

Media (Sound Effect)

How to Insert Sound Effects With Interactivity

To start with, click on your trigger object, choose **Add Interactivity**, and click **Sound Effect**.

Then, you can name this interactivity action to differ it from other interactivity actions, and click **Add Audio** to choose the sound effects (SFX).

You'll be directed to the **Audio library**, and you're free to use the SFX provided or even upload your own.

Once you've chosen the SFX, click **Place**. Then, you can do quick advanced settings to set your start time.

If you're all set, click **Apply**!