

# TAMBOURINE **SOUND REPORT**



**TEAM CONTACT**

TITLE	NAME	CONTACT	ALT CONTACT
Lead Audio	Cody Cork	twistedlogic.audio@gmail.com	0416 570 172
Audio Team #1	Aiden Voigyt	-	0402 779 716
Audio Team #2	Jordan	-	0499 304 123

**AUDIO INFO**

Sample Rate	48kHz	Bits	24
File Type	Poly WAV	Backup Recording	<input checked="" type="checkbox"/>

**NOTES & INSTRUCTIONS**

**T**hese notes & instructions apply across the whole of the shooting process, and are the basic ideas etc. Notes & instructions specific to the shoot day will be appended onto the days Sound Report.

- All audio recorded using the F8n will be using the audio format 'PolyWAV' - **TLDR:** All inputs are bounced into 1 WAV file.
  - This means that each of the different inputs are recorded separately but bounced into the 1 'stacked' WAV file. Inside Premier Pro / Da Vinci - audio can be dropped down to see the full stack & each of its inputs.
- Recordings will also be utilising 'Dual Channel Recording' - **TLDR:** A backup (lower volume) channel is recorded, for each input.
  - This means that each channel recorded is being recorded again on a separate channel at -10db. This gives us the flexibility to record the audio 'hotter' (at higher sensitivity) with less of a worry about peaking the

# TUESDAY 18th

# SHOOT DAY 01

## NOTES & INSTRUCTIONS

- Audio was wrangled onsite & passed onto DOP. Audio team does not have a current backup of the days recording.
- Shoot Day 1 had a bit of confusion around the naming convention of Scenes / Shots, etc. as well as not knowing initially that we should have included in Sound Report the shots that do not include audio.

**SOUND RECORDER:** CODY CORK

**SOUND MIXER:** AIDEN VOIGYT

## SHOOT DAY 01 - TUESDAY 18TH

SCE.	SHOT	NOTES	T1	T2	T3	T4	T5	T6	T7
1	ALPHA	-	Quiet	Quiet	-	-	-	-	-
11	-	Lots of talking & noise through takes	Car Noise	Not Great	Birds	Best - Still w/ a bit of background noise	-	-	-
12	-	-	Quiet	Better	Great	Minor Clipping	-	-	-
12	ALPHA	-	Car noise at start	Lots of car noise	Lots of ambient noise	Good	Good / a bit boring	-	-
12	CHARLIE	-	Long take / lots of good pops & lots of noise	-	-	-	-	-	-
9	-	-	Sounded Great / minor clipping for loud noises (both mics)	Less clipping	Clipping on door / great dialogue	-	-	-	-
5	-	-	good whispering sound / too quiet / lots of noise	Quiet / lots of noise	Less noise	Fine	-	-	-
6	-	-	Dud	Dud	Slight Clipping	Dud	Good Audio	Great Audio	-
7	-	-	Clipping	Audio a bit 'Hot'	Perfect	-	-	-	-
7	ALPHA	-	Quiet w/ Car Noise	Second Ticket - Perfect Audio	Sounded Great	-	-	-	-
14	-	-	Dud	Quiet	Quiet	Decent Audio	Good Audio	Quiet	Not much there
8	-	-	Quiet	Quiet	Input 5 audio - Perfect	-	-	-	-
8	ALPHA	-	Clipped	Best Audio	-	-	-	-	-
10	-	-	Sobbing no shower / Some Clipping	Shower no Sobbing / Multiple shots in shower	-	-	-	-	-

