

[TECHNICAL DETAILS]

File Naming Conventions:

FULL - Files with FULL in the name are the full version of the track. The intro & main sections are all combined and placed in their intended order, with all of the intended instruments included.

Ambient_Stem - A track with Ambient in the title is one that is intended to play when there is no danger near the character.

Tension_Stem - A track with Tension in the title is one that is intended to be triggered when danger is nearing or approaching the character.

Combat_Stem - A track with Combat in the title is one that is intended to be triggered when the player is engaged in combat.

Combat_Stem_with_Piano - This type of track is the same as the combat version, but has the addition of a piano to provide you with more variation.

Harp_Only / Piano_Only - This track only includes the instrument listed in the track name, such as only a harp or only a piano.

No_Clarinets - Just as the name suggests, a track with this in its name means that this version omits the clarinets.

Piano_and_Harp_Version - This track includes both the piano and harp parts instead of keeping them as separate versions. Just in case you can't decide between the two!

Track Tempo & Time Signature:

Great Plateau Grasslands - 80 bpm | 4/4 Mixed*

Grasslands Hub - 80 bpm | 4/4 Mixed

*Tracks with Mixed Meter contain multiple time signatures throughout the piece.

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your tracks or you find any technical issues, do not hesitate to contact me!

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