Motorbike Engine Sounds

Volume 1.

Add-on sound pack for Realistic Engine Sounds 2

By: Skril Studio

Thank you for purchasing Motorbike Engine Sounds – Vol.1!

„Motorbike 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://bit.ly/3aZ50Ag**

Package includes:

- **12 complete engine sound packs (480 wav files):**
  - **50 ccm Moped**
  - **180 ccm Moped**
  - **250 ccm Dirt Bike**
  - **390 ccm Enduro Bike**
  - **500 ccm Sport Bike**
  - **550 ccm Sport Bike**
  - **600 ccm Sport Bike**
  - **750 ccm Sport Bike**
  - **1000 ccm Sport Bike**
  - **1300 ccm Sport Bike**
  - **1400 ccm Chopper Bike**
  - **1500 ccm Chopper Bike**
- **Gear shifting sound clips (16 wav files, 8 for exterior and 8 for helmet *„pov"* view)**
- **496 wav files (248 for exterior view and 248 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

If you want to use this sound pack with **Realistic Engine Sounds 2** unity asset, import **RES2_Motorbike_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\Assets\Prefabs\Engine_Prefabs**

6 demo scenes will be available in the following folder: **Motorbike_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_Motorbike_Prefabs.unitypackage* without *Realistic Engine Sounds 2* already being in your project will give errors in the newly imported prefabs.

Upgrading from previous version

Firstly backup your project! After that delete the older version of this asset, then import this asset. Import the new prefabs made for RES2 if you're going to use this sound pack with Realistic Engine Sounds 2. After that all engine sound prefabs from this sound pack needs to be re-added to all vehicles.

Setting up the demo scene for vehicle controllers

After importing *RES2_Motorbike_Prefabs.unitypackage* you will get 6 demo scenes, 3 demo scenes with names "RequiresBikeController_MotorbikeDemo" 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 - HQ" gameobject into your bike (which has all Motorbike RES2 prefabs connected to the canvas buttons), reset "RES2 Motorbike - 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 bike values to RES2 prefabs). After this, everything should work if it is done correctly.

Video Tutorial: **https://youtu.be/gTW_zkp6Ew8**

License

You can use this asset for unlimited games.

You can use this asset for personal and commercial use.

Cannot be used in real products! (like sound generator for cars, toys, etc!)

Contact for pricing if you want to use these sounds for real physical products like vehicles, toys, etc.

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

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 you have donated your own recorings and it 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 Unity Asset Store. Thank you!

Realistic Engine Sounds 2: https://bit.ly/3aZ50Ag

Add-on engine sound packs for Realistic Engine Sounds 2: https://bit.ly/3km8rDl

UI SFX Mega Pack (2682 wav files): https://bit.ly/40oKeCd

Check out my other assets: https://bit.ly/2TBgK2z

Made by: **Skril Studio**
Contact: *info@skrilstudio.com*
Website: *https://skrilstudio.com*
Facebook Page: *https://www.facebook.com/yugelmobile*

Speaking: English, Hungarian and Serbian.
May not be available to respond to messages during weekends and holidays.