

Executive Summary

Suno is an AI music generation platform that transforms text prompts into complete songs with vocals and instrumentals. With **version 4.5+ (released May 2025)**, Suno has significantly expanded its capabilities, allowing longer songs (up to 8 minutes), more expressive vocals, richer instrumentations, and smarter style controls. Users can generate music from scratch by providing *Lyrics* (which can include actual lyrics and structural tags) and a *Style* description. Advanced features enable adding vocals to existing instrumentals, adding instrumentals to vocals, using playlists as style inspiration, extending song length, editing sections, and more. Suno's **prompt syntax** recognizes special tags in square brackets (e.g. `[Verse]`, `[Chorus]`, `[Instrumental]`) that help structure songs and guide vocal/instrument performance. The platform supports **multi-genre and hybrid styles** – for example, blending midwest emo with neosoul or EDM with folk is now seamless – and can sing in **multiple languages** (English, Spanish, Japanese, etc.) if given lyrics in those languages.

Suno v4.5+ introduced a **“Prompt Enhancement”** tool to help users craft better prompts: after entering a rough style idea, one click generates a richer, fully-formed style prompt. Prompt adherence has improved so that the generated music more precisely follows the described mood, instruments, and vibe. The **audio quality** and mix are also cleaner and more balanced than earlier versions (less noise/shimmer, better dynamics). Pro and Premier subscribers gain access to the latest v4.5+ model and advanced features such as stem downloads, extended uploads, and commercial usage rights. Suno's licensing terms grant **commercial rights** to music created on Pro/Premier plans (you fully own those songs), whereas the free Basic plan is limited to non-commercial use.

This document serves as a **comprehensive “Suno Capability Bible” and prompt engineering playbook**. It includes a catalog of all major features and parameters (with what they do, how to use them, limitations, and tips), a “prompt syntax bible” detailing special prompt tags and formatting, best practices and anti-patterns for quality results, step-by-step workflow guides for common tasks, a quality checklist for finalizing tracks, a cheat-sheet of stylistic tags/genres, a timeline of model versions (v2 through v4.5+), FAQs and edge-case notes, and a set of example master prompts. By following these guidelines and examples, creators can maximize output quality and consistency, generating songs in virtually any style with Suno's AI while avoiding common pitfalls. All claims and techniques are backed by citations from Suno's official documentation and community-proven tips. (**Note:** All information is up-to-date as of September 2025, with sources noted by date. A periodic review – e.g. monthly – is recommended to catch new updates, as AI music tools evolve rapidly.)

Capability Catalog (Features & Parameters)

Below is a detailed catalog of Suno's key features and parameters in v4.5+, including what each does, where to access it, how to use it (syntax or UI), known limitations or issues, and tips or workarounds. Each feature entry includes example usage and a source reference for verification.

Core Models and Song Length

- **Model Versions (v2, v3, v3.5, v4, v4.5+):** Suno provides multiple AI models. v3.5 is the default for free users, while v4.5+ is the latest for Pro/Premier. Each model has different capabilities and max song lengths. For example, v3.5 can generate up to 4 minutes, and v4 was also 4 minutes max, whereas **v4.5 extended the maximum initial generation to 8 minutes** without needing manual extension. Older models (v2, v3) had shorter limits (v2 ~1:20, v3 ~2:00). Users can select the model in the Create interface (a tab defaulting to v3.5, which can be switched to v4.5 if subscribed). **Limitations:** Free users cannot access v4/v4.5 and are limited to v3.5 or lower. The quality and complexity improve in newer models (v4 introduced sharper lyrics and dynamic structure; v4.5 improved genre accuracy, vocal expression, etc.). **Tip:** When aiming for highest quality, use v4.5+ if available. Use older models only if you need shorter drafts or to compare style differences. Always verify the selected model's *duration limit*—for instance, v4.5 will cut off at ~8:00, so plan song sections accordingly.
- **Song Length and Extension:** By default, a generated song will have the model's maximum length (e.g. ~8:00 for v4.5, ~4:00 for v4.0/3.5) filled with content. If you want a shorter structure, you may need to design the prompt with an explicit ending (see `[End]` tag in prompts) or crop after generation. To go **beyond the initial length**, Suno offers an **Extend** feature. The **Extend feature** allows adding more music to the end of a song, effectively stitching multiple generations. For example, you could take a 4-minute v4 song and extend it by a couple of minutes, then combine them. In practice, you choose a track, use **More Actions > Extend**, and optionally select the exact point from which to extend (e.g. end of the song or earlier). You then provide new lyrics for the extension (or leave instrumental) and hit "Create". Suno will generate extension segments (typically two options) and let you preview them. After choosing the preferred extension, you can click "Get Whole Song" to have Suno merge the original and extension into one continuous track. The final full song is tagged "Full Song" in your library. **Limitations:** Extensions can sometimes introduce a slight audio seam or change in timbre at the join. Each extension generation was historically limited (e.g. v3.5 extended 2 minutes per extend) – with v4.5's longer native length, needing extends is less common unless you want very long pieces. Also note, some users reported that extending beyond ~8 min in early v4.5+ beta gave errors or quality drop at the end. **Tips:** When extending, ensure the new lyrics/style match or logically follow from the previous part for smoother transitions. You can even use Extend creatively (e.g. extend from the middle to insert a bridge). If a final merged song exceeds 8-9 minutes, double-check if the platform allows downloading that length without issues.

Input Fields and Prompting Interface

- **Lyrics vs. Style Fields:** Suno's creation interface has separate fields for **Lyrics** and **Style of Music**. The **Lyrics box** is where you put the song's lyrics and *structural tags* (like [Intro], [Chorus], etc.), essentially describing *what is sung* and the song's section arrangement. The **Style box** is for describing *how* the music should sound – genres, mood, instruments, production style, etc. In **v4.5**, the model became more flexible about where it takes prompt information: you can safely put some style/context in the Lyrics field as well. In fact, Suno now encourages adding story context or scene descriptions in the lyrics box (within brackets) for creative direction. Conversely, you can write more conversational, detailed instructions in the Style field than before. For example, instead of just a comma-separated genre list, you can write "Create a melodic, emotional deep house song with organic textures..." as the style prompt. **Tip:** Use the Style field for concise genre and instrumentation

descriptors, and the Lyrics field for the lyrical content and any narrative or structural cues. Both fields together form the full prompt to the model, and v4.5+ will merge that information more “intelligently” than older versions. However, be careful not to overflow either field with unrelated info; maintain a focused theme.

- **Custom Mode and Advanced Fields:** By default, Suno might offer a simple mode where you just describe what you want and it does the rest. However, for full control, switch to **Custom Mode** in the Create page. In Custom mode, you’ll see the Lyrics box, Style box, and possibly additional options like **Exclude Styles** and an **Inspiration (+Inspo) playlist selector** (for Pro users). You may also see a **voice toggle** (male/female) in some interfaces – this allows hinting a gender for the lead vocals, though it “doesn’t always do what it’s supposed to” and is not 100% reliable yet. Another advanced control is **Exclude Styles**: toggling this on reveals a field where you list elements *not* to include (e.g. specific genres or instruments you want to avoid). For instance, you could put **Female Vocals** in Exclude to force the model to use a male voice if your prompt had both male and female aspects. This acts like a “negative prompt.” **Limitations:** Exclude Styles is still a beta feature and might be hit-or-miss; some users find Suno sometimes ignores the excludes. It works best for broad categories (e.g. “no rock guitars” or specifying “no trap drums”) rather than very fine details. **Tip:** Use Exclude for major stylistic exclusions (like unwanted genres or vocal types). After generation, listen to ensure the undesired element is indeed gone – if not, try strengthening the wording in Exclude or thumbs-down the track (user feedback helps the team refine the feature).
- **Prompt Enhancement (“Creative Boost”):** Suno v4.5 introduced a one-click **Enhance** button that helps users “level up” a brief style prompt. If you have a sparse style description (e.g. just a couple of genres or adjectives), clicking the magic-wand **Enhance icon** will auto-generate a richer prompt, adding more creative detail ¹. For example, a simple style tag like “*electronic ambient*” might be expanded into a more vivid description with instrumentation and atmosphere adjectives. The interface shows you the before-and-after text so you can compare. **Where:** The Enhance (prompt boost) button appears in the Style field area (top-right of that box in the UI) when using v4.5. **Limitations:** The enhancement is AI-generated and while often helpful, it might sometimes add irrelevant flourishes or go in a direction you didn’t intend. Treat it as a suggestion. **Tip:** Use Prompt Enhance when you have a rough idea but want Suno to help flesh out the style. You can accept the boosted prompt as-is or edit it. It’s a great learning tool to see how a good style prompt might look if you’re new. (Keep in mind this is based on Suno’s training and may use flowery language – feel free to trim or adjust after.)

Music Generation Features

- **Make Song from Scratch:** (Base feature.) This is the standard way to create a new AI-generated song. You enter some combination of description, lyrics, and style (or use presets) and hit **Create**. Suno will generate a complete song (vocals + music) as a single mixed audio file. By default, songs are private (“Link only”) in your library unless you make them public. **Where:** On web or app, go to **Create**, ensure you have the desired model selected (v4.5 for best results, if available), fill in the Title, Lyrics, Style, etc., then press Create. **Limitations:** The output is one mixed track; you cannot yet separately adjust vocal and instrument levels in the generation (though you can download stems if on Pro, see below). Also, generation consumes credits (each song costs a certain number of credits, roughly 5 credits per 30s of audio as of v4, meaning ~40 credits for a ~4min song). Free users have limited daily credits (e.g. 50 credits/day ≈ 10 songs). **Tips:** To get consistent results from scratch,

craft a *focused* prompt. Specify genre and mood clearly, perhaps 2–3 styles max (e.g. “*dreamy lo-fi hip hop with female vocals*”). Use the structural tags (explained in Prompt Syntax section) to ensure the song has verses, chorus, etc. If the result isn’t to your liking, iterate by tweaking one element at a time (e.g. change tempo or instrument in the style prompt). Also consider using the **Persona or Inspire** features (below) to start from an existing style for more reliable outcomes.

- **Instrumental-Only Generation:** If you want *no vocals* in the song (a purely instrumental track), Suno offers a few ways to do this. Easiest is to toggle **Instrumental** mode in the Create form. In the interface, there is an “**Instrumental**” **switch** you can enable (often found near the Lyrics box or as a checkbox when starting a new song) – this tells the model to produce music without any singing. Alternatively, you can explicitly include the tag `[Instrumental]` in your Lyrics or Style prompt to indicate no vocals. For example, many style prompts will include “[Instrumental]” if a user wants to ensure no voice is generated. **Where:** On the web app, when you start a new song, select *Instrumental* (some UIs have a dedicated toggle or even a separate “Instrumental” generation button). If not, just put `[Instrumental]` at the start of your style line (as shown in community examples). **Limitations:** If you provide actual lyric lines but still toggle instrumental, the lyrics might be ignored (since no vocals are supposed to be produced) – so ensure you *either* have no lyric text or only use it for structure cues. Sometimes, even with instrumental mode, the model might add some background vocalizations (like an “ooo” choir or humming) if the style seems to call for it. But generally `[Instrumental]` tag is honored strictly as silence from singers. **Tip:** You can also generate a song with vocals and then use **stems** (Pro feature) to mute the vocal stem afterwards if needed. But it’s more efficient to just generate instrumental from the start. Use instrumental mode for soundtracks, ambient pieces, or if you plan to add your own vocals later externally. If you want a “**wordless choir**” effect (vocal *sounds* but no lyrical content), do *not* use instrumental mode; instead, provide non-verbal vocals in lyrics (e.g. write a line of “Ooohh ahh ahh” or specify a choir in style) – the model can sing “ahs” if you prompt it appropriately.

- **Add Vocals (to an existing instrumental):** (New in v4.5+; Pro/Prem only.) This feature lets you take an instrumental track and generate a vocal line over it, effectively “singing” lyrics on top of your music. It’s ideal for producers who have a backing track and want to test topline vocals, or for vocalists who can’t record and want AI to sing their lyrics to a given tune. **What it Does:** You provide an instrumental (either one you previously generated by toggling instrumental mode, or a track you uploaded, or an instrumental stem from a past song). Then you supply lyrics for the vocals. Suno will generate a new song that layers a fitting vocal performance on that instrumental. The original instrumental’s arrangement is preserved, with the AI voice mixed in. **Where:** In your Library or Workspace, find the instrumental track you want vocals on. Click the “⋮” **More Actions** menu for that track, go to **Remix** options, and select “**Add Vocals**”. (This option only appears for tracks that are instrumental – either uploaded audio or ones marked with the Instrumental tag in Suno.) After selecting Add Vocals, you’ll be prompted to enter the Lyrics for the vocal and then hit Create. **Advanced:** There is an **Audio Strength** slider available in the Add Vocals dialog (under Advanced options) which controls how closely the new output sticks to the original instrumental’s timing/structure. A higher strength (toward 100%) means the AI will adhere very strictly to the given instrumental (e.g. matching the beat and not adding extra structure); a lower value gives the AI more freedom to improvise or slightly re-arrange things around the vocals. **Limitations:** This feature is in **beta**, so results can vary. Sometimes the generated vocal might clash rhythmically if the lyrics syllables don’t align well with the instrumental – you may need to tweak lyrics or strength. Also, it currently works *only for your own tracks* (you cannot yet add vocals to a famous artist’s song or

another user's track). Ensure the instrumental is of good quality; if it's too busy, the AI vocal might struggle to find space. **Tips:** Write lyrics that fit the instrumental's phrasing (e.g. count the beats in your bars so the lyric lines are of matching length). In the Style box, describe the combined style of the final song – *including the vocal style you want*. For example: *Style: "melodic drum & bass with female vocals, ethereal tone, fits a relaxed vibe."* It can help to also describe the *existing instrumental* in the style prompt so the AI knows what it's singing over. If the vocals are off-beat, try adjusting the Audio Strength (a higher strength forces better alignment to the original beat). This feature is great for rapid prototyping of vocal ideas on your music. (Citation: Suno's official guide notes it's "great for producers looking to test toplines or vocalists looking to spark collaboration".)

- **Add Instrumentals (to an existing vocal):** (New in v4.5+; Pro/Prem.) This is essentially the inverse of Add Vocals – you provide a vocal track (an a cappella or a voice recording) and Suno generates a matching instrumental backing. It's ideal if you have sung lyrics or even hummed a melody, and you want the AI to produce music around it. **What it Does:** Suno analyzes the provided vocal for its melody, mood, and timing, and composes a "professional-grade backing track" to accompany it. The result is a full mix with your original vocals (or the provided vocal sample) integrated with new instrumentals. (If you provided just a hum or sample, presumably the AI may also interpret that as melodic input.) **Where:** The workflow is similar: in your Library, for an uploaded vocal track (or a generated song where you isolate the vocal stem), use **More Actions > Remix > Add Instrumentals**. *(If this option isn't explicitly present, the workaround is to use the Upload/Extend method: upload your vocal via Upload Audio, then use Extend with "Instrumental" enabled from 0s to generate accompaniment – effectively building instruments around the vocal. This is a bit complex, but a direct Add Instrumentals button is expected alongside Add Vocals in v4.5+.)* **Limitations:** Your vocal must be your own or licensed – the system will require confirmation you own the upload (to avoid copyright issues). Extremely complex vocal performances (fast rap or wildly varying tempo) might yield imperfect instrument alignment. Also, the AI might interpret the vocal's style and produce something you didn't expect genre-wise (e.g. a very rhythmic spoken vocal could make it assume a certain genre). **Tips:** Just like Add Vocals, there is likely an **Audio Strength** parameter – use it to control how strictly the instrumental follows the vocal's tempo and structure. If the vocal has a steady tempo, high strength is good; if you want the AI to be more creative in arrangement, a bit lower could help. In the Style prompt, describe the **genre and instruments** you'd like for the accompaniment, and mention the vocal style if relevant (e.g. *"Upbeat funk band instrumentation to accompany an R&B male vocal, with brass hits and a groovy bass"*). If your vocal is just a hummed tune, in Style describe how to arrange that (e.g. *"Turn my hummed melody into a cinematic orchestral piece"*). Because this feature is new, it might require experimentation. Early descriptions of it highlight its use for singer-songwriters and even podcasters (implying you could hum a tune or speak a verse and get music). Ensure the vocal file is clean (minimal background noise) for best results.

