

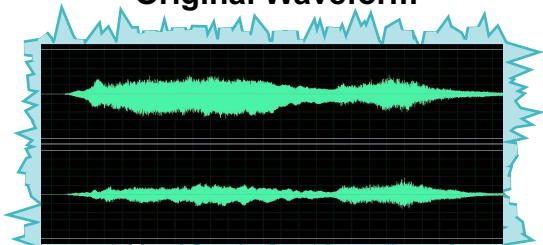
ANNEX VIII. SOUND DESIGN AND MASTERING

SOUND DESIGN

- CHAPTER ONE -

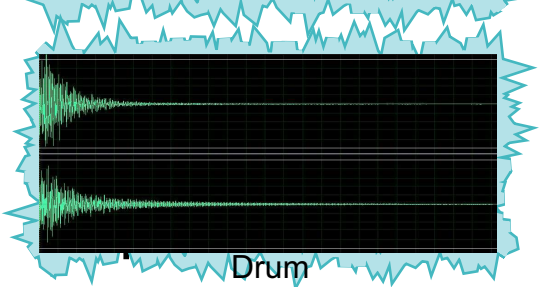
Music

Original Waveform



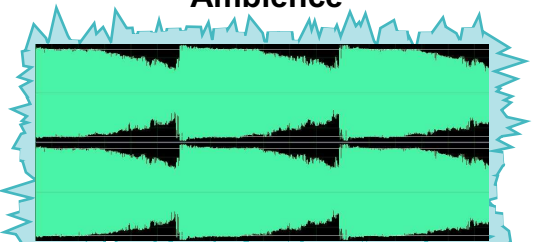
Modifications aplied

Volume



Drum

Ambience



Envelope (smooth decay), Time stretcher, Eco EQ

Warning Intro



10dB Boost amplification, Panorama

Military ceremony



Volume, Stereo field, Panorama

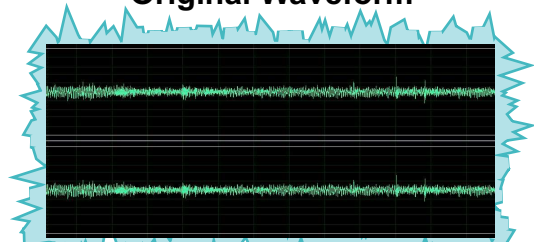
Men crowd



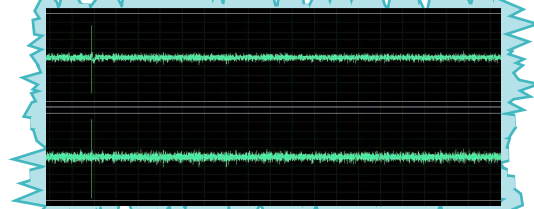
Volume

Music band

Original Waveform



Outdoor sports



Fire

Modifications applied

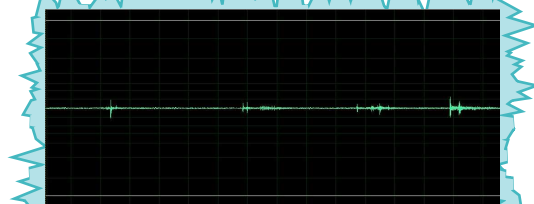
3dB Boost amplification, Volume, Stereo field

