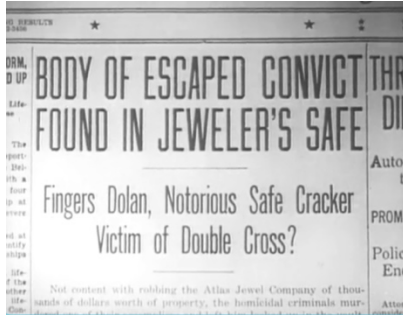


Memory Collection Pack 15 – Puzzles

Documentation

by Les Productions Zvon



Why the name 'Puzzles'?

Memory Collection packs are like sonic jigsaw puzzles that you can mix and assemble as you wish. And, this one features mystery, crime, horror, comedy, sci-fi and a bit Christmas spirit for good measure from a selection of Public Domain films and TV shows.

There are 4 movies and 2 TV shows episodes from the 50s, movies range from 1936 to 1946:

1 crime movie (1942)

1 crime/horror movie (1946)

1 horror movie (1942)

1 comedy/crime with a touch of science fiction (1936)

1 episode of Space Patrol (if you like this, there are 4 more in Memory Collection 12)

1 episode of a family sitcom

The images that you will see in this document are screenshots from the videos heard in the MC 15.

The pack contains 1 281 samples for a size of 1.2 GB.

Released in December 2024.

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. These shows and movies are old. Sound quality is often not great, with noise and artefacts. Samples include voice/spoken word, SFXs and music. Many can be further divided so you can have some fun yourself ;-)

As often requested, samples are generally longer than in earlier packs, perfect to add a specific vibe to a track! Don't hesitate to split the samples to suit your needs.



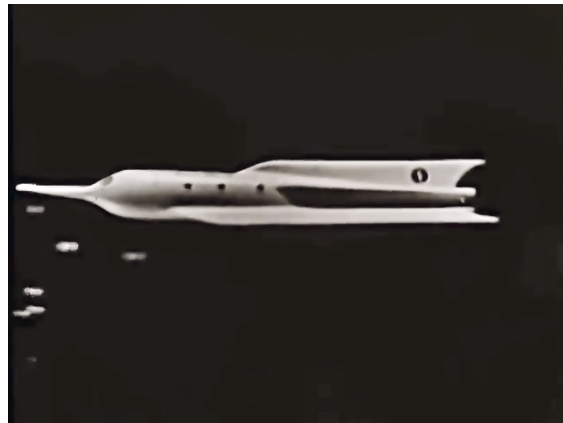
Number of samples by folder.

| | | |
|---------------|-------|--------|
| FX | 154 | 53 MB |
| Hybrids | 291 | 512 MB |
| Music | 31 | 97 MB |
| Speech Female | 340 | 244 MB |
| Speech Male | 465 | 292 MB |
| Total | 1 281 | |

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.

Note: In the previous packs, I sorted samples that had a man and a woman speaking in the Hybrids folder. But for this pack, I usually, but not always, placed the samples with a woman's voice in the Speech Female_Kids folder even when there's also a male voice, in part to keep some longer dialogs. But the samples that also prominently contain music and/or foleys/SFXs are still in the Hybrids folder.

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 or three capital letters followed by an underscore and numbers. The capital letters indicate the specific source, for instance all the samples beginning with CN are from the same movie. When I have previously used one or more episodes of a specific show, these two letters are followed by a number, for instance SP5 and OH7 in this pack.

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:

OH7_055_can get camera.wav, OH7_055a_hanging up payphone.wav.

Following this sequence of letters and numbers is the actual name of the sample, like "BM_024_opening drawer" that describes the sound. In the case of the Speech samples, the name refers to the words that are said, like " you don't trust me" or, for 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.



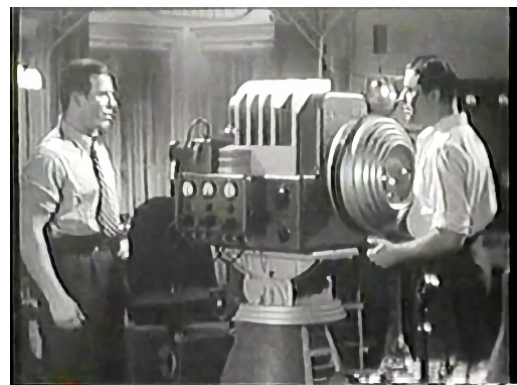
Tips to get the most of it

- Chop up the samples. As stated earlier, there are 1 281 samples but many, many more can be created by simply further splitting them. I did split myself a few samples but I've often kept the longer 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. Even the more ordinary dialogs can be trimmed in shorter bits to use in various contexts.



- 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! Some source videos had (too) much low end. I have taken out a good part of it, but I didn't want to take too much out either. So don't hesitate to EQ them to your taste and needs!

- 87 KB = 1 second of audio

- Two lists of the samples in the MC 15 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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