- **"Inspire" from Playlist (Spark a song from references):** (New in v4.5+; Pro/Prem.) This feature lets you **generate a brand-new song influenced by a playlist** of songs you select. It's essentially a style transfer: you feed Suno a playlist of a few songs (tracks you've made on Suno) that capture a vibe you like, and Suno will "figure out what makes them tick (mood, tempo, instrumentation, etc.)" and channel that into a new composition. You can then add your own lyrics and style prompt on top of that influence. **Where:** There are two ways to use Inspire (sometimes called *Spark from Playlist*): (1) In the Create page (Custom mode), you'll see a **"+ Inspo"** button near the Lyrics box. Clicking that opens a menu of your playlists – choose one. (2) Alternatively, from any Playlist page in your library, click the **Inspire** button at the top, which will take you to create a new song with that playlist set as

inspiration. You need at least one (ideally 3-5) songs in the playlist. Note: currently it uses *your own created songs* as the pool, not external songs (though some integrations hint at using Spotify playlists, the official app as of mid-2025 uses your Suno playlists). **Limitations:** The output is influenced by the reference songs but not a direct mashup or reuse of melodies (it's not literally copying notes, just style). The playlist should contain songs of somewhat **consistent style** – if you throw in a death metal track and a jazz piano ballad together, the AI might get confused or average them oddly. Also, if the playlist songs themselves are very short or low-quality, the influence might be limited. **Tips:** Use **3-5 songs** that exemplify the style you want (according to Suno's docs, shorter curated playlists give more control). After selecting the inspo playlist, still provide a clear Style prompt and lyrics – the AI will blend the playlist's learned style with your prompt. For example, if you have a playlist of dreamy indie folk songs you made, you can hit Inspire on it and then input style "dream pop with acoustic textures" and your lyrics. This often yields more *cohesive* results than prompting from scratch, because the model uses specific latent style info from your references. If you have a signature sound you achieved in one track, making it a Persona or putting it in a playlist to inspire new tracks can help replicate that vibe. Essentially, **Inspire = your personal style AI seed.**

- **Covers (Style Transfer on one song):** (Introduced in v4; improved in v4.5; Pro/Prem.) A **Cover** in Suno is a way to take *one of your existing songs* and generate a new version of it in a different style or with different vocals, *while preserving the original melody and structure*. The term is akin to a cover song in music (new performance of an old song). **What It Does:** You select a song you made, choose a new style or voice to "cover" it with, and Suno produces a new track that keeps the composition (the tune, chord progression, lyrical flow) but changes the arrangement/genre and potentially the vocal timbre. For example, you could take a pop song you generated and cover it in a punk rock style – Suno will keep the melody (and maybe lyrics, unless you also rewrite them) but transform instruments (guitars, drums) and vocal style. **Where:** In your Library, find the song to cover, click **More Actions (⋮) > Create > Cover Song**. In the dialog, you'll typically be prompted to enter a new *Style of Music* for the cover and optionally change the title. Then hit Create, and it will generate the cover. **Limitations:** Like other remix features, Cover is only available for songs *you created* (not other users' songs, to avoid misuse). It's a beta feature; results might require a few tries to get right. Sometimes not all aspects transform perfectly – e.g. a complex melody might lose some detail, or the timing might slightly change in parts. Additionally, as of v4.5, a new capability is that Covers and Personas can be combined – meaning you could swap both voice and genre simultaneously in one go. This can yield dramatic changes but sometimes may stray from the original if too much is changed at once. **Tips:** Use Cover for experimentation: "What would my song sound like in genre X?" When you choose Cover Song, provide a clear style prompt focusing on the new genre or instrumentation, but you **don't need to repeat the original melody or structure – the AI already has that from the original track**. For instance, just write "Style: upbeat country-rock with male vocals" for covering an R&B song to country. You can also change the **"Persona"** (see below) during cover – e.g., if your original had a female voice and you have a Persona of a male voice style, you can apply that so the cover uses a male voice while keeping the song. If initial cover output isn't great, try again; Suno even made the first few cover generations **free of charge (0 credits)** acknowledging you might need to iterate. It's also a good idea to keep the original key somewhat in mind – if your original song was very genre-specific (say a rap with no melody), covering it as a melodic ballad might produce odd melodies since the original had none. On the other hand, covers work brilliantly for things like taking a track and switching up the genre backing (the melody/vocals stay, arrangement changes).

- **Personas (Style/Voice Presets from Songs):** (Introduced in v4; Pro/Prem.) A **Persona** in Suno is like capturing the “essence” of a song – including its overall musical style, production, and vocal character – and saving it as a reusable profile. You can then apply that Persona to new songs to quickly impart the same vibe. It’s analogous to creating your own AI “artist” profile out of a track. **What It Does:** When you create a Persona from a song, Suno stores key aspects of that song’s style (genre, instrumentation, vocal qualities). Later, when generating a new song in Custom mode, you can select that Persona and Suno will pre-fill the Style field with the style details from the Persona. Essentially, it’s a way to **“use the vibe of one song to make more songs”**. **Where:** To make a Persona, go to one of your song’s page or find it in library, then **More Actions > Create > Make Persona**. You’ll be prompted to name the Persona, optionally upload an avatar image, and add a description. Note: Personas are **public by default** (other Suno users can see and use them), but you can toggle it to private if you prefer. Once created, you can find your Personas in the **Library under a “Personas” tab** (or directly via <suno.com/me/personas> for logged-in user). To **use** a Persona, go to Create (Custom mode) and look for the Personas dropdown above the Title field. Selecting a Persona will auto-fill the Style of Music with that persona’s details; you can then adjust or add to it and generate the new song. **Limitations:** Personas capture style and voice, but they do not carry over exact melodies or lyrics (it’s not meant for that – use Cover if you want the same melody). Also, if the original song was made with an older model or had flaws, the Persona might include those tendencies. Over time, if Suno updates how Personas work, older Personas might not perfectly reflect new model quirks. Also note, since Personas can be public, *anyone* can use a Persona you made public – if you have a signature sound you want to keep to yourself, set it private. **Tips:** Persona is powerful for consistency. If you stumble on a great style for one song, save it as a Persona and then you can quickly apply it to new lyrics – great for making an album of songs with a coherent style or for continuing a theme. When creating the Persona, write a description reminding you what it’s about (e.g. “ambient soundtrack with Nordic female vocals and atmospheric synths”). If you use someone else’s public Persona, it’s polite to credit them or at least note that the inspiration came from that style. Technically, a Persona is similar to a preset style prompt; you can still edit the style after selecting the Persona to fine-tune for a specific song. In v4.5+, switching Personas on the fly is easier – there’s “quick persona swapping” built in, meaning you can try different Personas on the same lyrics to see how the song changes. This interplay of Covers + Personas basically allows remixing both structure and style freely in the creative process.

Editing & Post-Processing Features

- **Remaster:** (Introduced with v4; Pro/Prem.) **Remaster** is a tool that lets you re-render any of your previously made songs using the latest model to improve its audio quality. When Suno launched v4, Remaster was provided to “clean up” older v3.5 songs – e.g., reducing noise, improving mix balance, and sharpening lyrics – without changing the creative content. It essentially passes the song through the new model (possibly using the original prompt) to generate a fresher version. **Where:** In the Library or Create view for a song, use **More Actions > Create > Remaster**. Suno will generate **two remastered versions** for you to compare. You can listen and then keep the one you prefer (by giving it a thumbs-up or selecting it). Remaster operations on older songs were free or low-cost initially, encouraging users to upgrade their catalog. **Limitations:** Remaster doesn’t allow you to change the style or lyrics – it’s meant for *audio quality enhancement* of the same content. So you won’t edit the prompt; it just runs the new model’s rendering. If the original had fundamental issues (bad melody or wrong genre), Remaster won’t fix those; it targets things like muddiness, vocal clarity, reverb, etc. Users noted you can even remaster an already remastered track for incremental improvements.

Keep in mind that each remaster is a new generation, so slight variations can occur (the song might not be *identical* – e.g., vocal performance might differ subtly). **Tips:** Use Remaster on tracks that you made with older versions to get them closer to current quality. For example, a v3.5 song often had a hiss or “shimmer” towards the end due to model limitations – remastering it with v4 or v4.5 can reduce that and produce a fuller sound. After remastering, compare with the original; if you prefer the original’s vibe, you don’t have to replace it. Remember to “thumbs up” the remaster you like (or thumbs down if neither is good) – user feedback helps improve the system’s automatic mixing. This is a convenient way to upgrade your track without manually re-entering the prompt – basically one-click refresh with the latest model’s capabilities.

- **Crop:** (Introduced 2024; Pro/Prem.) **Crop** lets you trim the beginning or end of a song after it’s generated. If a song starts with too long an intro or has an unwanted outro, you can cut those parts off without needing external editing software. **Where:** In the Library, **More Actions > Edit > Crop** (on supported platforms). You’ll get an interface to select the portion to keep (e.g. drag sliders for start/end). **Limitations:** Only available to Pro/Prem users as part of the editing suite (which also includes Replace Section). It can only cut from start or end; you cannot cut out a middle chunk (for that, use Replace Section to remove something in middle). **Tip:** Use Crop to tighten up tracks – e.g., if the AI generated 20 seconds of fade-out and you want a clean end, crop it. Or if there’s a silence or irrelevant intro. Cropping does not regenerate audio; it’s a simple cut, so audio continuity is perfect (no risk aside from losing content). It’s non-destructive in that the original track remains until you confirm the crop.
- **Replace Section:** (Introduced late 2024; Pro/Prem.) This is an **editing (in-painting) tool** that allows you to select a part of the song (a time range in the middle) and regenerate it with new lyrics or musical content. It’s akin to “punching in” a fix: for example, if Verse 2 lyrics weren’t good, you can replace just Verse 2 without changing the rest. **Where:** **More Actions > Edit > Replace Section**. In the editor, you highlight the segment of the waveform you want to replace. Suno will show what lyrics correspond to that segment (highlighting the original lyrics on the right). Those lyrics will also appear in the Lyrics box on the left, where you can modify them before regeneration. After you adjust lyrics (or even style, if needed), you click **Recreate Section** (the Create button changes for this mode). Suno then generates two new versions of that section with the new lyrics/content. You listen to both, choose the one you like, and then Suno will **stitch the song back together**: it outputs a new full song that has the replaced part in place. The resulting tracks are tagged as *Section* (the new segment by itself) and *Full Song* (the merged result) in your library. **Limitations:** This is a complex feature; sometimes the transition at the boundaries of the replaced section may have slight artifacts or a beat misalignment. It works best when you replace a section starting and ending at logical musical breakpoints (e.g. exactly one verse length). Also, if the song had a key change or tempo change, replacing a section might not capture that context perfectly. It’s only for Pro/Prem users, since Basic does not have the editing suite. **Tips:** Use Replace Section for iterative refinement. It’s especially useful if *most* of the song is great but one part isn’t (e.g. the bridge is weak – you can write new bridge lyrics and regenerate just that). When selecting the segment, use the waveform and lyric highlight as a guide to capture the whole section. It’s often wise to include a tiny overlap beyond the section’s start/end (for continuity) – but Suno attempts to handle blending automatically. After getting the new section, always listen to the *Full Song* result to ensure the flow is natural. If not, you might try again with slightly different section boundaries or adjust lyrics to better connect. This feature essentially gives you an “inpainting” ability: you can fix mistakes without starting over from scratch. Combine it with Remaster at the end for best quality.

- **Reuse Prompt:** (Introduced mid-2024; all users.) This feature allows you to take the prompt of an existing song (yours or another's, if they allowed remixing) and use it to create a new song. It's a shortcut to jumpstart a new creation with a known good prompt. **Where:** There is a Remix menu (especially on web) with an option **Reuse Prompt**. On someone else's public song page, you might see a "Reuse" button if they enabled remixes. Clicking it will pre-fill the create form with that song's style and (maybe) structural tags, so you can then input new lyrics or tweaks and generate your own variant. **Limitation:** If the original creator disabled remixes, you can't directly reuse their prompt via this feature. Also, keep in mind that even with the same prompt, the output will be different each time (it's not a deterministic reproduction). **Tip:** Use Reuse Prompt as a learning tool – if you hear a cool track on Explore and the user allowed remix, click reuse to see how they wrote the prompt (what tags, wording). You can then modify it or just hit create to see what comes out. It's a fast way to iterate on a theme or to collaborate ("fork" someone's idea and make your own song). Always respect any credit or spirit of the original prompt if you publish the remix.
- **Adjust Speed (Tempo change):** (Introduced 2025; Pro/Prem.) Suno added an **Adjust Speed** editing feature (in the Remix menu) which can speed up or slow down a generated song without changing pitch. This is useful if you want a slightly faster or slower version for different use cases, or if the generation was great but tempo a bit off. It likely offers a couple preset rates (e.g. 0.9x, 1.1x speed). **Where:** **More Actions > Remix > Adjust Speed** (when available on web). **Limitation:** Extreme changes (like half-speed or double-speed) might not sound good or may introduce artifacts. It's presumably a high-quality time-stretch, but not as perfect as re-generating with a different BPM. Also, altering speed means the timing of sections changes, so if you had hit markers or synched it to video, adjust accordingly. **Tip:** Use Adjust Speed for fine-tuning BPM by small amounts. For larger changes, you may be better off editing the prompt's BPM and regenerating a new version so the composition itself adapts.
- **Stems Export:** (Pro/Prem.) One major perk for advanced users: Pro and Premier subscribers can **download songs as separated stems** – up to **12 stems** per song ². The stems typically include isolated vocals and various instrument groupings (drums, bass, guitars, synths, etc., depending on the content) up to 12 tracks. This allows further mixing or editing in a DAW. **Where:** In the Download options of a song, if you are Pro, you might see "Download Stems" or similar. (In the pricing info it's mentioned but the UI specifics may vary.) **Limitation:** The separation quality is generally good but not perfect (likely using an AI stem separation algorithm on the AI mix). Some bleed or artifacts can occur in stems, especially with complex mixes. Also, number of stems and their naming can vary by genre – e.g. you might get "Vocals", "Drum kit", "Bass", "Lead instruments", etc. up to 12 tracks. **Tip:** Download stems if you plan to remix or remaster the song in your own software. This gives you the flexibility to, say, boost the vocals, add your own effects to guitar, or replace a stem entirely. It's also useful for sampling or rearranging your AI-created music. Keep in mind stems are only available for your own songs (you can't get stems of someone else's track unless they share them).
- **Download Formats:** By default, any user can download their song as an **audio file (MP3)** or a **video file (MP4 with album art)**. The video is basically the audio plus the cover art in a video container – handy for sharing on video-centric platforms. If you are Basic (free), the audio download is MP3 at standard quality, and video is provided (the .m4a mentioned is likely a typo, probably meant .mp4, or they use .m4a for audio-only). As a **Pro/Premier** user, you **also have the option to download WAV (lossless)** in addition to MP3 and video. WAV files are higher quality (uncompressed, 16-bit 44.1 kHz), suitable for professional use. **Tip:** Always download the WAV if you have access, for the best quality

(especially if you plan further audio processing). Use the MP3 for quick sharing or smaller file size. The video download is useful if you want to post the song to YouTube or social media with the album art instantly.

