

# Motorbike Engine Sounds

## Volume 2.

By: Skril Studio



**Thank you for purchasing Motorbike Engine Sounds – Vol.2!**

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„Motorbike Engine Sounds – Vol.2” asset does not contain any scripts, it only has audio files. It is an add-on sound pack made for „Realistic Engine Sounds 2” asset. For the best results use it with „Realistic Engine Sounds 2” which is a vehicle engine sound controller asset.

Get Realistic Engine Sounds 2 here: <https://fab.com/s/4ee4432da864>

## Package includes:

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- 6 complete engine sound packs (240 wav files):
  - o 125 ccm Dirt
  - o 300 ccm Moped
  - o 535 ccm Cruiser Bike
  - o 600 ccm Sport Bike
  - o 850 ccm Cruiser Bike
  - o 1200 ccm Sport Bike
- Gear shifting sound clips (12 wav files, 6 for exterior and 6 for helmet „pov” view)
- In total, there are 252 wav files (126 for exterior view and 126 for helmet „pov” view)
- Prefabs made for Realistic Engine Sounds 2 are packed inside a .unitypackage
- Each engine sound pack have seamlessly looping sound clips of stationary rpms named like this:  
*idle, idle-low, low, low-med, med, med-high, high, very-high and maxRPM.* All of these sound clips (except idle and maxRPM) have „engine on load” and „engine off load” versions. Engine startup and engine-stop sound clips are also included.  
Each engine sound pack also includes its own „Aggressiveness SFX”, which is used by Realistic Engine Sounds 2 to mimic open or modified exhaust systems or engine tunings. It can turn a stock-sounding engine into a more aggressive vehicle sound.

## Import the prefabs made for Realistic Engine Sounds 2

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If you want to use this sound pack with **Realistic Engine Sounds 2** unity asset, import **RES2\_Motorbike-Vol2\_Prefabs.unitypackage** into your project to get the prefabs made for *Realistic Engine Sounds 2*.

After importing the above mentioned .unitypackage, the new engine sound prefabs will be added in 3 different quality levels into the following folder:

**Motorbike\_Engine\_Sounds-Vol2\Assets\Prefabs\Engine\_Prefabs**

6 demo scenes will be available in the following folder:

**Motorbike\_Engine\_Sounds-Vol2\DemoScene**

Drag and drop one of the newly imported prefab into a vehicle physics compatibility prefab and you're ready to test these new sounds (*Realistic Engine Sounds 2 comes with pre-made compatibility made for many vehicle physic controllers*).

Importing **RES2\_Motorbike-Vol2\_Prefabs.unitypackage** without *Realistic Engine Sounds 2* already being in your project will give errors in the newly imported prefabs.

# Setting up the demo scene for vehicle controllers

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After importing *RES2\_Motorbike-Vol2\_Prefabs.unitypackage* you will get 6 demo scenes, 3 demo scenes with names "RequiresBikeController\_Motorbike-Vol2\_Demo" are made for testing the sound with a vehicle physics controller. These demo scenes already have the engine sound prefabs and the UI buttons for easy switch between engine sound prefabs, change their „Aggressiveness SFX level” and engine load type (pre-recorded or simulated).

## **Vehicle Test Scene Setup Tutorial:**

To one of the above mentioned scene, add a bike with physics controller and all of its required components (it's stock camera with it's controller script, UI, etc). Make sure your bike is working properly in the scene without any errors, then drag and drop "RES2 Motorbike Vol2 - HQ" gameobject into your bike (which has all Motorbike RES2 prefabs connected to the canvas buttons), reset "RES2 Motorbike Vol2 - HQ" gameobject's transform to place it in the center of your vehicle, and enable it. Add your vehicle controller's compatibility script made for RES2 to each parent of RES2 prefab pairs, like UVC\_RES2, or VPP\_RES2 or RCC\_RES2, or other similarly named script (this script translate your bike values to RES2 prefabs). After this, everything should work if it is done correctly.

Video Tutorial: [https://youtu.be/gTW\\_zkp6Ew8](https://youtu.be/gTW_zkp6Ew8)

## Additional sound effects for Vehicles:

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Here is a list of additional sound effects designed for vehicles. The included FMOD project already utilizes a sample from the most of these sound packs, simply swap the sound clips in the FMOD project with these to customize it to your needs:

- **Muffler Crackle Sounds:** <https://fab.com/s/6865eace867e>
- **Turbo Sounds:** <https://fab.com/s/b4c481e1b2de>
- **Supercharger Sounds:** <https://fab.com/s/4ef5e4b49429>
- **Gear Shifting Sounds:** <https://fab.com/s/359a8b325896>
- **Straight Cut Gearbox SFX - Vol.1:** <https://fab.com/s/57b0253554bc>
- **Straight Cut Gearbox SFX - Vol.2:** <https://fab.com/s/10205754f533>

## More Products Available on the FAB Marketplace:

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Check out our other products here:

<https://www.fab.com/sellers/Skril%20Studio>

# Credits

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

Some sound clips are generated inside a daw using synthesers and other tools - without recording any real vehicle sounds.

Send your own recordings to me and I will turn them into complete engine sound packs. These recordings should be good quality videos / audios without wind and other unwanted background noises (like crowd, people talk, etc). These new sound packs may later appear in new add-on sound packs. You will get a free copy of the finished work if your recordings got used for the making of new sound pack(s).

Feel free to contact me if you have any questions or suggestions for this asset.

**Please write a review for this asset in the store. Thank you!**

**Made by: Skril Studio**

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**Speaking: English, Hungarian and Serbian.**

May not be available to respond to messages during weekends and holidays.