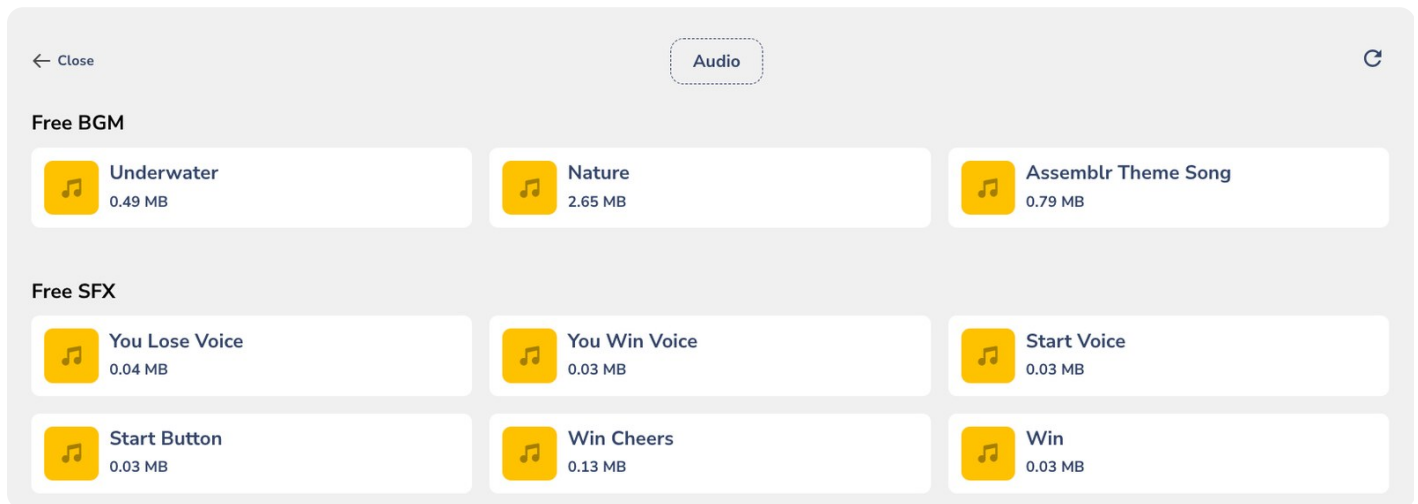


Insert Audio

How to Insert Audio

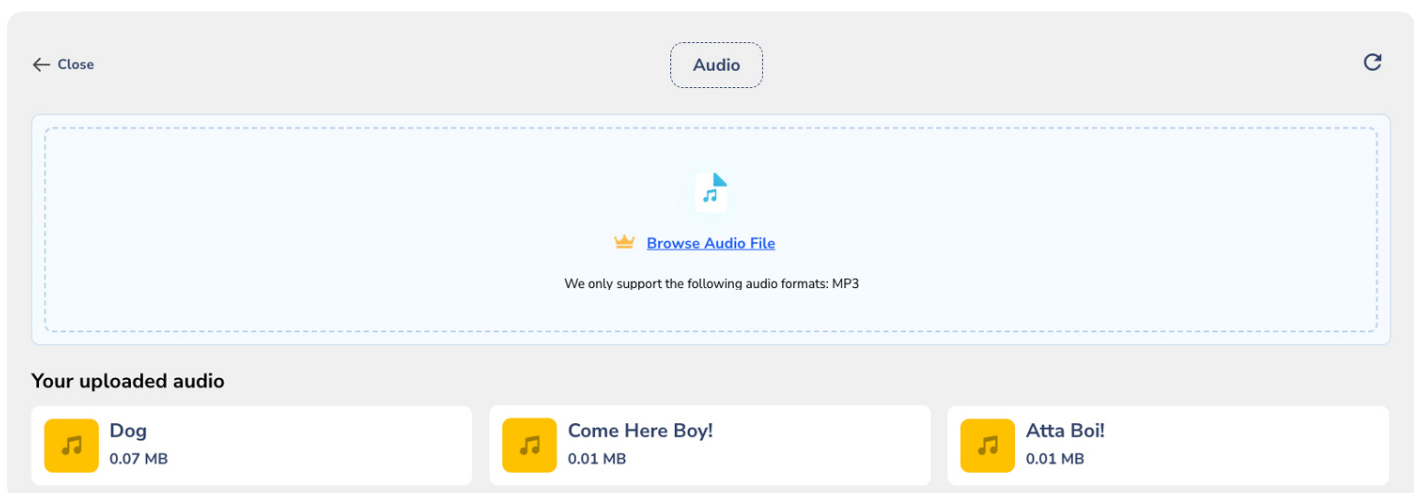
To start with, you can head to **Audio**.

In Assemblr Studio, you can insert two different audio types: **BGM (background music)** and **SFX (sound effects)**. For the SFX one, it's also a part of the Sound Effect Interactivity.



If you want, you can find and use the audio files from our library—they're free!

However, if you want to upload your own, we also provide you the option for that. Simply click on the **Browse Audio File** option, and you can import your own audio files in **MP3**.



Once you add the audio, you can do further settings for your BGM or SFX—be it **volume adjustment**, where the audio will be played (BGM only), and **looping options**.

Add Audio

Dog

▶ Play

Volume  100

Type



BGM



SFX

Playable on

Scene



Global

Looping



Back

Place

If you're done, click **Place**. You can do the settings on the right panel, or even change your audio—just in case you want to modify it.