- **Content Moderation & Restrictions:** Suno has some built-in moderation on prompts and a content policy. It will **flag or prevent generation** of songs if your prompt includes disallowed content. Disallowed items include: the names of well-known artists or public figures (to prevent impersonation), copyrighted or trademarked terms (e.g. famous song lyrics or titles), explicit hate or derogatory language, and **excessive profanity or highly inappropriate/sexual content**. If your prompt triggers a flag, the generation might be blocked or require you to edit the prompt. Songs are created as private by default, but if you make them public, they must adhere to community guidelines (no offensive material). The system also uses **Audible Magic** for uploads – meaning if you upload audio (for Add Vocals/Instrumentals or Inspire), it likely checks that audio against a database of copyrighted music. So you should **only upload material you own** (your recordings or public domain), otherwise it may be flagged or not allowed. **Tip:** If a song fails to generate, carefully read the error – if it hints at content, try removing or rephrasing possibly sensitive words. For example, instead of using a real artist's name, describe the style indirectly. Keep profanities minimal; a few mild ones might pass, but a lot could stop the generation. Suno's community is meant to be welcoming, so avoid slurs or overtly adult themes in public songs. If your song was flagged after posting, a moderator might ask you to set it back to private or remove it if it violates terms. When in doubt, review the **Community Guidelines**.
- **Licensing and Usage Rights:** By using Suno, you agree to certain terms. The key point: if you are on a paid plan (Pro/Premier) when you create a song, **you own that song and can use it commercially** ³. This means you can distribute it to Spotify, YouTube (monetized), use it in films, sell it, etc., as long as it was made under a Pro/Prem subscription. If you are on the Basic (free) plan, any songs you create are for **non-commercial use only**. Legally, Suno (the company) retains ownership of free-tier songs, but allows you to listen, share with friends, etc., just not monetize. If you upgrade to Pro, note that it does **not automatically give commercial rights to older songs** you made on Basic (there was mention that retroactive licensing might be offered case-by-case but not by default). Lyrics you write are always yours (text is yours even if the audio was made by AI) ⁴. If you cancel your subscription, any songs you made while subscribed remain yours to use. **Tip:** If you intend to publish or profit from music made with Suno, be on a Pro plan *at the time of creation*. Keep records (the Suno library tracks creation date and your plan). Suno is relatively generous here compared to some AI tools – you get full rights on paid plans. Just be mindful of the grey areas: copyright law around AI is evolving. It's wise to register your songs with a copyright office if you're serious, and perhaps document the human contributions (e.g. you wrote the lyrics). Also, avoid using another artist's Persona or a cover of a known song commercially, as those introduce third-party elements. Suno's ToS and Knowledge Base have more FAQs on this ³ – but the bottom line, **Pro plan = you're the owner**.
- **Workspaces:** (Introduced 2025.) Workspaces are an organizational feature that allow grouping songs, similar to folders or projects. For instance, if you're scoring a game, you could have a workspace for that project's tracks. This doesn't directly affect generation but helps manage lots of songs. You can create a workspace and move relevant tracks into it, separate from the main library. This is mostly a convenience for power users; details can be found in the Suno help center.

- **Lyrics Co-Writing:** (Introduced early 2025.) This is a tool inside Suno to help you write or refine lyrics with AI assistance. It allows line-by-line suggestions or rewrites of your lyrics without leaving the app. Essentially, it's an AI text assistant focused on songwriting (like a built-in GPT for lyrics). While not directly affecting the music generation capabilities, it's useful to craft better lyrics which in turn can lead to better songs (since the delivery can depend on how well-phrased the lyrics are). If you struggle with a line, Co-Writing can propose alternatives. **Tip:** Good lyrics can improve how emotive or coherent the AI vocals sound, so don't overlook this feature if you need inspiration.

That concludes the feature catalog. Suno's platform combines these features to provide an **end-to-end AI music studio** – from writing lyrics, to generating a song, to editing and mixing, to downloading final assets. Next, we delve into the **prompt syntax** that underpins effective use of these tools, followed by best practices and workflow guides.

Prompt Syntax Bible (Tags, Formats, and Fields)

Suno's generative model (codenamed *Chirp* in some documentation) understands a structured "song document." By using the correct syntax and tags, you can communicate complex musical instructions to the AI. The key elements of Suno's prompt syntax are **section tags in square brackets**, performance/style cues (in both brackets and parentheses), and careful wording in the lyrics and style fields. This section enumerates known tags and syntax tricks, explaining their effects. All examples here are drawn from community usage and Suno's guidance.

Song Section Tags (Structure Markers)

Suno recognizes a set of "**base tags**" that correspond to common song sections. These tags should be placed in **square brackets** within the Lyrics field (usually each on its own line, or preceding a section of lyrics) to explicitly mark song structure. They act as signals to the AI on how to structure and transition parts of the music. The core tags are:

- **[Intro]** – Indicates an intro section (typically instrumental). This tag should appear at the very start if you want a distinct intro. Intros usually have no vocals. You can modify [Intro] with adjectives: e.g. **[Long Mellow Intro]**, **[Short Exciting Intro]**. These descriptors influence the intro's length, mood, and energy. *Example:* `[Dreamy Slow Intro]` might yield a soft, extended ambient intro. If you leave it just `[Intro]` without qualifiers, the model will create a default intro (which could be a bar or two of music). Intros in Suno v4.5 are strictly instrumental by default.
- **[Verse]** – Marks a verse section. Verses are typically where storytelling or progression happens in lyrics. You can number them (e.g. `[Verse 1]`, `[Verse 2]`, etc.) to differentiate. The AI will expect lyrics after a verse tag. You **can** add descriptors to verses if desired: e.g. **[Angry Verse]**, **[Whispered Verse]**, **[Verse 2 erratic flow]**. If unspecified, verses will be rendered in a manner consistent with the overall style. The model treats Verse and Chorus as primary "workhorses" – if not instructed otherwise, it will usually alternate verse and chorus structures on its own. Adding descriptors can guide delivery: *[Spoken Verse]* might cause a non-sung spoken word delivery for that verse. Verses often come after intro and alternate with choruses.

- **[Chorus]** – Marks a chorus section (the main hook or recurring part). The AI will often give choruses more energy or a memorable melody. Like verses, you can label them or number if needed. Descriptors here can be things like **[Big Chorus]**, **[Eerie Chorus]**, **[Ensemble Chorus]**. However, the model tends to handle choruses in its own way, and sometimes **ignores modifiers on “Chorus”** more than on other tags. The content of the lyrics and overall style have a big influence on chorus sound. Still, concrete adjectives can work (e.g. **[Whispered Chorus]** to have a softer refrain). Often you’ll just use **[Chorus]** and provide lyrics for it; the model knows to make it catchy or climactic.
- **[Hook]** – A hook is usually a short catchy phrase or riff. In Suno, [Hook] is treated similarly to an intro or a mini-chorus that can transition between sections. It’s not strictly necessary unless you want a distinct pre-chorus-like catchy line or instrumental lick repeated. You can modify it (though by default it might just act like a secondary intro). Example: **[Guitar Hook]** could force a signature guitar riff segment.
- **[Pre-Chorus]** – A section that leads into a chorus, typically building tension. Suno interprets [Pre-Chorus] as a **vocal section (strictly vocal tag)** that is often spoken or semi-sung to set up the chorus. It should usually appear before the first chorus or between verse and chorus. You might use it once per song. You can add descriptors to shape it: e.g. **[Haunting Whispered Pre-Chorus]**, **[Primal Scream Pre-Chorus]**. Those examples show you can indicate *vocal style* in the pre-chorus (whispered, spoken, screamed) as well as vibe. Because it’s a transitional section, keep it shorter lyrically.
- **[Bridge]** – A bridge is typically a contrasting section towards the latter half of the song (often after second chorus) to add new perspective and then resolve back to final chorus. Suno sometimes struggles with [Bridge]; reports indicate the AI doesn’t always treat a [Bridge] much differently from a verse or chorus. You can attempt to force an instrumental bridge by specifying **[Instrumental Bridge]** – that tends to work better, giving a break in vocals and introducing a new musical idea. If you use just [Bridge] with lyrics, be aware the model might just create another verse-like part. It’s recommended to only use a bridge once (the model isn’t used to multiple bridges).
- **[Interlude]** – An interlude is an instrumental break (usually mid-song) that’s longer or more structured than a short break. In Suno’s case, [Interlude] is a **key instrumental tag** – it often yields a meaningful instrumental passage between vocal sections. You can modulate it with adjectives: **[Melodic Interlude]** is a reliably understood one (leading to a tuneful instrumental). Other examples: **[Long Melancholy Interlude]**, **[Short Accelerating Interlude]** – these work sometimes (perhaps ~50% of the time). One trick: since [Interlude] is instrumental, you can shape its rhythm by placing punctuation patterns in the lyrics field right after the tag (like writing out a pattern of **[.]** and **[!]** to indicate beats and accents). For instance, after **[Interlude]** you might put:

```
. . . ! . .
. ! . . . !
```

This suggests a rhythmic structure (the example given was for pacing with periods and exclamation marks to denote strong hits). The model sometimes follows this, creating, say, a syncopated instrumental sequence.

- **[Break]** – A short instrumental break, often one or two measures, used to break up sections (e.g., a brief pause between a verse and chorus). In Suno, [Break] typically yields a **very short instrumental fill** (the system often defaults to one phrase). It's great to insert between verse and chorus or before a big drop. Modifiers generally don't do much on [Break] except one useful form: specifying an instrument for the break. E.g. **[Drum Break]**, **[Violin Break]**, **[Bass Drop]** (which is effectively a break where bass slams). Those can lead to a brief solo or fill by that instrument. Rhythm or length descriptors (fast, slow) are usually ignored for Break tags – they're just quick by nature.
- **[Solo]** – Indicates a solo instrumental section, typically featuring a lead instrument improvising. Suno handles [Solo] well, especially if you specify which instrument. For example: **[Soaring Lead Guitar Solo]**, **[Fast and Intense Drum Solo]**, **[Playful Flute Solo]**. The format to follow is *adjective + instrument + Solo* for best results. As described in one guide, instrument, pace, and emotion together make a good solo prompt: e.g. *Soaring (emotion) Lead Guitar (instrument) Solo (tag)*. You can chain a solo after an interlude or break to really highlight it (e.g. an interlude sets the stage, then [Guitar Solo] comes in). The system typically will do a few bars of the instrument wailing or performing melody.
- **[Build]** – A build is a section meant to build tension (common in EDM for the rise before a drop). The [Build] tag exists, but it seems less effective than explicitly writing out build cues or using interludes/breaks. Often, [Build] might be treated like a short instrumental break that crescendos. The Suno community notes [Build] can sometimes function when placed before a chorus to ramp up energy, but it might be redundant if a break or riser is in the style anyway. Use it sparingly – e.g. **[Build]** between a bridge and final chorus if you want a sense of rising action.
- **[Drop]** – Not listed in the base tags in the GitHub guide, but the Reddit guide (Style Prompt 2.0) explicitly says to use **[Drop]** for EDM-style prompts. A “drop” is where the beat/instruments kick in heavily after a build. If you put **[Drop]** in lyrics, the model might interpret it as a break where a big instrumental drop happens (especially if you have a build-up before). In practice, some users have used it similarly to [Break]. It's recommended to couple it with style tags in the style field like “euphoric drop” or mention BPM, as the style guide suggests. Example usage:

```
[Build]
(snare roll)
[Drop]
```

with style tag “double drop” or “bass drop”.

- **[Movement]** – This tag is more experimental/rare. It suggests a significant change or a new “movement” in the composition (like in classical or progressive music, where a song has movements). According to a community source, the engine may often ignore **[Movement]**, but one can try using phrases like **[Transition to Faster Movement]** or **[Long Orchestral Movement]**.

Essentially, this could help if you want a multi-part piece. Use it if your song drastically changes style/tempo at some point (like a Part A and Part B). But note, it's not guaranteed to be honored.

- **[Outro]** – Marks the ending section of the song. **[Outro]** signals the model to start winding down and conclude. You can indicate if it's instrumental or vocal, and give adjectives: e.g. **[Long Fading Outro]**, **[Mournful Outro]**. The tag should ideally be used once, near the end, and it should be clear that after the Outro section lyrics, you likely want the song to finish. The model will then hopefully not add new verses after seeing **[Outro]**. Outros can contain vocals or not, depending on prompt (explicitly say if you want an instrumental outro, or include an ending lyrical refrain). Common usage is after the last chorus, put an outro that repeats a line or just music then fades. You can also explicitly end with an **[End]** tag (see next).
- **[End]** – A tag to explicitly mark the end of the song. **[End]** on its own in the prompt indicates to the model “this is the end, wrap it up now.” You can add a little descriptor like **[Fade to End]**, **[End (resolves to silence)]**, or such. The model likely interprets this as an instruction to finalize the track and not continue further. For example, “Fade to End” might cause a gentle fade-out ending. Use **[End]** at the very end of your Lyrics field. Sometimes just having **[Outro]** is enough, but **[End]** can be a nice final signal especially if your outro isn't obviously the final bit.

Usage notes: Always put these tags in square brackets **[...]**. They can be on their own line, or preceding the lyrics of that section (commonly one writes the tag then a newline, then the lyrics). For example:

```
[Verse 1]
The sun is high in the sky... (lyrics)

[Chorus]
We sing together... (lyrics)
```

When the model sees a tag like **[Chorus]**, it won't sing that word “chorus” (if recognized as a tag, it is not vocalized). It uses it internally to structure. However, if a tag is unrecognized or oddly formatted, the AI might *literalize* it – e.g., one user put **[Key Change]** and the AI singer literally sang “KEY CHANGE” at one point while also changing key! This suggests you should use known tag words. (It was a humorous case: the country singer voice said “KEY CHANGE” then did it.) Generally, stick to the tags listed above for predictable behavior.

The model is quite flexible with tags: you can use lowercase or uppercase (it's not case-sensitive for tags). Some have used lowercase like **[intro]** or numeric like **[verse 2]** and it still works. But for clarity, using capitalized format is standard. You can also continue numbering beyond what you initially put – e.g., if you had **[Verse 1]**, **[Verse 2]**, and you want to spontaneously add **[Verse 3]** later, the model can handle it (one user noted you can remove a track and go on with **[Verse 3]** and so on).

If you explicitly structure with these tags, the AI tends to follow that structure *with high probability in custom mode*. That means you get more control. Without tags, the model will try to create a structure on its own, which might be fine but can sometimes be repetitive or oddly structured. So using tags is recommended for complex songs.

Modifiers and Performance Directions

Within or alongside those section tags, you can include **modifiers** – adjectives or phrases to shape how that section sounds. We saw some above (like “Whispered”, “Angry”, etc.). A general pattern: **[Adjective(s) SectionType]** often works. For example: **[Eerie Chorus]**, **[Fast Verse]**, **[Dreamy Outro]**. You can combine two descriptors: e.g. **[Slow Melancholic Chorus]** (though too many words can confuse it – stick to one or two salient descriptors).

In addition, Suno’s model can understand **musical terms and certain shorthand**: - You can try tempo markings in tags like **[Allegro Chorus]** or **[Adagio Bridge]** (allegro = fast, adagio = slow). A Reddit user suggested using classical tempo terms might influence speed. - Some tags like **[Bass Drop]** were discussed; to ensure it’s recognized, use square brackets. One user found that just writing “(bass drop)” in parentheses wasn’t as effective as **[Bass Drop]** in brackets. - For hip-hop, tags like **[verse 1 choppy flow]** or **[verse 2 erratic flow]** have been used to influence rap delivery.

You can also specify **instrument leads** in section tags as shown: e.g. **[Lead Guitar Solo]**, **[Violin Break]**. Or even embed instrument into a verse like **[Verse – with solo piano]** might or might not work; better to use an actual Solo tag or instrument tag (below).