Graphic EQ (down high freq), Clip elimination, Volume, Panorama

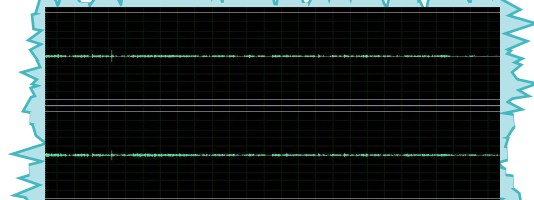
Foley



Sheet of paper



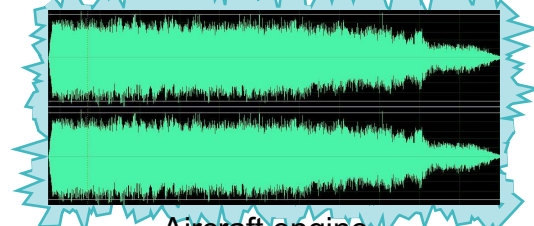
Footsteps



Pencil writing



Poker cards



Aircraft engine

Amplification

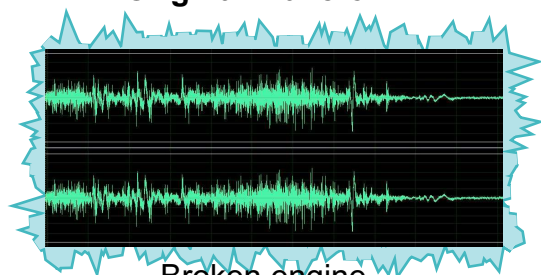
Amplification

Amplification

Amplification

6dB Cut Amplification,
Graphic EQ increase high frequencies,
Eco EQ in low frequencies, narrow stereo field

Original Waveform



Broken engine

Modifications applied

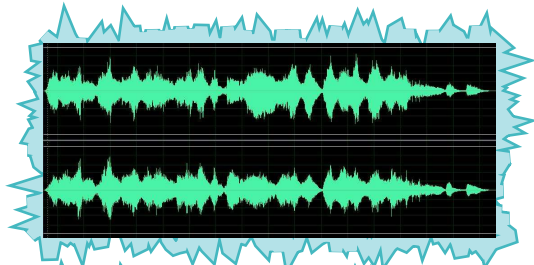
15 dB Boost amplification, Envelope (smooth attack),
Graphic EQ (down high freq.)

