

# AUDIO INPUTS

BRIDGE THE GAP BETWEEN PROFESSIONAL AUDIO AND UNREAL ENGINE.

## FEATURES

- 256 audio input channels.
- Trigger visuals or gameplay directly from real-time audio inputs.
- Low latency ASIO/WASAPI (Win) / CoreAudio (Mac) driver support.
- Listen and trigger events from microphones & instruments.
- Real-time per-channel loudness meters and peak detection events.

## CONTACT



[audiofactory.studio](https://audiofactory.studio)



[manuel@audiofactory.studio](mailto:manuel@audiofactory.studio)

POWERED BY



**Real-time multichannel audio input** for live shows, virtual production, and next-gen interactive experiences.

Universal implementation of **ASIO/WASAPI** (Win) and **CoreAudio** (Mac) for maximum hardware compatibility and support for up to **256 channels** inside **Unreal Engine 5**.

## DESCRIPTION & CASE USE

Audio Inputs is a high-performance Unreal Engine plugin that enables real-time multichannel audio input directly from professional audio interfaces, digital mixers, and similar hardware.

Built for touring artists, production companies, and Unreal Engine partners, it connects stage sound to live visuals, interactive environments, and gameplay logic. All of this with low latency, high channel counts, and native low-level C++ code.

## APPLICATIONS FOR LIVE PRODUCTION

- Sync lighting, projections, and stage FX to live instruments or vocals.
- Drive Unreal Engine visuals from on-stage audio feeds in real time.
- Power interactive installations where audience audio changes the scene.
- Integrate directly with touring rigs for concert visuals or broadcast graphics.

## PRODUCTION QUALITY

Designed and developed by AudioFactory, the most prolific audio plugin developer for Unreal Engine in the Fab Marketplace.

Built upon decades of real-life tech-audio experience to fulfill the wildest real-time graphic dreams.

Built by musicians, for musicians.

## RELEASE & AVAILABILITY

**Release:** Q4 2025

**Licensing:** Custom license available for touring artists, production companies, art installations, and Unreal Engine partners.

Contact for licensing and inquiries

[manuel@audiofactory.studio](mailto:manuel@audiofactory.studio) | [audiofactory.studio](https://audiofactory.studio)