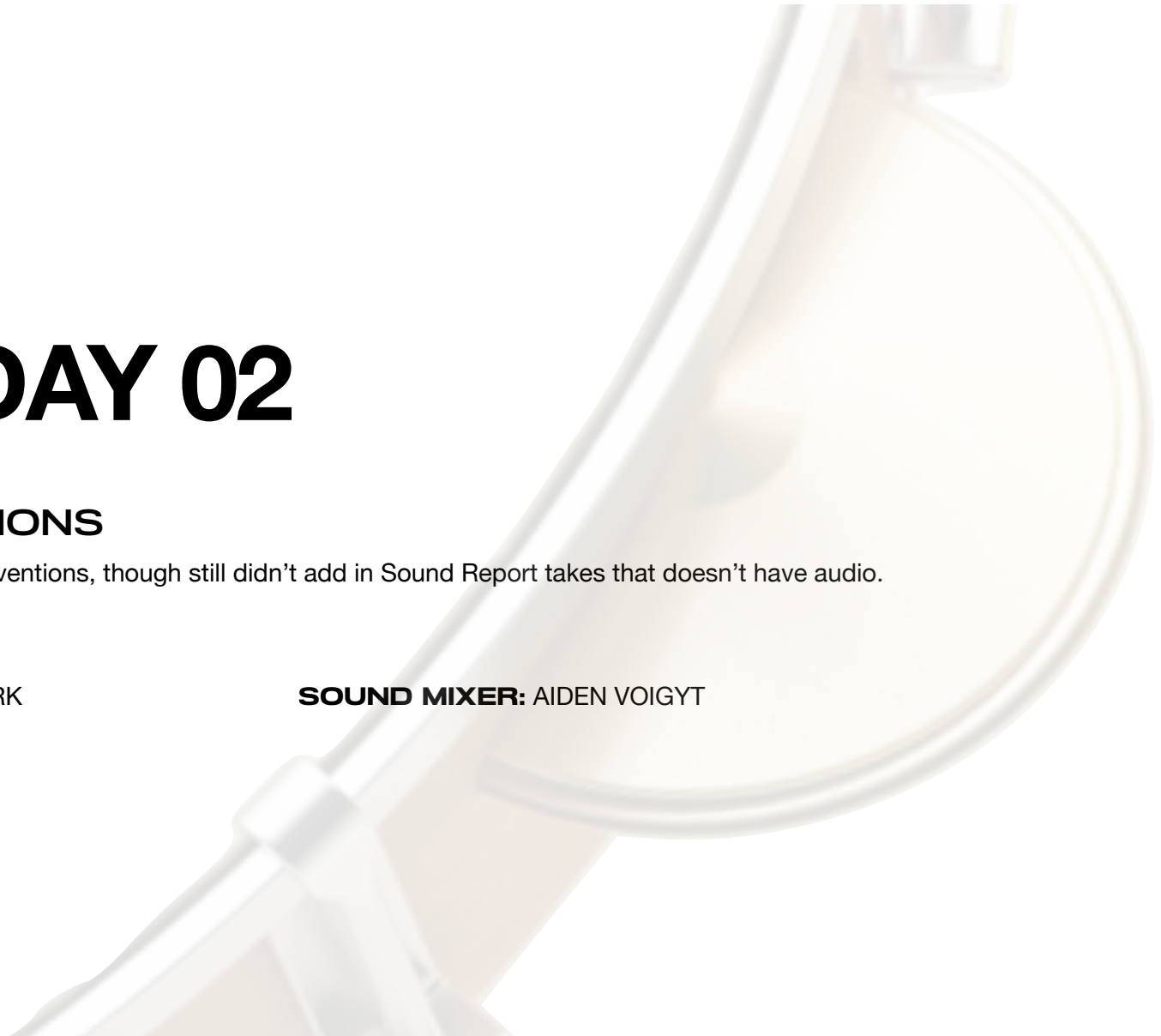
# FRIDAY 21<sup>st</sup> **SHOOT DAY 02**

## NOTES & INSTRUCTIONS

- Better use of the proper naming conventions, though still didn't add in Sound Report takes that doesn't have audio.

**SOUND RECORDER:** CODY CORK

**SOUND MIXER:** AIDEN VOIGYT



**SHOOT DAY 02 - FRIDAY 21ST (1/2)**

SCE.	SHOT	NOTES	T1	T2	T3	T4	T5	T6	T7
15	-	Lav Mics clipped / will most likely need to use Boom / No PolyWAV - Inputs Seperate	-	-	-	-	-	-	-
15	ALPHA	-	Dud	Minor clipping at start	No dialogue over tambourine	Sounded Good	-	-	-
15	BRAVO	-	TAIL SLATE: Good	-	-	-	-	-	-
15	CHARLIE	-	TAIL SLATE: Good	TAIL SLATE: Laughing in take (Stomach RAWR)	-	-	-	-	-
15	DELTA	-	Good	Clipping on Ch01	Good	-	-	-	-
15	ECHO	-	Dud	Loud	Good / 3rd Tambourine had no Birds	-	-	-	-
17	-	-	P1 HOT / P2 HOT / P3 Good (Boom Noise) / P4 Clipped	P2 Great	-	-	-	-	-
17	ALPHA	-	Good	-	-	-	-	-	-
17	BRAVO	-	Good / Quieter than previous takes	Same	-	-	-	-	-
17	CHARLIE	-	Good	-	-	-	-	-	-
17	DELTA	-	Good	-	-	-	-	-	-
17	ECHO	-	Clipping	Good	-	-	-	-	-
17	FOXTROT	-	Quiet	Good	Best	Good	Dud	Good	Fine

**SHOOT DAY 02 - FRIDAY 21ST (2/2)**

SCE.	SHOT	NOTES	T1	T2	T3	T4
18	-	-	Car Noises	Dud	Good	Good
18	ALPHA	T000 - Extra Audio Take / Camera Died	Good	Good	Minor Noise	Fan noise for Post Sound
18	BRAVO	-	TAILE SLATE: Good	TAIL SLATE: Cars in BG	-	-
18	CHARLIE	-	Good / Last take had best volume by far	-	-	-
18	DELTA	-	Dud	-	-	-

