Soundtuts

PTMITB Short Film Demo Project

Thank you for purchasing the the Put the Money in the Bag demo project from Soundtuts! We hope this project will help you practice the art of sound design, editing, and mixing.

In this bundle, you have all of the project files necessary to completely re-sound design and mix the short film titled "Put the Money in the Bag" directed by Alex Fichera and originally sound designed by Michael Cullen. Along with the turnover files from the picture editor, we have also provided all of the finished audio files from the sound project so you can learn from Michael's work.

Included Files:

- A - Turnover Folder
  - AAF folder
    - PTMITB_AAF.aaf
    - All .WAV audio files connected to the AAF.
  - Put_The_Money_In_The_Bag-SOUNDTUTS.mov
- B - ADR Folder
  - Various automated dialogue replacement (ADR) takes to replace production dialogue. They're organize by where the dialogue is in the film.
- C - Editorial Folder
  - This folder is empty. This is where you should save your DAW editorial sessions.
- D - Deliverables
  - Sample Stems folder
    - PTMITB_BG_STEM.wav
    - PTMITB_DX_STEM.wav
    - PTMITB_FX_STEM.wav
    - PTMITB_MX_STEM.wav
    - PTMITB_M+E_STEM.wav
    - PTMITB_PM.wav
- README.pdf
- License Agreement.pdf
- Helpful Links.url

File Explanations:

- **PTMITB_AAF** - An AAF file is a list of instructions that details which audio file plays when. You will normally receive this file (AAF or OMF) from the film's picture editor.

- **Put_The_Money_In_The_Bag.H264.SOUNDTUTS** - this is the movie file of the film. The film was shot in a 2.35 anamorphic "CinemaScope" aspect ratio which is why it is much wider than most videos. Having the timecode burn in on the bottom of the video is common since it helps the director give notes during the review process.
- **ADR files** - ADR audio files are used to replace the dialogue recorded on set. Normally you record ADR to fix a problem that has happened on set. In this film, we recorded ADR because the loud noise from the nearby highway made some of the dialogue unusable (especially during the dream sequence). In this folder there are various takes of audio that you can use in your project. In the AAF we included the ADR that Michael selected but you're free to add any of the other takes.
- **Sample PM (PrintMaster)** - This is the final audio file that the audience hears. This is the file you deliver back to the editor when you are done. The editor will then sync the audio to the picture and then will export the final film.
- **Sample Stems** - Stems are audio files that when played together, make up the audio that is in the final PrintMaster. When Michael finished the work, he split out the elements into the different audio families: Dialogue (DX), Backgrounds (BG), Sound Effects (FX), and Music (MX). These files are normally delivered along with the PM so they can be used for archival purposes in case the film gets remade/re-edited.
  - He also provided a Music and Effects file (M+E) which is all of the stems together except the dialogue stem. M+E stems are normally used only if the film is going to be re-recorded in a different language.
- **Helpful Links** - contains various links to download free sound effects and more.

Getting Started:

To learn what to do with these files, watch the detailed videos on the Soundtuts Channel:
https://www.youtube.com/playlist?list=PLtd33xI5KTmfqU7Vh8TiNZ_xIwXViRPmD

If you don't want to watch the in-depth videos, here's the general workflow of film sound design:

1. Familiarize yourself with the film. Write down first impression, areas that need ADR, potential sound design ideas, any initial questions for the director/producer.
2. Create new session with correct audio settings (24 bit, 48 kHz) and create new tracks.
3. Import PTMITB_AAF.aaf into your DAW. Ensure the 2pop starts at 00:59:58:00 timecode.
4. Dialogue edit your production dialogue onto your DX tracks.
5. Sound edit the background tracks in your BG tracks.
6. Sound design the sound effects in your FX tracks.
7. Cue, record, and edit foley (optional for indie films).
8. Cue, record, and edit ADR. For this tutorial, the cueing and recording part has been done for you, you just have to pick and place the ADR into the film.
9. Pick, import, and edit any music cues.
10. Edit the music to fit the emotional mood of the various scenes.
11. Pan the various audio files.
12. Mix the volumes of the audio files. Normally final film mix results around -24 LUFS.
13. Export the files as stem files (DX, BG, FX, MX, M+E).
14. Export the final PrintMaster.

15. Deliver the final .WAV files to the client. (Sometimes also provide finished video file too).

How to learn from Stems:

Learning from stems is the easiest way to see how Michael decided to edit, sound design, pan, and mix the different elements. It also helps you learn about the different audio families..

Importing the Stems into a DAW:
1. Import the sample stems provided (**except** for the Music & Effects stem [M+E] and Printmaster [PM]) onto your DAW timeline. Place them at the 00:59:58:00 timecode.
2. Import the video file and sync it to 00:59:58:00.
3. Now mute the movie's imported audio track and press play.
    a. The movie should just sound normal since all of the stems together = the PM.
4. Now, if you only want to hear the FX sound effects audio by itself, just solo the FX stem.
5. Repeat this process to see how the other audio families play soloed.

Showcasing your work online:

We created this bundle so you can legally show off your hard work. As stated in the Terms and Conditions, you are free and encouraged to showcase your finished audio work online in a non-commercial capacity. So put it in your reel on your website to show the world!

You are **NOT** allowed to re-sell the contents of this package or claim the original audio files as your own. Upon working with the files in this package, you are agreeing to these terms.

Other Notes:

- We are not able to provide the music files in the film since we don't own the copyright to distribute them commercially. If you want to add music to your project, check out these royalty-free music websites instead:
    - http://betterwithmusic.com/
    - https://incompetech.com/
    - http://freemusicarchive.org/
- The provided video file has a small timecode burn-in to aid in syncing purposes.

Thank You!

Thank you again for your purchase. The proceeds will be shared with the filmmaker and allows Soundtuts to continue creating great online sound tutorial content.

If you have any technical issues with the files, please contact thesoundtuts@gmail.com with your problem and your order number. Thank you!