



Quick Start Music Lab

Hi! 🙌 Thanks for purchasing **Music Lab** by Sindri Studios.



In the following pages you will find **useful information about the asset and how to get started.**



Music Lab is currently in it's beta version. Expect updates and new features in the future of this asset

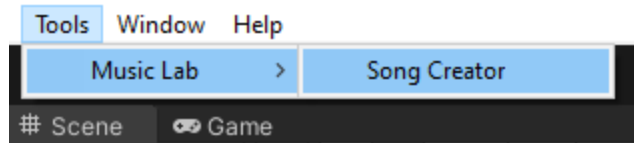


Need assistance? Schedule a meeting here: <https://calendly.com/sindri-studios-meet/meet-with-sindri-studios>

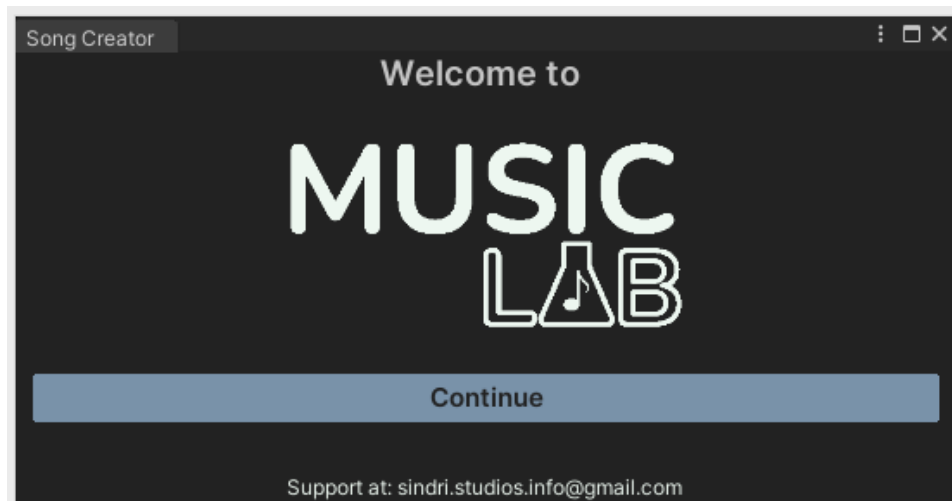
Music Lab is a Unity tool which will help you create procedural music for your games or any project you create. Music Lab features a user-friendly interface that makes it easy to create millions of songs.

Tutorial

To enter create a new song, first you need to open the **Song Creator**. You can do this by clicking in **Tools / Music Lab / Song Creator** on the **Toolbar**.



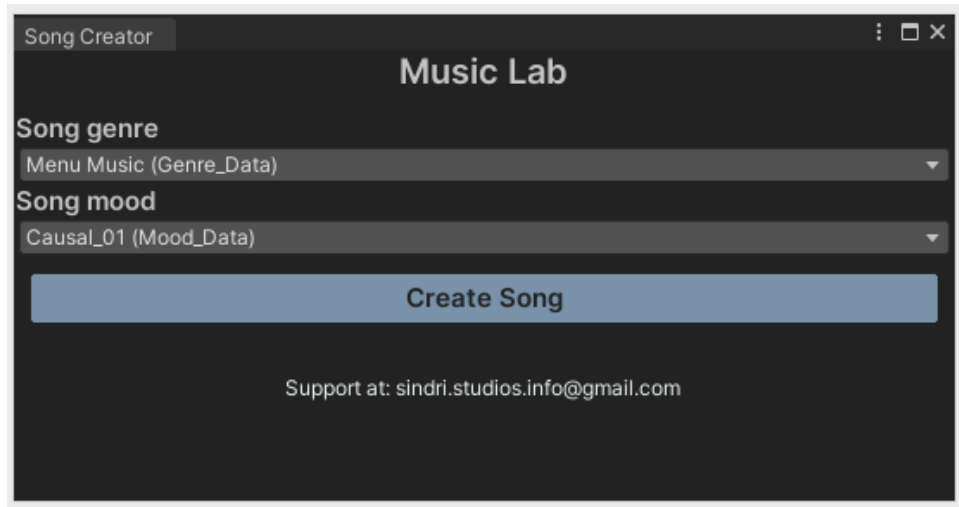
The welcome menu will appear. Click on Continue to start creating your first song.



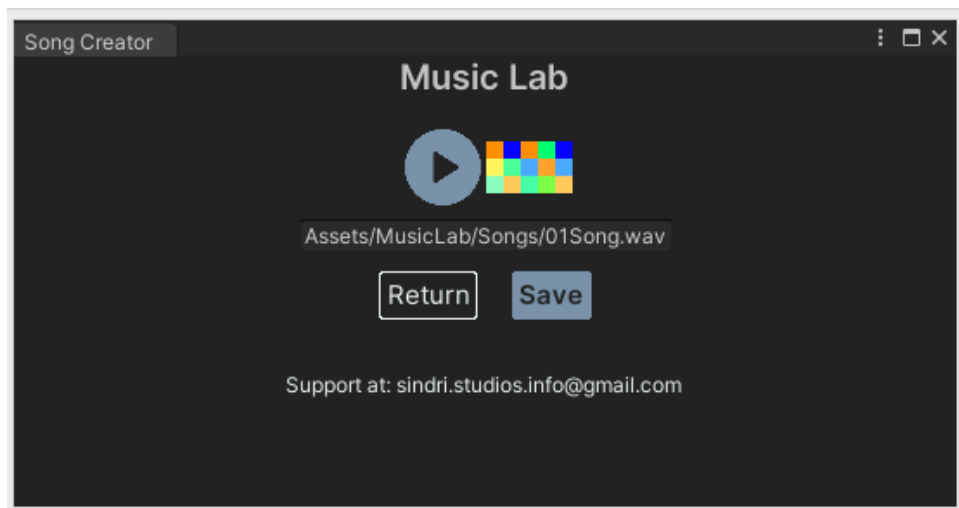
In the song creator menu you will be able to select a **genre** and a **mood** for your song.

Genre refers to the type of music that will be played, instruments used and rhythms present in final product. For example in a sci-fi genre you will find synthesizers and fast paced beats, while in the fantasy genre you will find medieval instruments and low paced music.

Mood refers to the emotion or setting transmitted by the song. You will find options for combat, menu, sad, epic, etc...



Finally you will end up with this window:



The color matrix is the unique ID for the song created, you will find it changes for each song you create.

You can preview the song you just created by clicking in the **play button** and pause it by clicking in the **pause button**. If you wish, you can save the song as a **.wav** file or click on **return** if you are not happy with the result.



Note that if you click return, the song created will be lost. If you want to recover it, enter the tmp folder in **MusicLab/Editor/tmp** and you will find there the last song you created.



Have fun!



Sincerely, JPPC & MGC

& DOO



If you have any other question, feel free to contact us at:
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