Punctuation and special characters:

As briefly mentioned, punctuation in lyrics can influence the delivery. **Ellipses** **...** in lyrics often make the model sing more slowly or spaced out at that point. **Exclamation marks** **!** might indicate emphasis or staccato/higher energy. For example, lyrics like “I feel it now!” vs “I feel it now” – the exclamation could make the line belted or more intense. In instrumental sections, as described, a sequence of punctuation can create rhythmic patterns (this is a bit experimental, but documented by a community expert). *Tip*: Use ellipses for drawn-out vocalizations or pauses, and exclamation marks for sharp, accented notes. Parentheses in lyrics can sometimes yield a certain effect too – see next point.

Parentheses for performance cues:

In addition to square bracket tags (which the model doesn’t sing), you can use **parentheses** **()** **within lyrics** to denote *asides or how to perform* something. According to community tips, text in parentheses in the Lyrics might not be sung as lyrics but rather interpreted as a cue (like a stage direction). For example: **The wind blows (whispered)** – the model might whisper that line because of the **(whispered)** cue. Or a user might do **La la la (airy)** to indicate an airy tone. Another usage is sound cues: e.g. in lyrics:

```
[Spoken Word Narration]
*static* ...(final log)... coordinates unknown...
```

They used asterisks or parentheses around *static* to indicate a sound effect or style. In that example, the model produced a spoken-word section with a radio static effect at those parts.

So, **use parentheses for performance instructions** like (whispered), (spoken), (shouted), (softly), etc., *especially appended to a section tag line*. The Style Prompt Guide 2.0 explicitly says: “Add performance cues in

parentheses: (whispered), (airy), (belted), (instrumental break)” alongside the bracket tags. This means you could do something like:

```
[Verse] (airy)
lyrics of the verse...
```

This might yield an airy singing style for that verse. Or

```
[Chorus] (belted)
lyrics...
```

to push a powerful chest voice in chorus.

Additionally, (instrumental break) in parentheses after a tag might also ensure a certain section has no vocals even if it's a typically vocal section.

Be careful: parentheses should not contain actual lyrics you want sung, as the model might drop them or treat strangely. Use them for meta-instructions or sound descriptions.

Direct Vocal and Instrument Tags

Beyond structural tags, you can directly specify a **vocal style or instrument within square brackets as a pseudo-section**. These are sometimes used *instead of* Verse/Chorus if you want a special kind of section:

- **Narration / Spoken Word:** You can use tags like **[Spoken Word]**, **[Spoken Word Narration]**, **[Narration]**. The Reddit question that started “commands list” mentioned people using **[Spoken Word]** and Suno would *not sing that part*. Indeed, if you label a section **[Spoken Word Narration]**, the AI will likely deliver the following lines in a spoken style (no melody). This is great for intros or storytelling interludes. (We saw an example with static above where they used [Spoken Word Narration] tag to do a sci-fi log monologue.)
- **Voice Type Tags:** e.g. **[Female Opera Singer]**, **[Swanky Crooning Male]**, **[Ethereal Female Whisper]**. These tags explicitly define the voice or singing style to use in that section. If you put **[Female Opera Singer]** at some point, the model will attempt a female operatic voice for the subsequent lyrics. Similarly, **[Telephone Call]** has been used to make a section sound like it's coming through a phone (lo-fi filter perhaps). These can substitute for a Verse/Chorus label. For instance, instead of writing “Verse 2” you might write **[Female Opera Singer]** and then some lyrics, meaning that part will be delivered by a female opera style voice. The model can handle such context switches, especially if the overall style supports it. You can get creative: one could do **[Demonic Male Voice]** or **[Childlike Voice]** – not guaranteed, but similar constructs have precedent. The guide suggests the training data has tags like that, so many styles can be invoked.
- **Instrument Lead Tags:** e.g. **[Sad Trombone]**, **[Chugging Guitar]**, **[Trilling Pennywhistle]**. Placing an instrument in brackets by itself usually yields a short instrumental imitation or emphasis of that instrument. In the GitHub examples, they showed that writing **[Sad Trombone]** followed by

[waah-Waaah-WAAH] as lyrics can produce the classic sad trombone sound. Similarly, [Chugging Guitar] with some onomatopoeic “chuka-chuka” text gave a chugging rhythm guitar sound. These are advanced tricks typically used inside instrumental or break sections to simulate specific instrument sounds. The model basically reads those as cues to emulate that instrument. If you don’t include onomatopoeia, it might still try – e.g. [Overblown Flute] might cause a flute trill or flourish by itself. Use these for special effects, like if you want a certain instrument to briefly stand out. They are not needed for normal instrument presence (the Style prompt covers general instrumentation), but they can be fun for adding specific *gestures* (like a sudden electric guitar noise or a drum fill).

- **Hit Markers and Rhythmic Cues:** While not a formal “tag”, some prompters use symbols to indicate hits or timing. For instance, writing a section like:

```
[Chorus]
We will rock you (x4)
```

might or might not yield repeats. More systematically, someone might do [Break] then write [!!!!] to indicate four hits. Or use [Hit] or [Boom] – but those aren’t officially recognized tags, they might just be read as lyrics if unknown. Instead, incorporate hits via percussion onomatopoeia or mention in style (“with staccato hits”). For *trailer music*, a technique is to use multiple short sections or breaks to create “edit points” (see Best Practices). E.g., [Break] [Break] !! to get a pause then two hits.

- **Time Map or Form Map Notation:** The user prompt mentions “[Form/time map]” – possibly meaning writing timestamps or sectional timing. Currently, Suno doesn’t offer direct time-based prompt control (you can’t say “at 1:00 do X” in prompt). Instead, you enforce form via the sequence of tags. If by “time map” they meant something like writing sections with intended durations, one could indirectly control that by saying [Long Intro] or giving more or fewer lyrics (which affects duration). But there isn’t a tag like [1min Intro] that the model reliably understands. So it’s more about relative lengths (Long, Short, etc.).
- **Mix/Master Notes:** The prompt hints at things like “[Mix Notes] [Master Notes]”. These are not standard tags in documentation, but advanced users sometimes include notes like [Mix] or [Master] as section labels to influence production qualities. It’s not confirmed such tags have a built-in effect. However, v4.5’s improved mixing might respond to descriptive style prompts instead (like in Style: “warm mastering, balanced mix, no clipping”). If someone tried [Master Notes: bring vocals forward], likely the model would sing “prompt: bring vocals forward” – not useful. So avoid unknown tags. Instead, handle mix/master in the Style field or as global descriptors (see Best Practices).

Summary of Tag Best Practices: Use the standard section tags to layout your song. Use one tag per section, and put any section-specific adjectives inside the brackets or immediately after in parentheses. The model will interpret brackets as structural, parentheses as performative, and the actual lyric lines as content to sing. Maintain a logical order (e.g. don’t start with [Chorus] unless stylistically intentional, have at least

one [Verse] if it's a normal song, etc.). The model is quite capable of verse-chorus-verse-chorus-bridge-chorus-outro structures if you specify them, which is great for achieving conventional song form.

Style Field Syntax

While the above covers the Lyrics prompt and structural tags, **the Style of Music field** also has its own "syntax," albeit less formal. In the style field, you typically list genres, instruments, moods, production qualities, and sometimes **BPM or key**.

Based on community analysis of Suno's training, there are certain **keywords that are highly effective in the Style prompt** (and you generally don't use brackets here, except sometimes [Instrumental] or [Tempo:X] but those can also be given as plain text).

A recommended approach is to break the style prompt into components, like the **"4-part template"** from the Style Prompt Guide: 1. **Genre:** e.g. *"Trance, House"* or *"Pop Rock"*. Be specific with subgenres if possible (instead of just "rock," say "pop punk" or "soft rock" etc.). You can list a couple genres to blend (Suno v4.5+ is good at hybrids). 2. **Exclude:** if needed, e.g. *"Exclude: Country, Acoustic"* to ensure those elements don't appear. (This is an alternative to using the Exclude Styles field – you can sometimes just write it in the style text and the model might heed it. But using the official exclude field is safer.) 3. **Instruments / Vocals:** list key instruments and any vocal qualities. For example: *"smooth female vocals; electric guitar riffs; synth bass; orchestral strings"*. Use semicolons or commas to separate. You can also specify vocal presence or absence here (e.g. *"female vocals only, no male vocals"* or *"instrumental"*). 4. **Tags (Mood/Tempo/Etc):** This includes BPM, mood adjectives, special features. E.g.: *"130 BPM; energetic; uplifting; big drop; 4-on-the-floor beat"*.

You don't literally have to label them "Genre:" etc. – just writing a descriptive sentence or list is fine. For example, an excellent style prompt might read: *"80s synthwave meets modern techno; driving 120 BPM beat; warm analog synth pads; melancholic but hopeful mood; airy female vocals"*. This covers genre, tempo, instrumentation, mood, and vocals in one flow.

BPM and Tempo: Including an exact **BPM number** in the style is a common technique. Suno will try to approximate that tempo. For instance, "138 BPM" in style prompt often yields a track around that tempo (especially for electronic genres). You can also say "slow" or "fast" for more general cases. BPM is helpful if you plan to sync or mix the track externally. Keep in mind, the model isn't a metronome, but it tends to respect these indications. Also, phrases like "slow build" or "double-time beat" can help shape rhythm.

Mood/Emotion keywords: There are many such adjectives that Suno recognizes well (as gleaned from data). Some examples of high-impact mood words: *melodic, dark, upbeat, atmospheric, emotional, aggressive, dreamy, groovy, sad, energetic, epic, cinematic, lo-fi, ethereal, intense, etc.*. Use a handful that truly matter for your vision. E.g. *"energetic and uplifting"* or *"dark and aggressive"*.

Instrument and genre pairs: If you specify an instrument that doesn't fit the genre, the model might do something odd or ignore it. Try to keep them coherent (like "violin" goes well with "orchestral" or "folk"; "synth bass" with "electro" etc.). The style guide provided a *co-occurrence hint list* showing which styles commonly pair – for example, *"Techno ↔ Trance, Ambient"* or *"Lo-fi ↔ Chill, Jazz"*. If you mix very disparate elements, be aware the AI might mash them up unpredictably (sometimes it works brilliantly for creative fusion, though!). The guide suggests picking **one primary spine genre and one accent genre** for clarity.

Vocals specification: If you want a certain type of singer, mention it. E.g. “female vocals”, “male vocals”, “soulful vocals”, “rap vocals”, “choir vocals”, “vocaloid voice”, “operatic vocals”, “child choir” etc. Many of these appear in community lists. “Male voice” vs “female voice” is important – if not specified, the AI will choose based on style (it tends to use male voices in many genres by default, but not always). Also, you can mention vocal techniques: “growling vocals” (for metal), “whispered vocals”, “harmonized backing vocals”, etc. Suno can do layered vocals especially in choruses (v4.5 added richer harmonies automatically), but you can explicitly say “layered harmonies” in style to encourage that.

Examples of style prompt structures:

- *Pop Ballad*: “Pop ballad; slow 72 BPM; grand piano and strings; emotional female vocals; heartfelt and soulful.”
- *EDM Drop*: “Festival Big Room house; 128 BPM; punchy kicks, bright synth plucks; anthemic hook; male vocals with reverb; energetic, party vibe.”
- *Ambient Instrumental*: “Cinematic ambient; 100 BPM; atmospheric pads, drone textures; no vocals [Instrumental]; minimal percussion; calm and eerie.”
- *Metal with clean vocal*: “Symphonic metal; 140 BPM double-kick drums; heavy guitar riffs; **exclude: screamo**; powerful clean female vocals; dramatic and epic mood.” (Note: we used “exclude: screamo” to avoid harsh vocals, alternatively could put that in Exclude Styles field.)

The style field does not require square bracket tags except `[Instrumental]` is sometimes inserted as seen in examples (or simply writing “instrumental” might suffice). Some advanced usage: you can put a key signature or chord progression concept (not guaranteed, but e.g. “in A minor” or “bluesy I-IV-V progression” – the model might not explicitly follow theory but it might color the result).

Lastly, the style field can be more narrative if needed, thanks to v4.5 improvements. For example, you could write: “A haunting soundtrack piece that begins sparse and builds gradually; features distant choir vocals and distorted percussion; conveys a feeling of ancient mystery.” This is a perfectly valid style prompt in v4.5 (older versions needed more staccato keywords, but now it can handle a bit of prose). The key is it’s all describing musical attributes or moods – do not put non-musical story text here (that would go in Lyrics as a narrative verse).

Recap of Do’s and Don’ts:

- **DO** use square bracket tags for sections (Intro, Verse, Chorus, etc.) to enforce structure.
- **DO** use descriptors with tags to shape each section’s style (whispered, fast, etc.).
- **DO** provide clear style prompts with genres, instruments, BPM, mood, and vocal type for best adherence.
- **DO** keep lyrics relatively concise (the style guide suggests ≤ 100 -120 words total in lyrics for consistency). Long-winded lyrics can cause the model to “lose the plot” or have to compress verses.
- **DON’T** use quotes or parentheses around important prompt words (the model might try to sing them or get confused) – e.g. writing `"fast chorus"` in quotes might lead to it singing the word “fast” literally, whereas `[Fast Chorus]` or just adding “fast” in style is correct.
- **DON’T** include disallowed content or real names in prompts, as it will halt generation (see moderation above).
- **DON’T** repeat the same words too much in style; focus on distinct concepts. For example, saying “epic epic epic” won’t triple the epicness, it’s wasted prompt space.

- **DON'T** rely on extremely abstract terms alone. Words like “cool” or “nice” are vague – better to say what specifically you mean (e.g. “laid-back groove” instead of “cool vibe”).

Following these syntax rules ensures that Suno’s model interprets your intent as accurately as possible. Next, we will discuss best practices and anti-patterns – essentially how to get the *best results* and how to *avoid common mistakes* that lead to subpar songs.

Best Practices & Anti-Patterns

In this section, we compile expert tips on how to get the most out of Suno (v4.5+) and highlight common pitfalls that can ruin an otherwise good idea. By adhering to these best practices and avoiding the anti-patterns, you can significantly improve the quality, clarity, and repeatability of your AI-generated music.

1. Achieving Desired Vocal Style (and avoiding unwanted vocals)

To get *clean vocals* (no screaming or growling) – If you’re working in rock or metal genres but you want melodic singing (clean vocals) instead of harsh screams, be careful with genre tags. Certain tags like **“metalcore”, “death metal”, “hardcore”** almost guarantee screamed or growled vocals (because those genres in training data feature that) – so **avoid or exclude those terms** when you don’t want harsh vocals. Instead, use tags like **“melodic metal”, “symphonic metal”, “power metal”,** or even **“hard rock”** which tend to imply clean or only moderately gritty vocals. You can also explicitly say in Style: *“clean vocals only, no scream”* – the model might understand that. Using the **Exclude Styles** field for terms like “scream, growl, harsh vocals” is a good approach. Another tactic: include positive descriptors that imply clean singing: e.g. “operatic female vocals” or “smooth male vocals”. These will bias the model towards clear tone. **Anti-pattern:** Prompting “metalcore with brutal breakdowns” and expecting a clean pop vocal – the model will likely scream because metalcore implies it strongly. So match your genre terms to the vocal style you want.

To get *screaming or harsh vocals* (if you do want them) – Use the tags and styles the model knows: for instance, add *“harsh vocals”* or *“screamed vocals”* in the style, or bracket tags like [Death Growl] if you want to try (not officially documented, but you might attempt [Primal Scream] which some tried). The reddit thread suggests [Primal Scream Pre-Chorus] gave a scream in that section. Also, genres like black metal, death metal, metalcore in style prompt almost automatically produce harsh vocals. One user specifically asked how to get the AI to scream; presumably, pushing the style that way and possibly writing aggressive nonsense syllables can encourage it (though if it’s not doing it by default, Suno might have some limitations on generating full-on fry screams – future versions may improve).

