

Head cardes



Why Music Bundle?

This package is made to help you to create an immersive atmosphere in games and media. Sounds and music are important to give a narrative dimension, or sentiment in stories, to define the meaning Of the action.

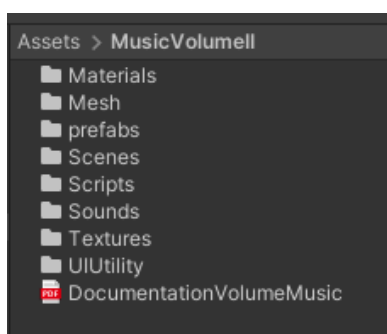
Content

All tools and object are in their respective folder

You can find in the package audio clips sorted by name to be chosen and can be easily listened to.

-Meshes

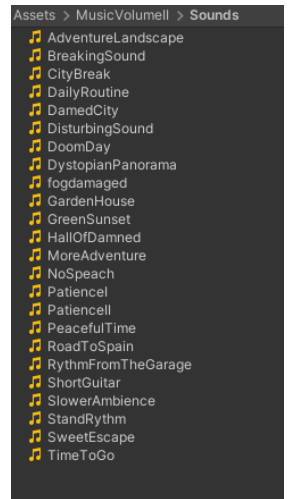
- Radio Classic: polygon count 1666
 1 Material, 3 Textures, size 2048x2048
- Radio Modern: polygon count 1944, 6 Materials
 6 Materials, 12 Textures, size 2048x2048



-Sounds

24 Audio Clips Wav 48 KHZ 16 bits

- AdventureLandscape
- BreakingSound
- CityBreak
- DailyRoutine
- DamedCity
- DisturbingSound
- DoomDay
- DystopianPanorama
- FogDamaged
- Garden House
- Green Sunset
- Hall of Damned
- MoreAdventure
- NoSpeech
- Patience I
- Patience II
- PeacefulTime
- RoadTOSpain
- RythmFromGarage
- ShortGuitar
- SlowAmbience
- Stand Rhythm
- SweetEscape
- TimeToGo



How to use it

Play a scene in format WXGA (1366x768) for better experience and view, and you can choose the best music, and listened to loops, after getting the corresponding audio for your game.

