



DRAWN FROM THE SHADOWS v2.0



CONTENT LIST



INTRODUCTION

The “Drawn from the Shadows” game music collection, will chill your player’s blood and make them shiver. Use those sinister ambient, cinematic and rhythmic music tracks, to enhance your game’s story with an ominous soundtrack.



This document lists all the contents of the complete library that you can find in our store at SoundFellas.com. In some 3rd party retailers like the Unity Asset Store, the Unreal Marketplace and others you may find this collection divided in the form of different sub-products tailor-made for use in different project genres. Each sub-product contains a subset of the contents listed here.

Also, in collections that offer a “+DevKit” option (that means the extra sources that the sound designers need to make their own variations of the sounds), this content is not available through the abovementioned 3rd party retailers.

You can see if a product is a sub-product if in its title it contains the main product’s title, followed by the sub-category title. Also, you can find out if a product offers the extra resources for advanced sound design if you visit our store and in the product’s page there is a version of the product with an added “+DevKit” extension.

For the complete experience, we recommend the full versions of our products with the added +DevKit content when available.



SUPPORT

SoundFellas are dedicated to empowering creators with quality audio solutions, designed to elevate any project into an immersive experience.

If you have any question, idea or just want to say hi, please contact us through our official support channel at:

<http://support.soundfellas.com>



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