SCE.	SHOT	NOTES	T1	T2	T3	T4	T5	T6	T7
16	-	-	Use track 5 for Door Bang	Better	PERFECT	Great	Great	Use track 5 for Door Bang	Great

SCE.	SHOT	NOTES	T8	T9	T10	T11	T12	T13
16	-	-	Great	Good	NO AUDIO	Fine	Clipping on 'WOO' & Door Slam	Good / Clipped slightly

# SATURDAY 22nd **SHOOT DAY 03**

## NOTES & INSTRUCTIONS

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**SOUND RECORDER:** CODY CORK / JORDAN

**SOUND MIXER:** AIDEN VOIGYT / CODY CORK





## SHOOT DAY 03 - SATURDAY 22ND - 1/2

SCE.	SHOT	NOTES	T1	T2	T3	T4
23	-	-	Cars	Matt yells direction	Ok - Kids & Door	Best
24	-	-	Good	Cut	Cut	Best
21	-	-	Cut	Cars	Good Audio	-
21	ALPHA	-	Good	-	-	-
22	-	-	Good	Great	Great	-
19	-	-	Good / Matt yells direction	Good	Alright / Minor Clipping	-
19	ALPHA	-	Really Good	TAIL SLATE: Good	-	-
19	BRAVO	-	Good	Good	-	-
19	CHARLIE	-	Kids in BG	Better than T1 / Kids still in BG	-	-
19	DELTA	Take 2 & 3 - Same Audio File	TAIL SLATE: Kids in BG	TAIL SLATE: Kids next door / Car Noises	TAIL SLATE: Kids next door / Car Noises	-
19	ECHO	-	Solid Audio	Solid Audio	-	-
19	FOXTROT	-	Cut	Good Take	-	-
19	GOLF	-	Good	-	-	-
19	HOTEL	-	Good, but / Some moments have resonant audio	-	-	-
19	INDIA	-	Good / Matt yells direction	-	-	-

## SHOOT DAY 03 - SATURDAY 22ND 2/2

SCE.	SHOT	NOTES	T1	T2
26	-	-	Good Take	Good Take
26	ALPHA	-	TAIL SLATE: Smooth Audio Pickup	-
26	BRAVO	-	Good Audio from Simon / Picked up some Stomach Growl	-

SCE.	SHOT	NOTES	1	2	3	4	5	6	7	8	10	11	12
28	-	-	Audio Okay until Crash noise outside	Good Audio - Tracking Movement	Good / Clipped when thrown	Solid	Good / Knocked into Guitar	Better Audio Pickup	Great - Tambourine Rolling Sound	Decent / Spiked Tamb. Thrown	Good	Good	Good / Had to wait for traffic

SCE.	SHOT	NOTES	1	2	3	4	5
28	ALPHA	-	Good / Solid Levels	Good / Boom nearly knocked door	Good sound / slight boom movement sound	Good / slight noise	-
28	BRAVO	-	Okay audio / slight spikes from laughing	-	-	-	-
28	CHARLIE	-	Good Audio	Great Audio	-	-	-
28	DELTA	No Audio Required	-	-	-	-	-
28	ECHO	No Audio Required	-	-	-	-	-
28	FOXTROT	No Audio Required	-	-	-	-	-
28	GOLF	-	Decent Audio	Decent / few spikes	Better audio captured	Good audio	Solid Audio

# MONDAY 24th **SHOOT DAY 04**

## NOTES & INSTRUCTIONS

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**SOUND RECORDER:** CODY CORK

**SOUND MIXER:** JORDAN



## SHOOT DAY 04 - MONDAY 24TH

SCE.	SHOT	NOTES	1	2	3	4
27	-	-	Slight Clipping at start when yelling	Fine	-	-
27	ALPHA	-	Good / Perfect Levels	Okay / Bit lower than T1	-	-
27	BRAVO	-	Overall pretty good / level might be a bit lower	Overall level most solid / Matt yells direction	Clipped on CH01 when Tamb. smacked / CH02 - Perfect	-
27	CHARLIE	-	Plenty of Resets	Good Audio & Performance / Plenty of Resets	-	-
27	DELTA	-	Good Audio / Laughing Solid	Laughing Great - Few spikes but controlled w/ Volume Reduction	-	-
27	ECHO	No need for Audio	Camera not rolling	-	-	-
27	FOXTROT	-	Clipped on CH01	Audio - BANG ON	-	-
27	GOLF	-	Good Audio but aimed at wrong place	Reset & Cut Early / Noise in BG	Moved position but still low	Moved again / Audio Good
27	HOTEL	-	Good	-	-	-
27	INDIGO	-	Resets / Slightly HOT, clipped a little	BANG ON	-	-
27	JASON	-	Overall Good / Matt yells direction	BEST ONE	-	-
27	KILO	-	-	Overall pretty good	BANG ON - Captured anxious breathing & whispering	-