

Memory Collection sample pack 06 documentation

by Les Productions Zvon



The samples in this collection are taken from 3 Public Domain science fiction movies from the early 60s and 1 PD serial from the 50s. 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 movies are 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 of them 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 movies heard in the MC 06.

The pack contains 714 samples for a size of 520 MB.



Even without using any of the samples in a composition, just listening to them is fun and is also a lesson in the history of sound design in movies.





The collection is divided in 5 folders:

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 above folders.

For instance someone speaking with some background noise and/or music, or music with background sfx.

Table of the number of samples by folder.

| | | |
|---------------|-----|---------|
| FX | 40 | 14 MB |
| Hybrids | 264 | 305 MB |
| Music | 81 | 118 MB |
| Speech Female | 82 | 19 MB |
| Speech Male | 247 | 63.8 MB |
| Total | 714 | |

Please note that there are some exceptions in this categorization. Here's an example of what I mean. These two samples are in the Hybrids\ folder: RM_092_that will finish them.wav, RM_092a_finish them_brass.wav.

In fact only the first one is really an hybrid according to my definition, the second one being music. But as it is a smaller segment 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

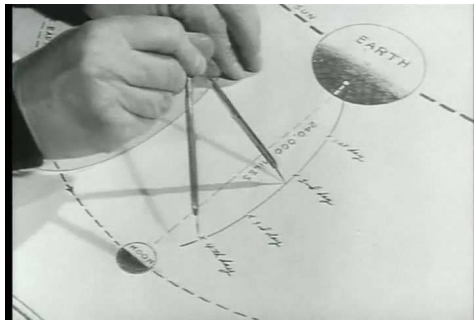
All the names begin with two capital letters followed by an underscore and numbers.

The capital letters indicate the specific source movie, for instance all the samples beginning with TO are from the same movie. The numbers indicate the order in which the samples appeared in the movie. 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:

TO_054_monster in cave, TO_054a_just thought.

Following this sequence of letters and numbers is the actual name of the sample, like "gong" that describes the sound(s). In the case of the Speech samples, the name refers to the words that are actually said like "dream on buster" or in the case of longer samples it will list some of the keywords.

Tips to get the most of it

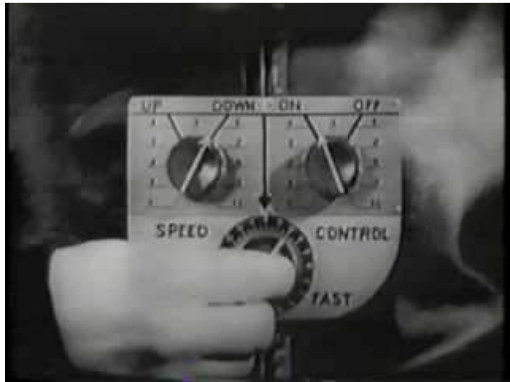


- Chop up the samples. As stated earlier, there are 714 samples but many more can be created by simply further splitting them. I did split myself quite a few samples but often I've kept the interesting samples complete in order to keep their natural flow. Also within these longer sentences/samples, there 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.

- 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 did include 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 06 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 movies 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.

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