

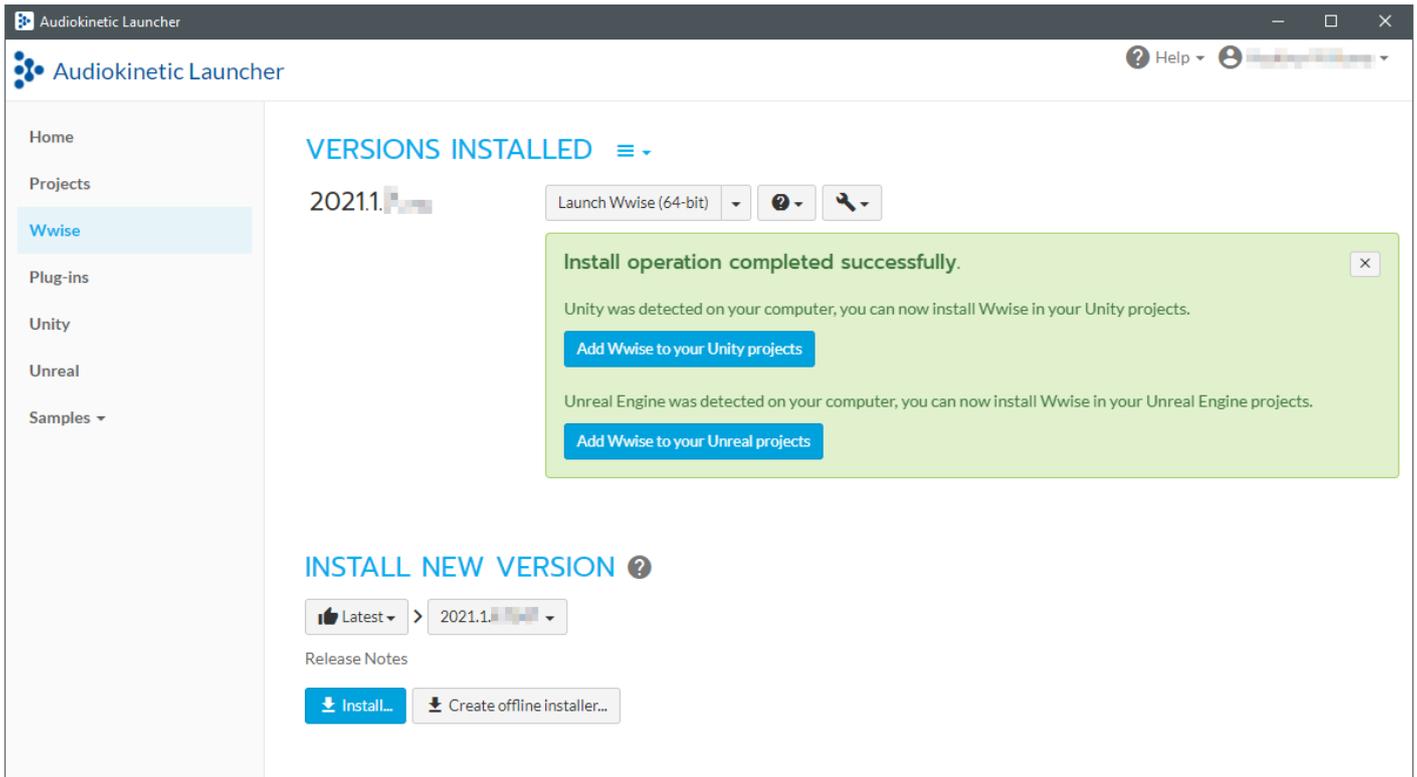
# Required Downloads and Information

This page will show the necessary downloads and provide insightful information for getting started with Wwise. The video below is a Unity project with Wwise integrated into it. It utilizes some basic components of the Wwise Authoring Tool.



