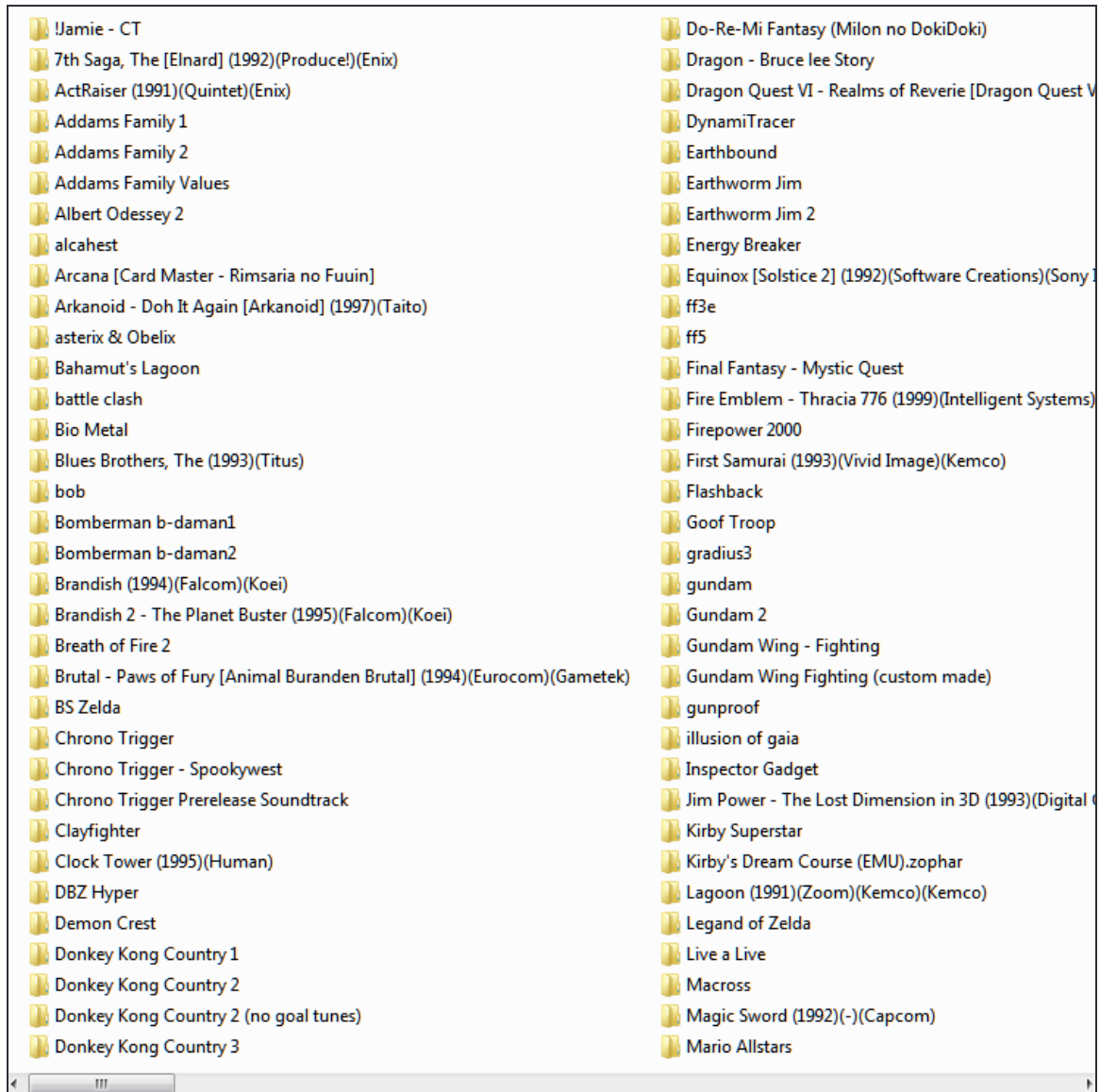
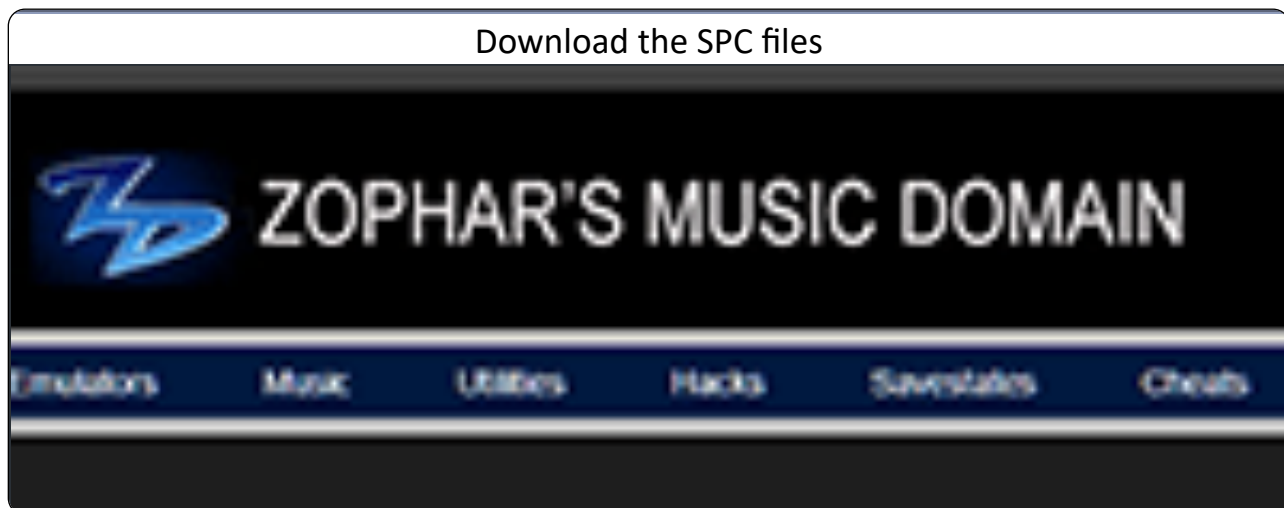


