

## Memory Collection sample pack 10 documentation

by Les Productions Zvon



Samples are from a varied collection of PD videos: 4 movies (3 horror/Sci-Fi and 1 monster movie), 19 TV show episodes including 13 from 1950's Sci-Fi shows, 11 documentaries including 4 on the subject of sound recording and 70 ads.

The original material is from the 1930's to the early 60's! 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 shows 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 shows and ads heard in the MC 10.

The pack contains 5 017 samples for a size of 1.84 GB.  
Released in August 2019.

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Even without using any of the samples in a composition, just listening to them is fun and 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 Kids  
Speech Male  
Hybrids - in this folder, are 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.

**Number of samples by folder.**

FX	358	106 MB
Hybrids	956	540 MB
Music	460	424 MB
Speech Female	393	94 MB
Speech Male	2 850	711 MB
Total	5 017	

Please note that there are some exceptions in this categorization. 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.



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## About the naming convention used

Samples from the movies and TV shows have names beginning with two or three capital letters followed by an underscore and numbers. The capital letters indicate the specific source, for instance all the samples beginning with PP are from the same show. When I have used more than one episode of a specific show, these two letters are followed by a number, for instance CV1 for the first episode and CV2 for the second one.

The numbers indicate the order in which the samples appeared in the source. Sometimes they are followed by a lowercase letter, this indicates that the samples are part of, or were originally, a longer sample. Like in this example:

aCE1\_04\_land midnight sun.wav, aCE1\_04a\_horn.wav.

As in the example above, samples from the TV ads and documentaries have an extra lowercase letter at the beginning of their names. Either "a" for the ads or "s" for the documentaries (short films).

Following this sequence of letters and numbers is the actual name of the sample, like "scat singing" that describes the sound. In the case of the Speech samples, the name refers to the words that are actually said, like "goodness gracious" or in the case of longer samples it will list some of the keywords.

Names ending with NR2 indicates a sample processed with different noise reduction settings, so a sample may have 2 versions. Name ending by "X" are the trimmed version of the original sample, these are mainly used in the demo.

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## Tips to get the most of it

- Chop up the samples. As stated earlier, there are 5 017 samples but many more can be created by simply further splitting them. I did split myself 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 were 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, compression and whatever you fancy. Stretch them, repitch them!



- 87 KB = 1 second of audio

- Two lists of the samples in the MC 10 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 (xlsx) formats. These can be useful to find samples that may inspire you.

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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 my 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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Also try the Memory Collection Sample Packs 01 to 09.

email: [info@lesproductionszvon.com](mailto:info@lesproductionszvon.com)

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