# Creating Audio Reactive Objects

> It is assumed you know how to obtain and integrate Wwise in this tutorial.  If you do not, refer to the chapters in the "Wwise: Getting Started" chapter.

Multiple ways exist to influence an object's behavior from audio events posted by Wwise.  We are going to explore some ways of configuring audio-reactive objects in Unity.  Remember, no matter the game engine, this setup relies on tools in Wwise and Wwise-type references in scripting, meaning these concepts should be able to translate into other game engines pretty seamlessly.

## Color Changing Objects

## Size Changing Objects

Topic Related Blog LINK

## Objects Moving Rhythmically

Wwise 301 | Callbacks Lesson

>>Picture of AkEvent Component, highlighting "Use Callback" checkbox<<

Rather than post sound events in an AkEvent component, Wwise has a checkbox in this component called "Use Callback".  This feature relies on your use of Callback Flags in a Wwise project, which can be assigned to Music Segments.  These flags serve as notifications for when to call a function in your game engine.

What we are going to do is assign callback flags to a music segment, then use those in an AkEvent component that calls forth a custom script for affecting an object" 's scale.  By Doing so, we can make an object look as if it's breathing in rhythm with a song.

# Doppler Effect

Related Article LINK

A car approaches you, rising in pitch as it nears.  When it passes, it begins to fade out and its mechanical whirr lowers in pitch.  We want to recreate this effect, known as the Doppler effect.  To do so, we'll need to configure RTPCs in Wwise, and make a custom script referencing them

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