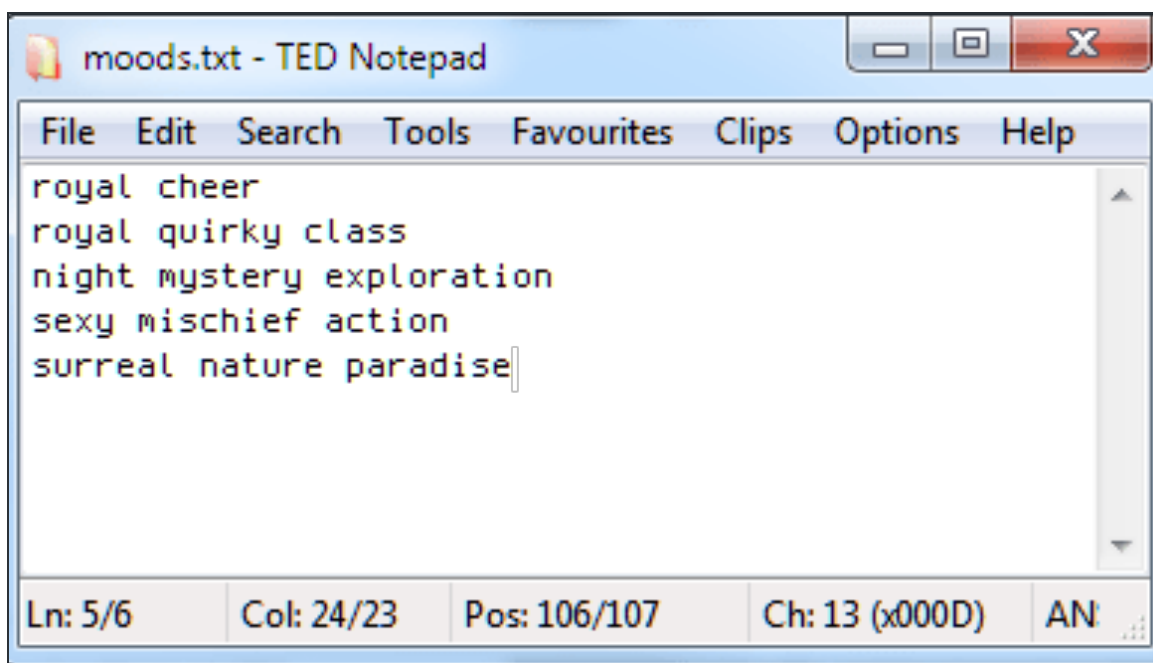
This tutorial was originally uploaded to Twitter as a series of posts.

