# Mini Guide – Music Prompt Design with Generative AI

I am a classically trained composer and pianist working with generative AI tools to create music. This guide explains my method for designing and improving musical prompts using models like Suno, Stable Audio, and ChatGPT. My creative workflow is based on advanced prompting strategies such as prompt chaining and prompt stacking, allowing me to refine each musical output step by step.

## -Creative Workflow and Use Cases

I always start from a clear objective. If the goal is to create a song with vocals, I begin with ChatGPT using a well-structured RCTO prompt to generate the lyrics. Alternatively, if I imagine a commercial, film scene, or documentary, I use ChatGPT to craft short conceptual briefs or cinematic narrations—these could serve as subtitles or be voiced by a narrator. In these prompts, I define the scene and the emotion to be conveyed.

For vocal music, I use Suno, inserting the lyrics directly and customizing the voice via the +Persona prompt option. For instrumental tracks, I begin with Stable Audio 2.0, which tends to produce basic but atmospherically accurate compositions. I then refine these in Suno using the Reuse function, creating richer, more structured versions with better harmony, melody, and texture.

## -Prompt Design by Model

Each AI tool has its own prompt requirements. Suno v4 uses style tags—concise keyword-based prompts. Suno v4.5 introduced style descriptions: discursive prompts with detailed phrasing. For voice generation, Suno offers the +Persona field. Stable Audio 2.0 requires structured but concise prompts. I developed optimized prompt templates for all these models.

## -Essential Prompt Parameters

Effective prompts must include key musical parameters:
- Genre and subgenre
- Tempo and BPM
- Key
- Instrumentation / timbre
- Mood / atmosphere
- Tempo & dynamics (e.g., static vs. evolving structure)
- Context of use (e.g., documentary, commercial, film, etc.)
- Structural elements (e.g., climax, build-up, transitions)

## -Editing and Refinement Using Suno

Suno allows both refinement of tracks created on Suno and enhancement of music generated on other platforms like Stable Audio. For example, I used Suno to improve tracks by adding varied melodies, richer harmonic progressions, better rhythmic activity, electronic textures, and narrative structure.

Suno does not yet allow explicit chord input and occasionally fails to follow BPM instructions or insert requested instruments. Despite this, it remains superior in sound quality compared to Stable Audio as of today.

## -Evaluation Criteria

To assess the quality of each musical output, I developed a multi-criteria evaluation framework including:
- Emotional coherence and mood consistency
- Melodic quality and harmonic variety
- Accuracy of instrumentation and sound design
- Vocal expressiveness (when present)
- Structural adherence and originality
- Sound quality (pads, reverbs, realism, etc.)
- Technical parameter alignment (BPM, key, genre, etc.)

## -Final Thoughts

This guide reflects my approach as a Prompt Designer for generative music. It's meant for musicians, content creators, and AI researchers who want to better understand how to guide musical AI systems creatively and effectively. However, the next step in this evolving process is to test the same prompt structures using a higher-fidelity generative model, such as ElevenLabs Music (currently in development or early access). The goal is to run controlled A/B testing between platforms, comparing how each model interprets the same musical prompt in terms of fidelity, emotional nuance, structural clarity, and responsiveness to creative instructions.

This will not only help refine the effectiveness and precision of my prompt design strategies, but also offer deeper insights into the musical potential and limitations of each platform. As AI music generation technology continues to evolve rapidly, the ability to test and compare across systems is crucial for both creative growth and professional readiness.