

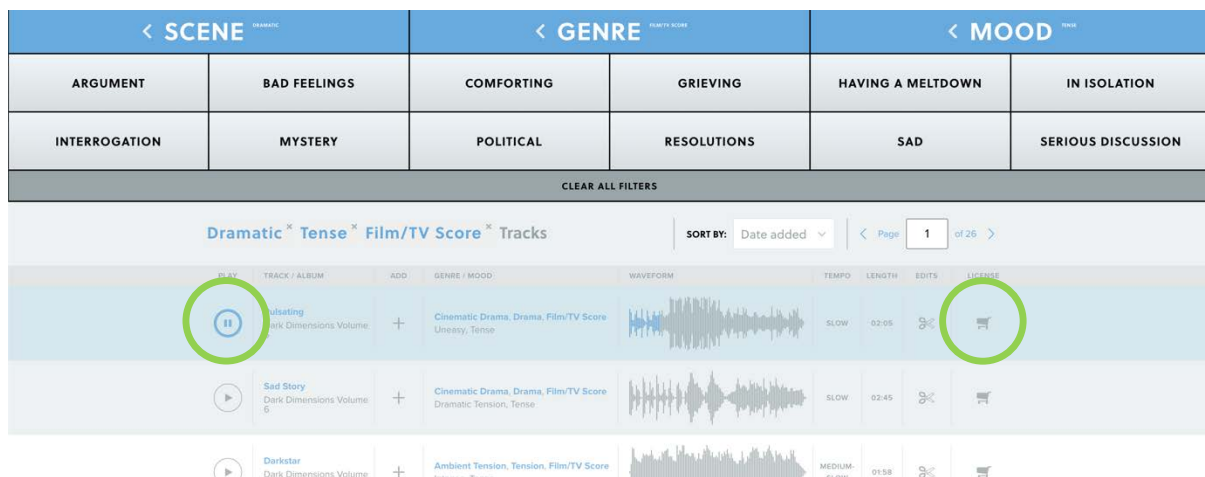
Finding music

There are various sources online for music as well, but for this workshop I suggest freeplaymusic. The music is available for free for educational purposes, but needs to be placed into a shopping cart and checked out.

<https://freeplaymusic.com/>

To be able to download the music, a free account needs to be created or a google-account can be used to log in. Then it is possible to browse the music by different categories, i.e., Scene – for the type of scene, Genre – for the style of music, or Mood – for the mood of the scene. As an example, Scene – Dramatic, Genre – Film/TV Score, and Mood – Tense.

When a scene, genre, or mood has been selected, a list of such tracks/songs appears. The play button starts a preview of the music, and there are usually many music examples on multiple pages to review. When the music is decided upon, choose it by clicking on the small shopping cart to the right.



When one or more music tracks have been put into the shopping cart, open the cart and click on Check out. Select License Type -> Education -> Classroom Use and the music will be downloaded as a zip-file for free. Write a Project Title and state what the Production (is) Created For.

The downloaded zip-file will (usually) contain three versions of the music, one short 30 seconds excerpt, one 60 seconds excerpt, and one full length version.

Then pick the right version of the music and insert this into an Audition Session.