In order to get get started using Wwise, you will need to open up Audio Kinetic's website and download the Wwise Launcher application. The link to AudioKinetic's download page will be

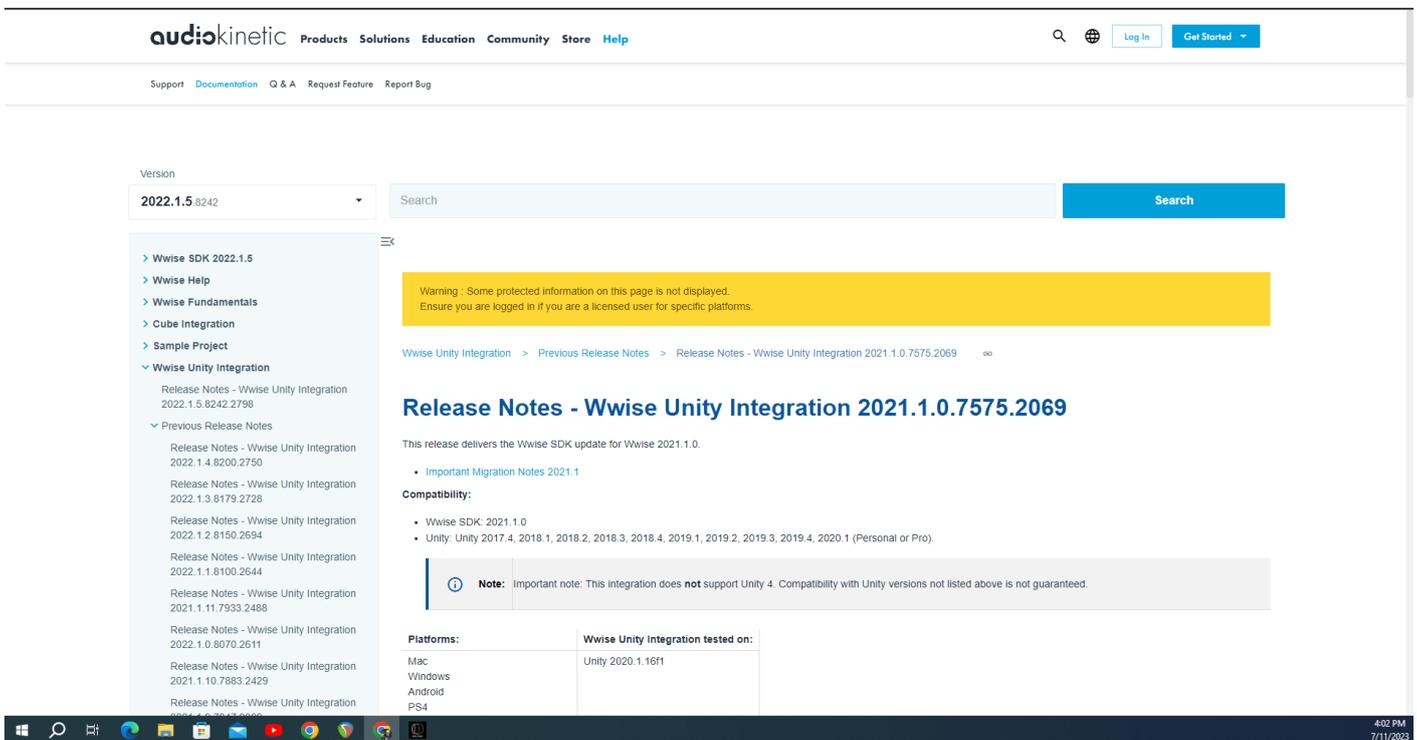
provided [here](#) , where you can choose the platform you wish to download it on.



With it installed and opened, there are a few tabs in the lefthand view you can navigate through. The **Home** tab showcases ongoing events related to Wwise, upcoming events, projects showcasing Wwise, and all sorts of cool content that will familiarize you with the ways in which the software is used.

The **Projects** tab...

The **Wwise** tab shows all versions of Wwise you currently have downloaded. When you decide to integrate Wwise into a game engine (i.e. Unity, Unreal), it is important to know WHAT versions of Wwise are compatible with WHAT versions of a game engine. You can find this information on the [Release Notes](#) page on AudioKinetic's website.



