

Bike Engine Sounds

By: Skril Studio



Thank you for purchasing Bike Engine Sounds!

Package includes:

- 4 complete engine sound packs (40 wav files per engine sound packs)
- 160 wav audio files (80 for exterior view and 80 for interior view)
- A completed fmod project built from these sound clips
- Contain the following engine sound packs:
 - Dirt Bike 125 ccm
 - Cruiser Bike 600 ccm
 - Enduro Bike 660 ccm
 - Sport Bike 1000 ccm
- Gear shifting sound clips (12 wav files, 6 for exterior and 6 for helmet „pov” view)
- Highly detailed FMOD project comes with extra sound effects:
 - Wind SFX
 - Gear Changing SFX
 - Tyre Screeching SFX

These sound effects can be enabled/disabled by changing their master volume. (see chapter „*Fmod Project Overview*” to find out which values are meant for this purpose.)

- The engine sound will vary based on whether the camera is viewing the front or the back of the vehicle.

Fmod integration tutorial:

Read carefully the official user guide of how to integrate fmod to Unreal Engine:

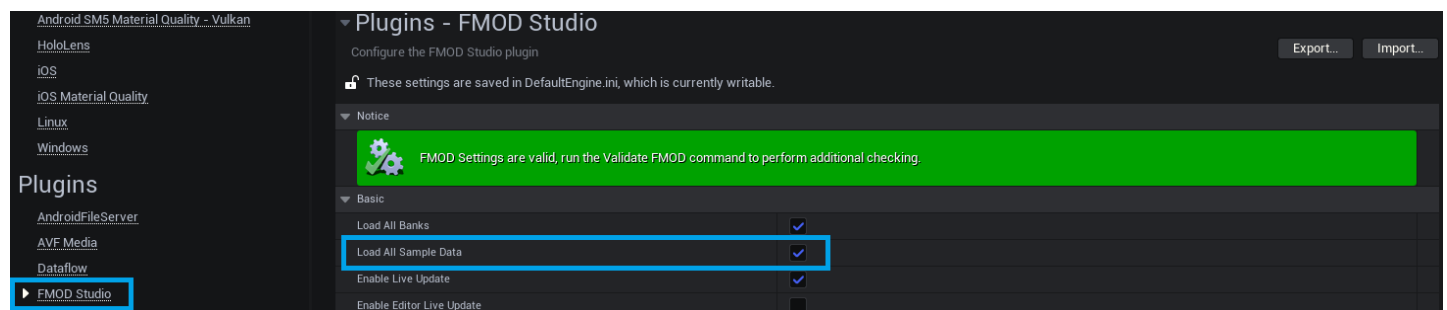
<https://www.fmod.com/docs/2.00/unreal/user-guide.html>

Download Fmod integration for UE here: <https://www.fmod.com/download#fmodforunreal>

Tutorial video for Fmod vehicle sound integration: <https://youtu.be/wo3kNR-WRQQ>

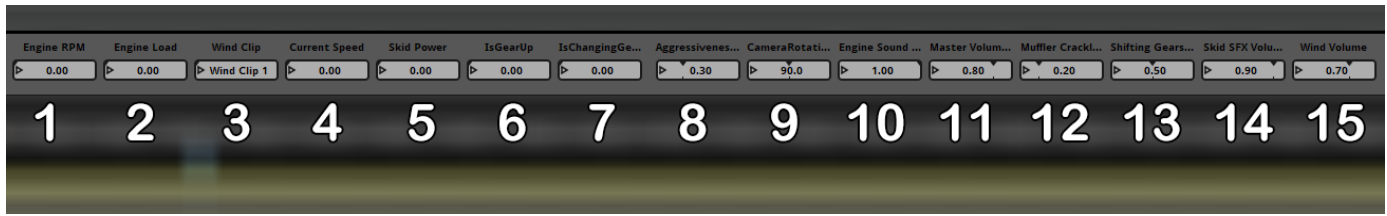
I recommend to enable “Load All Sample Data” which you can find here:

Edit -> Project Settings -> Plugins: FMOD Studio



Fmod Project Overview:

See the image bellow to understand the values of the included Fmod project:



After integrating FMOD into UE, you should connect these FMOD values with the corresponding values in your UE vehicle that serve the same purpose. The FMOD project is well optimized to avoid reaching its limits.

