Syrinscape Sound Terminology

Syrinscape uses several different terms to refer to sound element types. For full information see the Syrinscape Web Page and the Syrinscape YouTube channel.

Mood

A **Mood** is a dynamically created looping sound. It is created by combining a variety of Music, Sound Effect and One-Shot elements. Moods are dynamic in that playback is varied, and non-repetitive. Only a single Mood can be played at a time. If another mood is selected, the currently playing mood will fade out as the new mood is faded in.

Music

A Music element is generally a looping soundtrack containing one ore more Samples of music. Music elements can be played concurrently with any currently running Mood or sound. For example, if you have a Tavern mood playing, you can add a lute music element to play along with it. Music elements may have many different Samples, which can vary in many ways.

Sound Effect

A Sound Effect element is generally a looping set of sounds made of one or more Samples representing a specific type of effect. Sound Effects can be played concurrently with any currently running Mood or sound. For example, if you have a Barghest Battle mood playing, you could also play a Rain sound effect alongside.

One-Shot

A One-shot element is a non-looping sound made of one or more Samples. One-shots can be played concurrently with any currently running Mood or sound. One-shots are used to represent any single instance of a sound such as a fireball exploding, or a sword hitting. A One-shot can be made of many different Samples, so you could have 10 or more different variations of a fireball exploding.

Sample

A Sample is the lowest level sound element in Syrinscape. Each sample represents a single, discrete sound recording. Samples are not accessible within the Fantasy Grounds interface. Each Music, Sound Effect, and One-Shot element is made of multiple samples which can be randomized

on playback.

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