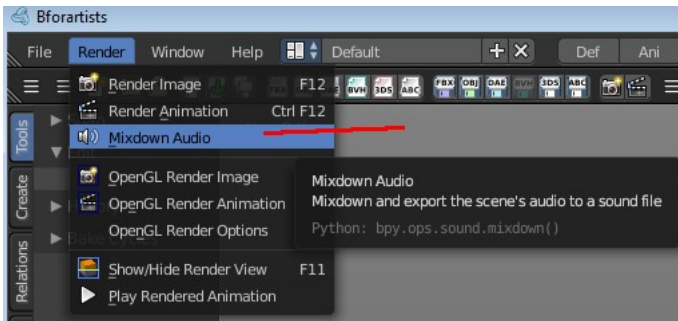


10.9 Render - Audio Rendering

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Introduction

Audio can be rendered from the Render menu in the Info Editor.



Options

The options can be found downleft in the Save dialog.

Relative Path

Select the file relative to the blend-file.

Accuracy

Sample accuracy, important for animation data (the lower the value, the more accurate).

Audio Containers

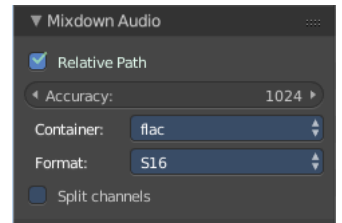
See here.

Codec

Some *Audio Containers* also have option to choose a codec. For more information see here.

Split Channels

Each audio channel will be rendered into a separate file.



Speaker

The speaker object is used to give sound in the 3D View. After adding the object the various settings can be changed in the properties editor.

Options

Sound

Mute

Toggles whether or not the sound can be heard.

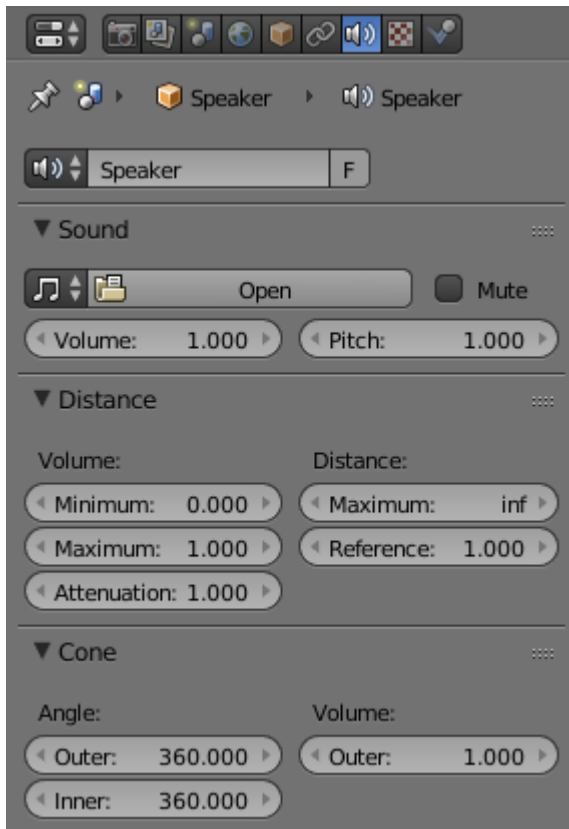
Volume

Adjust the loudness of the sound.

Pitch

Can be used to bend the pitch of the sound to be either deeper or higher.

Distance



Volume

Minimum

Minimum volume, no matter how far the object is.

Maximum

Maximum volume, no matter how far the object is.

Attenuation

How strong the distance affects the volume.

Distance

Maximum

Maximum distance for volume calculation.

Reference

Reference distance at which volume is 100%.

Cone

Angle

Outer

Angle of the outer cone in degrees. Outside this cone the volume is the outer cone volume (see below).
Between the inner and outer cone the volume is interpolated.

Inner

Angle of the inner cone in degrees. Inside the cone the volume is 100%.

Volume

Outer

Volume outside the outer cone.