prefabs for Realistic Engine Sounds.

Drag and drop one MSK-RES prefab on your MSK bike. This prefabs contain a controller script that swich between helmet and exterior camera view prefabs.



HelmetCameraID: is the number of helmet camera in your MSK gameobject.



WaitAtShifting: sets the waiting time in seconds for shifting.

ReleaseGasAtShifting: if set to True, off engine sounds will be played for "WaitAtShifting" seconds.

License

You can use this asset for unlimited games.

One license per seat for personal and commercial use.

You can't resell or redistribute the package or any single file from the package on any store!

Credits

All of the sound files are recorded, created and mastered by me.

I would like to say a *Thank You* for friends and customers who sent me their recordings of vehicles and for the vehicle owners who let me to record their vehicle's engine sound and other sounds.

Some sound files are made from *dyno* videos found around the web.

Realistic Engine Sounds Youtube Playlist:

<https://www.youtube.com/watch?v=XeYeLwJ5qAI&t=64s&list=PLYFtdNoo8S3iZToDXuiL5y8aZupzDEvku&index=1>

Get Realistic Engine Sounds - Lite version here: <http://bit.ly/2PIhmhE>

Get Realistic Engine Sounds - Plus version here: <http://bit.ly/3av1ET8>

Get Realistic Engine Sounds - Pro version here: <http://bit.ly/3ct9LRL>

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