

# HERO FANTASY PACK

## VOL 1

v 1.0

With the purchase of *Hero Fantasy Pack Vol 1* you are eligible for all future updates and additions to this music pack - for free! If you have any comments, questions or thoughts don't hesitate to write to [info@kristiangrundstrom.se](mailto:info@kristiangrundstrom.se)

If you find this music to your liking please take a short moment to rate it in the Unity Asset Store!

## THE PACKAGE

Add the soundtrack of *Hero Fantasy Pack Vol 1* to your main character's adventures for those emotional as well as epic moments in their quest for glory! This RPG/fantasy music pack contains 4 main themes with each theme split into several parts with varying dynamics and intensity to easily make up your own combinations in use with middleware like FMOD, Wwise and Elias.

You will find that the each part has a version where the single clip can be seamlessly looped and then a version with a reverb tail ringing out which can be of good use with middleware as mentioned above.

All tracks are paired with a few stingers/hits as well a short end clip for a grand finale. A total of 49 audio files (loops excluded!) to vary the music within a scene!

Check out the track specifications further down this document for bpm and time signatures!

In dire need of additional stingers/hits or slight modifications of the tracks? Send me an e-mail at the address above!!

## THE THEMES

### *Embracing Fate*

A highly dynamic three-part orchestral piece with the A part introducing a soft choir and some ambience where strolling in the woods would be a suitable setting. The B part slightly intensifies with a more darker and uncanny feeling. The C part is for high intense moments like a grand battle!

- 70 bpm
- 6/8 time signature
- 3 main parts with a 6 additional variations
- 3 stingers/hits

### *Disillusional*

This emotional and cinematic piece is based around piano and strings. The two first parts are mellow and sweet while the third part introduces that prepare-yourself-for-something-bad-to-happen feeling.

- 60 bpm
- 4/4 time signature
- 3 main parts with 6 additional variations
- 4 hits/stingers

### *In The Midst Of Ruins*

Starting out the first of three parts with a calm and ambient mood and then transitioning into a more heroic second part and ending up in the climax where winning the battle is the only option!

- 80 bpm
- 4/4 time signature
- 3 main parts with 8 additional variations
- 5 hits/stingers

## *What To Come*

A less elaborate and repetitive track suitable as menu music or for a pre-, post game scenario or why not a cutscene?

- 98 bpm
- 4/4 time signature
- 2 main parts
- 2 stingers/hits