- CHAPTER TWO -

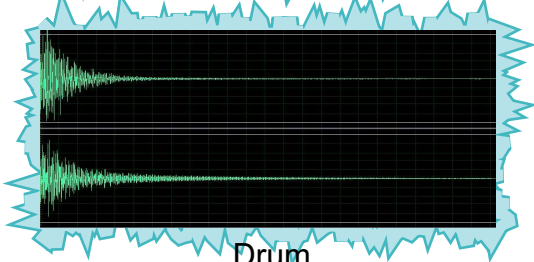
Original Waveform

Modifications aplied

Music

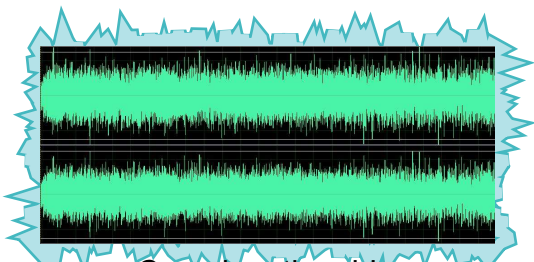


Volume



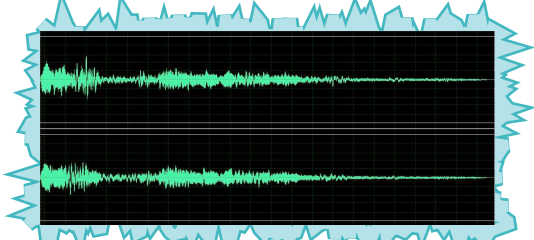
Drum

Ambience

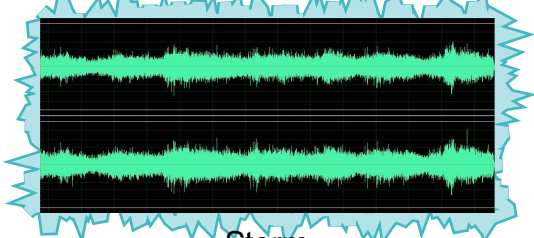


Graphic EQ

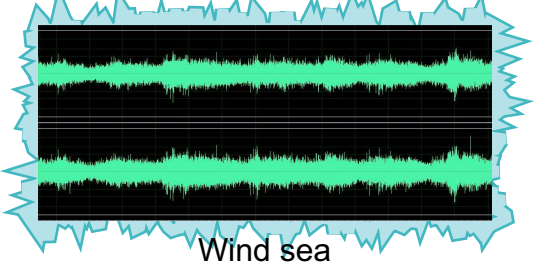
Crowd on the ship



Ship steam whistle



Storm

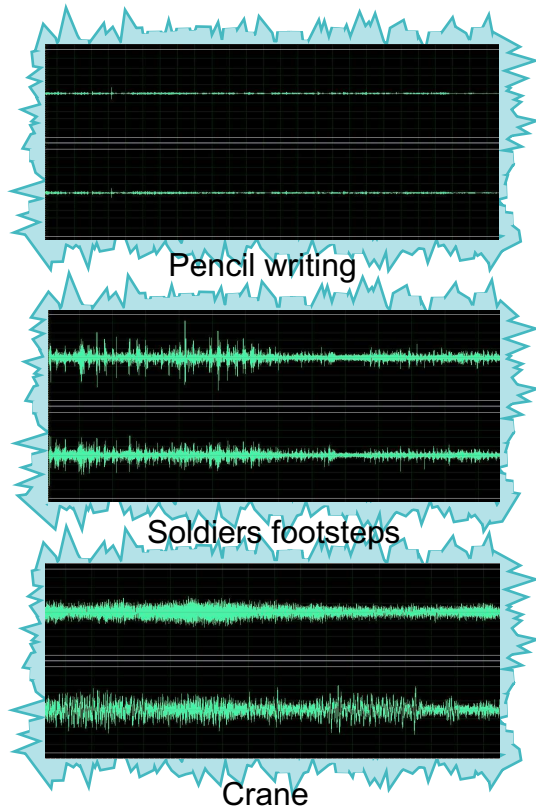


Wind sea

Volume

Foley

Original Waveform



Modifications aplied

Amplification

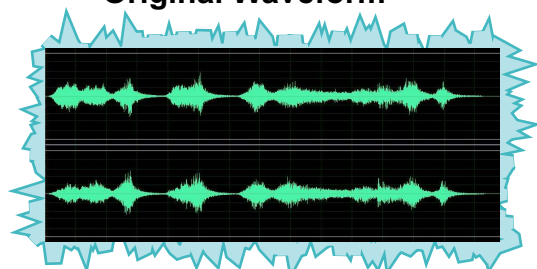
Eco EQ, Stereo field rotation

Graphic EQ, Stereo Extender, Panorama

- CHAPTER THREE -

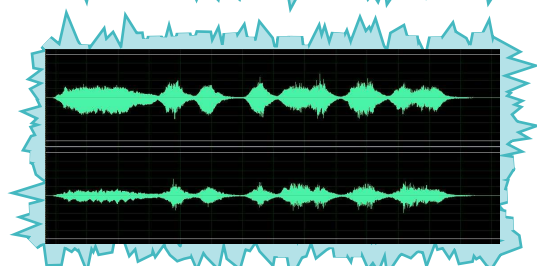
Music

Original Waveform

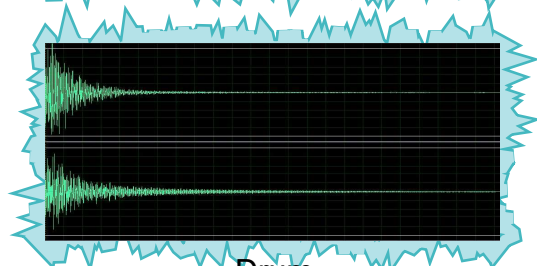


Modifications applied

3 dB Amplification, Volume

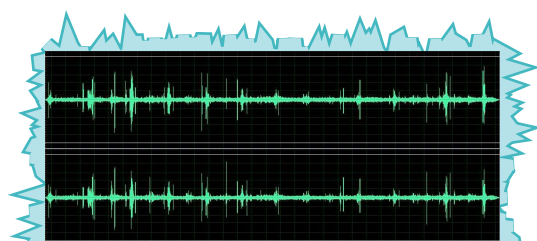


Volume



