

Sound effects are an important part of your maze. One effect that is easy to set is attenuation. Attenuation refers to the level of the sound to the distance of the player or as the player get closer to a particular point in the level, the sound loudness increases.

1. Place a sound into your level. In this example it is an electronic buzz. Double click the sound icon to bring up its' properties.

2. You can see the sound attenuation in the viewport as a circle surrounding the icon. Adjust the attenuation in the properties box, Radius Min & Radius Max.

