

DYNAMIC MUSIC PACK

The **Dynamic Music Pack** contains **eight** high quality video game tracks, each provided as **FULL TRACKS, LOOPS, PARTS** and **LAYERS** for dynamic integration into your game project.

EACH TRACK INCLUDES :

FULL TRACK	The full length, linear version of the track
LOOP	A looping version of the full track (All except for 'Tension' & 'Tibet' whose Full Tracks can already loop)
LAYERS	The track LOOP split into 3 instrument LAYERS to be played together and faded
PARTS	3-4 short looping PARTS that build in intensity, to be played in time and crossfaded
MENU LOOP	The MENU LOOP for each track can also be used as an additional or alternative PART

HOW TO USE :

The **FULL TRACK** and **LOOP** can be used like any other music track, simply drop it into your project like you would anything else.

LAYERS are designed to be faded in and out as needed and this can be done by either routing their output to a **mixer group** in **Unity 5** or by controlling the volume of each layer directly. All three **LAYERS** playing together at normal volume will sound the same as the **LOOP** version of the track. The intention is that a drum and or bass **LAYER** could be playing and a strings layer could be faded in to highlight the action.

PARTS are designed to be played at the same time but to only have one **PART** audible at any given moment. Each **PART** has a different intensity, where **PART 1** will be ambient, **PART 4** will be action music. To put this to use, route each part to a **mixer group** in **Unity 5** and create a **snapshot** of each where one part has its volume up and the others down. The **snapshot** can be switched in game to achieve a crossfade that will create different intensities of music based on in game triggers.

The **MENU LOOP** is a very ambient loop, designed for a menu. It can be used as an additional **PART**.

For more information on the pack, questions about integration, custom work or for anything else. Please feel free to email me at info@johnleonardfrench.co.uk

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Track	Description	Full Track	Layers	Parts
Battlefield	A modern mix of orchestral instruments and distorted synths this track is styled to suit modern warfare and action.	1:49	Loop Length: 1:02 Bass Layer Percussion Layer Strings Layer	Part Length: 0:25 3 Parts Menu Loop
Centurion	Strictly orchestral only, this track is in an epic cinematic style. Made for large scenes with a lot of action in.	1:54	Layer Length: 1:51 Brass Layer Drums Layer Strings Layer	Part Length: 0:24 3 Parts Menu Loop
Guerrilla	Ethnic action music with tropical vibe. This track's parts build in intensity as the action increases.	2:02	Layer Length: 1:28 Bass Layer Percussion Layer Strings Loop	Part Length: 0:16 4 Parts Menu Loop
Incursion	This modern, fast tempo track suits espionage and was written to reflect a highly organised team assault.	2:00	Layer Length: 1:25 Bass Layer Percussion Layer Strings Loop	Part Length: 0:21 4 Parts Menu Loop
Stealth	This sneaking track builds in intensity to reflect increased danger or developing actions.	1:46	Layer Length: 1:44 Percussion Layer Strings Layer Synth Layer	Part Length: 0:17 3 Parts Menu Loop
Tension	The first track written for the pack is a serious action track. Tense and cinematic, the track is suitable for a range of scenarios.	1:53	Layer Length: 1:53 High Range Layer Mid Range Layer Low Range Layer	Part Length: 0:51 3 Parts Menu Loop
Tibet	Regionally themed this ethnic track has very distinctive parts that jump from ambient to dangerous.	2:06	Layer Length: 2:06 Bass Layer Melody Layer Percussion Layer	Part Length: 0:36 4 Parts Menu Loop
Wasteland	Synonymous with lawless, arid landscapes this is a gritty, themed track. It's my personal favourite.	2:15	Layer Length: 1:16 Guitar Layer Bass Layer Drums Layer	Part Length: 0:19 4 Parts Menu Loop