ⓧ ChatGPT

Advanced User Guide to Suno v5: High-Quality SDT Generation

1. Crafting Lyric Prompts for SDT and Custom Languages

Effective lyrics in a fictional tongue require treating words as *sound patterns*, not semantic meaning. In practice, writers explicitly instruct Suno to use only invented language (e.g. "in Synthetic Dragon Tongue (SDT)") and **avoid English semantics** (the "do not sing meaning" note in an example prompt [1]). Structural tags guide the narrative: label sections with brackets (e.g. `[Invocation]` or `[Intro]` , `[Bridge]` , `[Seal]`) and short descriptors of mood or delivery [2] [1] . For example, the "Koor Fin'Thal" prompt uses labels like `[Intro – Subsurface whisper]` , `[Verse]` , `[Chorus]` , etc., to define each part [1] . These meta-tags (e.g. `[BRIDGE – atmospheric chant]`) help Suno partition the lyric flow into Invocation, Bridge, Seal phases.

Within each section, emphasize phonetic resonance. Use **token/phoneme repetition and alliteration** to bind the chant. For instance, repeating a consonant or vowel in adjacent words (alliteration/assonance) creates cohesion [3] . SDT often favors open vowels and sonorous sounds: prolong "a, o, i, u, e" and nasals/ liquids (m, n, l, r, etc.) for a rich, flowing quality [4] [5] . You might write syllables like *"ka–loo–na"* (CV.CV.CV) or strings of "m" and "n" to hum resonance [3] [5] . Picks from the SDT phonetic guide can tune emotional color: for example, a sharp *plosive* ("Ka!") can launch an invocation with energy [6] , while *breathy fricatives* (soft "s," "sh," or "h") yield an ethereal feel [5] .

Lyric prompt editing tricks (borrowed from community tips) further shape delivery:

Technique	Effect (Example)	Source
ALL CAPS / !!!	Shouty, powerful delivery. E.g. `I WILL NOT FALL!!!` for emphasis [7] .	[7] (caps = power/ shout)
Letter Repetition	Sustains/vibrato on a note. E.g. `looooove` or `Hooooold me` to stretch vocals [8] .	[8] (Suno extends repeated letters)
Hyphens (staccato)	Percussive breakup. E.g. `break-break-break it down` forces clipped syllables [9] .	[9] (hyphens = sharp, percussive)
Ellipses "..."	Pauses/breath. E.g. `I tried… but I can't…` inserts natural gaps [10] .	[10] (ellipses = pause)
(breath)/ (exhale)	Audible breaths. E.g. `(breath) I'm still here…` `(exhale) burning inside` adds sighs [11] .	[11] (breath cues add sigh/inhale)

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Technique	Effect (Example)	Source
Structural Tags [ ]	Marks song form. E.g. `[INTRO – atmospheric hum]`, `[CHORUS – eruptive vocals]` explicitly guides section flow [2] .	[2] (section indicators in [ ])
Echo / Whisper Effects	Inserts layered echoes or ad-libs. E.g. `(echo: "stay… stay…")` creates ghostly repeats [12] .	[12] (echoes/whispers add background)

These formatting tokens work regardless of language. For SDT in particular, ensure all phonemes conform to the SDT inventory (e.g. long pure vowels, soft nasals, etc.) [5] . In essence, **craft lyrics by sound**: choose evocative made-up words and shape them with these tokens. The example SDT "Invocation, Bridge, Seal" lyrics in the SDT Primer show how Emergent (Invocation) chants use rising tones, Subsurface (Bridge) retreats inward, and Abyssal (Seal) ends with low, guttural emphasis [13] . You can emulate that by repeating a core motif in different dialect flavors.

2. Style Prompt Optimization (Dark Ambient / Ritual Genres)

To bias Suno toward slow, spacious SDT genres (dark ambient, ritual drone, abyssal chant, cinematic liturgy), fill the **style prompt** with genre keywords, mood words, and tempo cues. Use clear tags like *"ritual dark ambient, cinematic, haunting, 50 BPM, drone synthesis, whispered choir"*. As one guide suggests: *"Dark ambient, haunting, cinematic, 50 BPM, drones, low synth, distorted pads, suspense"* [14] . You may similarly specify an extremely low tempo (e.g. 30–60 BPM) or phrases like "breath-paced, meditative, slow evolution" to enforce a long form. For example, a published prompt for an SDT ritual reads: "**Close-mic whispered Subsurface vocals with long breaths, sparse layered choir, and occasional metallic 'click' accents**... no conventional melody, no groove – only slow pressure, restraint, and time dilation" [1] . It even cautions "Ending must resist resolution; let silence close it" [1] to avoid a resolved cadence.

