YOUR FILM SCORE

If you are new to the process of Film Scoring, the following information will be helpful in guiding you through the process of adding a film score to your film. We hope you find it an interesting process and we are very pleased you have selected The Art Department for your film or video game project.

Locked Picture (Picture lock) - In order to begin scoring your film we will need the "locked" copy of your film. Your film score will be supplied to you based on its various SMPTE time code locations within the film.

Delivering the Film for Scoring - We find that uploading a High-definition (HD) widescreen copy of your film to YouTube, so that we may download a copy, works best. Using the "Unlisted" option when uploading the film will keep it private. All we need is the URL to locate and download the film. Please remember to add a bottom-center timecode burn to your film.

Spotting Sessions - Once we have downloaded and informally reviewed the film, a Spotting Session needs to be arranged. During this session we will work together to spot the IN and OUT points for each piece of music needed within the film. We call each piece of music a "Cue."

Cues - Your cues will be delivered to you with an abbreviated project name and time code IN point in the file name. Each cue will come as a 24 bit/48 KHz Broadcast WAV file stamped with time code.

Stems - If your cues are for a film short or video game project, you will receive a single stereo mix of each cue, unless other arrangements have been made. For feature length films, you will receive a single stereo mix along with the individual tracks that make up each stereo mix. These are called "Stems." It would not be unusual to receive one stereo Full Mix and thirty or more stems for each cue.

Sound Effects - Sound Effects (SFX) in a Film Score can be divided into two groups. The first group is "Orchestrated Sound Effects." These are sounds that not necessarily made by a musical instrument, however, are an integral part of either the rhythmical, melodic or harmonic progression of a cue. It could be as simple as a repetitive bird chirp. The second group is called "Foley Sound Effects." Removing a Foley SFX from a cue would not affect the musical integrity of the cue, while removing an Orchestrated SFX would.

It is best to have your Foley SFX work done ahead of scoring the film so that these sounds can be given the best consideration during the construction of each cue. An example might be a foot fall with an apparent rhythm.

Delivery of Your Film Score - After each cue is completed, we will upload it to a download service called Gobbler and send you a download link. Your download will be a zip file containing the cue (and its stems if this is for a feature film).

Unless other arrangements have been made, your Film Score will be constructed using high quality Digital Samples and Synthesized sounds. Examples of these can be found online at ProjectSAM Cinematic Sampling, Cinesamples, Cinematic Strings and Native Instruments.