'Things Are Gonna Be Much Betta'
(TAGBMB) 60 seconds
Instructions for Using Extravagant Noise
Matching Music Kits

Important! MP3 versions may change kit's pieces/tracks lengths and quality. We do not support the MP3 file or any compression format for this reason.

'Things are Gonna Be Much Betta' is a happy go lucky tune that can either build or pare down depending on how you use the kit. It was created to give a feel good impression and has a positive upbeat expression.

Please download the entire album for your kit. This kit is a one minute version and its album should be in full color. The kit you purchase is good for one commercial as per the user license agreement. Additional kits may be purchased for 15 and 30 second commercials. Please take note, 60 second kit album covers are in full color, 30 second album covers are Orange-hued and 15 second kit album covers are Blue-hued.

These kits are made to be fun. We did all of the hard work ahead of time so that you now have the ability to look very professional in a short amount of time! When music synchronizes to visuals, the music increases the overall quality 100%! Building the best track for your purposes should be fun and rewarding! We want you to look and sound good! Each track meets ATSC A/85 Loudness guidelines. Tracks can abut next to each other without artifacts (that annoying crunchy sound). If you'd like the music softer, just use your master track fader after you have made your final decisions of track/block placements. We want you to shine above the crowd, and these kits have a polishing affect. Your clients will value your work as better than those who only use random tracks. Play around and see what you discover! Have fun while creating quality!

Instructions for kit pieced method (Geometry People):

Within each precisely made Extravagant Noise Music Kit are matching music tracks. Place or Import the tracks into your film editing software and or project folder. When you drag and drop a track into place each one should look like a block. For best results, start with your chosen beginning and your chosen ending. After that you can fill in with consecutive numbers or you may find a good "hit point" that you'd like a track to be placed right

before it happens and then fill in with other tracks. You also have the choice to use 1-5 combinations /versions to make a seamless 60 second music background. You will not be able to use *all* of a kit's tracks, simply because you won't have the room! Think of it as an audio puzzle that has many correct ways to piece together, while leaving left over pieces.

You may choose consecutive numbered versions that work best for your film. Or you may find that some interludes help point out an action and then use what makes sense to you for the rest of the commercial time. Each Version number (i.e. 'V_1) has a letter of choice (example: V_1_C). These pieces can abut up to each other (share a boundary) or you can space them out to match an event within your film. Each Kit also includes one or more empty tracks that are Silent. These are available to be used as spacers if one chooses to do so; you can use the VO spacer as a silent section for Voice Over instead of background music sections during voice over. The choice is yours! We call these silent tracks 'VO_Rests' (i.e. 'V_0_3Sec_Rest_for_VO'). 'Things are Gonna Be Much Betta' (60 sec version) has one VO spacer available.

Instructions for the Full Versions of the song are listed Under "Algebra People".

The following tracks should have been included in your download for the 60 second version.

Track/ Piece Name	Length of time	Description
1. Things Are Gonna Be Much Betta ("Algebra People")	3 sec Front VO 57 seconds	(instructions under Full Track
2. Things Are Gonna Be Much Betta ("Algebra People")	3 sec End 57 seconds	VO (instructions under Full Track
V 0 3 Sec Rest for VO	3 seconds	(Silent /Empty Spacer track)
V1 Beg A	12 seconds	Consists of only Solo Bass
V1 Beg B	12 seconds	Consists of Bass plus added drums

V1 Beg C	12 seconds	Bass, Drums and Plucked Guitar
V2 A	12 seconds	Consists of Solo Bass with a quick stop 'half ending feel' in the melody
V2 B	12 seconds	Consists the same as above but with added drums
V2 C	12 seconds	Consists the same as above but with added Plucked Guitar
V3 A	15 seconds	Consists of Only Bass. Can also be used as an ending
V3 B	15 seconds	Bass and Drums can be used as an ending
V3 C	15 seconds	Bass Drums and Guitar Melody can be used as an ending
V4 A End	15 seconds	Bass Only has a more slide ending. There is room for VO on ending.
V4 B End	15 seconds	Same as above with added drums. There is room for VO on ending
V4 C End	15 seconds	Bass Only with a more simple ending
V4 D End	15 seconds	Bass, Drums and melody guitar ending together. There is room for VO at ending.

