Sound

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8. Sound

What does the ElevenLabs v3 audio tags guide say about The voice you choose limits what a tag can do?

ElevenLabs states that the voice and its training samples affect tag effectiveness, and gives the example that a whispering voice will not suddenly shout because you added a shout tag. Tag choice follows voice choice, not the other way round.

documented by the vendor

https://shotcraft.video/prompts/audio-tags/ · 2026-08-17

What does the ElevenLabs v3 audio tags guide say about Some tags are less consistent than others?

The documentation describes experimental tags as less consistent across voices and advises testing thoroughly before production use. Treat an unusual tag as something to audition, not something to schedule around.

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What does the ElevenLabs v3 audio tags guide say about Punctuation does work that tags cannot?

Ellipses add pauses and weight, and capitalisation increases emphasis. These operate alongside tags, so a line often needs fewer tags than it first appears to.

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https://shotcraft.video/prompts/audio-tags/ · 2026-08-17

What does the ElevenLabs v3 audio tags guide say about One or two per line, at the point of effect?

The documented examples place one or two tags per phrase rather than stacking them. A tag applies from where it sits, so its position in the line is part of the instruction.

documented by the vendor

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What does the Suno structure tags guide say about They are hints, and the model may ignore them?

Every account of these tags, including the ones that document them most thoroughly, describes them as probabilistic. Suno follows them much of the time and sometimes does not, so a structure tag is not a guarantee of an arrangement.

community convention, no official list found

https://shotcraft.video/prompts/audio-tags/ · 2026-08-17

What does the Suno structure tags guide say about A section tag goes on its own line?

Placed above the lyrics for that section rather than inline, and repeated wherever the section recurs, so a chorus that comes back three times carries the tag three times.

community convention, no official list found

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What does the Suno structure tags guide say about This vocabulary is not verified against a vendor document?

Treat the exact spellings as convention. If a tag does nothing, the likeliest explanation is that it was never a documented tag, not that the model failed.

community convention, no official list found

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How would you use this principle: Design for what the scene means, not for what is on screen?

an effect's job is the audience's feeling about an event, not an inventory of it. A correctly recorded real punch sounds like almost nothing, which is why nobody uses one.

https://shotcraft.video/learn/crafts/sound-designer/

How would you use this principle: Sound is the cheapest way to build the world outside the frame?

what an audience hears off screen sets how big the world is. One distant train can do more for a location than a set extension.

https://shotcraft.video/learn/crafts/sound-designer/

How would you use this principle: Contrast is the only loud there is?

nothing sounds big unless something before it was small. Design the quiet and the drop-out first, then place the impact into the space you made.

https://shotcraft.video/learn/crafts/sound-designer/

How would you use this principle: Layer by role, not by count?

every element in a stack should be doing a specific job, whether that is attack, body, texture or room. Piling on more of the same makes mud, and a mixer can only turn mud down.

https://shotcraft.video/learn/crafts/sound-designer/

How would you use this principle: Leave the mixer room?

ten overlapping atmosphere tracks with no plan is not detail, it is a problem passed downstream. Deliver organised pre-dubs with headroom and legible intent.

https://shotcraft.video/learn/crafts/sound-designer/

How would you use this principle: Everything competes with the voice?

build effects and backgrounds with the dialogue's frequency range in mind, or they will simply be pulled down at the dub and the work will be inaudible.

https://shotcraft.video/learn/crafts/sound-designer/

Which items make up ElevenLabs v3 audio tags / Voice and delivery / 1?

[laughs], [laughs harder], [starts laughing], [wheezing], [whispers]

documented by the vendor

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Which items make up ElevenLabs v3 audio tags / Voice and delivery / 2?

[sighs], [exhales], [sarcastic], [curious], [excited]

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Which items make up ElevenLabs v3 audio tags / Voice and delivery / 3?

[crying], [snorts], [mischievously]

documented by the vendor

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Which items make up ElevenLabs v3 audio tags / Sound effects / 1?

[gunshot], [applause], [clapping], [explosion], [swallows]

documented by the vendor

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Which items make up ElevenLabs v3 audio tags / Sound effects / 2?

[gulps]

documented by the vendor

https://shotcraft.video/prompts/audio-tags/ · 2026-08-17

Which items make up ElevenLabs v3 audio tags / Unique and special / 1?

[strong X accent], [sings], [woo], [fart]

documented by the vendor

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Which items make up Suno structure tags / Song sections / 1?

[Intro], [Verse], [Verse 1], [Verse 2], [Pre-Chorus]

community convention, no official list found

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Which items make up Suno structure tags / Song sections / 2?

[Chorus], [Hook], [Bridge], [Outro], [End]

community convention, no official list found

https://shotcraft.video/prompts/audio-tags/ · 2026-08-17

Which items make up Suno structure tags / Instrumental and dynamics / 1?

[Instrumental], [Instrumental Break], [Break], [Interlude], [Drop]

community convention, no official list found

https://shotcraft.video/prompts/audio-tags/ · 2026-08-17

Which items make up Suno structure tags / Instrumental and dynamics / 2?

[Build-Up], [Breakdown]

community convention, no official list found

https://shotcraft.video/prompts/audio-tags/ · 2026-08-17

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