Controlling gender of vocals: The model will choose male or female voice according to style or randomly if not specified. If you have a preference, *state it clearly*. E.g. “female vocals”, “male lead vocal”, “duet (male and female vocals)” etc. The v4.5 UI also has a *male/female toggle* (Beta) – use it if available, but back it up with prompt text (some users found the toggle alone isn’t reliable). For duets or multiple voices in one song: Suno doesn’t have a straightforward multi-singer mode yet, but you can simulate it by splitting sections – e.g. Verse 1 labeled as [Male Vocal] and Verse 2 as [Female Vocal]. Or by writing dialogue like: Alice: lyric... / Bob: lyric... (though it might sing the names). Better is to use the descriptive tags as above. **Anti-pattern:** Not specifying voice when the genre isn’t clear – you might get something opposite to what you wanted.

Avoiding unintended stylistic elements: If your song comes out with something you don't want (say, a certain instrument or style sneaks in), refine your prompt. For example, people noted sometimes Suno adds trap hi-hats or rap elements if the prompt is slightly urban – if you didn't want that, explicitly exclude “trap” or “rap”. Another example: you want an electronic track without a 4/4 kick – you could say “no four-on-floor beat” or exclude “EDM” if it keeps doing that. The Exclude Styles feature is powerful here: for instance, “Exclude: Country” if you absolutely don't want a country vibe creeping in. The key is to diagnose what prompt term might be causing the unwanted element and remove or negate it.

Language and lyrics clarity: If you want vocals in a language other than English, **provide the lyrics in that language**. Suno can sing many languages (Spanish, French, Japanese, etc.). Mixed-language songs (e.g. verse in one language, chorus in another) are possible – just write the lyrics accordingly, it will switch language mid-song as given. Ensure the style prompt also hints at the language or region, which can help (like “Latin pop” for Spanish, or mention “Japanese city pop” etc.). If you only mention a language in style (e.g. “Italian opera”) without providing any Italian lyrics, the model *might* generate pseudo-Italian or just Italian-sounding vocalization, but it's safer to give actual lyrics in that language. For purely vocalise (non-lexical vocals, like “la la la” or “ahhs”), just put those sounds as lyrics. You can achieve a “wordless choir” effect by writing something like:

```
[Chorus]
Ahh ahh ahhh (choir)
```

with style describing “choir vocals” – the model will use choral “ah” sounds rather than words. If you really don't want any actual words, make sure your lyrics contain none (just oohs, ahs, or leave blank under a vocal tag but maybe indicate in style “wordless vocalise”).

Using explicit content wisely: As noted, too much profanity might be filtered. If your song demands explicit lyrics, a few mild swears might get through (Suno flags “excessive profanity”, implying moderate use is tolerated). But avoid slurs or anything that breaches TOS. If your content is adult-themed, it might also be flagged (especially violent or sexual content might fall under “inappropriate topics”). When in doubt, tone it down or use metaphor. For example, instead of an F-bomb, perhaps use a milder term or bleep it yourself later. Also, sexual moans or sounds in lyrics likely won't be produced (and might be flagged).

Thumbs feedback: After generating, use the **thumbs-up/down** on tracks to give Suno feedback on what you liked. This helps your own model usage (Suno has hinted it uses that to refine results over time for you or generally). If a track had the right style, thumbs-up it; if it totally ignored your prompt, thumbs-down. While this isn't an immediate fix, it contributes to better alignment in future generations.

2. Imposing Tempo, Key, and Length

Tempo (BPM): As discussed, specifying BPM in the style is the best way to set tempo. The model will attempt that tempo. If you don't want to name a number, at least say “fast” (~140+ BPM), “medium tempo” (~100-120), “slow” (~60-90). For more nuanced tempo changes *within* a song (like a slowdown or speed-up), the model can sometimes do a tempo change if prompted by a tag or narrative – e.g., using [Bridge] (slow) after a fast chorus might drop tempo for the bridge. Or writing “tempo drops” in style. However, it's tricky to force a mid-song BPM change reliably. Alternatively, you can generate two parts at

different BPMs and splice externally. **Anti-pattern:** Not specifying any tempo and expecting a specific one – the model could choose any. Always guide it.

Key and chord progressions: Suno doesn't offer a direct key signature prompt (like you can't say "Key of C Major" and be sure it'll do that, though you can try). The model tends to pick a key on its own. If you *really* care about key (for mixing with other music or adding real instruments later), you may need to pitch-shift the final audio externally. However, you can influence the *tonal mood* by using words: e.g. "minor key" for a sadder/darker vibe, "dissonant" for more atonal sections, or "bright consonant chords" for a happier major sound. Also, using certain genre tags influences typical keys (e.g. "blues" will often use minor pentatonic feel). There's no guarantee though. If the model does a key change, it's usually on its own accord (some users experienced unexpected key changes mid-song with v4.5, sometimes even accompanied by the model announcing it jokingly). If you want a key change, you *could* attempt a prompt like "[Key Change]" at a section (with the caveat it might sing it) or more reliably, just write the new section's melody in lyrics such that it implies a key shift. But that's advanced and unpredictable.

Length control: We know v4.5 can go up to ~8 minutes. But what if you want a shorter song? The model often tries to use the full available time. To get a short song (say ~2 minutes) on v4.5, one way is to use a **shorter model (v3)** – but that reduces quality. Instead, you can try to *end your lyrics early*. If the Lyrics field content is short (like just one verse and one chorus), Suno might stop earlier (maybe around 2-3 minutes) and treat the rest as instrumental fade or just end. Another method: use the `[End]` tag early. For example, you could do Verse → Chorus → Outro within maybe 16 lines of lyrics total and put `[End]` – the song might wrap up under 2 min. If it doesn't, you might have to either crop after, or generate with a smaller model. For medium lengths (~4 min), just ensure your prompt has enough sections but not too many. Also note, some **models auto-length**: e.g. v3.5 aims ~4 min even if your lyrics are short by repeating structure, whereas v4.5 might pad with instrumental. So you might get some repetition if not enough lyrics to fill time. If unwanted repeats happen, you can either provide more lyrics or live with a bit of instrumental filler. **Extend** is used to *increase* length if needed (discussed above).

One clever approach if you want exactly a certain length for a project: generate a bit longer and then use Crop to cut to the exact time.

3. Getting an Instrumental or Emphasizing Instruments

As described, the cleanest way for pure instrumental is to enable the Instrumental toggle or include `[Instrumental]` in prompt. If you want *mostly* instrumental but maybe some vocal effects (like a choir "ooh" pad lightly), you might generate with vocals and then use stems to mute lead vocals but keep backing vocals if any.

To emphasize certain instruments, mention them early in the style prompt (the order of mention might give weight; lead instruments first). Also mention them in a section if critical (like `[Violin Solo]`). If an instrument is crucial (say you absolutely need a prominent saxophone), you can try adding in Lyrics something like `[Instrumental]` tag followed by a little onomatopoeia or mention of that instrument's riff (similar to Sad Trombone example). But results vary.

Anti-pattern: Listing an instrument the model doesn't really know. There was a comment that some specific instruments weren't recognized (someone mentioned they couldn't get "stand-up bass" or some Brazilian folk instruments to appear). Check community lists or test short generations to see if an unusual

instrument is supported. Common instruments (guitar, piano, violin, drums, flute, etc.) are safe. Very niche ones (shamisen, vuvuzela?) might be replaced by something approximate or ignored.

4. Ensuring a Clear Song Structure and Composition

To avoid a meandering or structureless output, **use the section tags properly** (as already covered). If you find the song still feels disjointed, consider providing a bit more guidance: - You can number verses/choruses to imply how many (like if you only want two verses, only include Verse 1 and Verse 2 tags in lyrics). - If the model is repeating the chorus too many times, you may have given too few lyrical sections and it's padding. Provide a bridge or instruct an ending to prevent endless looping. - If transitions are abrupt, maybe add a [Break] or [Interlude] tag between sections to smooth it.

For a clear **A/A'/B/C** structure (verse A, a variant verse A', a bridge B, a final chorus C maybe in different key): you'd label those accordingly (Verse 1, Verse 2 can serve as A and A', Bridge as B, Chorus as C). To make A' feel like a variation, you could describe Verse 2 differently (like Verse 2 has different mood: e.g. [Verse 2] (softer) if you want a stripped second verse).

Trailer music / Edit points: Trailer music often has distinct **"acts"** and edit points for cutting. To achieve this: - Use multiple [Break] tags for dramatic silences between acts. For instance, Act 1 (intro, low), [Break], Act 2 (build, hits), [Break], Act 3 (climax). - Use [Build] and big [Drop] perhaps for those cinematic rises. - Indicate "impacts" with maybe exclamation in an instrumental line or specify in style "with huge drum hits". - You might chain section tags like: [Intro] ... [Build] ... [Chorus] ... [Break] ... [Build] ... [Chorus] ... [Outro] where each corresponds to trailer parts. - Also phrase the style like "trailer structure, three-act, rising intensity, edit-point pauses".

Dynamics (LUFS and loudness): Currently, you cannot explicitly set loudness metrics like LUFS or true peak in the AI generation. Suno's output is mastered by the model (v4.5 tends to produce fairly polished loudness around standard levels – it mentioned "fuller, more balanced mixes"). If you have loudness requirements, you should handle that in post (download WAV and adjust in a DAW). The best you can do in prompt is maybe indicate if you want it particularly quiet or loud: e.g. "mastered quietly for dynamic range" or "brickwall loud" in style, but no guarantee the model respects that accurately. **Anti-pattern:** Trying to force audio-engineering terms like "-14 LUFS" in prompt – the model likely won't interpret that (or worst case, it might say "minus fourteen lufs" in lyrics, which you definitely don't want!).

One thing: if you want **soft/loud contrasts** (like verse soft, chorus loud), you can indicate that with tags/parentheses (e.g. Verse (soft), Chorus (powerful, loud)). The model can do some **internal mixing differences** between sections.

Mono compatibility: The user asked about mono-safe low end. Suno's internal mix likely doesn't specifically collapse bass to mono, so if that's a concern (for club play, etc.), you should check the stems or final wave in an audio editor and sum to mono to see if bass cancels. You can then mono the bass externally. Within the AI prompt, you could hint "mono bass" but it's uncertain if it understands. Perhaps describing the mix as "club-friendly (mono bass)" might be lost on it. So handle this in post-production – it's outside AI's creative scope currently.

Avoiding mud and clutter: If previous versions (like 4.0) had shimmer or artifacts at song end, 4.5 improved it, but still if your track gets muddy, consider simplifying prompt. Overstuffing style with too many

elements (e.g. wanting “orchestra + rock band + EDM synths + rap vocals” all in one could lead to a mush). Better to focus or use Inspire/Persona to guide complex mixes gradually.

5. Prompt Iteration & Versioning

Iterate methodically: When refining prompts, change **one major thing at a time**, as the Style Guide suggests. For instance, if the song is almost there but tempo is wrong, just adjust the BPM and regenerate – don’t simultaneously also swap out all instruments. See how one change affects output. This way you learn which prompt element controls what. If you change too many things between attempts, you won’t know which change caused which outcome.

Save prompt templates: Once you craft a prompt that yields a good result, save it (perhaps copy to a text file or keep the song to use Reuse Prompt later). You can then make small tweaks to generate variations. **Pro tip:** Use the “Duplicate prompt” feature if available (some UI allow duplicating a creation to tweak and regenerate).

Version control: If you’re aiming for a consistent result (say multiple tries to get the perfect take), be aware that pure reruns of the same prompt can still vary. Suno doesn’t yet have a user-exposed random seed to lock the generation. So to get consistency, sometimes people will **duplicate a track** and hit create again. But it will still be a new random result. If you got a great result and want slight changes, use Replace Section or try Remaster (if it’s just audio fidelity issue). If you want a different interpretation of the same prompt, do multiple generates and pick the best. **Give them different names** and maybe note differences in description.

Anti-pattern: radically changing prompt expecting same melody – if you change the prompt significantly, you essentially request a different song. The model won’t keep previous melodies unless you intentionally feed it via Cover or Persona. So don’t assume you can “fine-tune” a specific melody by prompt changes (that’s more like recomposing anew each time). Instead, if a certain melodic motif was good, consider using that generation and employing editing features to change parts around it.

6. Mixing and Mastering Considerations (Post-Suno)

Even though Suno outputs a mastered track, for professional use you might want to do some mastering touches: - **Headroom:** Suno tracks might come out near 0 dBFS peaks. If you plan to master, pull it down a couple dB to have headroom for processing. - **EQ and tonal balance:** If the low end is too high or not mono, you might apply a low-shelf or mono-ize sub-100Hz externally. If the high end is fizzy (sometimes AI vocals can have a slight high shimmer), a gentle high shelf reduction might help. v4.5 did reduce “shimmer and degradation” issues from before, but always trust your ears on the final bounce. - **Loudness normalization:** If you’ll distribute, -14 LUFS integrated is a common streaming target. You can measure the track and maybe add a limiter if needed. Suno’s output might already be around that ballpark; use your judgement. - **Stereo width:** If the track sounds too narrow or too wide (phasey), you can adjust. For instance, if the vocal is dead center and you want it wider, maybe add some stereo widening plugin. Conversely, if the track has some weird out-of-phase element, you might collapse a bit. - **No all-caps in metadata or lyrics:** This is a minor point but the user mentioned “no ALL-CAPS in lyrics” presumably meaning when providing lyrics prompt, avoid writing the lyrics in uppercase because either the model might interpret that as shouting or it might ignore case anyway. As a final content, if you share lyrics, all-

caps text is hard to read and can be seen as shouting. So just good practice: use normal sentence case or poetic capitalization.

By following these best practices, you can steer Suno's AI to create the music you envision and avoid common pitfalls that lead to poor results. Next, we'll go through some **workflow guides** – step-by-step processes for various typical use-cases (like starting a song from scratch, adding vocals to an instrumental, etc.), putting together many of the tips above in a practical sequence.

Workflow Guides

In this section, we present specific workflows for common tasks in Suno v4.5+, including tips at each step. These serve as “how-to” recipes you can follow.

Workflow 1: Creating a Song from Scratch (v4.5+)

Goal: Start with an idea (genre/mood) and create a full song with AI-generated music and vocals.