Use the dropdown menu in the top left to choose a version of Wwise, then check the release notes for the game engine you're interested in by navigating the left-hand menu and finding the game engine dropdown with each version's release notes. You will be provided with the what versions of the game engine compile with Wwise and what the Wwise version was tested with.

The **Plug-Ins** tab provides a list of plug-ins that enhance Wwise's capabilities. Some of these plug-ins are not free or will require being crediting of some sort, so keep this in mind as you check them out.

The **Unity** tab will display every Unity project that was located on the computer being used. If you recently unzipped a project file and are not seeing it in the view, make sure Unity Hub has located your project file first before expecting AudioKinetic Launcher to find it.

The **Unreal** tab will display ever unreal project that was located on the computer being used. If you recently unzipped a project file and are not seeing it in the view, make sure Unreal has located your project file first before expecting AudioKinetic Launcher to find it.

**Samples** contains projects that use Wwise, many of which are complimentary of the certification courses you can go through. They are very helpful for understanding Wwise's capabilities.

The Wwise certifications are free, as are the downloads for any Sample game they provide. The exams, however, cost money and will get you two attempts at the exam. You can find the page with all of the certification courses [here](#). the certifications include:

- **Wwise 101 (Wwise Fundamentals)**

- **Wwise 202 (Interactive Music)**

- **Wwise 251 (Performance optimization & Mobile Considerations)**

- **Wwise 301 (Unity Integration)**

# Licensing

Wwise is the leading end-to-end interactive audio solution that gives you everything you need to create multi-platform immersive games. Choose the plan that is right for your needs.

Watch video to learn more

Indie

Full platform access, with unlimited sounds. Get the full Wwise experience for small budget productions. For non-commercial projects or academic projects, click [here](#).

Watch video to learn more

Free

Get Started

Pro

Everything from the Indie Plan, and access to premium options such as direct engineering support.

Watch video to learn more

Starting at [\\$7,000 US](#)

Start free evaluation

Premium

Everything from the Pro Plan, plus included direct support from our world-class audio engineering team.

Watch video to learn more

Starting at [\\$22,000 US](#)

Start free evaluation

Platinum

Everything from the Premium Plan, plus all Audiokinetic-developed premium plug-ins and a 12-month DLC license.

Watch video to learn more

Starting at [\\$40,000 US](#)

Start free evaluation

Plan Description	Indie	Pro	Premium	Platinum
Production Budget	✔ Less than \$250K	✔ Between \$250K and \$2M	✔ Greater than \$2M	✔ Greater than \$2M
Sound Files / Media Assets	✔ Unlimited	✔ Unlimited	✔ Unlimited	✔ Unlimited
Free Trial	✔	✔	✔	✔
All Engine Features	✔	✔	✔	✔
Continuous Updates	✔	✔	✔	✔
Community Q&A	✔	✔	✔	✔

Wwise has annual subscriptions for unlocking premium features, as well as direct support from the Audio Engineering Team. That being said, projects that are not game-related and are for non-commercial, education, or non-gaming purposes can be registered for licensing.

As you can see above, I can happily say that there is an option for obtaining Wwise licensing through an Indie Game project. This is a recent advance made by AudioKinetic that has really opened Wwise up to the game development community and has made it more open-source. You can access this page for more info and video [here](#).

# YouTube

Lastly, seeing other Audio Engineer creations, how-to videos, and blogs are a great way to familiarize yourself with some popular features in games achieved by Wwise. here are some sources below for you to explore:

- LIMBO Wwise Demo Reel ([Youtube](#))

- Cujo Sound ([YouTube](#))

- Coding versus Blueprints in UE ([Blogs Series](#))

- Using Wwise's Query Editor ([Blog](#))

- Wwise & Reaper Implementation ([Youtube](#)) Great video on composition formatting in Reaper, and effective integration into Wwise.

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