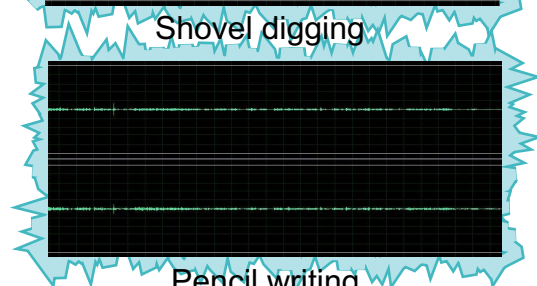
Drum

Foley



Shovel digging

-8 dB Amplification, Stereo Extender



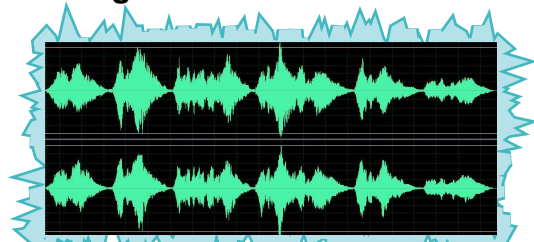
Pencil writing

Amplification

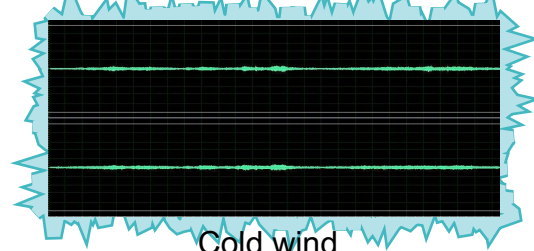
- CHAPTER FOUR -

Ambience

Original Waveform



Funeral trumpet



Cold wind

Modifications aplied

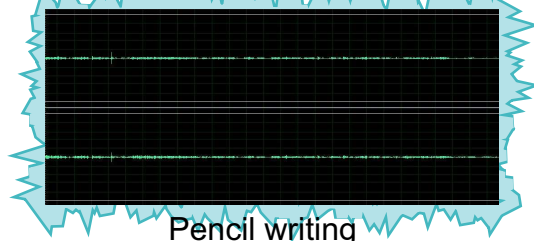
-7 dB Amplification, Volume

Volume

Foley



Walk on the countryside



Pencil writing

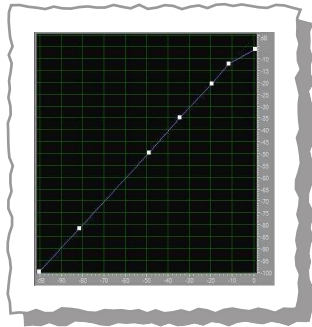
Panorama, Stereo extender

Amplification

SOUND MIXING

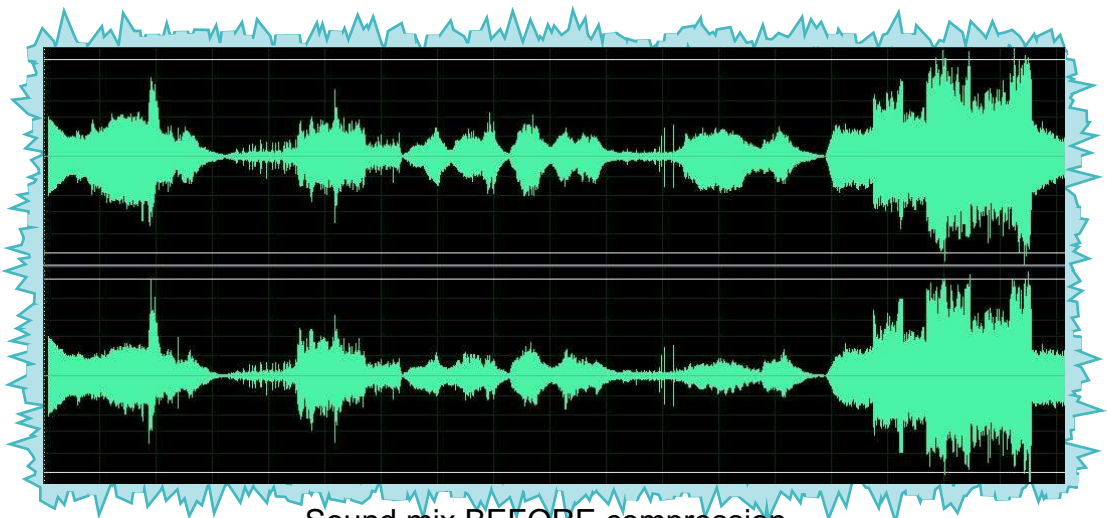
Here are presented the final mixed waveforms in every audio track corresponding to every chapter.

Every track has been applied a slight compression factor to get a better compacted waveform varying from -25 dB to -3dB maximum.