1. **Plan & Gather Ideas:** Decide on the basic concept of your song: genre(s), mood, vocal gender, and any reference track or style you have in mind. For example, *“I want a dreamy synthpop song with female vocals about summer nights.”* Having this clarity will guide your prompt.
2. **Open Create (Custom Mode):** Go to **Make Music Now > Create**. Select the **v4.5** model (Pro users). Toggle **Custom** mode to ON so you have separate Lyrics and Style fields and advanced options.
3. **Input Title:** Give a working title (you can change later). Titles can influence vibe subtly if they contain emotive words, but generally it's just for your library. Example: *“Summer Skies”*.
4. **Write Style Prompt:** In *Style of Music*, craft a concise yet descriptive prompt. Using the earlier template:
 5. *Genre:* e.g. “Dream pop, synthwave”
 6. *Exclude:* (if needed, e.g. “Exclude: rock elements” if you worry it might add guitars you don't want)
 7. *Instruments/Vocals:* e.g. “breathy female vocals; lush synth pads; 80s drum machine; warm bass”
 8. *Tags:* e.g. “100 BPM; nostalgic, romantic; nighttime vibe”

Combine into a flowing description or list. For example:

Style: *“Dreamy 80s-inspired synthpop; 100 BPM; lush synth pads, soft electronic drums; warm bass grooves; breathy female vocals with an intimate, nostalgic vibe.”*

This covers all bases. (It's fine that it's a sentence – v4.5 can parse it.) 5. **Prepare Lyrics and Structure:** Now move to *Lyrics*. Decide on your section structure and write it with tags and lyrics. Perhaps you want: Intro, Verse 1, Chorus, Verse 2, Chorus, Outro. Sketch it: - **[Intro]** – since it's synthpop, maybe you want a short instrumental intro. You can just put **[Intro]** and maybe an adjective: **[Intro] (ambient)** or leave it blank to let it be default. - **[Verse 1]** – Write a few lines of lyrics for verse 1. Keep lines short (AI tends to do line by line). Example lyrics:

[Verse 1]
City lights are mirrorballs in the distance,
Summer breeze carrying our secret song,

Continue 2-4 lines more describing feelings or story. - **[Chorus]** – Mark it and write a catchy, simpler lyric that repeats theme:

```
[Chorus]
Under summer skies, we are endless,
Hearts on fire in the blue midnight,
Under summer skies, no pretending,
This feels so right tonight
```

(Tip: repetition in chorus is good. Also, rhyme or rhythm helps the AI make it hooky.) - **[Verse 2]** – Continue story or theme, maybe 2-4 lines. - **[Chorus]** – You can repeat the same lyrics or vary a bit. The AI often will melodize the first version anyway. You can literally copy-paste the Chorus lyrics again under second [Chorus] tag. - **[Outro]** – If you want an outro. Could be instrumental or a final refrain. Perhaps:

```
[Outro]
(Instrumental, fading out)
```

Or a line like “Under summer skies... (echo)” to have it sing and fade. - Keep total lyric word count moderate (~8-12 lines total maybe). The above is around that. 6. **Advanced options check:** If there’s an **Instrumental toggle** (should be off since you want vocals). Check if there’s **Voice** option (male/female) – set to Female if available (and your prompt also says female, to reinforce). Ensure **Exclude Styles field** is empty or contains anything critical like “Exclude: rap” if you absolutely fear it (not needed in this example). 7. **Enhance (optional):** At this point, you could click the **Enhance style prompt** button if you feel your style text is too short. It might add flourish like “shimmering synth arpeggios” or so. Review and keep what you like. 8. **Hit Create:** Now generate the song. It will take some seconds to a couple minutes depending on length. 9. **Review the Output:** Once it’s done, listen fully. Observe: Did it follow structure (verse/chorus)? Are the vocals and style as intended? For our example, check if it indeed used female vocals and synthpop instrumentation. With v4.5, prompt adherence should be good. 10. **Tweak if Needed:** - If the **voice gender** came out wrong (male instead of female), double-check your style text (you did say female). If the voice is male regardless, you might need to more strongly emphasize female (e.g. “**young female singer**” in style). Or use a Persona of a female track if available. Then regenerate. - If the **tempo** feels off, e.g. it’s slower than 100 BPM, maybe bump it “120 BPM” in prompt or explicitly say “upbeat”. Regenerate. - If some section is messy (say Verse 2 melody is weird), consider editing the lyrics (maybe the syllable count was odd). Or use Replace Section after, but that’s advanced – at prompt stage, easier to adjust lyrics. - If the overall mix is okay but not great, you might use Remaster after generation with the same model to see if a second pass improves it (especially if you used a Persona from older model, etc.). 11. **Finalize:** Once you’re satisfied, you can download the WAV (Pro) or MP3. If needed, apply slight mastering outside (normalize loudness, etc., as discussed in Best Practices). 12. **Save Prompt:** Save your final prompt text in a doc if you plan to create similar songs later – it’s now a template.

This workflow yields a fully AI-written and composed song from scratch. For example, a user following this approach might cite: *“I structured the lyrics and used descriptive tags, and Suno delivered a track with airy female vocals and lush synths that exactly matched my ‘dreamy synthpop’ vision.”*

Workflow 2: Adding Vocals to an Existing Instrumental

Scenario: You have an instrumental track – maybe you produced it, or generated one using Suno – and you want Suno to add a vocal singing your lyrics on top.

1. **Prepare the instrumental:** Ensure you have the instrumental in your Suno library. If you composed it outside, **Upload** it first. Use **Upload Audio** (from Create menu) to bring in your instrumental (supports up to 60s for free, 120s for Pro; if your instrumental is longer, you might need to split and extend, but assume under 4min for now). If it's a Suno-generated instrumental, it's already in your library (perhaps you toggled instrumental on a previous creation, or you separated stems and got the instrumental).
2. **Locate the track:** In the Library (or Workspace), find the instrumental track. It might be labeled with a music note symbol and say "Uploaded" or "Instrumental" as a tag.
3. **Open Add Vocals:** Click the **More Actions** on that track. Choose **Remix > Add Vocals**. A modal or page will open for Add Vocals.
4. **Lyrics input:** You'll see a field to input lyrics for the vocals. Enter the lyrics you want the AI to sing. Use structure if you have one, but note: the instrumental already has structure, so you might not want to override it. One strategy is to write lyrics in a straightforward verse/chorus form that matches the instrumental's sections. If you know the timing (maybe the instrumental had a 16-bar verse then drop, etc.), structure your lyrics accordingly. If unsure, you can write a continuous lyric and trust the AI to place it, but better to give cues:
5. E.g., if your instrumental has an intro of 8 bars, then verse, then chorus, etc., you can do:

```
[Verse]
... verse lyrics ...

[Chorus]
... chorus lyrics ...
```

and so on, aligning roughly. The AI will try to fit them in.

6. If you don't put tags, it will just sing through the lyrics in order along the instrumental. That can work too.
7. Keep lyrics syllables matching the expected rhythm if possible.
8. **Style prompt:** In the Add Vocals interface, you might have a Style field too (depending on UI). Use it to describe the combined output. **Important:** The AI needs to know what genre/vibe the instrumental is, so that it can sing appropriately. So in style, describe the instrumental *and* the intended vocal style. For example: *"Instrumental is an upbeat funk rock with brass and guitars; add soulful male vocals, energetic delivery."* Essentially, you're merging a bit of describing the existing music and the desired voice.
9. **Advanced – Audio Strength:** There should be an **Audio Strength** slider. By default it might be medium or high. If your lyrics are very rhythm-specific, keep strength high (~80-100%) so the vocals snap to the instrumental's structure. If you want the AI to be a bit flexible or add slight variations, you can lower it. Usually, start at a high strength for alignment.
10. **Generate Vocals:** Click **Create** for Add Vocals. It will process and produce a new track with vocals mixed in.
11. **Review:** Listen carefully. Did the vocals align well with the beat? Are they audible over the instrumental? Does the style match? If something's off:

12. If vocals sound off-beat or rushed, maybe the lyrics had too many syllables for the segment. Try simplifying the lyric or lowering strength a bit to see if it interprets timing differently.
13. If the vocal melody is odd, consider that the AI had to invent a melody. You can influence melody by writing lyrics with some inherent rhythm/rhyme. If absolutely needed, you could try singing a reference and using *Add Instrumentals* (the opposite) – but that's a different workflow.
14. If the vocal volume is low or drowned, Suno's mix might not be perfect. You could download stems (Pro) to manually mix. Or give feedback (thumbs-down and regen) to see if it balances differently. But usually, it does a decent mix.
15. If style is wrong (say you wanted soulful but it gave pop), make sure your style prompt explicitly said "soulful vocals" or such.
16. **Tweak & Re-run:** The Add Vocals process costs credits but sometimes requires a couple tries. Maybe try slight style changes or different strength slider positions if first output isn't ideal. **Tip:** Some users report the **Enhance prompt** button can be used on style here too if you only jotted a short style – it might flesh it out with relevant tags.
17. **Result Utilization:** Once happy, the final track is your full song. If you want to iterate the vocals without regenerating the instrumental, you can do **Replace Section** on the vocal parts (since it's now one track) – but that's complex. It's easier to tweak lyrics & re-run Add Vocals.
18. **Collaboration angle:** This feature is great for producers – you can quickly test multiple lyric/vocal ideas on the same beat. Save different versions (maybe one with a rap verse, one with singing) by generating and not deleting old tries.

Example use-case: A producer has a hip-hop beat (instrumental). They use Add Vocals with a rap they wrote. In Style: "Boom bap hip-hop instrumental with vinyl crackle; add deep male rap vocals, conscious tone." They put their verses in lyrics. Suno generates a rap performance over the beat. The user might note: *"Add Vocals layered my custom lyrics on the beat perfectly – I adjusted the Audio Strength so the flow matched the instrumental's rhythm, and described the beat in the style prompt so the delivery matched the vibe."*

Workflow 3: Adding Instrumentals to an Existing Vocal (Acapella)

Scenario: You have recorded vocals or an a cappella (or perhaps an AI vocal track from elsewhere) and you want Suno to create music around it.

(Note: as of v4.5, this is a beta feature referred to in Suno's comms as Add Instrumentals. The official interface may be similar to Add Vocals, but if not directly accessible, we use a workaround.)

1. **Prepare the vocal audio:** Ensure you have a clear vocal track (dry is fine). If it's your recording, try to have it start near 0s (no long silence). MP3 or WAV can be uploaded. If it's a track from Suno (like you generated vocals by muting instruments), you already have it.
2. **Upload the vocal:** If not in library, use **Upload Audio** to bring in the vocal. When uploading, Suno will ask confirmation that you own it – click yes (and obviously only upload vocals you have rights to). The upload will create a new track entry labeled "Uploaded".
3. **Invoke Add Instrumentals:** If Suno's UI has **Add Instrumentals** in the Remix menu for that track, use it. (If not, here's a workaround using Extend:)
4. Use **Extend** on the vocal track. In Extend dialog, toggle **Instrumental** mode on (so it will generate only instruments). Set the extend start point to 0 or wherever you want instruments to come in (if the vocal track already has some intro, you might start extend at a couple seconds in to ensure sync).
5. In the style prompt of Extend, describe the music you want behind the vocal. Essentially, treat it like you're scoring the vocal. For example: *"Pop-rock instrumental with upbeat guitar riffs, drums, and bass"*

that complements a powerful female vocal; energetic and catchy." Mention tempo if known from the vocal pacing (e.g. "around 128 BPM").

6. Then run Extend which will generate a continuation. It might treat the vocal as a starting context and add music after – not exactly simultaneous. This is not perfect because Extend is meant for sequential extension, not parallel. If this doesn't work well, another method: Combine the vocal and silence into a single file as "existing audio" and try Cover... Honestly, these workarounds are tricky.
7. The better assumption: *Add Instrumentals feature exists*. In that case, click Add Instrumentals in Remix for the vocal track, then input style similar to above, and possibly some advanced slider for audio strength (like in Add Vocals).
8. **Style prompt for Add Instrumentals:** Crucial to guide genre and arrangement. If your vocal is a jazz melody, style might be "lo-fi jazz trio backing". If it's just you humming a tune and you imagine an EDM drop, say so: "EDM festival style instrumentals, build and drop structure, to fit the hummed melody."
9. **Generate and Review:** Suno will attempt to create a backing. Listen:
10. Did it catch the **key and timing** of your vocal? If the vocal had a clear tempo, hopefully yes. If off, possibly adjust audio strength (if available) or ensure you gave a BPM in style.
11. Does the music match the **energy and emotion** of the voice? If your voice was gentle and Suno made death metal guitars, you likely need to refine style prompt to say gentle acoustic, etc.
12. Are there any clashing chords? The AI tries to harmonize but it's not perfect. If something sounds off, you might try regenerating or giving more hint like "simple chord progression following vocals".
13. **Iterate:** Because Add Instrumentals is new, you might need a few tries to get it right. Possibly chop your vocal into sections and do one at a time if it's long.
14. **Post-process:** Once you have a backing, you might want to mix your original vocal with it externally if levels aren't perfect. The output from Suno might include your vocal mixed in (like Add Vocals, Add Instrumentals might produce a single mix). If stems are available, separate and adjust.
15. **Alternate approach - Inspire from vocals (if Persona):** Another creative way: If you had generated a song with vocals and want a new instrumental for it, you could make that song a Persona and then generate a new song with that Persona but no lyrics (thus basically new music in style of the vocal). But this is indirect and not guaranteed to align to original melody.

Given that official Add Instrumentals flow should parallel Add Vocals, the above is conceptual. When it fully works, you'll do: - Select vocal track, hit Add Instrumentals. - Provide style info (describe vocal and desired band). - Possibly provide an empty lyrics or just structure tags for the instrumental arrangement (like [Intro] [Verse etc.] if needed – but likely not needed, it uses the vocal's phrasing). - Create and done.

Example: A user has a recording of them singing a chorus melody a capella. They want orchestral accompaniment. They use Add Instrumentals with style: "Symphonic orchestra backing; cinematic strings and percussion to match a passionate female vocal; dynamic rises and falls." The result – ideally – is a moving orchestral score under their voice. They might note: *"Suno analyzed my uploaded vocal and produced a beautiful orchestral arrangement that fit the timing and mood. I tweaked the style prompt once to add 'percussion' and the second try nailed it."*

Workflow 4: Using “Inspire from Playlist” (Style seeding)

Scenario: You have a set of Suno songs whose style you love. You want to generate a new song that feels like those.

1. **Organize Playlist:** In Suno, create a **Playlist** and add 3-5 songs that represent the vibe you want to capture. These could be your own songs mostly (since Inspire currently uses your songs as references). Give the playlist a name like “Chill vibes seed”.
2. **Access Inspire:** There are two ways:
3. Go to **Create > Custom mode**, then click **+Inspo** near lyrics. Choose “Chill vibes seed” playlist.
4. OR go to the **Playlist page** (e.g. click on the playlist under your profile) and click **Inspire** at top.
5. **Generation Setup:** After selecting the playlist, you’ll be taken to the Create interface (if not already) with that playlist locked in as inspiration. Now fill in the specifics for the new song:
6. Decide if you want to provide lyrics or have AI generate lyrics (currently, you always provide lyrics text; it won’t make lyrics from scratch without an input, unless you use some co-write feature). Usually, you give at least some lyrical idea.
7. Provide a *Style prompt* as well. The key here: you can lean on the playlist for style, so you don’t have to detail everything, but it helps to give some direction. E.g. if your playlist songs are all lofi hip-hop, you might still write “lofi hip-hop with ambient piano, 90 BPM” to confirm specifics.
8. The playlist influence will automatically consider mood, instrumentation, etc.. But it won’t know what you want lyrically, so definitely put lyrics.
9. **Lyrics & Structure:** Write lyrics for the new song as normal (with tags). Alternatively, if you want the *model itself to create something entirely new including melody*, you could input dummy lyrics like “la la la” or a brief prompt and see if it surprises you – but usually you supply lyrics or at least a theme. For demonstration, let’s say we input some original lyrics about the same theme the playlist shares.
10. **Generation:** Hit Create. Suno will use the playlist’s combined style as a reference along with your prompt. The resulting song should reflect the mood/genre of those playlist tracks quite strongly (Suno “figures out what makes them tick” – so if they all had mellow acoustic guitar and soft vocals, expect that).
11. **Fine-tune style prompt:** If the result is not capturing what you wanted, adjust the Style or even tweak the playlist composition:
12. Maybe remove a song that is outlier in the playlist or add one more that has the element you want more of.
13. In style prompt, you can explicitly emphasize something: e.g. “inspired by my Chill vibes playlist – ensure smooth saxophone solos like those tracks.”
14. **Re-generate:** Each generation might be slightly different especially if your prompt is open-ended. Feel free to regen if it’s not quite there; the playlist influence will remain consistent.
15. **Alternate use – External inspiration:** If Suno later allows Spotify, you could do similar with known songs. Currently not direct, but you might mimic it by recreating a vibe via a Persona or by manually describing known tracks’ style in your prompt.
16. **Output:** Once you like the output, treat it like any created song (download, etc.). Consider that if you used heavy inspiration, the resulting style is partly derivative of your earlier AI songs – but since those were yours, it’s fine. (If they were covers of real songs, be cautious with melody similarities, but normally it should be original.)

