

Memory Collection Pack 12 – Fifties SciFi TV Shows

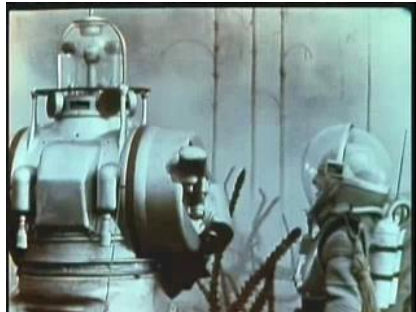
Documentation

by Les Productions Zvon



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 and 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 ;-)



Even without using any of the samples in a composition, just listening to them is fun and is also a peek in the history of sound design in movies. The images in this document are screenshots from the videos heard in the MC 12.

The pack contains 1 001 samples for a size of 752 MB.
Released in November 2021.

The samples in this collection are taken from 6 Public Domain TV shows from the early 1950's and 2 movies from the early 1960's. The second movie was built on the first one so some scenes and sounds are similar but there are a lot of differences too.

The first three Space Patrol episodes include the original ads, both the show merchandise ads and those from the sponsor.





The collection is divided in 5 folders:
FX - sound effects, foleys, various noises
Music
Speech Female
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 | 127 | 92 MB |
| Hybrids | 326 | 403 MB |
| Music | 45 | 75 MB |
| Speech Female | 77 | 34 MB |
| Speech Male | 426 | 146 MB |
| Total | 1 001 | |

Please note that there are some exceptions to 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.



About the naming convention used

Samples from the movies and TV shows have names beginning with two capital letters followed by an underscore and numbers. The capital letters indicate the specific source, for instance all the samples beginning with SP 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 SP1 for the first episode and SP2 for the second one. Note that the Rocky Jones, Space Ranger episode here is numbered 5 because there are 4 in MC 10.

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

SP4_047_mystery_long cue.wav, SP4_047a_mummy case.wav.

Following this sequence of letters and numbers is the actual name of the sample, like "sliding door" that describes the sound. In the case of the Speech samples, the name refers to the words that are actually said, like "come in XV2" 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, some also have a compressed version indicated by COMP. 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.



Tips to get the most of it

- Chop up the samples. As stated earlier, there are 1 001 samples but many more can be created by simply further splitting them. I did split myself a few 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. 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 12 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 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.

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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THE END