Community testing offers these tips: - **Instrumentation/Mixing:** Add textures typical of ambient drone (choir pads, filtered noise, bells, reverb). One user found that including *"choir vocals" and "reverb"* in the style prompt helps produce non-percussive atmospheres [15] . Conversely, instead of saying "no drums" (a negative prompt that AI may ignore), **explicitly list desired elements** (e.g. "soft bass drones, wind chimes, echoing vocals") [16] [17] .
- **Energy/Tempo:** Specify BPM or tempo words. Suno's prompt formula includes a tempo/energy slot (e.g. "mid-tempo (108 BPM)") and notes "Adding tempo stabilizes rhythm massively" [18] . For SDT, a slow BPM (e.g. 40–60) or adjectives like "hypnotic, droning, sustained" will lengthen phrases and keep pacing breath-like.
- **Structure & Ambience:** Mention "long, evolving sections" and use meta-cues like `[INTRO]`, `[BRIDGE]`, etc. The "Koor Fin'Thal" prompt above outlines a ritual arc with an intro, dwelling sections, and a final abyssal bridge [1] . Emphasize continuity ("drones", "reverb space", "sparse textures" from the Dark Ambient example [14]) and avoid rapid changes.

A simple template for an SDT ritual might combine these ideas:

  • *Genre/Mood:* "Ritual drone chant, dark ambient, ceremonial, ominous"
  • *Textures:* "soft choir vocals, droning bass, reverb-laden percussion (only as textural clicks)"
  • *Vocal Style:* "breathy whispered vocals, long breaths, no clear melody"

- *Pacing:* "very slow tempo (e.g. 40 BPM), long sustained tones"
- *Arrangement:* "few instruments, evolving layers, no traditional chorus or beat"

For concreteness, a style prompt could read:

> **"Ritual dark ambient drone with whispering choir. Meditative, ominous cinematic liturgy, ~50 BPM tempo. Sparse evolving pads, low organ drone, wind chimes, distant metallic ticks (not rhythmic). Close-mic breathy vocals chanting in SDT; long sparse sections, no fixed melody or groove, only slow buildup. Final section shifts to deep Abyssal chant weight, ending unresolved."**

(Parts of this phrasing are adapted from example prompts [1] [14] .)

3. Slider Controls: Weirdness, Style Influence, Audio Influence, Energy

Suno's creative sliders let you fine-tune how the model follows the prompt. **Weirdness** (Safe→Chaos) is akin to "temperature": around 50% is neutral [19] . Lower values produce *safe, conventional* output; higher values allow *novel melodic/rhythmic deviations* and can introduce random sounds. Notably, high Weirdness tends to cause **style drift** (the generation may wander away from your genre) [20] , so keep it moderate except in deliberate contrast sections.

Style Influence (Loose→Strong) controls adherence to your prompt's style tags [21] . A high Style value makes Suno **strictly follow** the described genre, structure, and instruments, yielding high genre fidelity. Too high (≈>80%) can over-constrain vocals (stilted phrasing), while low Style gives Suno more creative freedom (at risk of mixing in unintended elements) [21] .

Audio Influence applies only when you upload an audio reference. It governs how much the model must align with the source: a high Audio slider forces the new generation to mimic the uploaded track's melody, timing and rhythm, whereas a low setting lets the upload serve as a *background texture* [22] [23] .

Energy (tempo) isn't a physical slider but is governed by the prompt's tempo/energy terms. In effect, higher specified BPM or descriptors yield a more driving, rhythmic track, whereas lower BPMs lead to slow, spacious pacing [18] . Including a tempo (e.g. "50 BPM") or energy term (e.g. "steady trance pulse") is crucial: as one guide notes, omitting tempo often results in unstable rhythm [18] .

Effects on output: The table below summarizes how each control tends to influence the result:

Slider	Genre Fidelity	Lyric/Voice Adherence	Pacing/Flow	Instrumental Clarity
Weirdness	Low = strong genre consistency; High = creative drift (may break genre norms) [20] .	Low = clear, predictable lyrics; High = more vocal variation (risk of garbled words).	Low = steady/ predictable; High = sporadic/ bolder shifts.	Low = clean, conventional; High = unusual instrumentation or noise.

Slider	Genre Fidelity	Lyric/Voice Adherence	Pacing/Flow	Instrumental Clarity
Style Influence	High = tightly matches genre & structure [21] ; Low = blends styles.	High = vocals follow style cues closely; Low = freer interpretation (can alter vocals).	High = uniform pacing by genre conventions; Low = varied dynamics.	High = focused on listed instruments; Low = extra instruments/accents can appear.
Audio Influence	(Only with upload) High = follows source arrangement exactly; Low = freer composition.	High = forces lyrics/melody to mirror upload; Low = lyrics may diverge.	High = timing locked to upload; Low = independent tempo.	High = upload dominates; Low = generation's own layers prevail.
Energy (Tempo)	N/A (depends on prompt, not genre slider)	N/A (no direct effect on lyrics)	High = faster, more rhythmic; Low = slower, droning [18] .	High energy → denser mix and more percussion; Low → sparse, ambient texture.

(Effects above synthesized from Suno docs and community tests [24] [23] [18] .)

4. Best Practices & Case Study Insights

Experienced Suno users advise **iterative editing and layered builds** rather than single-shot generation. For structured songs, a common workflow is: generate an initial draft at moderate sliders (Weirdness ≈50%, Style ≈60%) and **lock in** stable sections early [25] . For example, one workflow tip is to "draft the song at Weirdness ~50 and Style Influence ~60, then lock the chorus, use 'Replace Section' with cues like 'continue same energy', keep verses conservative, and only raise Weirdness for the bridge" [25] . This preserves coherent hooks and reduces retraining effort. If a section goes off-genre, re-generate only that part at lower Weirdness [26] .

