

ElevenLabs Launches ElevenMusic: AI Song Generation with Commercial Licensing, 70+ Genres, and Stem Exports

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The banner features a dark blue background with a subtle grid pattern. On the right side, there is a faint graphic of a line graph with data points and a bar chart below it. The main text is in white and light blue. Three key statistics are highlighted in separate boxes with vertical bars on their left sides: a red bar for '70+', a yellow bar for '\$11M+', and a light blue bar for '44.1kHz'. The date 'May 14, 2026' is in the bottom left, and the 'ToKnow.ai' logo is in the bottom right.

ElevenLabs Launches ElevenMusic

AI music generation with commercial licensing and stem exports

- 70+**
Genres supported
Lo-fi to cinematic orchestral
- \$11M+**
Paid to creators
Now extending to music
- 44.1kHz**
CD-quality output
Songs in under 30 seconds

May 14, 2026

ToKnow.ai

ElevenLabs, the voice AI company [valued at \\$11 billion](#) with [\\$500 million in annual recurring revenue](#), launched [ElevenMusic](#) on April 29, 2026. The platform generates complete songs from text prompts across 70+ genres, from lo-fi hip-hop to cinematic orchestral. Songs output

at 44.1kHz (CD quality) in under 30 seconds. Users can generate vocals with custom lyrics or instrumental-only tracks, control tempo and musical key, and edit individual sections like verse, chorus, and bridge independently. It supports multilingual vocals in English, Spanish, German, Japanese, and more. It also includes true stem downloads: isolated vocals, drums, bass, and instrument layers for professional mixing. ElevenMusic launched with 4,000+ independent artists already on the platform, built in collaboration with labels, publishers, and artists including Kevin Jonas Sr. (Jonas Group Entertainment).

Commercial licensing separates ElevenMusic from research-stage tools like Suno and Udio. Generated music is cleared for film, television, podcasts, social media, ads, and games. ElevenLabs has already paid over \$11 million to voice creators through its voice library and is extending a similar monetization model to music: artists publish, grow audiences, and earn from listener engagement. For a YouTuber or indie game developer, this replaces \$50-300 per track stock music costs with unlimited generation on a subscription.

This arrives alongside [Spotify's new "Verified by Spotify" badge](#) (April 30, 2026), which explicitly excludes AI-persona artists from verification. The music industry is splitting: platforms like ElevenMusic embrace AI generation with commercial frameworks, while Spotify builds walls between human and AI-created content. Google DeepMind's [Lyria 3](#) focuses on real-time steering and watermarking; ElevenMusic prioritizes the full commercial pipeline from creation to monetization.

Sources:

- [Introducing ElevenMusic \(ElevenLabs Blog, April 29, 2026\)](#)
- [ElevenMusic Product Page](#)
- [ElevenLabs \\$500M ARR Announcement \(May 5, 2026\)](#)
- [Verified by Spotify Announcement \(Spotify Newsroom, April 30, 2026\)](#)
- [ElevenLabs Series D at \\$11B Valuation \(February 4, 2026\)](#)

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