Your download should also include the 'Interludes' below: **See Interlude definition below table graph.**		
V Inter A	2 seconds	Interlude. It has Bass playing a single note with drums that are meant to set up for a situation or comedy
V Inter B	5 seconds	Interlude. It consists of Bass and Plucked Guitar. It can be used as a "what is next" type of comment.
V Inter C	5 seconds	Interlude. It has a short Bass melody that ends in a drum fill that is meant to set up a point of interest.
V Inter D	1 second	Interlude of only Bass. It can be used to fill space or be used as a musical "comment".

Interludes:

Interludes can be used in between any tracks when there is space. They can be used as a sort of "hit" to point out a visual occurrence, lead up to an occurrence or as a background. If you use a version 1,2,3,4, and 5 there will not be room for interludes. You would need to omit at least 1 version to make room for an interlude

Instructions for Film Edit to Music Method (Algebra People):

We will be calling exact spots that will work well as the exact edit cut "hit points".
Please be sure your frame rate is not a rounded off number, and is exact.
For the full song version of 'Things Are Gonna Be Much Betta' (TAGBMB Full 1 minute w 3.64 seconds of front silence), here are some of the best spots to edit:

Things Are Gonna Be Much Betta (TAGBMB) Hit Points

To be cut / Edited to track;

' 1._Things Are Gonna Be Much Betta_3_Sec_Front_VO'

Choose at least 7 of these important hits supplied below, making sure you choose the correct frame rate option. Choose additional cuts/edits at your discretion. Make sure at least 7 of these 'big hits' are part of your choices for your music to have a tailor-made impact.

Frame Rate	23.976	25	29.97 DF	29.97 ND	Comments
Hit 1	0:00:00:00	0:00:00:00	0:00:00;00	0:00:00:00	3 Seconds of VO May Begin Here
Hit 2	0:00:03:05	0:00:03:06	0:00:03;07	0:00:03:07	Bass Intro
Hit 3	0:00:11:01	0:00:11:01	0:00:11;01	0:00:11:01	Bass adding detail
Hit 4	0:00:15:04	0:00:15:04	0:00:15;05	0:00:15:05	Drum set up
Hit 5	0:00:16:15	0:00:16:16	0:00:16;18	0:00:16:19	Added Drums
Hit 6	0:00:27:14	0:00:27:15	0:00:27;19	0:00:27:19	First half of added detail
Hit 7	0:00:34:01	0:00:34:02	0:00:34;02	0:00:34:02	Other half of added detail
Hit 8	0:00:38:17	0:00:38:19	0:00:38;22	0:00:38:22	Intro to a set up
Hit 9	0:00:42:09	0:00:42:11	0:00:42;12	0:00:42:12	Feel Good Full Groove
Hit 10	0:00:56:04	0:00:56:06	0:00:56;06	0:00:56:06	Set Up for Ending
Hit 11	0:00:57:02	0:00:57:03	0:00:57;03	0:00:57:03	Final Note

Hit Points for track;

' 2._Things Are Gonna Be Much Betta_3_Sec_End_VO' ;

Use table above and Subtract 3 seconds from all numbers (except Hit 1). Again, please choose at least 7 of the suggested hit points for edit.

23.976 fps is commonly used for QuickTime and YouTube videos. The number is often rounded off to 23.98 which is troublesome for audio and creates a loss in synchronization. DF : Drop Frame, DN : Non Drop

We highly suggest keeping your purchased kits on a separate flash or hard drive that does not share with any other content.

If Frame Rate is new to you, here is a simple description. The first zero stands for 'Hour' or 'Reel'. Some production houses prefer to have the number '1' in that spot. The next double Zeros Stand for Minutes (Our kits are 1 minute or less). The next group of numbers stand for 'Seconds' and the final two numbers are the amount of 'Frames' per second. Here is a Wikipedia article if you would like to know more: https://en.wikipedia.org/wiki/SMPTE_timecode

By the way, we highly recommend this timecode application if you need more frame rate options and need to convert what we supplied: https://itunes.apple.com/us/app/timecode/id408226969?mt=8

 Here is a website that does a great job converting frames https://toolstud.io/video/framerate.php?

We have tested many apps and sites. Unfortunately there are many that do not handle the job correctly.