

International Native 15 Second Kit White Paper

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.

International Native is a lovey song that features a wood carved flute. The song was purposefully made to reflect many cultures. Several instrument choices are added for flavor in different sections. Besides the wood flute several choices solo instruments can be added; African Ngoni, Indian Sitar, Guitar and Violin. We hope you enjoy the very detailed amazing kit that can represent many cultures convincingly.

Please download the entire album for your kit. This kit is a 15 second version and its album should be Blue-hued. The kit you purchase is good for one commercial as per the user license agreement. Additional kits may be purchased for 30 and 60 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 can meet ATSC A/85 Loudness guidelines by decreasing by -5.00 dB. 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 combinations /versions to make a seamless 15 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, in some cases there are additional instructions within the kits. 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') ***In this kit we are using 'units' as a form of measurements and reference to help make the kit easier to use.*** Each Unit is 1.58 seconds. You do not need to do the math; we've done it for you.

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

International Native 15 Second length of time needs 9.5 units. Each track's name includes the number of units it contains (except for the full track). You can fill the full 15 second space by adding abutting tracks that add up to 10.5 units. Tracks containing drums need to be attached to another track with drums or the Alt End track may be used. All tracks that are made to be 'endings' include the '.5' extra needed. The 'V3_B' Tracks give the choice of other instruments to represent other cultures.

The following tracks should be included in your download for the 15 second version, please try downloading the full item if you are missing any.

1.International Native 15 Sec_FULL_	This is the full track to be used with the 'Algebra People' Instructions below
IN 15_VO_2u_	This is just a 2 unit spacer that is optional.
IN 15_V1_A.Beg_2u_	Piece includes; Flute with Drums. This Piece will need to be attached to another piece with drums or use; <i>'IN 15_V1_DrumSections_Alt_End_'</i> after piece.
IN 15_V1_B_2u_	Piece includes; Flute Flutter with Drums) This Piece will need to be attached to another piece with drums or use; <i>'IN 15_V1_DrumSections_Alt_End_'</i> after piece.
IN 15_V1_DrumSections_Alt_End_	This small section is to be used to tie up any section that includes drums and is not the ending
IN 15_V1_End_5.5u_	This piece includes; Flute and drums Ending with Two Flutes and a Gong) This Piece will need to be attached to another piece with drums or use; <i>'IN 15_V1_DrumSections_Alt_End_'</i> after piece.
IN 15_V2_A.Beg_2u_	This Piece includes; Solo Flute that echoes

IN 15_V2_B_2u_	This Piece includes; Solo Flute playing a low, high, low again flutter
IN 15_V2_A.Short.End_4.5_	This Piece includes; Solo Flute with echo, 2 nd Flute joins and harmonizes to ending
IN 15_V2_End.B_5.5u_	This Piece includes; Solo Flute with echo, 2 nd Flute joins and harmonizes with a Gong on the Ending
IN 15_V3_B_Drums_2u_	This Piece includes; 2 units of drums. This Piece will need to be attached to another piece with drums or use; <i>'IN 15_V1_DrumSections_Alt_End_'</i> after piece.
IN 15_V3_B_Guitar_2u_	This Piece includes; Drums and includes Guitar. This Piece will need to be attached to another piece with drums or use; <i>'IN 15_V1_DrumSections_Alt_End_'</i> after piece.
IN 15_V3_B_Ngoni_2u_	This Piece includes; Drums and the West African instrument; Ngoni. This Piece will need to be attached to another piece with drums or use; <i>'IN 15_V1_DrumSections_Alt_End_'</i> after piece.
IN 15_V3_B_Sitar_2u_	This Piece includes; Drums and the Indian instrument; Sitar. This Piece will need to be attached to another piece with drums or use; <i>'IN 15_V1_DrumSections_Alt_End_'</i> after piece.
IN 15_V3_B_Violin_2u_	This Piece includes; Drums and the Multi-Cultural Instrument; Violin. This Piece will need to be attached to another piece with drums or use; <i>'IN 15_V1_DrumSections_Alt_End_'</i> after piece.

*note when you see the word 'Solo' this means; by itself, alone.

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

We will be calling the exact spots that will work well as an edit / cut "hit points".

Please be sure your frame rate is not a rounded off number, and is exact.

Suggested edit / cut points for the full 15 second song version of 'International Native'

1. International Native 15 Sec_FULL_

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.

Table for Hit Points

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	Beginning
Hit 2	0:00:00:07	0:00:00:07	0:00:00;08	0:00:00:08	Flute Shout Out
Hit 3	0:00:01:13	0:00:01:14	0:00:01;17	0:00:01:17	Drums Start
Hit 4	0:00:02:18	0:00:02:19	0:00:02;23	0:00:02:23	Fast Drum Riff And Big Drum Hit
Hit 5	0:00:03:03	0:00:03:04	0:00:03;04	0:00:03:04	Flute Flutter
Hit 6	0:00:04:17	0:00:04:18	0:00:04;22	0:00:04:22	Drum Hit
Hit 7	0:00:05:22	0:00:05:23	0:00:05;27	0:00:05:27	Rhythm Change
Hit 8	0:00:06:07	0:00:06:08	0:00:06;09	0:00:06:09	Flute Ending Started
Hit 9	0:00:07:15	0:00:07:16	0:00:07:19	0:00:07:19	2 nd Flute Response
Hit 10	0:00:08:13	0:00:08:14	0:00:08:17	0:00:08:17	2 nd Flute Again
Frame Rate	23.976	25	29.97 DF	9.97 ND	Comments

Hit 11	0:00:11:20	0:00:11:21	0:00:11:25	0:00:11:25	Gong
Hit 12	0:00:12:15	0:00:12:16	0:00:12:19	0:00:12:19	Big Drum Hit

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.