

ADAPTIVE GAME MUSIC PACK



INSPIRED BY OUTER SPACE...
...SUITED FOR MUCH MORE



ABOUT THE AUTHOR

Timon Matthews is a soundtrack composer who loves writing melodic & emotional music. Find more music packs and other projects at timonmatthews.com

Please remember to include the composer in your game credits.

CONTENTS

7 themes - complete tracklist on second page

- 🔄 **Adaptive loops:** multiple looping variations of the same theme with different intensity
— *Use in-game* —
- ▶▶ **Linear tracks:** multiple non-looping compilations of the same theme with different length (full, 60s, 30s, 15s)
— *Use for cut-scenes & trailers* —
- ▶ **Stingers:** short cues in multiple variations
— *Use for e.g. collectibles, end-of-level* —


MAKE IT LOOP

- To properly loop a track, play the “Intro” file first, directly followed by the “Loop” file. Repeat the loop as long as needed, then fade out to end the track.



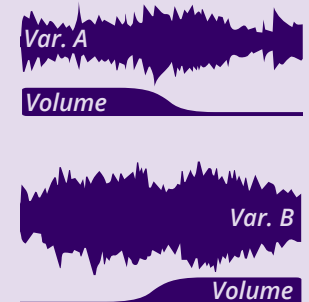
- Occasionally, a track also has an “Ending” file. Crossfade to this at any time (preferably in sync with the beat) to end the track.

NAMING

Theme number & name	Variation letter & description
 03 Vast Stillness - B High Strings - Loop.wav	
Type: Intro/Loop/Ending/ Linear	Format: uncompressed WAV or compressed OGG

MAKE IT ADAPTIVE

- Each theme has multiple variations, indicated by a letter and description (e.g. “A Light”). Higher letters have a more intense sound.
- Play all variations together in sync, but set the volume at 0% on all variations except the one you want to hear.
- Crossfade between variations at any time, adaptive to the player (e.g. higher intensity when approaching enemies, or at a new level checkpoint).



HOW TO IMPLEMENT

- Option 1:** Code it yourself, by using the audio features in your game engine. Recommended for games with basic audio & music needs.
- Option 2:** Use audio middleware such as FMOD. Recommended for games with adaptive or more elaborate audio & music needs.
- Next to the adaptive switching between theme variations, it's also **recommended to apply real-time creative effects**, such as a low-pass filter when under-water or when HP is low, or extra reverb for dreamy moments.



TRACKLIST

Each variation (loop) is about 1 min (same length for every variation).
The bonus linear edits (non-looping) are about 2 min (with extra 60s, 30s & 15s edits for your convenience).

No.	Theme	Mood	Usage examples	Variations	Tempo
01	Romantic Floating	Peaceful - hopeful - romantic - light	First levels - rural area - story introduction	A Light B Melody C Strings	86 bpm
02	Wistful Departure	Sorrowful - ambient - dark - emotional	Sad level - flashback - destroyed area	A Ambient B Melody C Strings	128 bpm
03	Vast Stillness	Ambient - sorrowful - slow epic	Exploration theme - menu theme - sandbox level	A Ambient B High Strings C Low Strings	90 bpm
04	Playful Adventures	Uplifting - hopeful - light	hometown theme - casual level	A Synths B Pianos	130 bpm
05	Joy	Peaceful - happy - light	Casual level - upgrade menu	A Light B Extras C Strings	135 bpm
06	Emergencies	Menacing - dark - pulsing - scary	Boss level - bad news theme - hard level	A Light B Full	105 bpm
07	Space Battle	Epic - stealthy - exciting	Fight scene - combat level	A No Melody B Melody	127 bpm
	Stingers	Peaceful - resolving	End of level - game checkpoints	6 stinger variations	104 bpm