

Vintage Vehicle Engine Sounds

Add-on sound pack for Realistic Engine Sounds 2

By: Skril Studio



Thank you for purchasing Vintage Vehicle Engine Sounds!

„Vintage Vehicle Engine Sounds” 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 simulator asset.

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

Package includes:

- 8 complete engine sound packs:
 - 2T_V4_1L_1931
 - i4_2.9L_1920
 - i4_3L_1930
 - i6_5.4L_1930
 - i8_2.6L_1933
 - i8_3.3L_1934
 - V8_5.5L_1948
 - V16_6.0L_1936
- 4 audio clips for gearbox whining noise SFX
- 324 wav audio files, from these 320 are for engine sounds (160 for exterior view and 160 for interior 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.

Importing the prefabs made for Realistic Engine Sounds 2

If you want to use this sound pack with **Realistic Engine Sounds 2** unity asset, import ***RES2_Vintage_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:
Vintage_Vehicle_Engine_Sounds\Assets\Prefabs\Engine_Prefabs

6 demo scenes will be available in the following folder:
Vintage_Vehicle_Engine_Sounds\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 some vehicle physic controllers*).

Importing *RES2_Vintage_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

After importing *RES2_Vintage_Prefabs.unitypackage* you will get 6 demo scenes, 3 demo scenes with names "RequiresCarController_Vintage_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).

„Aggressiveness SFX level” is ideal for simulating that when the vehicle got modified, or have a damaged/lost exhaust.

Vehicle Test Scene Setup Tutorial:

To one of the above mentioned scene, add a car and all of its required components (it's stock camera with it's controller script, UI, etc). Make sure your car is working properly without any errors, then drag and drop "RES2 Vintage - HQ" gameobject into your vehicle (which has all Vintage Vehicle RES2 prefabs connected to the canvas buttons), reset "RES2 Vintage - 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 similiarly named script (this script translate your vehicle's values to RES2 prefabs). After this, everything should work if it is done correctly.

Vldeo Tutorial: https://youtu.be/gTW_zkp6Ew8

Credits

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.

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 only 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!

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Speaking: English, Hungarian and Serbian.

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