

Stampede.

Studios

Post Production

Sound Design • Mixing • ADR • Foley • Composition • Score mixing • Up-mixing • M&E creation

SENDING FILES

Congratulations on completing the on-set production of your film, editing process and entering the final stage of post production.

Now that you have your final picture lock, it is time to begin work for post sound. The first step is to send us your files and brief so that we can see the work to be done.

When you are ready to send your files, you can either provide them in person with a hard-drive or upload and share through Google Drive.

To organise an in-person meeting, Email us at the address listed below to arrange one. If you wish to send your files remotely, use the same email address via google drive sharing:

email: **stampedemotion@gmail.com**

NOTE: The next section contains information for all file types. Please refer to the file types that relate to your project and provide accordingly.

All **audio** files must be provided as .wav format at 24bit and 48kHz sample rate.

All **video** files must be provided as either .mov (DV) or .mp4 formats at up to 1080p. All **video** files must display a timecode by frames/min/ms from 00:00 to end

For easy organisation and reference, folders should be labelled and placed under the following structure.

FOLDERS - STRUCTURE

PRODUCTION SOUND

Boom / Lapel microphone recordings of location sound and surrounding source (e.g: dialogue)

FOLEY/CLOTH SAMPLES

Any recorded or sampled audio of human audio or touch (e.g: handling/clothing rustle)

ADR/VOICEOVER TRACKS

Automatic Dialogue Replacement (ADR) are audio tracks from a studio re-recording session. Voiceover tracks are studio recordings designed to be added in later (e.g: animation dialogue or narration).

NOTATION

All notation such as sound sheets and production notes must be attached in their parent folders for the shooting day as well as edl or xml metadata included in the main drive. Please ensure this is readable in a format that shows only data used in final edit and top track layers. All tracks should be isolated and labelled correctly.

SOUND FX SAMPLES

Any recorded or sampled audio of action motivated impact audio (e.g: gunshots)

MUSIC/SCORE TRACKS

Music tracks are pre-recorded songs by an artist. Score is dramatically and specifically written for the film by a composer

PICTURE LOCK - CUT OF THE FILM

The cut of the film you give us must be the final edit so the timecode provided stays accurate. Cues for audio tracks will depend on this so that when the audio tracks are stitched back to the edit, the two will intergrate flawlessly in sync.



Before you submit your files for work to commence, a deposit of 25% of the total quoted price will be due. Once this has been settled, you may submit your files.

MIXING OPTIONS



2.1 STEREO MIXDOWN

LR Stereo Printmasters



5.1 SURROUND MIXDOWN

FL, C FR, RL & RR
PCM Discrete Printmasters



7.1 SURROUND MIXDOWN

FL, C FR, SL, SR, RL & RR
PCM Discrete Printmasters



IMMERSIVE 3D

Object-based audio:

Pre-mix for Post
Dolby Atmos for Music