

## International Native 60 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.***

Please download the entire album for your kit. This kit is a 60 second (one minute) version and its album should be Orange-hued. 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.

***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.***

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 Fader / Slider option in your film editing software 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 chosen ending. After you've chosen a beginning and ending; 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 60 second music background. You will not be able to use *all* of a kit's pieces / 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. You can leave space if the previous track completes well. Instructions for needed endings will explained before the kit menu. Each Piece that has a 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 exactly 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 60 Second length of time needs a total of 38 units. Each track's name includes the number of units it contains (except for the full track). You can fill the full 30 second space by adding abutting tracks that add up to 38 units. Tracks containing drums need to be attached to another track with drums or the Alt End track may be used. The 'V2\_C' Tracks give the choice of other instruments to represent other cultures. 'International Native' has options of only flute, or adding Guitar, Ngoni, Sitar or Violin. Wood flutes have ties to all cultures, so we used a beautiful hand carved wood flute to be the foundation of this song. The theme is in a scale that is also international in nature. We hope you enjoy this beautifully intense song.

**The following tracks should be included in your download for the 60 second version, please try downloading the full item if you are missing any. The tracks will appear in alphabetical order; this list is in an order that helps with order of placement.**

<b>1. International Native 60 Sec_FULL</b>	<b>This is the full track to be used with the 'Algebra People' Instructions below</b>
<b>IN 60_V_O_2u_</b>	This is just a 2 unit silent spacer that is optional.
<b>IN 60_V_O_4u_</b>	This is just a 4 unit silent spacer that is optional.
<b>IN 60_V1_A.Beg_3u_</b>	Flute and a few drums (*will need to have next section with drums follow <b>OR</b> with 'IN 60_V1_DrumSections_Alt_End_')
<b>IN 60_V1_DrumSections_AltEnd_</b>	This Piece is the Special ending for anything that has a right edge of drums that needs a finish.
<b>IN 60_V1_Mid.01_4u_</b>	Flute and Drums for 4 units length (*will need to have next section with drums <b>OR</b> follow with 'IN 60_V1_DrumSections_Alt_End_')
<b>IN 60_V1_Mid.02.A_4u_</b>	Flute and Drums for 4 units length (*will need to have next section with drums <b>OR</b> follow with 'IN 60_V1_DrumSections_Alt_End_')

IN 60_V1_Mid.02.B_6u_	Flute and Drums for 6 units length (*will need to have next section with drums <b>OR</b> follow with 'IN 60_V1_DrumSections_Alt_End_')
IN 60_V1_Mid.03_Guitar_11u_	Drums, Flute with Guitar 11 units long (*will need to have next section with drums <b>OR</b> follow with 'IN 60_V1_DrumSections_Alt_End_')
IN 60_V1_Mid.03_Ngoni_11u_	Drums, Flute and West African instrument 'Ngoni' 11 units long (*will need to have next section with drums <b>OR</b> follow with 'IN 60_V1_DrumSections_Alt_End_')
IN 60_V1_Mid.03_Sitar_11u_	Drums, Flute and Indian 'Sitar' 11 units long (*will need to have next section with drums <b>OR</b> follow with 'IN 60_V1_DrumSections_Alt_End_')
IN 60_V1_Mid.03_Violin_11u_	Drums, Flute and Violin 11 units long (*will need to have next section with drums <b>OR</b> follow with 'IN 60_V1_DrumSections_Alt_End_')
IN 60_V1_Mid.A_01_5u_	Flute and Drums for 5 units length (*will need to have next section with drums <b>OR</b> follow with 'IN 60_V1_DrumSections_Alt_End_')
IN 60_V1_End_Flute.Drums_9u_	Ending with Drums and Flute increasing in intensity and ending with solo flute for effect.
IN 60_V1_End_Flute.Drums.Guitar_9u_	Ending with Drums, Flute and Guitar. Drums increasing intensity and ending with solo flute for effect.
IN 60_V1_End_Flute.Drums.Ngoni_9u_	Ending with Drums, Flute and West African Ngoni. Drums increasing intensity and ending with solo flute for effect.
IN 60_V1_End_Flute.Drums.Sitar_9u_	Ending with Drums, Flute and Indian Sitar. Drums increasing intensity and ending with solo flute for effect.
IN 60_V1_End_Flute.Drums.Violin_9u_	Ending with Drums, Flute and Violin. Drums increasing intensity and ending with solo flute for effect.
IN 60_V2_Beg_3u_	Solo flute no time for reverb just 3 units long
IN 60_V2_Beg_4u_	Solo flute with full tail of reverb (Echo).
IN 60_V2_Inter_A_4u	Solo flute flutter low, high and low again with reverb tail - using 4 units of time.

