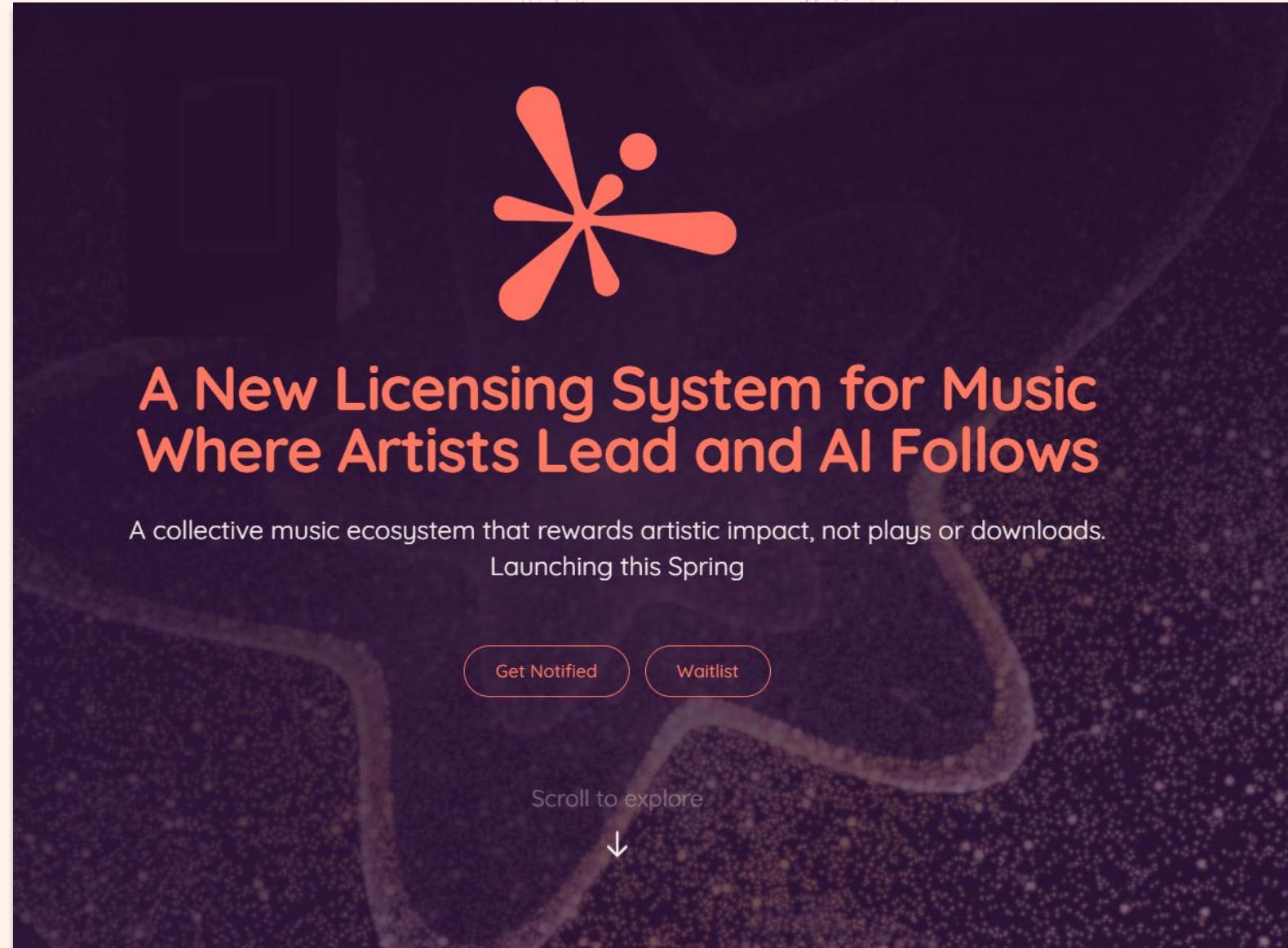


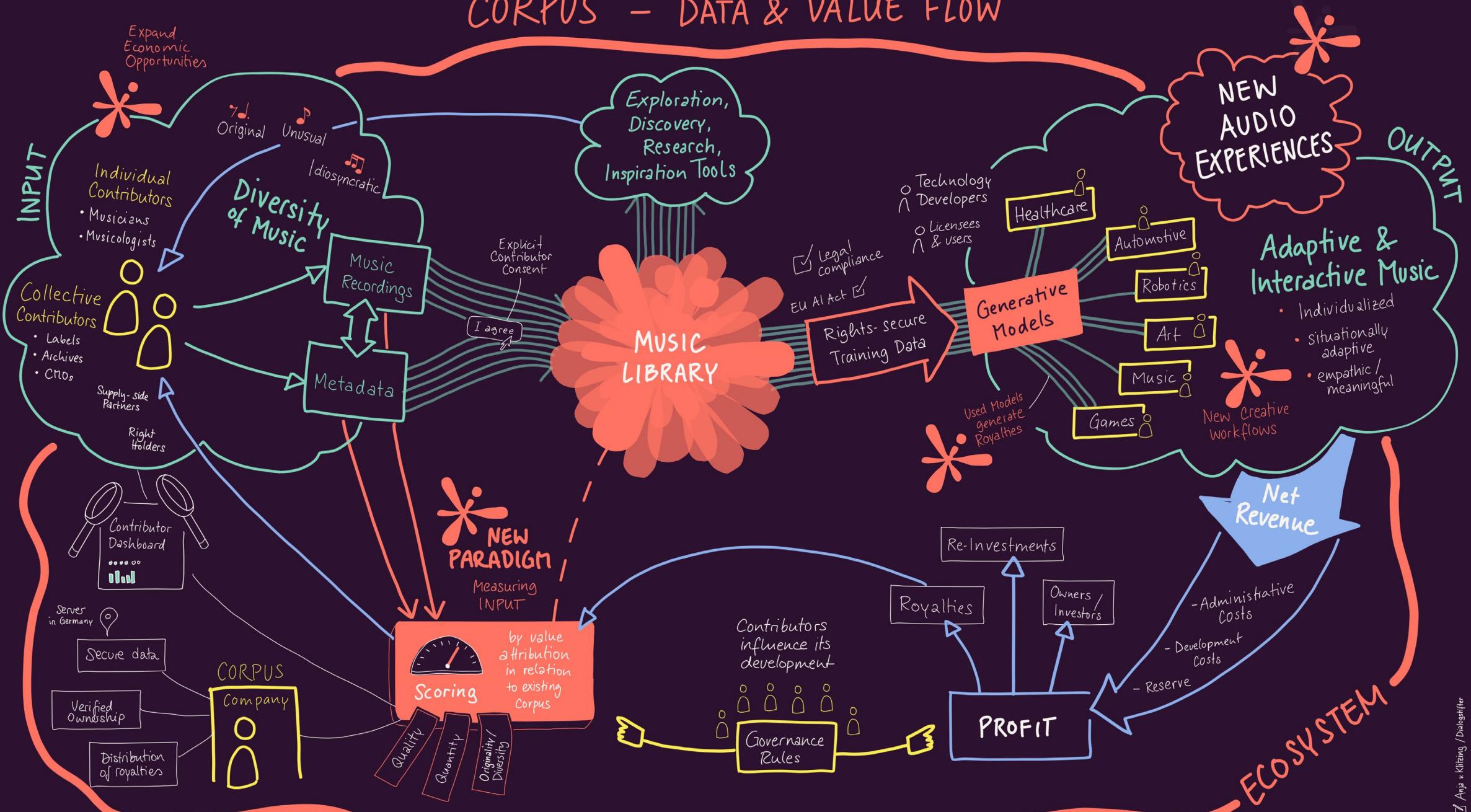


www.crps.ai

February 2026

A promotional landing page for Corpus AI. The background is a dark, textured image of a hand holding a glowing, organic-looking object. At the top center is a large, stylized orange asterisk or star icon. Below it, the text reads: "A New Licensing System for Music Where Artists Lead and AI Follows". A subtitle below states: "A collective music ecosystem that rewards artistic impact, not plays or downloads." and "Launching this Spring". At the bottom, there are two buttons: "Get Notified" and "Waitlist". A call-to-action "Scroll to explore" with a downward arrow is located at the very bottom.

CORPUS - DATA & VALUE FLOW



Music used to shape the story — now it arrives too late



How we got here

- Music used to require early collaboration (sketches, piano sessions)
- Production got faster — stock music libraries got massive
- Music became a late-stage asset:
search → license → drop in



What this workflow can't do

- It optimizes for “fit”, not for interpretation
- It reduces collaboration to retrieval
- It prevents narrative exploration through music (how music changes meaning, not just mood)



Missed creative lever: Music is one of the strongest narrative forces — but modern AV workflows rarely explore it early. CORPUS Story2Music brings back iterative, semantic collaboration at modern speed.



Story Recommendations

Curated insights and musical elements to enhance your narrative

Eternal Echoes



Swing of Irony

KEYWORDS

DARK AMBIENT DRONE BREATH SUBCONSCIOUS
TEXTURE SHADOW

WHAT IT ADDS

Shifts the scene into an introspective dreamscape, creating a haunting, timeless quality.

KEYWORDS

UPBEAT IRONIC PLAYFUL
CONTRAST

WHAT IT ADDS

Narrative-first music generation

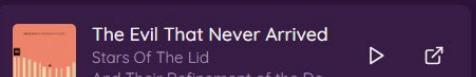
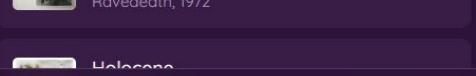
Generate music from scenes, not from genre keywords.