I often browse through music from old obscure SNES games or midi files looking for background music for my little games. That's my usual approach. Maybe I'll find something good I haven't used yet.

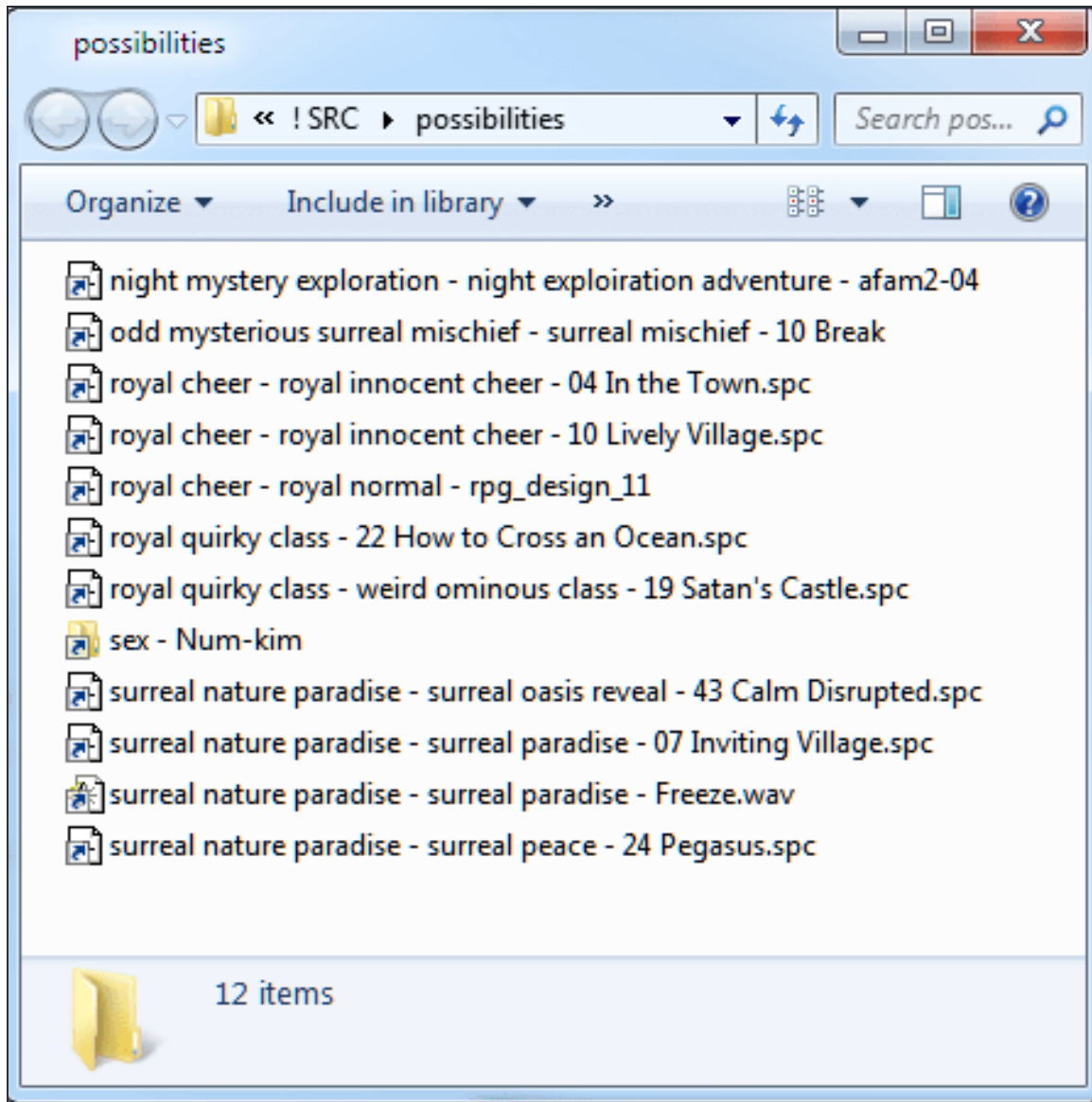




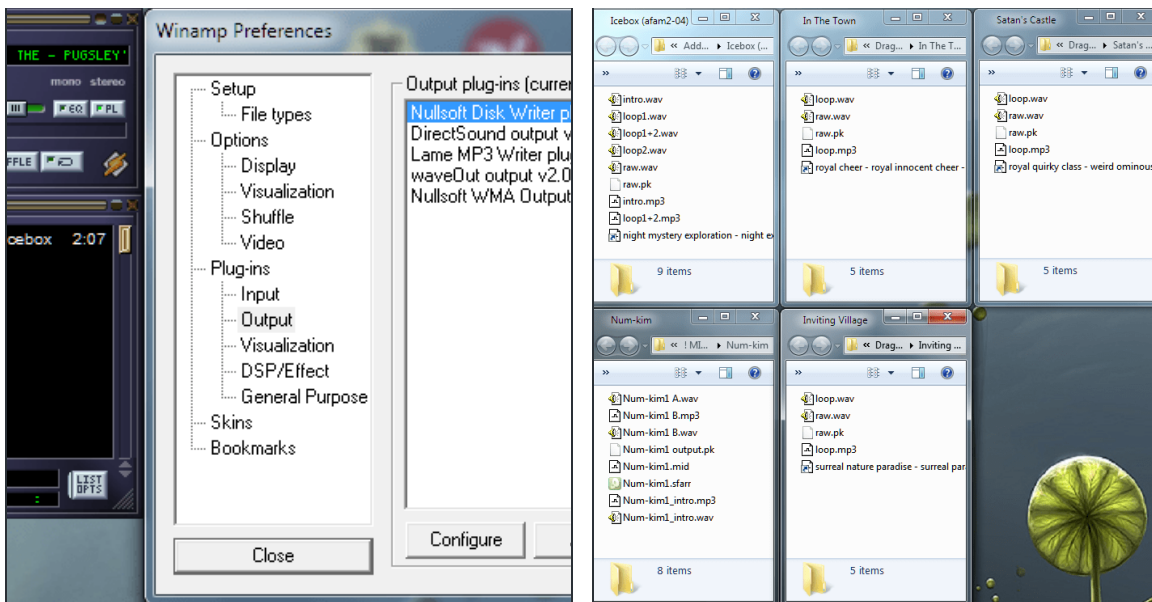
I usually make a list of moods for the scenes in the game. Then I look for music that conveys those moods.



...Then I drag shortcuts of the various songs, label them with their moods, and place them into a "possibilities" folder. Then I compare them to each other to figure out which ones work best and sound best together.



I pick the best ones out of the possibilities and copy their shortcuts out of that folder. Then I open the original songs and export them to WAV files. If it's a midi song I usually replace the instruments with a better soundfont like [Musica\\_Theoria\\_v2](#)



