

## **Exp no: 8 -Exploration of Prompting Techniques for Audio Generation**

### **Aim:**

To perform the Exploration of Prompting Techniques for Audio Generation

### **Algorithm:**

Explore how various prompting techniques can be used to generate and manipulate audio content (e.g., music, sound effects, voice narration) using AI model

### **Procedure:**

#### **Step 1: Define Your Audio Goal**

Determine the type of audio you want to generate:

- Music (e.g., instrumental, genre-based)
- Sound effects (e.g., nature, mechanical, ambient)
- Voice narration (e.g., storytelling, news, voiceover)
- Voice conversion or emotion-based speech

#### **Step 2: Prepare Initial Prompt**

Craft a basic text prompt. Be specific and descriptive.

Examples:

- Music: "Cinematic orchestral score with slow tempo and rising tension"
- Voice: "Warm, deep male voice with a slight British accent reading bedtime stories"
- SFX: "Rain falling softly on a tin roof at night"

### **Tools Used:**


Juke box – openAI

### **Output:**

**Prompt-** "Generate a 5 second audio of soft flute – devotional genre."

AI response:

Here is your 5-second soft devotional flute tone in MP3 format:


 [Download flute\\_soft\\_devotional.mp3 \[-\]](#)



**Prompt-** “ Make a mix up of the flute music with pop and guitar.”

AI response:

Here is your mixed audio combining a soft devotional flute tone with a pop-style beat:

 [Download flute\\_pop\\_mix.mp3 \[-\]](#)



**Drive link –**

1. [https://drive.google.com/file/d/1NOHVbOQnTmAGjBMRH6Supa7sVuw0umZR/view?usp=drive\\_link](https://drive.google.com/file/d/1NOHVbOQnTmAGjBMRH6Supa7sVuw0umZR/view?usp=drive_link)
2. <https://drive.google.com/file/d/1Pye9d-HkGrfLcxLjOpVxli7B5LjeeEj/view?usp=sharing>

**Result:** The Prompt for the above process executed successfully