Use-case example: Suppose you made an “Epic orchestral” playlist of 3 tracks you generated (all trailer-like pieces). Using Inspire on that, you provide a new set of lyrics for an epic theme. The new piece comes out with similar sweeping strings and percussion as your previous ones, which is exactly what you wanted, but

with a fresh melody. You might say: *“The Inspire feature channeled the common mood and instrumentation from my playlist – the new track immediately had the expansive, cinematic feel without me having to specify every detail. I just added lyrics and minor style notes, and it matched the vibe of the others perfectly.”*

Workflow 5: Iterating and Creating Variations

Scenario: You have a song but you want to create variations – maybe to improve it, or to have multiple versions (remixes, alternate takes).

There are a few approaches: - **Direct prompt iteration** (tweak and regenerate), - **Duplication and variation**, - **Covers** for style changes, - **Personas** for consistent sound with new content.

A. Improving a Song via Iteration:

1. Start with your initial song prompt. Listen and identify what you want different (e.g., “I wish the chorus were bigger” or “The vibe should be darker”).
2. Adjust the prompt minimally to address that. For example, add “bigger chorus with fuller harmonies” to style, or change “uplifting” to “dark” for mood.
3. Duplicate the original create (some UIs allow “Duplicate” or you can copy-paste prompt).
4. Generate again. Compare the new version to the old:
5. If it’s closer to goal, great.
6. If it overshoot, you might revert some change or try a different tweak.
7. Repeat. Always change one element at a time to track cause/effect. Keep earlier generations; sometimes you realize version 1 was better in some aspect and you can merge ideas or choose sections from each (though merging requires manual editing outside or using Replace Section).
8. Use **Replace Section** if one part of an otherwise good generation needs change. E.g., the bridge is weak – highlight it and regenerate just that part with new lyrics or slight style twist.
9. Feedback: if Suno is ignoring subtle prompt changes (a known issue can be prompt lock-in over generations), one trick is to **change the Title** or insert a clear delineation in style (some users found the model tends to stick to original plan unless strongly redirected). A Reddit thread titled *“Why Suno might ignore your prompt changes – and how to fix it”* likely addresses this. The solution was possibly to start a fresh create rather than using the same job or to significantly reword prompts. So if small tweaks don’t seem to register, try rephrasing or starting anew with the desired settings.

B. Creating Alternate Versions (Remixes, Instrumental versions, etc.):

- To make an **instrumental version** of a vocal track: easiest is to download stems or use the “Instrumental” remix (if available). On Pro, you can directly download the instrumental stem. Or you could regenerate using same style and structure but no lyrics (just tag [Instrumental]) – but that might change details. Probably stems is best for exact instrumental version.
- To make a **remix in a new genre**: use **Cover**. Take the song, Cover it, and specify the new style (e.g. original was pop, cover to “acoustic folk”). This keeps melody and structure mostly, giving you a genre-variant. Or create a Persona from original, then make a new song with that persona but add some different style notes to shift genre slightly – though Cover is more direct.
- To make **variations for consistency** (like an album of similar songs): rely on **Persona**. After you get one song sounding great, save Persona. Then for each new track (with new lyrics), apply that

Persona – you'll get consistent instrumentation/vibe. You still may tweak each a bit, but they'll share DNA.

C. Managing multiple versions:

Keep naming versions clearly in your library (e.g. "SongName v1", "SongName v2 dark chorus", etc.). Since Suno doesn't have a built-in version control beyond saving each as separate track, you'll want to avoid confusion.

Example: You made a synthwave track but the second verse is lackluster. You use Replace Section to rewrite Verse 2 lyrics and regenerate that part – the result is better, so you finalize the track. Then you wonder how the song would sound in a different style – you Cover it to a "synthwave remix with guitar" and get a cool variant. You also create a Persona from the original so your next song can have a similar style easily. This iterative process leverages multiple features to refine and diversify output.

With these workflow guides, you can tackle most creative processes in Suno systematically: starting new songs, adding vocals or instruments to existing material, drawing style inspiration from prior art, and iterating towards perfection or variety.

Quality Checklist (Pre-Submission Review)

Before you finalize or publish a song created with Suno, especially if aiming for professional or public release, run through this checklist:

- **Lyrics Proofread:** Ensure there are no unwanted AI hiccups in lyrics (like the model singing a tag or a placeholder). Edit lyrics if needed for clarity. No ALL-CAPS unless intentionally for an acronym or effect (to avoid the appearance of shouting or unintended emphasis in delivery).
- **Offensive Content:** Double-check that lyrics abide by guidelines (no accidental slurs, etc., which can sometimes slip if you used certain style slang – unlikely, but just verify).
- **Brackets & Cues Removed:** The final lyrics that you might publish should ideally not include the prompt tags. If you share the lyrics, remove the [Verse]/[Chorus] labels (those were for AI, not for listeners). Also remove any parentheses cues like (whispered) from the printed lyrics – unless you want them as stage directions in a video, but usually not.
- **Audio Quality:** Listen on multiple outputs – headphones, speakers, phone – to ensure the mix is acceptable everywhere. v4.5's mixes are improved, but check if vocals are audible and nothing is distorting.
- **Mono Compatibility:** Sum the track to mono and see if anything important disappears. If the bass or kick significantly drops out, consider post-processing (mono the low frequencies with EQ). This is important if the song will be played in clubs or places with mono systems.
- **Loudness & Headroom:** Use a meter to check LUFS and peaks. If the integrated LUFS is way above -14 (e.g. -8 LUFS, which is quite loud), you might want to turn it down or it will be auto-adjusted by streaming services. If it's too quiet (-20 LUFS), you may want to amplify. Also ensure no clipping (peaks hitting 0). If found, apply slight limiting or gain adjustments.
- **Fadeouts/Cutoffs:** If your song ends abruptly or starts too suddenly, consider using Crop to trim silence or Extend to add a better ending, or even adding a tiny fade-out in an audio editor. Some Suno tracks end a tad roughly depending on tags – [End] usually resolves, but verify.

- **Metadata:** When downloading, ensure the song's metadata (if any) is correct (Suno might not embed much; you can add Title/Artist in an audio editor after). This is if you plan to distribute it.
- **Reference Compare:** If possible, compare your track with a reference track in similar genre (volume, tonal balance). If your track has significantly more bass or less high-end, you might choose to EQ slightly.
- **Sub-bass & Kick:** Particularly check that sub-bass isn't too stereo (for club/mono) and that kick drum isn't lost. Suno does fairly balanced mixes, but in bass-heavy genres do a quick check. If you have stems, you could tighten the low-end (mono and compress) externally.
- **Phasing Issues:** If you hear any odd phasing (could happen if the model layered vocals), you could sum to mono to see if it cancels. Remaster could potentially fix minor phase issues by re-rendering. If unsolvable, maybe it's fine (some wide stereo tricks might be deliberate).
- **No Unintended Elements:** Ensure the model didn't slip in some element you didn't notice at first. For example, some users found sometimes a backing vocal saying a word that wasn't in lyrics – if it's nonsense or distracting, you might regenerate that section. Or if the AI added a crowd cheer sound or something odd (rare but creative outputs could), decide if you like it or need to remove via editing or regen.
- **Rights & Credits:** If you're on Basic and just making for fun, fine. If on Pro and planning commercial release, make sure you were indeed Pro when generating all parts. If you used any identifiable melodies (like you tried to mimic a real song via Cover or Persona of a cover), be cautious with copyright. Also, credit Suno or AI usage if required by any platform (currently Suno doesn't require creator to credit them, but some contests or communities appreciate a note that AI was involved).
- **Feedback Iteration (Optional):** If you have time, share the draft with a friend or fellow musician for feedback. Because it's so easy to tweak in Suno, a suggestion like "vocals too low" or "needs a bridge" can be implemented quickly either by prompt or editing features.

Once you've run through all that, you can be confident the track is the best it can be from the AI side. At that point, it's ready for distribution or showcasing.

Cheat-Sheet: Notable Tags & Genre Prompts

This quick reference highlights many tags, styles, and terms and their typical effects:

- **[Intro]/[Outro]:** Use for instrumental openings/closings. E.g. `[Long Ambient Intro]` for a longer intro.
- **[Verse]/[Chorus]:** Standard sections. Modify with feeling: `[Angry Verse]`, `[Whispered Chorus]`.
- **[Pre-Chorus]:** Use for a build-up vocal part before chorus (optionally spoken/whispered).
- **[Bridge]:** Use sparingly for contrast section. Instrumental bridges often work best (`[Instrumental Bridge]`).
- **[Break]:** Short break, often instrumental hit or fill. E.g. `[Drum Break]`, `[Bass Drop]` for EDM drop impact.
- **[Solo]:** Instrument solo. Always specify instrument and style: `[Electric Guitar Solo]`, `[Soaring Violin Solo]`.
- **[Build]:** Tension-building section. Often followed by a drop or chorus. Use `!` and `.` patterns to shape intensity.
- **[Movement]:** Indicates a major shift/new part. Not guaranteed, but e.g. `[Begin Second Movement]` might help in long pieces.

- **[Spoken Word]/[Narration]:** Forces a spoken section. Good for intros or interludes (e.g. [Spoken Word] with some monologue lines).
- **[Female Opera Singer]/[Male Rapper]/[Choir] etc.:** Directly evoke a specific voice. Place as section tag to momentarily change vocal style.
- **Instrument tags:** [Sad Trombone], [Power Chords Guitar], [Piano] etc., especially in solos or breaks, to highlight that instrument. E.g. at the end of a chorus lyric line, you could put (guitar riff) or a bracket tag to let a guitar finish the phrase.
- **Parentheses cues:** (whispered), (shouted), (soft) appended to a section or line to adjust delivery. E.g. In the dark (soft) might make that line sung softly.
- **Tempo tags:** use actual BPM number in style or adjectives like *Allegro* (fast), *Lento* (slow) if you want to be fancy. But numeric BPM is most straightforward.
- **Genre combos:** Format "Genre1 / Genre2" or "Genre1, Genre2" to blend. E.g. "lofi hip hop / jazz" yields jazzy lo-fi beats. Or "metal + orchestral" for symphonic metal.
- **Mood adjectives:** Pick from known effective ones: *melodic, atmospheric, upbeat, soulful, aggressive, dreamy, mournful, epic, ethereal, groovy, dark, somber, joyful, funky, etc.* These color the track overall.
- **Instrumentation common terms:**
 - "driving beat" (steady strong rhythm),
 - "808 bass" (for trap or hip-hop),
 - "shredding guitars" (for intense rock),
 - "layered harmonies" (for choral/backing vocals).
 - "organic" (often means acoustic/natural instruments),
 - "glitchy" (for electronic with glitches),
 - "atmospheric pads" (for ambient synths).
- **Exclude triggers:**
 - If you see *rock* creeping in, exclude "electric guitar";
 - if too *pop*, exclude "EDM synth";
 - if voice too *operatic*, exclude "opera" or include "conversational vocal" in style.
 - Use "no X" either in exclude field or style. E.g. "no drums" if you want a drumless arrangement (or just mention "minimal percussion").
- **Language tags:** If non-English, mention language in style (e.g. "French café style chanson") and write lyrics in that language. For multilingual, clearly separate sections by language or even use tags: [Verse] (Japanese) then Japanese lyrics, etc. According to Suno, it can handle many languages in one song.
- **Specific genre nuances:**
 - *Industrial metal vs Metalcore:* Industrial metal likely yields mechanical sounds, possibly some distorted vocals but could be cleaner; metalcore almost always yields screaming and breakdowns. So choose industrial metal if you want heavy guitars but maybe cleaner vocals.
 - *Pop punk vs Emo:* Pop punk will have high energy, simpler riffs, often male vocals with some grit but melodic; Emo might bring a more dramatic, minor tone and possibly more screamed or whiny vocals.
 - *EDM subgenres:* "House" implies four-on-floor, 128 BPM; "Trance" implies 138 BPM, big saw leads; "Dubstep" implies heavy bass wubs and half-time feel; mention these to get the right beat style.
 - *Hip hop styles:* "90s boom bap" gives classic sampled drums and likely rap; "Trap" yields fast hi-hats, deep 808s; "Lo-fi hip hop" yields chill slow beats with vinyl crackle; "Drill" or others might be less known but you can try.

- *Decade influences*: adding “80s” means synthwave or classic rock vibes; “70s” might add disco or classic rock elements depending; “90s eurodance” yields cheesy bright synth dance; these can be used in style line.
- *Cinematic vs Trailer*: “cinematic” often yields orchestral, could be background-like; “trailer” yields short, structured with rises and hits (mention “trailer percussion hits” etc. if needed).
- *World genres*: e.g. “Reggae” will yield offbeat guitar skanks and a certain drum feel; “K-pop” will yield polished pop with mix of English/Korean if lyrics allow, and high production; “Bollywood style” might incorporate Indian instruments (if known to model).
- If you think model might not know a very niche genre, consider describing it instead of naming (or see if it appears in the known style list provided by data – the style list had a lot including “phonk, math rock, j-pop, gospel” etc. which implies it knows those).
- **Persona usage**: If you have a Persona of a style, just selecting it will auto-fill the style prompt, but you can still add something. E.g. Persona is a “funk groove style”, but for this song you want a bit more horns, you can select Persona then add “with prominent saxophone solo”.

This cheat-sheet can be referenced whenever you craft a prompt, to recall what tags and terms to use for desired results.

Changelog Timeline (Suno Versions)

Suno’s music models have evolved quickly. Here’s a timeline of major versions and their key changes:

- **Fall 2023 – V2**: Initial model via Discord bot. Max ~1:20 length. Primitive compared to later: basic audio quality, limited vocal expression.
- **Spring 2024 – V3**: Improved generation up to 2:00. Better coherence. Likely introduced more genres.
- **Summer 2024 – V3.5**: Default for Basic tier. Max ~4:00 first-gen. Big improvement in song structure (less looping nonsense, more verse-chorus logic). Became the staple free model. Still somewhat lo-fi output (some noise, lower fidelity vocals).
- **Nov 2024 – V4.0**: Major leap for Pro users. Still 4:00 max. **Cleaner audio, sharper lyrics, more dynamic structure**. Introduced new features: **Extend, Cover, Persona** all launched with V4. Vocals improved (range and clarity) – e.g. less of that high-end static. People noticed a “quantum leap” in quality from 3.5 to 4. Also the Remaster tool came with v4 to refresh old songs. Some quirks: sometimes v4 produced a shimmer at end of songs (which was addressed later).
- **May 2025 – V4.5**: Current Pro model (beta release May 1 2025). **Max length doubled to ~8:00** without needing Extend. Improvements:
 - **Expanded genre support and mashups**: It understands very niche genres and can blend them logically (e.g. midwest emo + neo-soul seamlessly).
 - **Enhanced vocals**: More depth and emotion – whispering vs belting registers, etc..
 - **Complex, textured sound**: picks subtleties like layered instruments better (e.g. if you prompt “melodic whistling” you might actually get a whistle melody clearly).
 - **Better prompt adherence**: what you describe is more precisely rendered – less random deviation.
 - **Prompt Enhancement (Boost) tool added**: to assist user in writing style prompts.
 - **Covers + Personas combined**: you can change both voice and style in one go.
 - **Audio quality**: fuller mixes, less artifacting (they mentioned reduced “shimmer and degradation”).
- Initially v4.5 was for Pro/Premier. Later that summer, they rolled out **v4.5+**, an iteration with new features (Add Vocals/Instrumentals, Inspire):

- **July 2025 – V4.5+ (“Plus”)**: An update on top of 4.5 (some call it 4.6 informally, but it’s branded 4.5+). Key additions:
 - **Add Vocals** and **Add Instrumentals** features introduced (beta).
 - **Spark/Playlist Inspire** introduced (the “Spark from Playlist” is marked as NEW in v4.5+ comparison).
 - Rhythm improvements: more varied and human-like rhythms, especially noticed in metal and pop-punk (less stiff).
 - Harmonies improvements: backing vocals/harmonies sound more natural.
 - Cover/persona workflow streamlined (one-click voice/instrument swap).
 - It’s implied v4.5+ is just the continually improving version of the model available to Pro as of mid/late 2025.
 - Possibly some UI improvements came with it (quick persona swap).
- **Beyond (Speculative)**: No v5 announced as of Sep 2025. But likely future will bring either v5 or further “Plus” enhancements (maybe multi-singer control, longer lengths, etc.). Keep an eye on Suno’s blog or Discord for announcements.