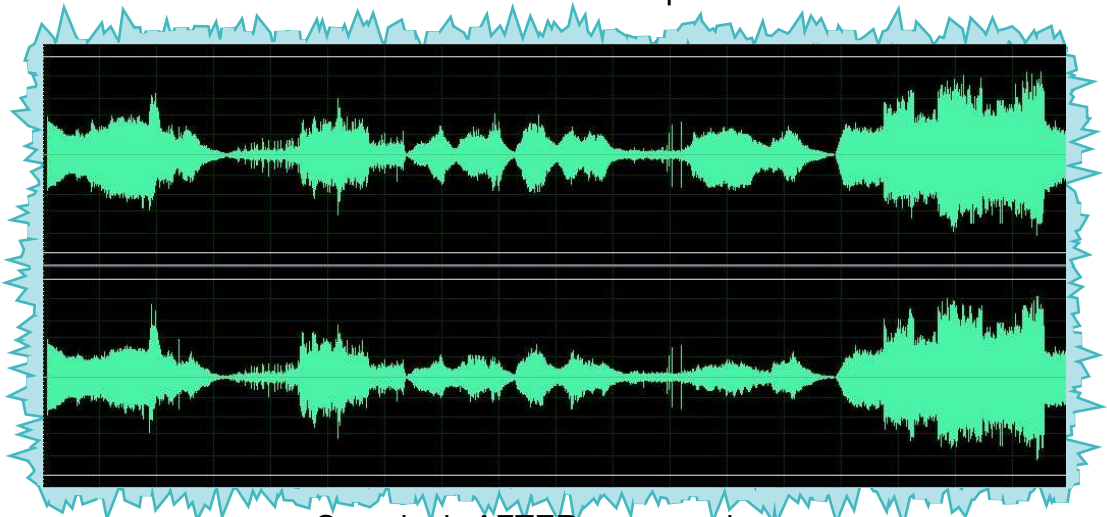


Compression factor

- CHAPTER ONE -

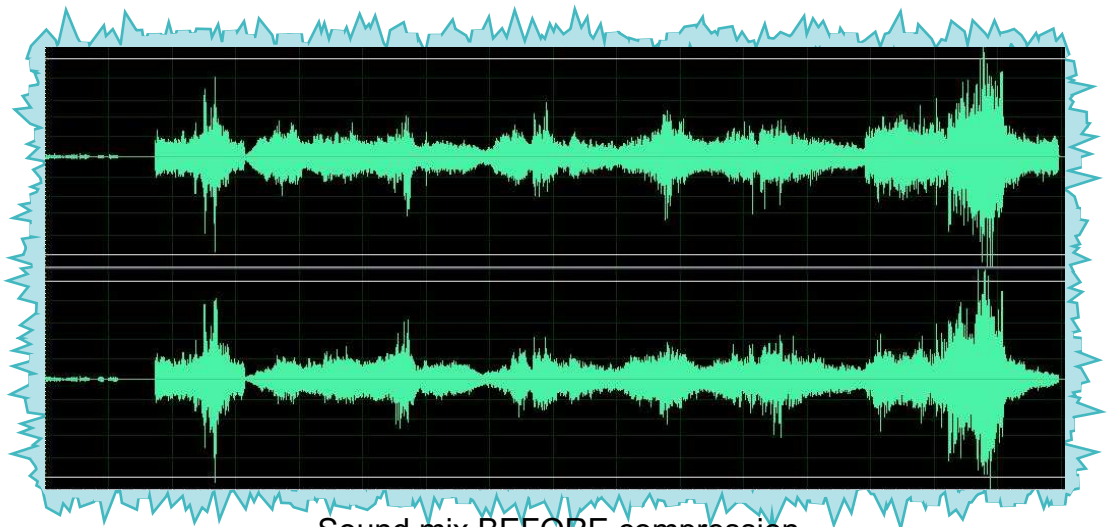


Sound mix BEFORE compression

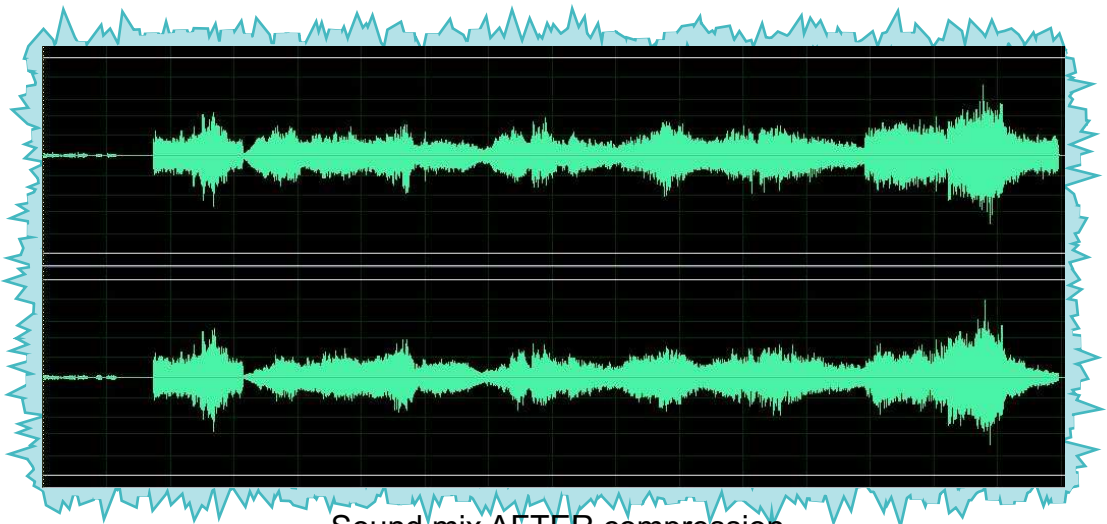


Sound mix AFTER compression

- CHAPTER TWO -

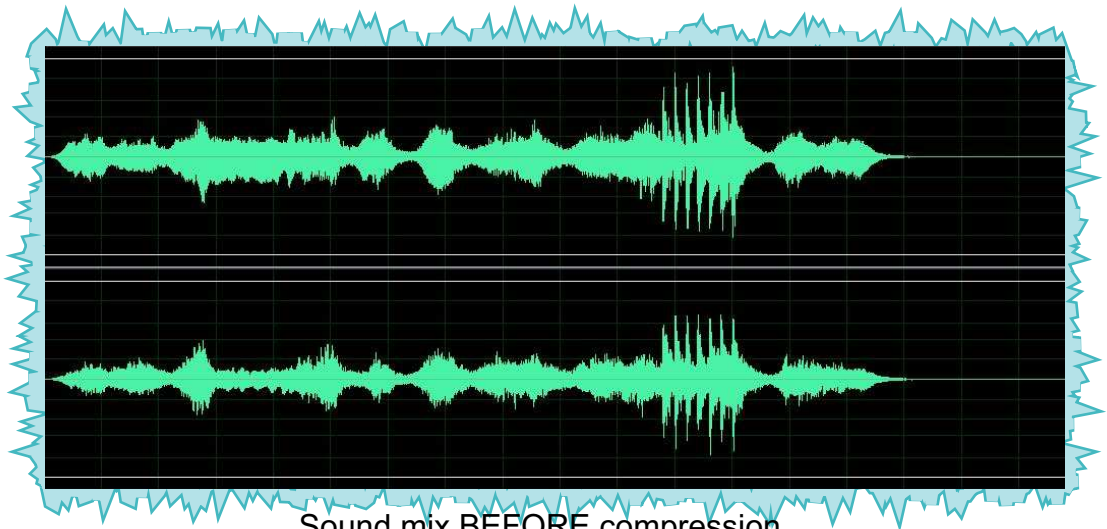


Sound mix BEFORE compression

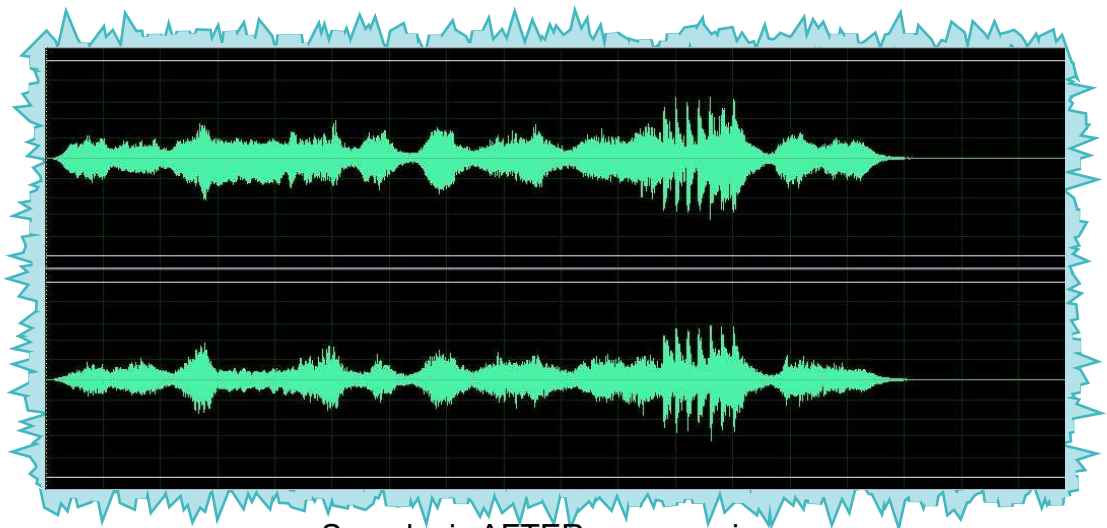


