

MAGIC SOUND LIBRARY

ARCANE ACTIVATIONS

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Thanks for buying **Arcane Activations**
and supporting independent audio!

Arcane Activations is a sound library for all things
magical, mysterious and puzzling.

Inspired by magical RPGs, fantasy adventure games,
and stunning visual effects, the library contains a
palette of sounds to paint a vivid magical world.

With everything from background ambiances to
magical effects, UI sounds that blur the line between
diagetic and non-diegetic and stone interaction
sounds for environmental puzzle elements, **Arcane
Activations** can help you on your quest to create
wondrous worlds beckoning to be explored.

Bring life to worlds of your creation, with the power to light up arcane glyphs and symbols, set the night sky aglow with beams of light, raise ruins from subterranean slumber, and reveal deep dark caverns with the glow of crystals set alight with magic.

Using the library

Arcane Activations is organised into folders of broadly related content, and named to highlight the sounds' main features to make it a little easier to browse through. But, being a magic library, many of the sounds are named purely as a suggestive guide (and because they need to be called something!) Feel free to use the sounds for any purpose they're fit for!

The library was designed around the idea of an arcane magic – a non-elemental, mystical energy that exists in ancient ruins and the land itself.

Mixing the sounds

If you'd like to push the sounds further back into the distance – perhaps you want them to sound as if they're emerging from another space or across a field – you can either process the source audio files (as duplicate files) or apply audio effects in your game engine/video editing tool of choice. There are a few ways to achieve this:

- **Lower the sample volume.** The easiest option of all is also one of the most effective.
- **Add a short fade-in** to the start of the audio file to reduce the initial transient of the sound, emulating what happens in real life as sound dissipates through air or bounced off walls and objects.
- **Apply reverb**, either algorithmic or convolution (from recordings of real-world spaces: rooms, halls, outdoor spaces and so on). Adjust the wet/dry ratio to match the space you want the sound to sit in, and how close it is to the 'camera' or listener's viewpoint.
- **Apply a low-pass filter (EQ)**, again either to the source file itself or in realtime using audio processing in a game engine or audio middleware such as Wwise or FMOD. Low-pass filters allow only the lower frequencies to be heard – removing high frequency details will make the sound appear to come from further away, or from behind a wall or obstacle. If you have any questions about how to process audio for a desired effect don't hesitate to get in touch – I'd love to help!

Updates and content requests

This library was made to help you accomplish your creative goals, so if there's anything I can add or improve upon to make it even more useful to you, please get in touch – I'll do my best to help!

Email [**rich@shapeforms.com**](mailto:rich@shapeforms.com)

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Thank you!

It's with your support that I can continue to release Shapeforms Audio libraries and content updates. If you enjoy this library or any others, consider leaving a review, it really helps me out and I truly appreciate every one – thank you!

All the best,
Rich