

Memory Collection sample pack 02 documentation

by Les Productions Zvon



The samples in this collection are taken from Public Domain advertisements, documentaries and shorts. I chose the name Memory Collection because by definition works in the Public Domain are from the past, a past often not very distant but sadly also often forgotten or ignored.

These video documents are usually old and the sound quality is often not great and they're noisy too. The samples include voice/spoken word/dialogs, sfx, music and other stuff. Many can be further divided so you can have some fun yourself ;-)

The images that you will see in this document are screenshots from some of the videos and show people and things that are heard in the MC 02 or objects that are described or discussed in the documentaries.



There are 3 types of source videos: advertisements, documentaries and shorts. Each type has its own main folder because each had different needs for their soundtracks thus each has an overall specific tone and sound signature.



The pack contains 1 786 samples for a size 757 MB.



Each of the main folders contains 5 sub-folders: FX, Hybrids, Music, Speech Female, Speech Male.
FX - sound effects, foleys, various noises
Music
Speech Female
Speech Male
Hybrids - in this folder, I regrouped samples that feature 2 or more sounds of the 4 categories above.
 For instance, someone speaking with some background noise and/or music, or music with background sfx.

Below is the table of the number of samples by source type and by folders.

	Ads	Doc	Shorts	Totals
FX	51	49	14	114
Hybrids	48	197	40	285
Music	72	141	51	264
Speech female	61	70	41	172
Speech male	256	642	53	951
Totals	488	1099	199	1786

Please note that there are some exceptions in this categorization. Here's an example of what I mean. These four samples are in the Documentaries\Hybrids\ folder:
 dBM_060 chase with music.wav, dBM_060a music only.wav, dBM_060b music only end.wav, dBM_060c music only punch.wav

In fact, only the first one is really a hybrid according to my definition, the 3 other ones being music only. But as they are smaller segments of the first one, I thought it is more convenient to have them all in the same folder instead of 2 different folders.
 Another type of exception is when one sound element, for instance music, really dominates the others, a sample may then have been sorted in the music folder even if there's a voice (not singing) or sfx in it.

About the naming convention used



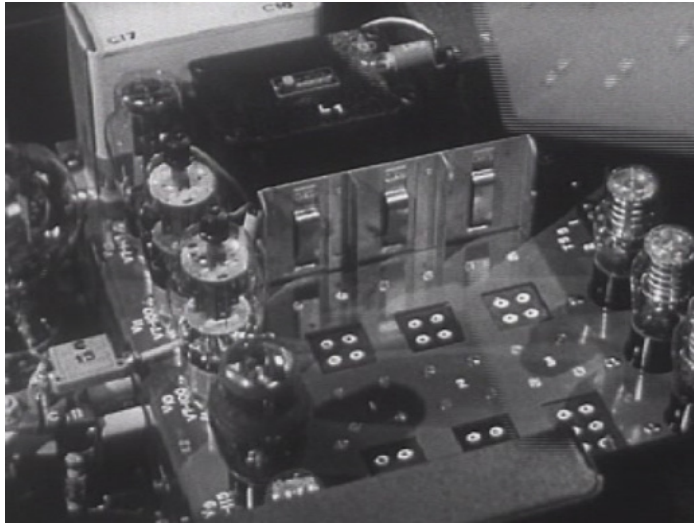
All the names begin with a sequence of letters followed by an underscore and numbers. The small letter at the beginning indicates the source type, a for ads, d for documentaries and s for shorts. The capital letter(s) following it indicate the specific source video, for instance all the samples beginning with aFL are from the same video. The numbers indicate the order in which the samples appeared in the video. Sometimes the numbers are followed by a lowercase letter, this indicates that the samples are part of, or were originally, a longer sample. Like in this example:

dBM_060 chase with music.wav, dBM_060a music only.wav, dBM_060b music only end.wav.

Following this sequence of letters and numbers is the actual name of the sample, like "chase with music" in the example above that describes the sound(s). In the case of the Speech samples, the name refers to the words that are actually said like "powerful solid state portables" or in the case of longer samples it will list some of the keywords.



Tips to get the most of it



- Chop up the samples. As stated earlier, there are 1 786 samples but many more can be created by simply further splitting them. I did split quite a few samples but often, especially with the documentaries (1 108 samples), I've kept the interesting samples complete in order to keep their natural flow. Also, within these longer sentences/samples, there are many interesting bits and I think that it's best to let users decide the ones they want as they may not be the same for everyone or for every project.

- Try different fade outs. When editing the samples, it was not always obvious how each one should end, especially the speech samples. What I mean is that sometimes sentences would end on a hard sound, either a plosive or maybe the result of the audio degradation of the source, different fade outs worked but none was definitive to my ears or the original could be interesting too. In those cases, I left the sample as it was to let users treat it as they wish, because things that I have left can be processed or taken out but things taken out cannot be put back. I've included an example with 2 versions of the same sample, it's in the demo too. Listen to these 2 samples: "dVV_132 in portable gas generator_pumping at the end.wav" is the original and "dVV_132 in portable gas generator_fade out.wav" is the fade out version.

- Generally speaking, these samples are not pristine audio because they are old and sometimes poor recordings that suffered from the passing of time, the quality (or lack of it) of the digital copy I had and/or the trade off between noise and audio restoration artifacts. I included some samples even if I was not really satisfied with their sound quality because I thought they were fun or useful anyway. Audio imperfections may show less or be hidden when samples are not used in isolation, or the imperfections may be desirable in some contexts.



- Process the samples, EQ, filters and whatever you fancy. Stretch them, repitch them!



- 87 KB = 1 second of audio

- Two lists of the samples in the MC 02 are included with this download. One list by folder content and the other is an alphabetical list. The lists are in both text (txt) and spreadsheet (xls) formats. These can be useful to find samples that may inspire you.

This sample pack can be used royalty-free in any piece of music.

Even though all the source videos are in the Public Domain and can be freely obtained, these samples are not free. I ask you to respect the long and hard work that was required to create them and to not sell or distribute in any way the samples, even in modified or edited form, without our authorization.

If you do want to include and distribute some of the samples of this collection in your own projects, like with an instrument/sampler/rompler or in another sample pack, do not hesitate to contact me. We can then work out an agreement beneficial to both of us.

Disclaimer:

Some samples may reflect stereotypes and prejudice of their times and original creators. They may express racial prejudice, sexism, social stereotypes, ignorance and/or poor knowledge of other cultures (for instance accents that are deemed insulting today).

The views and opinions expressed in these are those of their original creators and do not necessarily reflect my opinions.

I verify that the source videos are in the Public Domain by searching the web, there are lists of PD movies and websites dedicated to them. Before I decide to use a video, I find at least 2 sources that say it is Public Domain. Of course, I try to avoid errors, but I am not giving any legal guarantees about the PD status of any source video either.

Also, here in North America, there are bargain-price DVD labels that offer PD movies. Many of the movies I have used come from my personal collection of such DVDs.

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