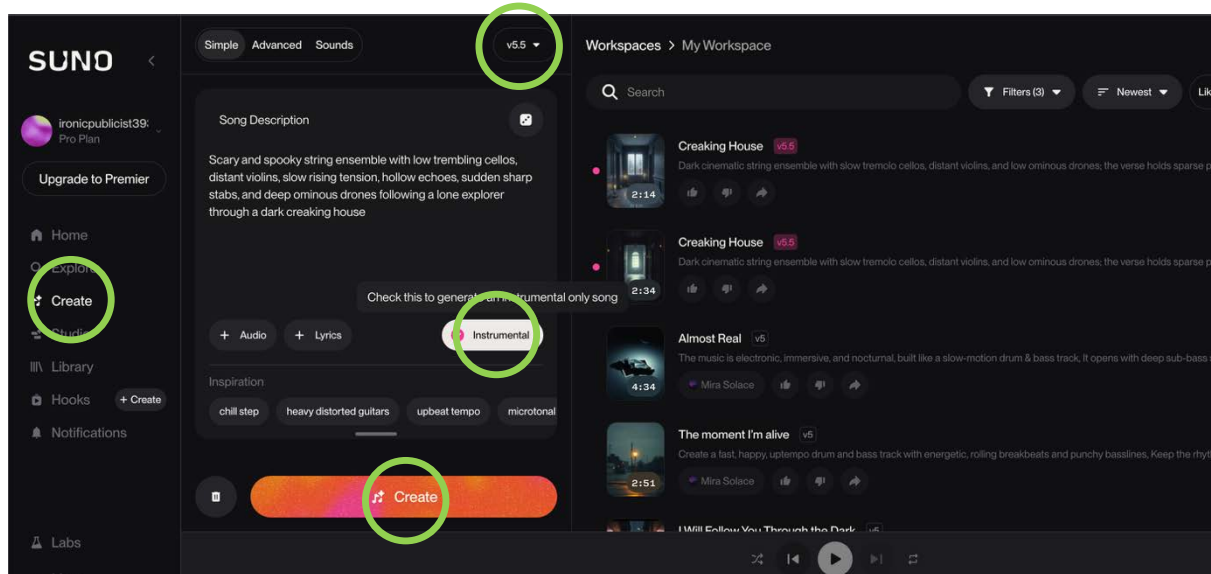
“Making” music with GenAI

Another way of finding music is by using a GenAI. One such example is Suno:

<https://suno.com/>

Suno is free and to use Suno you need to login, for example with a Google account. Worth noting is that the free version only allows for generating five (5) prompts per day. Each prompt generates two versions of music.

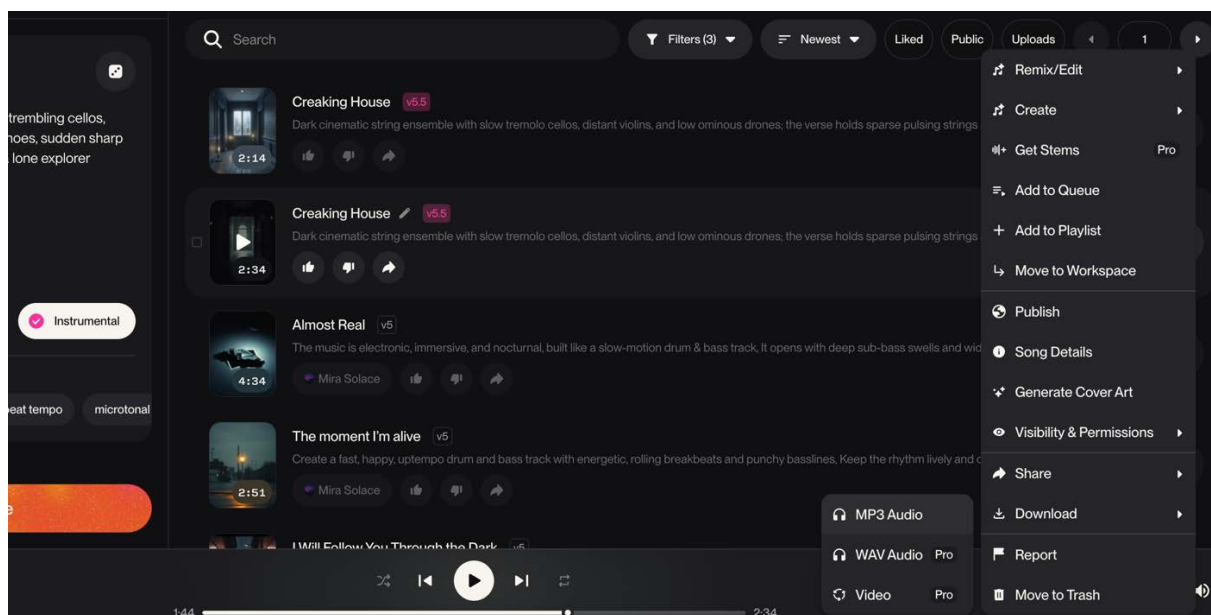
By clicking Create in the menu to the left on the website the creation subpage is opened. Make sure that v5.5 (or newer if available) is selected to the right. Most music for immersive experiences, film, or games is instrumental, so choose Instrumental.



Then the style of the music should be prompted. This is the most important part of the creation. Add multiple key words here describing both the feeling and the musical style. You can even suggest instrumentation. Check this wiki for description of styles and genres:

<https://www.suno.wiki/faq/style-and-lyrics/styles-and-genres/>

Write the prompt with commas to separate and/or to combine short description, as an example: *“Scary and spooky string ensemble with low trembling cellos, distant violins, slow rising tension, hollow echoes, sudden sharp stabs, and deep ominous drones following a lone explorer through a dark creaking house”*. You can name your song, and then you press Create. Two songs based on the same prompt will then be generated.



By pressing the three dots to the right of the song opens a menu where it is possible to download the song. Choose Download for downloading the song and then choose the format.