Sound mix AFTER compression

- CHAPTER THREE -

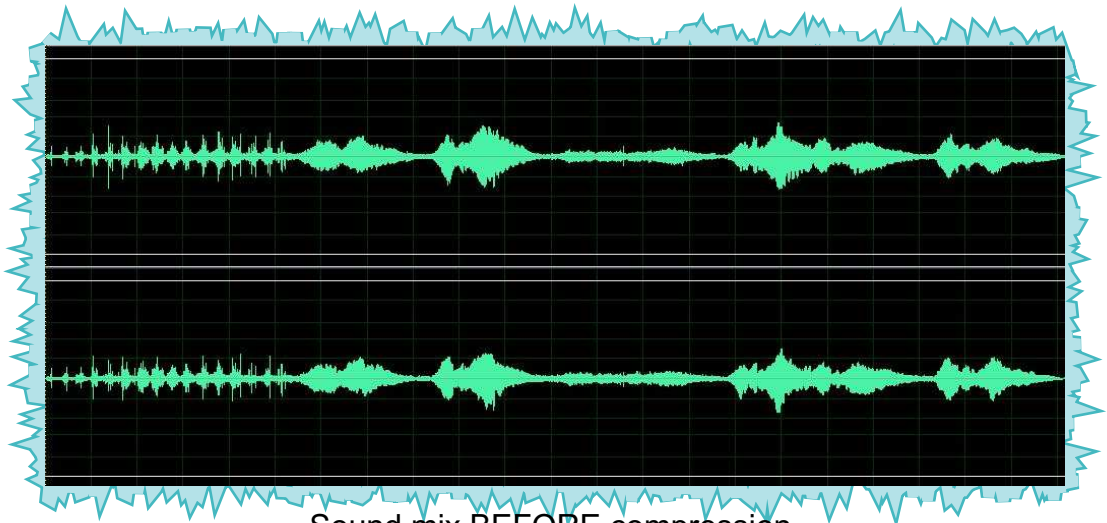


Sound mix BEFORE compression

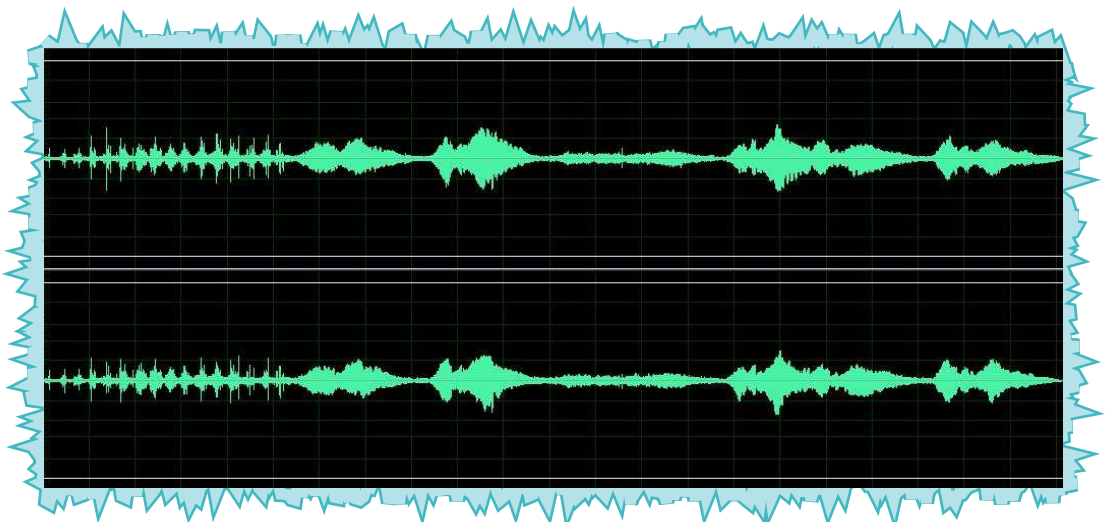


Sound mix AFTER compression

- CHAPTER FOUR -



Sound mix BEFORE compression



Sound mix AFTER compression

SOUND MASTERING

In mastering process the final broadcast media destination for the audiovisual piece is decided.