Spotify Recommendations

Discover music which adds to your story ideas

Eternal Echoes

Swing of Irony

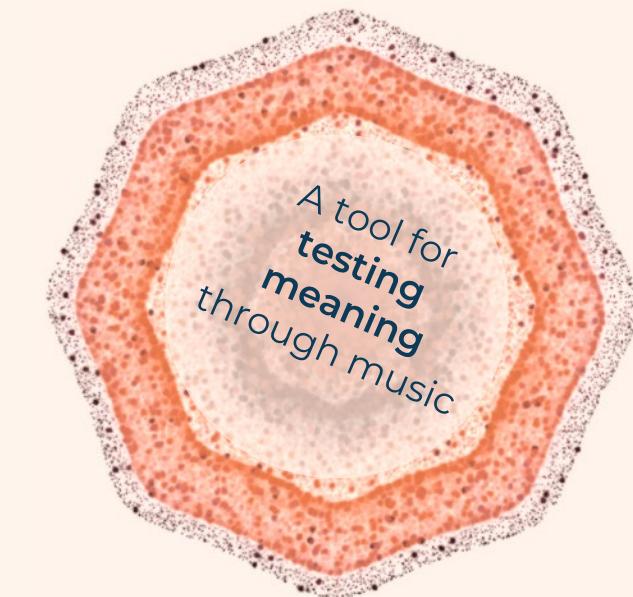
Sol Om On
Lustmord
The Place Where the Black Stars...Oxford Comma
Vampire Weekend
Vampire WeekendProwler
Bohren & Der Club Of Gore
Sunset MissionThe Evil That Never Arrived
Stars Of The Lid
And Their Refinement of the De...No Drums
Tim Hecker
Ravedeath, 1972Sol Om On
Lustmord

Multiple distinct readings

Get radically different musical interpretations of the same scene — not one “best match”.

Controllable and predictable

Steer the model semantically: tension, intimacy, irony, distance — with repeatable results.

From late-stage asset to early-stage iteration:
Test meaning fast — before committing to a final score.

CORPUS Is the Missing Infrastructure for Story2Music



Legally compliant foundation

AI music only becomes usable in professional AV when training data is rights-cleared — CORPUS is built on explicit consent and auditable provenance.



Economically viable alternative to buy-outs

Buying AI training rights track-by-track is financially unrealistic. CORPUS replaces upfront buy-outs with a scalable, points-based revenue distribution.



Expressive models need expressive data

Story2Music requires models that can produce distinct dramaturgical readings — not one global “western pop / trailer” default.



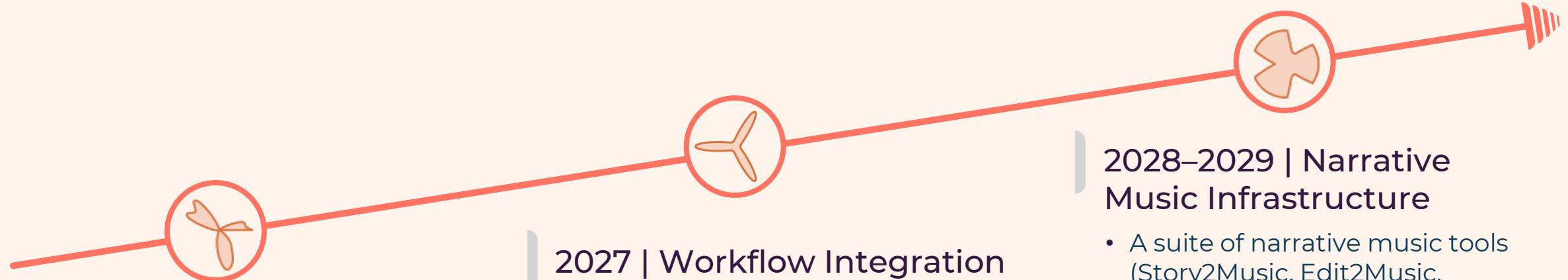
Aesthetically European by design

CORPUS captures Europe’s musical edges and diversity — regional practices, contemporary classical, experimental electronic, hybrid aesthetics — expanding the narrative vocabulary.



Start with Story2Music – Build a Narrative Music Toolchain

CORPUS starts with a focused narrative product. Each phase expands creative control, workflow integration, and licensing value — compliant by design.



2026 | Story2Music

- Early-stage tool for writers, directors, game designers
- Scene → multiple musical readings
- Semantic controllability + narrative usefulness
- Built on rights-cleared training data

2027 | Workflow Integration

- Integrations into professional pipelines (scriptwriting, editing, post, game engines)
- Collaboration features for teams
- Versioning, iteration, “music direction” tools
- Licensing layer for studios and platforms

2028–2029 | Narrative Music Infrastructure

- A suite of narrative music tools (Story2Music, Edit2Music, Game2Music)
- Standardized licensing for AI training + deployment
- Scalable corpus sublicensing across AV industries
- A reference foundation for compliant music AI



A rights-cleared, aesthetically European foundation for narrative music AI – scalable across AV workflows.



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