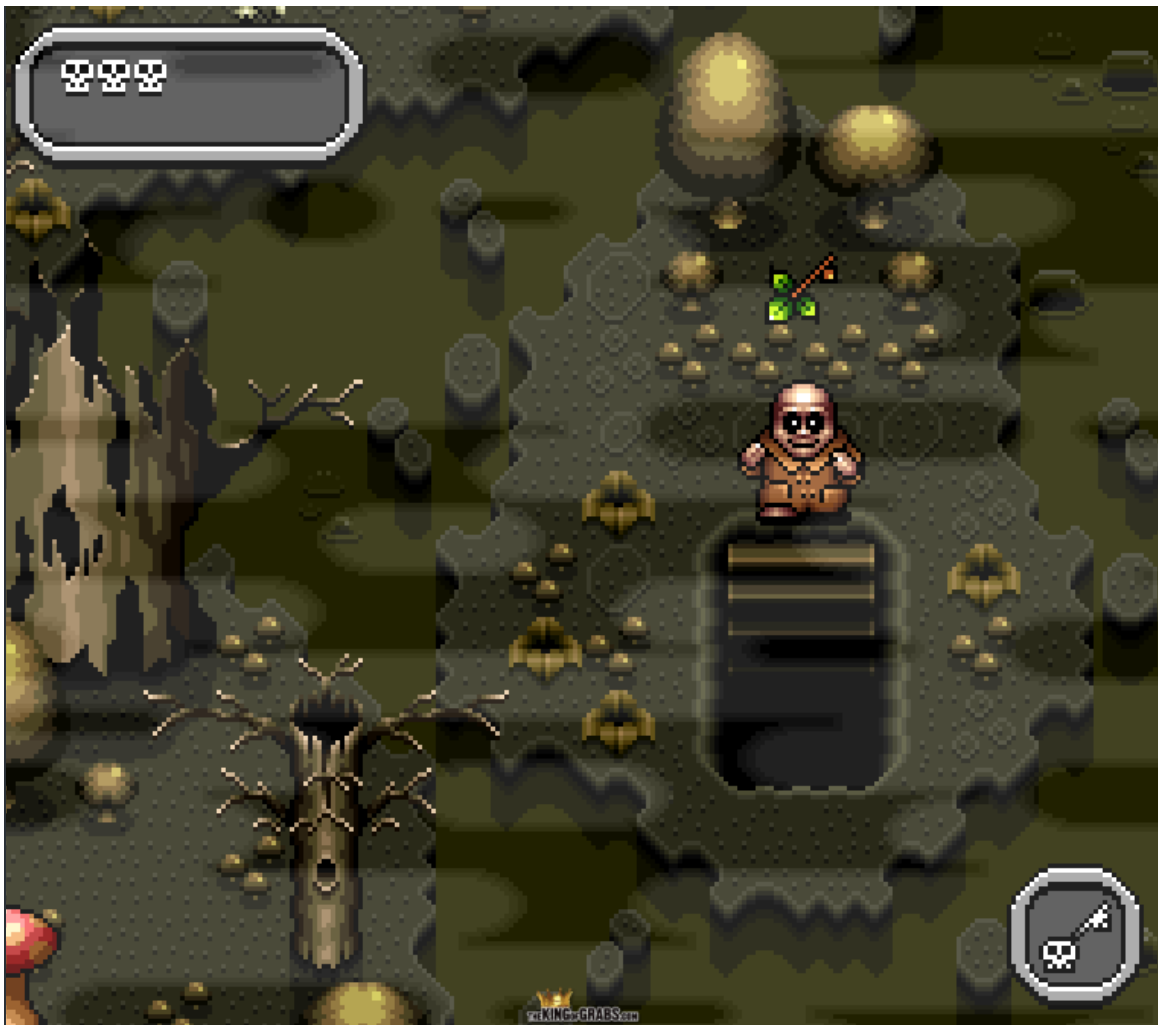
I use Winamp



... along with these plugins



Incidentally, [Addams Family Values](#) on the SNES has WAY better music than you would expect considering how primitive the game looks. It's impressively well composed and very moody.



**Dragon Quest VI** from the SNES seems to have a lot of thematically useful music. It even has some leit motif which gives many songs similar melodies, making them seem to belong together. Could be useful. RPG's tend to have a useful variety of musical themes.



I cut the songs into clean loops and encode them as mp3's for my RPG Maker. I use a program called [mp3loop](#) to resample the loop portions very slightly and encode the mp3's in a way that allows them to loop seamlessly without the audible gap you'd normally get.