In this particular project, the mix is going to be exported on DVD for small theatre screening. Then, a classical masterization should be applied.

Band 1. 20Hz - 120Hz.

Threshold: -20 dB

Gain: 0.0 dB

Prop: 1.5 :1

Attack: 10.0 ms

Release: 100 ms

Band 2. 120Hz - 2000Hz.

Threshold: -18 dB

Gain: 0.0 dB

Prop: 1.4 :1

Attack: 10.0 ms

Release: 100 ms

Band 3. 2000Hz - 10000Hz.

Threshold: -18 dB

Gain: 0.0 dB

Prop: 1.4 :1

Attack: 10.0 ms

Release: 100 ms

Band 4. 10000Hz - 20000Hz.

Threshold: -25 dB

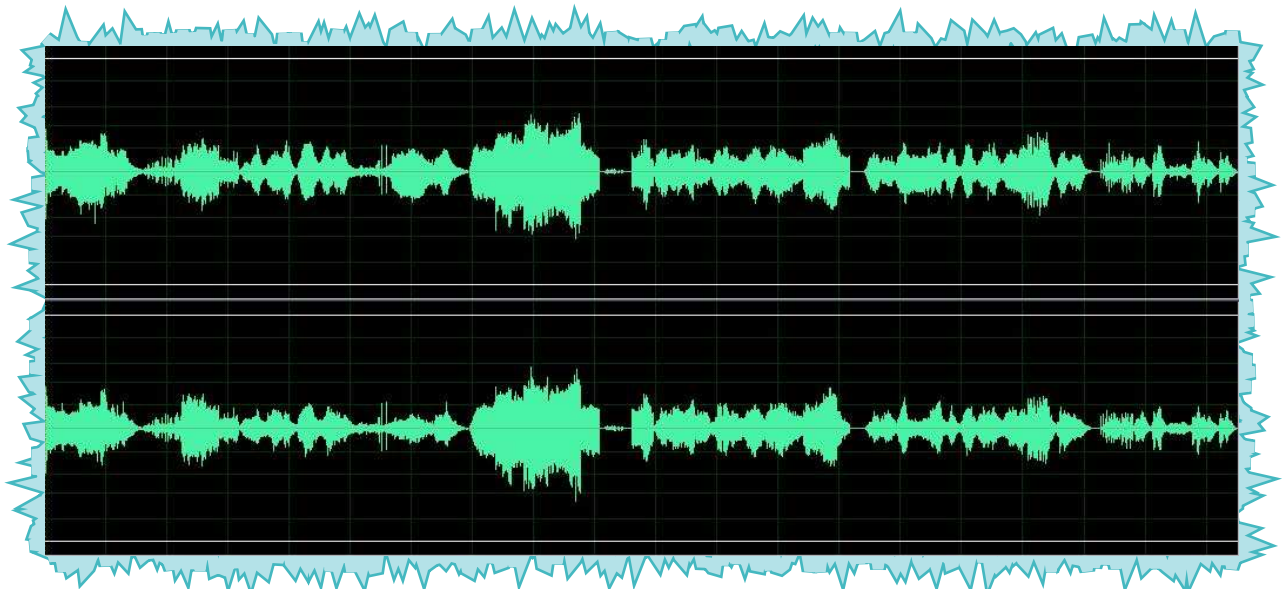
Gain: 0.0 dB

Prop: 1.6 :1

Attack: 10.0 ms

Release: 100 ms

Classical mastering parameters



Final mastered audio waveform of the piece (including all the chapters) (48000Hz)