IN 60_V2_Inter_B_6u_	Solo Flute with melody down, slight growl low up to high to low again done twice with reverb tail.
In 60_V2_Inter_C_10u_	Solo flute with long reverb tails (Echo) that is 10 units long. It is a tamer version of Mid.03, and slightly shorter in length.
IN 60_V2_End_Solo.Flute. Gong_9u_	Solo Flute Ending with Gong and final flute for effect.
IN 60_V3_Mid.01_4u_	Only Drums for 4 units length (*will need to have next section with drums follow <b>OR</b> with 'IN 60_V1_DrumSections_Alt_End_')
IN 60_V3_Mid.02.A_2u_	Drums only for 2 units
IN 60_V3_Mid.02.B_4u_	Drums only for 4 units
IN 60_V3_Mid.02.C_6u_	Drums only for 6 units
IN 60_V3_Mid.03_11u_	Drums only building intensity for 11 units (*will need to have next section with drums <b>OR</b> follow with 'IN 60_V1_DrumSections_Alt_End_')

### **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 60 second song version of 'International Native'**

### **'1. International Native 60 Sec\_FULL'**

*Choose at least 14 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 14 of these 'big hits' are part of your choices for your music to have a tailor-made impact.*

<b>Frame Rate</b>	<b>23.976</b>	<b>25</b>	<b>29.97 DF</b>	<b>29.97 ND</b>	<b>Comments</b>
<b>Hit 1</b>	0:00:00:00	0:00:00:00	0:00:00;00	0:00:00:00	Beginning
<b>Hit 2</b>	0:00:01:13	0:00:01:14	0:00:01;17	0:00:01:17	Small Drums
<b>Hit 3</b>	0:00:04:17	0:00:04:18	0:00:04;21	0:00:04:21	One Big Drum
<b>Hit 4</b>	0:00:07:21	0:00:07:23	0:00:07;27	0:00:07:27	ONE of big Three Pattern
<b>Hit 5</b>	0:00:08:16	0:00:00:00	0:00:00;00	0:00:00:00	TWO of big Three Pattern
<b>Hit 6</b>	0:00:09:11	0:00:09:12	0:00:09;14	0:00:09:14	THREE of big Three Pattern
<b>Hit 7</b>	0:00:11:01	0:00:11:01	0:00:11;01	0:00:11:01	ONE of big Three Pattern
<b>Hit 8</b>	0:00:11:20	0:00:11:21	0:00:11;25	0:00:11:25	TWO of big Three Pattern
<b>Hit 9</b>	0:00:12:15	0:00:12:16	0:00:12;19	0:00:12:19	THREE of big Three Pattern Plus, Rhythm Change
<b>Hit 10</b>	0:00:14:05	0:00:14:05	0:00:14;06	0:00:14:06	ONE of big Three Pattern
<b>Hit 11</b>	0:00:15:00	0:00:15:00	0:00:15;00	0:00:15:00	TWO of big Three Pattern

<b>Hit 12</b>	0:00:15:19	0:00:15:20	0:00:15;24	0:00:15:24	THREE of big Three Pattern
<b>Hit 13</b>	0:00:17:09	0:00:17:09	0:00:17;11	0:00:17:11	ONE of big Three Pattern
<b>Frame Rate</b>	<b>23.976</b>	<b>25</b>	<b>29.97 DF</b>	<b>29.97 ND</b>	<b>Comments</b>
<b>Hit 14</b>	0:00:18:04	0:00:18:04	0:00:18;05	0:00:18:05	TWO of big Three Pattern
<b>Hit 15</b>	0:00:18:23	0:00:18:24	0:00:18;28	0:00:18:28	THREE of big Three Pattern
<b>Hit 16</b>	0:00:20:13	0:00:20:14	0:00:20;16	0:00:20:16	Rhythm Change
<b>Hit 17</b>	0:00:28:10	0:00:28:12	0:00:28;13	0:00:28:13	Flute Melody Change
<b>Hit 18</b>	0:00:33:04	0:00:33:05	0:00:33;06	0:00:33:06	ONE of big Three Pattern
<b>Hit 19</b>	0:00:33:23	0:00:34:00	0:00:33;29	0:00:33:29	TWO of big Three Pattern
<b>Hit 20</b>	0:00:34:18	0:00:34:20	0:00:34;23	0:00:34:23	THREE of big Three Pattern
<b>Hit 21</b>	0:00:36:08	0:00:36:09	0:00:036;10	0:00:36:10	ONE of big Three Pattern
<b>Hit 22</b>	0:00:37:03	0:00:37:04	0:00:37;04	0:00:37:04	TWO of big Three Pattern
<b>Hit 23</b>	0:00:37:24	0:00:00:00	0:00:37;28	0:00:37:28	THREE of big Three Pattern

<b>Hit 24</b>	0:00:39:12	0:00:39:13	0:00:39;15	0:00:39:15	ONE of big Three Pattern
<b>Hit 25</b>	0:00:45:20	0:00:45:42	0:00:45;25	0:00:45:25	Rhythm Change
<b>Frame Rate</b>	<b>23.976</b>	<b>25</b>	<b>29.97 DF</b>	<b>29.97 ND</b>	<b>Comments</b>
<b>Hit 26</b>	0:00:49:00	0:00:49:01	0:00:49;00	0:00:49:00	Intense Drums
<b>Hit 27</b>	0:00:55:08	0:00:55:10	0:00:55;10	0:00:55:10	Gong
<b>Hit 28</b>	0:00:56:12	0:00:56:14	0:00:56;15	0:00:56:15	Final Flute

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](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.