

# Rally Engine Sounds

## Volume 1.

Add-on sound pack for Realistic Engine Sounds 2

By: Skril Studio



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

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**Rally Engine Sounds – Vol.1** asset includes audio files and compatibility for **Realistic Engine Sounds 2** asset, provided in the **RES2\_Rally\_Prefabs.unitypackage**. This unitypackage contains engine sound prefabs bundled with additional sound effects: Turbo, Straight Cut Gearbox and Muffle Crackle. Sound clips and a sound controller are also included for Turbo, Straight Cut Gearbox and Muffle Crackle sounds. *(The RES2 engine sound controller is not included.)*

**Rally Engine Sounds – Vol.1** 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://bit.ly/3aZ50Ag>

## Package includes:

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- 3 complete engine sound packs (120 wav files):
  - Rally Car 1
  - Rally Car 2
  - Rally Car 3
- Compatibility for **Realistic Engine Sounds 2** (packed inside a .unitypackage) contains:
  - Turbo sounds (**28 WAV files** + turbo sound controller made for RES2)
  - Straight Cut Gearbox ( **20 WAV files** + gearbox sound controller made for RES2)
  - Muffler Crackle (**20 WAV files** + muffler sound controller made for RES2)
  - RES2 engine sound prefabs combined with the above mentioned sound effects
- 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\_Rally\_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:

**Rally\_Engine\_Sounds-Vol1\Assets\Prefabs\Engine\_Prefabs**

6 demo scenes will be available in the following folder:

**Rally\_Engine\_Sounds-Vol1\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 physics controllers).

Importing **RES2\_Rally\_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\_Rally\_Prefabs.unitypackage* you will get 6 demo scenes, 3 demo scenes with names "RequiresCarController\_Rally\_VehicleDemo" 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:**

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

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 Rally Vol1 - HQ" gameobject into your car (which has all Rally RES2 prefabs connected to the canvas buttons), reset "RES2 Rally Vol1 - 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 car's values to RES2 prefabs). After this, everything should work if it is done correctly.

For better results, you can reposition some parts of the prefabs such as the turbo, muffler crackles, and the straight cut gearbox to match their real-life positions. I recommend placing the interior engine prefab in the car's engine bay to avoid audio clipping when using the interior camera view.

# License

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Refer to the license from the store where you purchased this asset, with key points highlighted below:

You can use this asset for unlimited games for both **personal** and **commercial** use.

**You may not resell or redistribute the package or any individual file from it in any form!**

**Additional point:** Cannot be used in real products like sound generator for cars, toys, etc! Contact for pricing if you want to use these sound clips for real physical products like vehicles, toys, etc.

# Credits

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I would like to say a big **Thank You** to my friends and customers who allowed me to record their vehicles, or who sent me their own recordings of vehicle engine sounds and other sounds.

Submit your own recordings to me, and I will transform them into complete game ready engine sound packs. Please ensure that your recordings are of good quality, if possible with minimal wind and other unwanted background noises (such as crowds, people talking, etc.). The newly created sound packs might be featured in upcoming add-on sound packs. As a token of appreciation, you will receive a free copy of the final product if your donated recordings are utilized in the creation 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/3km8rDI>

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

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

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