



Thank you for purchasing the SMP1 for unity.

SMP1 is a music pack suitable for any game genre that has a science fiction theme. I was inspired by some of my favorite games when writing it. Some inspirations include the Borderlands series, Beyond good and evil, Mass effect series, etc.

You can freely use the tracks provided in this package in your projects. The only thing that I ask you to do is send me an email with some media from your project. Some screenshots or maybe a video or some demo if your game is ready to publish. It's fun to test games that I am somehow involved in it.

I recorded the pack in the period between August and November of 2017. All tracks are tested in various situations like headphones, pc and tv speakers and mixed to have a good sound in all of them. Loops are also tested and work without clips and pops. Files are in wav format at 24 bit 44100Hz.

And a little bit about me... My name is Panos Koutselinis. I am a composer/music producer from Greece. I mostly write modern greek, pop, folk, rock, music for various record companies in Greece. But i am also a gamer since I was a little kid. So I always wanted to write some game music also. I made 3 games as an indie developer that sit somewhere in my old hard drives. One was a Unity project and I really love this game engine. But the days of game developing and programming are behind me since I mostly work on music now.

Of course my ideal situation is to work close with a developer and produce music especially for the game and not some general music ideas that are included in a package like this. I believe that its easy these days to make a game, but a game with some character and uniqueness is still the toughest thing to do.

So how do you contact me? I am in the process of making my webpage. Till then you can send me a message to panosdk@outlook.com.

Have fun with your projects, I surely envy you, cause game making is better fun than playing them. And if you choose some tunes from me, that's even better. Good luck and thank you.

