



PAWEŁ USZYŃSKI

Folia Soundstudio, Warszawa





No Object Selected

Inspector Visibility 38 / 38

9 **BNL**

TrackVersions

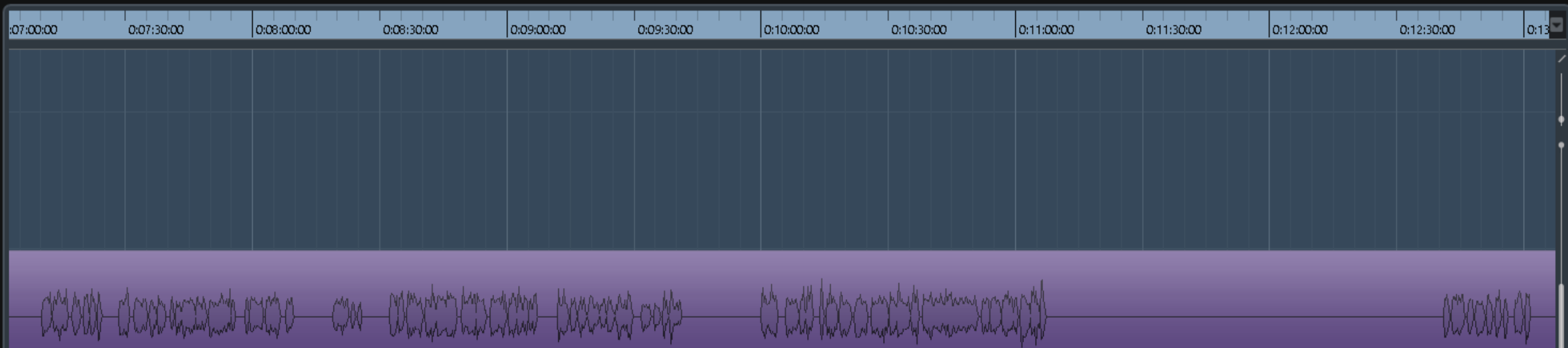
Chords

Inserts

PSP Neon HR x64

7 m s Copy of OPRAWA 2

8 m s VO



BIN L: Ins. 1 - PSP Neon HR x64

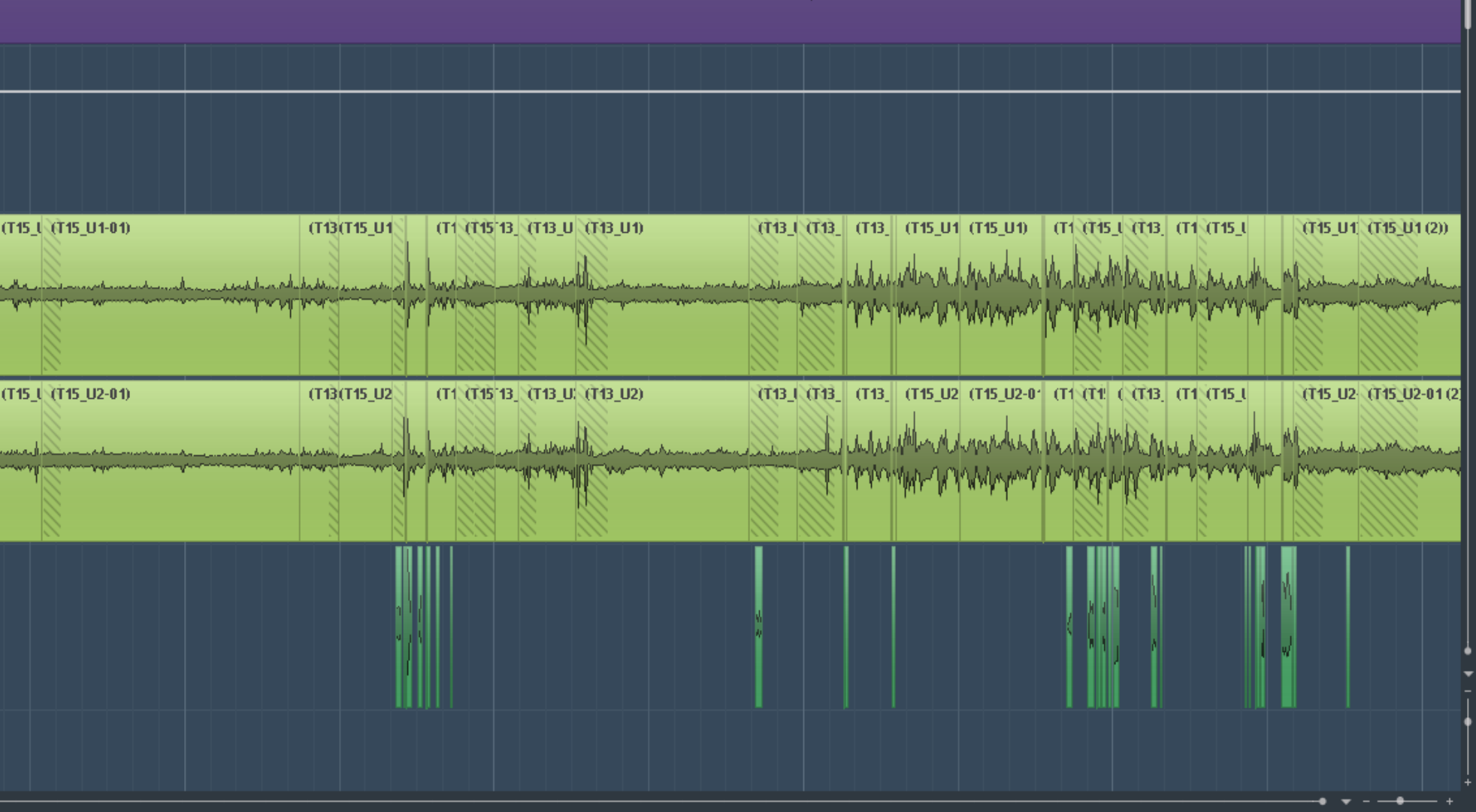
STEREOWARE

STEREOWARE
LINEAR PHASE EQUALIZER / ANALYZER
PSP Neon

CHANNEL: LEFT, RIGHT
ZOOM: ZOOM, ZOOM
ANALYZER: RESOLUTION (STD, HIGH, MAX), MID-SIDE
OUT: +0.0

1 2 3 4 5 6 7 8

BANK PRESET Flat







U Unreal Engine 4.26.2 | ZaQMap19-Platinum | Project Settings | Plugins | CrashVR

File Edit Window Help

Modes: Save Current Source Control Content Marketplace Settings Blueprints Cinematics Build Compile Play Launch

Perspective Wireframe Show | 10' | 0.25 | 2

Search Classes

Recently Placed: Empty Actor, Empty Character, Empty Pawn, Point Light, Player Start, Cube, Sphere, Cylinder, Cone, Box Trigger, Sphere Trigger

World Outliner

Label	Type
38_other_shakes_a_right	AmbientSound
38_other_shakes_b_left	AmbientSound
38_other_shakes_b_right	AmbientSound
38_other_shakes_c_left	AmbientSound
38_other_shakes_c_right	AmbientSound
39_thruster_engines_shake_a_AmbientSound	AmbientSound
39_thruster_engines_shake_b_AmbientSound	AmbientSound
39_thruster_engines_shake_c_AmbientSound	AmbientSound
39_thruster_engines_shake_c_AmbientSound	AmbientSound
