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## Music Glossary for Suno

Edited last month

Stuck on a prompt and want to try some musical terms? Maybe you need some inspiration to get what you want but want a new way to describe it? We've got you covered with our glossary of music terms to try out in Suno.



## Tempo & Rhythm

**Tempo** - The speed of a piece of music, measured in beats per minute (BPM)

**Adagio** - Slow tempo (66-76 BPM), meaning "at ease"

**Allegro** - Fast, lively tempo (120-168 BPM)

**Andante** - Moderate walking pace (76-108 BPM)

**Presto** - Very fast tempo (168-200 BPM)

**Rubato** - Flexible tempo where the performer speeds up and slows down expressively

**Syncopation** - Rhythmic emphasis on normally weak beats or off-beats

**Polyrhythm** - Two or more conflicting rhythms played simultaneously

**Groove** - The rhythmic feel or "pocket" that makes you want to move

**Downbeat** - The first beat of a measure, typically the strongest

**Upbeat** - The beat before the downbeat, often creating anticipation

## Dynamics & Expression

**Dynamics** - The volume or intensity of sound in music

**Crescendo** - Gradually getting louder



**Diminuendo/Decrescendo** - Gradually getting softer

**Forte (f)** - Loud

**Piano (p)** - Soft

**Fortissimo (ff)** - Very loud

**Pianissimo (pp)** - Very soft

**Accent** - Emphasis on a particular note or beat

**Staccato** - Short, detached notes

**Legato** - Smooth, connected notes

**Vibrato** - A slight variation in pitch that adds warmth and expression

**Tremolo** - Rapid repetition of a note or alternation between notes

## Song Structure

**Verse** - Sections that tell the story, typically with changing lyrics

**Chorus** - The main, repeated section with the central message or hook

**Bridge** - A contrasting section that provides variety and builds tension

**Pre-Chorus** - A transitional section building up to the chorus

**Intro** - The opening section that establishes the mood



**Outro** - The closing section that ends the song

**Hook** - A catchy, memorable musical or lyrical phrase

**Refrain** - A repeated line or phrase, often at the end of verses

**Break** - A section where some instruments drop out, creating contrast

**Drop** - In electronic music, the moment of maximum energy release

## Melody & Harmony

**Melody** - The main tune or sequence of notes that stands out

**Harmony** - Notes played simultaneously that support the melody

**Chord** - Three or more notes played together

**Chord Progression** - A sequence of chords that forms the harmonic foundation

**Key** - The tonal center of a piece based on a specific scale

**Major** - A key or chord with a bright, happy sound

**Minor** - A key or chord with a darker, sadder sound

**Scale** - A sequence of notes in ascending or descending order

**Interval** - The distance between two pitches



**Octave** - The interval between one note and another with double its frequency

**Arpeggio** - Playing chord notes in sequence rather than simultaneously

**Counterpoint** - Two or more independent melodies played together

**Dissonance** - Tension created by clashing notes

**Resolution** - Movement from dissonance to consonance, creating satisfaction

## Genres & Styles

**Blues** - Genre characterized by specific chord progressions and expressive vocals

**Jazz** - Genre featuring improvisation, swing rhythms, and complex harmonies

**Rock** - Guitar-driven genre with strong backbeat

**Pop** - Accessible, catchy music aimed at mainstream audiences

**Electronic/EDM** - Music created primarily with electronic instruments and computers

**Hip-Hop** - Genre featuring rap vocals, sampling, and strong beats

**R&B** - Rhythm and blues with soulful vocals and groove-oriented arrangements

**Country** - Genre with roots in American folk, often featuring acoustic instruments

**Classical** - Art music tradition spanning centuries with formal structures

**Folk** - Traditional music passed down through communities

**Funk** - Groove-based genre with syncopated basslines and rhythmic emphasis

**Soul** - Emotive genre combining gospel, R&B, and blues elements

**Reggae** - Jamaican genre with offbeat rhythms and social themes

**Metal** - Heavy, aggressive rock with distorted guitars and powerful vocals

**Ambient** - Atmospheric music focused on texture and mood over traditional structure

## Instrumentation & Texture

**Instrumentation** - The specific instruments used in a piece

**Arrangement** - How different instruments and parts are organized

**Texture** - The overall sound quality created by combining different elements

**Monophonic** - Single melodic line without accompaniment

**Homophonic** - Melody with harmonic accompaniment

**Polyphonic** - Multiple independent melodic lines

**Orchestration** - The art of assigning musical elements to specific instruments

**Timbre** - The unique color or quality of a sound (what makes a guitar sound different from a piano)

**Layering** - Stacking multiple sounds or instruments for richness





**Sparse** - Minimal instrumentation with space between elements

**Dense** - Many instruments or elements playing simultaneously

## Vocal Techniques

**Falsetto** - High, airy vocal register above normal range

**Belt** - Powerful, sustained singing in chest voice at high pitches

**Melisma** - Singing multiple notes on a single syllable

**Vocal Run** - Quick succession of notes, often improvised

**Harmonization** - Multiple voices singing different notes simultaneously

**A Cappella** - Singing without instrumental accompaniment

**Call and Response** - Musical conversation where one phrase is answered by another

**Scat** - Improvised vocal improvisation using nonsense syllables (common in jazz)

**Crooning** - Soft, intimate singing style

**Rapping** - Rhythmic spoken or chanted lyrics

## Production & Effects

**Reverb** - Effect simulating sound in a space (room, hall, cathedral)



**Delay/Echo** - Repetition of sound after a time interval

**Compression** - Reducing the dynamic range between loud and quiet sounds

**Distortion** - Intentional alteration of sound, often making it grittier or heavier

**Filter** - Effect that removes or emphasizes certain frequencies

**Modulation** - Variation in pitch, amplitude, or other parameters

**Panning** - Positioning sound in the stereo field (left to right)

**EQ (Equalization)** - Adjusting the balance of frequency components

**Sampling** - Using recordings of existing sounds in new compositions

**Loop** - Repeated section of music

**Fade In/Out** - Gradually increasing or decreasing volume at the beginning or end

## Advanced Concepts

**Modulation (Key Change)** - Shifting from one key to another within a piece

**Time Signature** - The rhythmic framework (e.g., 4/4, 3/4, 6/8)

**Cadence** - A harmonic or melodic formula that creates a sense of resolution or pause

**Ostinato** - A repeated musical pattern or phrase

**Pedal Point** - A sustained or repeated note while harmonies change above it

**Augmentation** - Lengthening the rhythmic values of a melody

**Diminution** - Shortening the rhythmic values of a melody

**Suspension** - Holding a note from one chord into the next, creating tension

**Anacrusis** - Notes that occur before the first full measure (pickup notes)

**Coda** - A concluding section that brings a piece to an end



## Tips for Using Musical Terms in Prompts

- Combine tempo terms with genres (e.g., "upbeat allegro pop" or "slow adagio ballad")
- Use dynamics to shape emotional intensity ("crescendo into powerful chorus")
- Specify instrumentation for desired textures ("sparse piano and vocals" vs. "dense orchestral arrangement")
- Mix structural terms to guide song form ("verse-chorus-verse with extended bridge")
- Layer production effects for atmosphere ("reverb-heavy ambient soundscape")
- Blend genres creatively ("jazz-influenced hip-hop with soulful vocals")

The more specific your musical vocabulary, the more control you have over your Suno creations!

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