1. **Current RPM:** the current RPM of the vehicle. Idle rpm is at around 900 RPM, maximum RPM can vary by vehicle type from 5000 to 10000 RPM. (This chapter of the Documentation is universally used for multiple products.)
2. **Engine Load:** the engine load of the vehicle. 0 = Off-load (decelerating or changing gears), 1 = On-load (accelerating or driving at steady speed).
3. **Wind Clip:** You can choose the wind clip here, right-click on this value and change the Initial Value to the one you prefer.
4. **Current Speed:** the current speed of the vehicle, required for extra sound effects, like the Wind SFX, and other SFX.
5. **Skid Power:** 0 = no skid, 1 = maximum skid power. Change this value to play tyre screeching/skid sound. Also depending on the vehicle's current speed.
6. **Is Gear Up:** required for some SFX, like the Turbo SFX.
7. **Is Changing Gears:** 0 = not changing gears, 1 = changing gears. Set this value to 1 for a short period of time (~0.3 seconds) when the vehicle is changing gears.
8. **Aggressiveness SFX:** this will change the engine sound to a more aggressively sounding engine. It is good for games where you can tune your cars, increase aggressiveness value when an engine upgrade applied, also good for imitating "open exhausts" for modified cars, or when the car lost its exhaust after a damage.
9. **Camera Rotation:** 0 = looking at the rear of the vehicle, 180 = looking at the front of the vehicle. The engine sound will vary based on whether the camera is viewing the front or the back of the vehicle (see the example in next chapter).
10. **Engine Sound Master:** sets the loudness just of the engine sound. You can tweak this value inside UE if needed.
11. **Master Volume All:** sets the loudness of the entire sound pack. You can tweak this value inside UE if needed.
12. **Muffler Crackle Volume:** sets the loudness of the muffler crackle/rumble sounds. You can tweak this value inside UE if needed, turn this volume down to 0 to disable this SFX.
13. **Shifting Gears SFX:** sets the loudness of gear changing SFX. You can tweak this value inside UE if needed, turn this volume down to 0 to disable this SFX.
14. **Skid SFX Volume:** sets the loudness of the tyre screeching/skid sound. You can tweak this value inside UE if needed, turn this volume down to 0 to disable this SFX.
15. **Wind Volume:** sets the loudness of the wind sound. You can tweak this value inside UE if needed, turn this volume down to 0 to disable this SFX.

Some UE Code Examples for Integration:

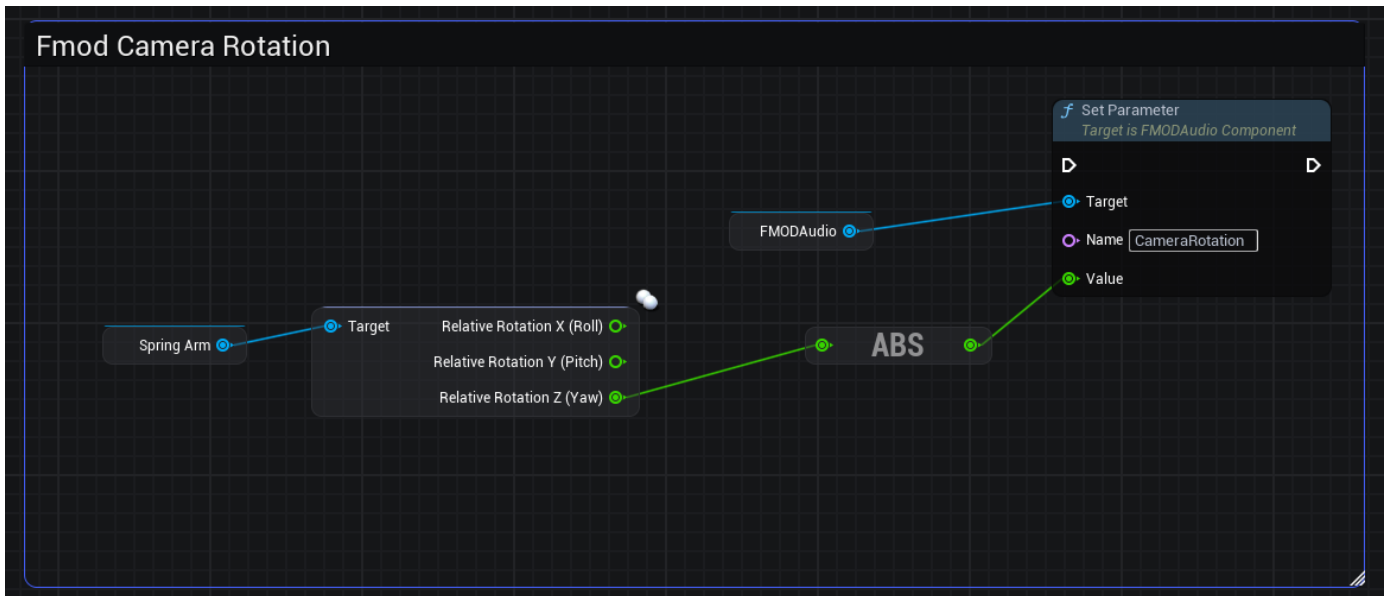
Camera switcher:

This example shows how to switch between exterior and interior sounds using FMOD.



Sending camera orbit value to FMOD:

(4th value in the FMOD project.)



Additional sound effects for Vehicles:

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://www.unrealengine.com/marketplace/en-US/product/2f72dd5570784218a70d3c4212397ec9>
- **Turbo Sounds:** <https://www.unrealengine.com/marketplace/en-US/product/cc8541dc477e4e7f99aec7d34f2c4709>
- **Supercharger Sounds:** <https://www.unrealengine.com/marketplace/en-US/product/13a9a17437574fd4ad1c2a50e8ba86a6>
- **Gear Shifting Sounds:** <https://www.unrealengine.com/marketplace/en-US/product/c6f75141f8f44d97b4020b5cdb3094a7>
- **Straight Cut Gearbox SFX - Vol.1:** <https://www.unrealengine.com/marketplace/en-US/product/e45c0d1e6f194fcb8105faf2ee5c442a>
- **Straight Cut Gearbox SFX - Vol.2:** <https://www.unrealengine.com/marketplace/en-US/product/3b1b4be80d9c4243a5a50111d6947837>

Other products made for Unreal Engine:

Check out our other products made for Unreal Engine here: <https://www.unrealengine.com/marketplace/en-US/profile/Skril+Studio?count=20&sortBy=effectiveDate&sortDir=DESC&start=0>

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.

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!

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Speaking: English, Hungarian and Serbian.

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