

Generate the sound of a horse starting to run, galloping with strong hoofbeats, and finally stopping with audible breathing...

First the horse begins with slow steps, then the gallop accelerates into a steady rhythm, and finally the pace slows until it halts...

The audio maintains clear, crisp hoofbeats with natural reverberation

The sound pans from the left side. moves through the center, and fades to the right side...

Multi-dimensional CoT

Semantic> Generate the sound of a horse starting to run, galloping with strong hoofbeats, and finally stopping with audible breathing.

<Temporal> First the horse begins with slow steps, then the gallop accelerates into a steady rhythm, and finally the pace slows until it halts.

< Aesthetic > The audio maintains clear, crisp hoofbeats with natural reverberation and balanced loudness.

Spatial> The sound pans from the left side, moves through the center, and fades to the right side.