03_Atmos	Folder
40_low_hum_a_left3	AmbientSound
40_low_hum_a_left4	AmbientSound
40_low_hum_a_right3	AmbientSound
40_low_hum_a_right6	AmbientSound
40_low_hum_c_left3	AmbientSound
40_low_hum_c_left4	AmbientSound
40_low_hum_c_right3	AmbientSound
40_low_hum_c_right4	AmbientSound
41_mid_hum_b_left3	AmbientSound
41_mid_hum_b_right2	AmbientSound
41_mid_hum_c_left2	AmbientSound
41_mid_hum_c_right2	AmbientSound
42_hi_hum_a_left4	AmbientSound

1,192 actors View Options

Layers Details World Settings

Search Layers

- Copernicus
- FX
- GFX
- Interactives
- Light
- Meshes Cockpit
- Meshes Inside
- Meshes Outside
- Procedures And Errors
- Resources
- Screen
- Sound
- TXT

Level: ZaQMap19-Platinum (Persistent)

Output Log Message Log Content Browser Sequencer

Add New Import Save All Content Maps

Search Folders Filters Search Maps

Content: Animations, Assets, Blueprint, Dev, Effects, ExampleContent, FX, GUI, Maps, Materials, Meshes, MyParticleSystem, Sounds

Legacy MiniGames RESOURCES SCENES EmptyLevel Igor_Mini Games_Built Data LevelAfterDeath LevelAfterDeath_BuiltData LevelAfterWin LevelAfterWin_BuiltData LoadingLevel MainMenu MainMenu_BuiltData NoVRScreen

Untitled ZaQMap18-Silver ZaQMap18-Silver_Built ZaQMap19-Gold ZaQMap19-Gold_BuiltData ZaQMap19-Platinum ZaQMap19-Platinum_Built





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