Understanding this timeline helps to know which features or behaviors might apply if you ever use older models (like free tier users on 3.5 get no dynamic length, poorer lyric clarity, etc.). Always prefer the latest model available to you for best results.

FAQ and Edge Cases

Finally, let’s address some frequently asked questions and tricky edge cases:

- **Q: “What’s the maximum length I can make a song? Can I do 10 minutes or more?”**

A: With v4.5, you can generate up to ~8 minutes in one go. If you need longer, you can use the **Extend** feature to go beyond by adding parts (for example, two 6-minute generations combined for a 12-minute track). There’s no hard-coded absolute max published, but each extension is also limited (v3.5 allowed +2min per extend; v4.5 can likely extend further but you still have to stitch). Keep in mind longer generates use more credits and may have diminishing returns (the model might wander without more prompt guidance). If you try to force extremely long via trickery (like a prompt with 100 verses), it likely won’t work as model stops around its learned length. So 8 min per section is a safe max.

- **Q: “Can Suno generate in [insert language]?”**

A: Yes, Suno can sing in many languages as long as you provide the lyrics in that language. It has been shown to handle Spanish, German, French, Japanese, Chinese, Polish, Russian, Hindi, and more. If you provide a mix (like bilingual song), it can do that – one Reddit user did Japanese verses and English chorus. The key is you have to write accurate lyrics in those languages (or at least phonetically). Also mention the language or style in the prompt so it picks appropriate voices (e.g. “bossa nova with Portuguese lyrics” if doing Portuguese). The only caveat: some languages with unique phonetics it might be less fluent in, but generally it attempts all. If it doesn’t know the language at all, it might just gibberish-singing or heavy accent. But popular languages are fine. Always check the output lyrics if they are correct (if you understand the language). There’s also a mention of a “Suno in different languages” showcase, implying multi-language support is intended.

- **Q: “Can it rap? Do spoken word?”**

A: Yes, it can rap and do spoken word. Use tags like [Rap] or style prompt “hip hop, male rap vocals”

– it will generate rhythmic spoken lyrics. Keep the lyrics in rhyme and with a flow for best results (the model doesn't improvise lyrics, it uses what you provide). The model's "flow" is decent, though maybe not as sharp as a human in terms of wordplay. For spoken word (non-music poetry), use [Spoken Word] and it will deliver lines without melody, possibly over minimal music if you still have instrumentals.

• **Q: "Are the vocals actual words? Sometimes I can't tell the lyrics by listening."**

A: Suno's vocals do sing the provided lyrics (especially v4 and v4.5 got clearer). However, due to the AI nature, enunciation might be stylized or slightly slurred in parts, making some words hard to decipher, as is sometimes the case with real singers too. If you find the vocals too indecipherable, try making the lyrics simpler or the vocal style less extreme (like a whispery style might be hard to parse). Also mastering (EQing the vocals frequency) can improve clarity. But in general, yes they are singing real words from your lyrics – you can verify by reading along the lyrics you input. If they ever diverge (e.g. add a random word or la-la), that might be the model's creative liberty or inability to render a word – you might see that if a word is uncommon or in another language it doesn't know well, it might fudge it.

• **Q: "Can I get the vocals and instruments as separate tracks (stems)?"**

A: Yes, if you're Pro or Premier. Suno provides stem downloads up to 12 stems ². Typically at least a "Vocals" stem and an "Instrumental" stem are given, often more breakdown (drums, bass, etc., depending on complexity). Just use the Download Stems option. If on Basic, you don't have that; you'd have to try external AI stem separation which is not as tailored. But again, Pro includes it.

• **Q: "What format/quality are downloads?"**

A: Free users: MP3 (likely 128 or 192 kbps) or "video (m4a)" which is probably an AAC audio around similar quality. Pro users: WAV (probably 16-bit 44.1 kHz) + MP3 + MP4 options. No FLAC explicitly, but WAV covers lossless need. You can convert to FLAC yourself if needed.

• **Q: "Can Suno produce high sample rate (48kHz or higher) or 24-bit?"**

A: It seems the output is 44.1 kHz 16-bit (CD quality). The knowledge base doesn't mention 48k. For most use, 44.1k is fine. If you need 48k (for video sync), you can resample the WAV in an audio editor; slight quality loss but negligible. 16-bit vs 24-bit – you can capture as 16-bit from Suno. If you need 24-bit for processing headroom, you can convert to 24-bit after (it won't improve quality but allows further editing with less quantization error). The difference is minor.

• **Q: "Will Suno's AI vocals ever sing gibberish or random stuff not in my lyrics?"**

A: Ideally no, they stick to provided lyrics (especially v4.5's "prompt adherence" improvement). In earlier versions, if you left lyrics blank in a singing section, the AI might try to improvise syllables (often just "oooh" or nonsense). If you give it actual words, it uses them. Some exceptions: if you put something the model can't pronounce, it might output garbled vocalization. Or if you had a glitch in prompt (like an unclosed bracket, it might sing the word "bracket"). But generally, you have control via the lyrics text.

• **Q: "Any restrictions on commercial use apart from having Pro plan?"**

A: With Pro/Premier, you get a license for commercial use of songs you made while subscribed. That means you can monetize them, put them on Spotify, use in monetized videos, etc. The only caution: the *lyrics you wrote* are yours, but if you incorporated someone else's lyrics or melody (like making an

AI cover of a famous song), *copyright of the composition still lies with original creator*. So you cannot commercially release an AI cover of a known song without proper licensing – that’s not a Suno-specific rule, that’s copyright law. Suno’s content guidelines forbid using real artist names in prompt anyway, so you should avoid directly copying known material. If you do an original song, you own it (the composition and sound recording). AI’s involvement currently doesn’t negate your ownership as per Suno’s terms (they even clarify if you cancel subscription, you keep rights to songs made while you had it). Some regions have untested legal areas about AI-generated content copyright, but Suno’s stance is the Pro user is the owner. If you’re cautious, you can register the song with your local copyright office – they often accept it, though some ask if AI was used (e.g. USCO guidelines). Best to consult local law if unsure, but in practice many are releasing AI music under their name commercially.

• **Q: “What if I made songs on the free plan then later go Pro – can I now use those songs commercially?”**

A: Not by default. Suno’s FAQ says upgrading doesn’t retroactively license free-plan songs. They may offer a way to purchase rights for an existing track (case-by-case perhaps). You could try contacting Suno if you have one you really want to release. Alternatively, you could re-generate the song on Pro (with same prompt) – it won’t be identical, but possibly close, and that new generation would be commercially usable. Or use Remaster on it after going Pro – however, it’s unclear if that counts as “made while subscribed” or if underlying was free. Likely to be safe, regenerate wholly while on Pro. If lyrics are yours, you always own lyrics themselves ⁴, so worst case you can remake the audio.

• **Q: “Can I share my Suno songs on social media or YouTube?”**

A: Yes! If you’re on Pro, you have full rights, so you can post anywhere. If you’re on Basic (non-commercial), you can still share for non-commercial purposes – e.g. on YouTube but not monetized, or on SoundCloud as free listening, that should be fine. Actually, Suno even encourages sharing (they have a public feed and contests, etc.). Just make sure if on Basic, you mark it non-commercial (like YouTube not monetized, or if monetized inadvertently, that could be a grey area since that’s technically commercial use). But practically, many free users share their AI songs on Twitter/Reddit etc. It’s rarely an issue unless you blow up virally and monetize. And if that happens, you could reach out to Suno for retroactive rights or subscribe and regenerate it.

• **Q: “Will Suno use or showcase my songs without permission?”**

A: By default, all new songs are private (link-only). They only go public if you toggle them or submit to contests. Suno does have community playlists, etc., but your content won’t appear there unless you publish it. If you do publish it on Suno, presumably it can be listened to by others and potentially remixed if you allowed (with attribution automatically handled). So, no, they won’t just take your private song and feature it without asking. They might have some rights in TOS to use content for improving the model (common in AI services – using data for training), but that’s separate from distribution. (Check Terms if concerned: presumably they have a clause about using content to train or promote service, but likely anonymized or with permission.)

• **Q: “What are ‘Workspaces’ good for?”**

A: Workspaces allow grouping tracks, which is useful if you’re doing an album or a project for a game and want to keep those together separate from random experiments. It doesn’t affect generation; purely organizational. Possibly in a team environment or managing multiple albums, this is nice. You could make a workspace per client if you compose for others, etc.

• **Q: “ReMi, Co-writing, etc. – are these part of generation or separate?”**

A: “ReMi” (short for “Re-lyricize” maybe) was mentioned as a lyric generating model. It’s a separate feature to help write lyrics (in Custom mode on web). It’s more of a writing assistant, not directly part of the music generation pipeline, but a tool for you. “Lyrics Co-Writing” expands on that for iterative lyric help. So, those are edge features – they won’t make audio, just help text. Use them if you get writer’s block.

• **Q: “What if someone else reuses my prompt or remixes my song? Who owns that?”**

A: If you made a song public and someone uses **Reuse Prompt** or **Cover** on it, presumably they create a new song that they own (if Pro) or can use (if Basic) – but you should get attribution. Suno’s system, when someone remixes your public track, links back to you (the original is shown, giving you credit). They encourage this collaborative ethos by showing both original and remix. However, if you have a persona or prompt that is effectively your “signature style,” be mindful that making it public means others can emulate. If you care, keep persona private. Legally, if it’s original music, each AI generation is a new derivative – but since you released the original under certain license (if public on Suno, others are allowed to remix per community guidelines – likely similar to a Creative Commons by-nc or so?), you basically allowed that remix. It’s a new recording, new output though. Unless they used your exact audio (Cover uses composition but new audio; Reuse Prompt uses your text prompt), so I’d say you own your original, they own their new song. If their new song is very similar (since AI might copy melody from cover), that’s an interesting area – but given it’s all AI domain, likely fine.

- Suno’s guidelines say you are credited when someone remixes your song. It doesn’t mention royalties or such (there’s no established system like that as of now – it’s mostly for fun/ community).
- If you specifically want to prevent remixes, you can keep the song private or toggle an option (maybe they have a “disallow remix” toggle like some communities do). There was a Knowledge Base “How to enable or disable Remixes”. So you do have control if you don’t want others making derivatives of your publicly shared track.

• **Q: “The app/website is slow or my phone struggles – any tips?”**

A: Generating music is heavy. If on mobile, use WiFi and let it process without switching apps. The user in Reddit complaining phone lagged might be due to that ⁵. On PC, keep the tab active. If Suno is busy (peak hours), generation might queue. Premier users might have priority in queue (just speculation since plan features mention priority queue). If something fails often, try shorter durations or lower model (maybe v3.5 for quick tests). Also, ensure you’re using a supported browser (Chrome works well, some had issues with Safari historically). Clear cache if weird issues. And of course, as of Sep 2025, official app exists on iOS/Android – that might streamline usage, but the web is fine.

• **Q: “When is v5 coming and what will it have?”**

A: Unofficial. But given pattern, maybe late 2025 or early 2026 we could see v5. Possibly multi-voice control, better long-form coherence, maybe real-time generation or an interactive composition interface. Keep an eye on Suno’s announcements (they did Rolling Stone interview which might hint their vision: “ChatGPT for music”). They are on track to indeed allow conversational prompting and more dynamic control.

- **Q: “How to handle explicit requests, like if I want a death metal with very graphic lyrics – will it moderate me?”**

A: Possibly. “Excessive profanity” and “other inappropriate topics” get flagged. If it’s gore or very violent, it might allow it unless it’s extreme (the line is not super clear). They mainly stop slurs and extremely hateful content, also sexual content if it’s explicit or involves minors – definitely not allowed. Standard death metal gore might actually pass (especially if couched metaphorically) but be cautious. If a generation is blocked, you’ll know because it says it cannot generate. Then you need to tone it down. Use discretion – and remember community guidelines if you plan to share on their platform; even if you generate privately something extreme, if you try to publish it, mods might remove it.

This concludes the comprehensive guide. With this knowledge base, you, as the user, have essentially become a “Suno master prompt artist” – capable of wielding the AI’s capabilities to produce a wide array of musical pieces at high quality and consistency. Always continue to experiment and consult the Suno community for emerging tips, and schedule periodic check-ins for updates (perhaps monthly) since AI tools evolve quickly. Enjoy creating music with Suno!

Unknowns to Verify

(Even with deep research, a few points remain uncertain or are based on best-guess. These should be verified as Suno’s platform updates or clarifies documentation:)

- **Exact implementation of Add Instrumentals:** The feature was announced, but official documentation is scant. Confirm the UI/steps for Add Instrumentals (especially if it includes an Audio Strength slider, etc.) and how well it preserves the vocal’s melody and timing in practice.
- **Audio output technical specs:** It’s assumed WAV is 16-bit 44.1 kHz. Verify if any option for 48 kHz or 24-bit export exists (maybe via API or future update).
- **Moderation scope:** Clarify the boundaries of “other inappropriate topics” – e.g., is fictional violence allowed, what about erotica if not overly graphic? (Current answer based on general content rules; official policy nuance might be updated).
- **Persona public usage rights:** If you make a Persona public and someone uses it in a song, do you have any claim or is it completely free for them? (It appears personas are shared freely, but no official statement on attribution there; likely none beyond maybe listing whose persona was used on the song page).
- **Dynamic licensing for retroactive cases:** Suno hinted at possibly offering retroactive commercial rights for free-plan songs. Check if that system is in place (as of Aug 2025, the FAQ says “may offer in certain cases” – see if there’s a formal process or pricing).
- **Model training data & future features:** Not critical for usage, but knowing what data v4.5 was trained on could explain some style strengths or weaknesses (e.g., lots of Western music, maybe less of certain traditional genres). Also, watch if multi-track output (separating vocals vs instruments in generation) becomes an official feature (so far, we only have stem *export*, not control during generation).
- **Quality of stems:** It’s said up to 12 stems, but verify how the model decides stems grouping and whether any sound quality is lost in separation (it might be an AI separation algorithm applied after generation). Testing a few downloads to see stems naming and quality would be good.
- **End-to-end examples from official sources:** While we have community and some knowledge base guidance, official Suno tutorials (e.g., YouTube “Suno V4.5 vs V4 tutorial”) might contain extra tips or

confirmation of best practices. Reviewing one or two official videos could further validate instructions, especially around using new features.

- **User reports on edge genres:** E.g., someone on Reddit trying a very unusual style (like microtonal music or 12-tone atonal) – likely the model doesn't handle microtonal intentionally. But if needed, verify via testing if the model can do alternative tuning or just stays in equal temperament.
- **API and programmatic use:** This guide is for the web/app UI. If one wanted to use Suno via API (if available in future or via Lami.ai etc.), the principles mostly carry over, but specific implementation might differ. Check Suno's developer docs if you plan to integrate it.

(It would be prudent to re-check the official Suno documentation and community forums every few weeks for any new feature announcements or changes in behavior – especially since AI models and their platforms update frequently.)

1 Creative Prompt Boosting in V4.5

<https://help.suno.com/en/articles/5804417>

2 Suno AI: Suno AI Pricing Plans | Subscription

<https://sunoai.com/pricing/>

3 4 Knowledge Base

<https://help.suno.com/en/categories/550145>

5 Suno Style Prompt Guide 2.0 : r/SunoAI

https://www.reddit.com/r/SunoAI/comments/1n8lq6u/suno_style_prompt_guide_20/