

# **Voice & Audio Sync Layout**

## **Skater Skip and the Race Through the Rift**

3-Minute Cinematic Version — Full Dialogue, SFX, and Music Sync Guide

## Production Notes

This layout provides complete dialogue, ambient sound, and music synchronization for 'Skater Skip and the Race Through the Rift' (3-minute cinematic version). It aligns voices, scene pacing, and music tempo for use in Book Animator or any video/audio editing platform.

Each section includes dialogue timing, ambient SFX cues, and recommended background music mood. The soundtrack builds excitement progressively through all four scenes, ending with a triumphant finale.

# Voice Cast

Narrator	Voice: Ember	Description: Cinematic, warm, guiding tone
Skater Skip	Voice: Breeze	Description: Energetic, confident, friendly
Nova	Voice: Juniper	Description: Smart, supportive, female voice
Jett	Voice: Spruce	Description: Competitive, assertive male rival
Announcer	Voice: Ember	Description: Commanding, broadcast tone

## Scene 1 — The Challenge Begins (0:00–0:45)

*Music: 85 BPM — Anticipation, curiosity*

*Ambience: Crowd + wind + synth pad*

0:00–0:07 | Scene 1.1 | Narrator (Ember): “Skater Skip adjusted the glowing runes...” | SFX: soft wind, crowd murmur | Music: soft synth intro.

0:08–0:15 | Scene 1.2 | Nova (Juniper): “You sure about this, Skip?” | SFX: gate hum rising | Ambience: wind whirls.

0:16–0:20 | Scene 1.3 | Skip (Breeze): “You know me, Nova. Fast, polite, and always patient.” | SFX: board hum activation.

0:21–0:25 | Scene 1.4 | Announcer (Ember): “Racers, prepare to launch in 3...2...1...” | SFX: countdown tone, crowd build.

0:26–0:45 | Scene 1.4 | Narrator (Ember): “The crowd roared as the racers launched forward...” | SFX: energy burst, cheer rise.

## Scene 2 — Through the First Rift (0:45–1:30)

*Music: 100 BPM — Fiery adrenaline*

*Ambience: Lava crackle, heat roar*

0:45–0:55 | Scene 2.1 | Narrator (Ember): “The air exploded with shimmering light...” | SFX: portal whoosh, heat shimmer.

0:56–1:02 | Scene 2.2 | Skip (Breeze): “Easy, Jett! Some of us have manners!” | SFX: energy crackle, serpent hiss.

1:03–1:10 | Scene 2.3 | Narrator (Ember): “Skip carved under a bridge and launched off a ramp...” | SFX: grinding rail sparks.

1:11–1:20 | Scene 2.4 | Skip (Breeze): “Whoooo! HOT HOT HOT!” | SFX: lava roar, heat distortion.

1:21–1:30 | Scene 2.4 | Narrator (Ember): “He spotted a serpent’s back, used it as a ramp...” | SFX: leap woosh, echo trail.

## Scene 3 — The Frozen Zone (1:30–2:15)

*Music: 95 BPM — Calm focus, icy wonder*

*Ambience: Wind, snow, frost ambience*

1:30–1:40 | Scene 3.1 | Narrator (Ember): “Skip landed in a realm of snow and ice.” | SFX: wind howl, frost crackle.

1:41–1:50 | Scene 3.2 | Nova (Juniper): “Careful, Skip! Ice physics are tricky!” | SFX: gust, board slide.

1:51–1:57 | Scene 3.3 | Skip (Breeze): “I noticed!” | SFX: skid, board re-stabilizing.

1:58–2:08 | Scene 3.3 | Narrator (Ember): “He performed a smooth spin trick...” | SFX: icy spin, crystal chime.

2:09–2:15 | Scene 3.4 | Narrator (Ember): “He launched upward, disappearing through the next rift.” | SFX: soft whoosh, glowing pulse.

## Scene 4 — The Final Rift & Victory (2:15–3:00)

*Music: 115 BPM — Triumphant, electric celebration*

*Ambience: Neon hum + crowd + synth burst*

2:15–2:25 | Scene 4.1 | Narrator (Ember): “The last stretch opened to a neon-lit city...” | SFX: neon hum, electric resonance.

2:26–2:34 | Scene 4.2 | Skip (Breeze): “Speed’s not just about going fast...” | SFX: rail whoosh, crowd fade-in.

2:35–2:42 | Scene 4.3 | Narrator (Ember): “Skip kicked off a glowing ramp...” | SFX: air rush, synth accent.

2:43–2:53 | Scene 4.4 | Narrator (Ember): “Skip soared across the finish line...” | SFX: explosion of confetti lights, cheer rise.

2:54–3:00 | Scene 4.4 | Skip (Breeze): “Always.” | SFX: soft reverb echo, music finale fade.

# Music Master Timeline

Scene 1 | 0:00–0:45 | 85 BPM | Warm synth pads, airy beats, faint crowd ambience

Scene 2 | 0:45–1:30 | 100 BPM | Percussion-driven, fiery bass, molten crackle SFX

Scene 3 | 1:30–2:15 | 95 BPM | Ethereal tones, icy bells, ambient reverb

Scene 4 | 2:15–3:00 | 115 BPM | Full synthwave anthem, bright leads, crowd cheer finale

*Overall build: Gradual excitement rise, soft opening → fiery peak → serene midpoint → triumphant finale.*