

Hey - Gus from De Beauville Studios here.
Thanks for taking a look at the Industrial Rock Sampler.
It contains one track from an upcoming full-length album
of audio assets

I wanted to make something free and easily available to
game designers and builders that would provide value as
you built your games. Maybe even inspire you check out
some of my work.

This is a sample of what you get when you work with me.
It's one Industrial rock track broken down into smaller
useable audio assets such as: The main stereo song,
alternate mixes the stereo stems that make up the
different song elements and seamless loops of varying intensity.

These audio assets will give you some flexibility to utilize whichever elements you prefer in your
game engine.

Not into heavy guitars? - That's cool - just use the drum and bass mix or leave out the guitar
stems - you get the idea.

Cool music - inspired by years of being an avid gamer.

If you're curious about my influences for music, then I would admit I was a kid of the 90's so
metal would have been my main thing. For games I tend to lean on darker music, synth based
influenced by NIN and Tool. I also love hybrid orchestral music, but this release will focus on my
rock/industrial tracks.

I've provided the file format that Unity specified:

16 bit - 44.1 kHz (Cd audio quality)

Composed, mixed and mastered by myself in my home studio.

If you need something different or would like to reach out to me directly - drop me a line at
gus@debeauvillestudios.com

Thanks again

Gus



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