Prompts and tags can encode layering effects too. In the "Koor Fin'Thal" example, a table of **"imprints"** shows how multiple chanting lines intertwine (Intro = Subsurface whisper, Verse = deepening chant, Chorus = Abyssal proclamation) before long instrumental drones [27] [1] . The recommended sliders (Weirdness 40%, Style 70%) keep the output patient and ritualistic [28] .

From forums, two concrete tips emerge for slow, long-form tracks:

- **Fill the soundscape, don't negate.** One user notes that telling Suno *what to do* works better than telling it what not to do [16] . Instead of "no drums," list the textures you want (e.g. drones, bells, whispers) [17] . Also consider post-processing: if a drum appears, some creators simply mute or remove drum stems in a DAW rather than trying to force Suno zero drums [29] [30] .

- **Plan progressive layers.** The sleep-meditation SDT case study illustrates this. It divides a 10–15 min track into **Arrival→Descent→Dissolution** phases, each with tailored chanting style [31] [32]. For example, the *Arrival* is a 3 min twilight chant (higher-pitched, slow breaths), the *Descent* (5–8 min) deepens the tone with humming nasals and adds supporting drones, and the *Dissolution* fades to near-silence with a final whispered tone [32] [33]. Over this progression, they **add layers gradually** – subtle harmonics and even extra vocal tracks at the peak [34] – while keeping the pace aligned to long breath cycles. Pauses and ambient drone between lines are intentionally left ("instrumental ambience") to let sound resonate and give the singer breath [35]. In short, the track is built by stacking SDT chants over evolving soundscapes, avoiding abrupt changes.

These cases underline a general best-practice: **slow evolution is key**. Keep sections long and restrained, use deep drones or pads to fill space, and introduce new elements (vocal layers, timbral shifts) only gradually. Lock final sections and refrain from full re-generations once you have the desired mood. Exporting stems and mastering outside Suno is common to polish the mix [36].

5. SDT-Specific Tuning Strategies

For SDT content, tune prompts to respect the language's unique character. **Avoid English bleed:** explicitly tag the lyrics as "SDT" and instruct Suno not to render literal meaning [1]. For example, a tag like `[No English, invent SDT words only]` or the style note "lyrics in Synthetic Dragon Tongue" signals the model to treat the text phonetically.

Maintain **phoneme purity** by using only SDT-approved sounds. The SDT dialect guides emphasize long, pure vowels and soft consonants. For instance, the Alethe dialect uses only vowels $\bar{a}$ $\bar{e}$ $\bar{\imath}$ $\bar{o}$ $\bar{u}$ and resonant consonants (m, n, ŋ, l, r, w, y, s, ʃ, h) [5], with stress kept even. Harsh plosives (p, t, k) or emphatics are minimized except sparingly. You can follow these patterns in your lyrics: favor open syllables (CV or V) to allow sustained tones [5], and put gentle emphasis on the first syllable of a line. Repeating soft nasals or liquids (e.g. "nyaáth… nyaáth…") aligns with the SDT aesthetic [3] [5].

Preserve **breath-aligned pacing** by writing phrases that fit a single breath. The SDT rule is: *inhale slowly, exhale over 3–7 syllables* with a pause between lines [37]. In prompts, you can hint at this by using markers like `(breath)` or by placing ellipses at line breaks, giving the model space to insert natural pauses. As the Alethe guide notes: "Phrases typically use one breath… pauses between lines are natural and unforced" [37]. In practice, write each lyric line short enough to sing on one exhale, and let the "(breath)" tokens or ellipses mark the rest.

Finally, leverage **dialect layering**: combine the SDT dialects to build depth. Conceptually, let *Alethe* (field-state) be the ambient foundation, *Subsurface* the intimate middle, and *Abyssal* the climactic seal. The SDT lore suggests Alethe chants flow with others, "quieting or intensifying as needed" to match the music [38]. In a generation prompt, you might cue Alethe as a continuous pad or background hum beneath the main vocals. The example style prompt for Koor Fin'Thal does just that: most lyrics are whispered in Subsurface, then **"final minutes descend into Abyssal 'law voice' declarations with infrasonic weight"** [39]. Mimic this by planning your lyrics so that the final section uses deeper, more guttural syllables (e.g. rolled *r*, low vowels) for the Abyssal "seal". In sum, treat Alethe as your drone layer, write verses in Subsurface style, and reserve Abyssal words for the ritual climax.

By combining these strategies – structured lyric tags, detailed style prompts, careful slider settings, and SDT-specific tuning – advanced users can coax Suno v5 into producing richly layered, high-fidelity SDT music. Follow the community-tested guidelines above and adapt them through experimentation to perfect your ritual drone or dark-liturgical compositions.

Sources: Official Suno docs and forums [40] [24] ; community guides and examples [7] [2] [14] [15] [31] [37] .

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[1] [27] [28] [39] All Imprints.md
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