

SEQUENSONIC
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5.1 CITY VIBES SFX LIBRARY

THEATRE HALL

| AMBIENCES / ELEMENTS |

CITY VIBES: Theatre Hall [CV-PFB-01]

CODE	METADATA	VER	TIME
PFB 001	Theatre: spectators leaving the hall, loud conversations, footsteps, clatter of chairs	5.0 TV	01:00
PFB 002	Theatre: spectators leaving the hall, conversations fading, footsteps	5.0 TV	01:00
PFB 003	Theatre: spectators leaving the hall and conversing, footsteps, clatter of chairs	5.0 TV	00:48
PFB 004	Theatre: spectators sitting and conversing, laughter, more people entering the hall	5.0 TV	02:00
PFB 005	Theatre: spectators sitting and conversing, coughing and laughing, more people entering the hall	5.0 TV	02:00
PGC 001	Foyer: busy theatre foyer, people gathering and waiting for the play, a murmur of voices, conversations, laughter, footsteps	5.0 TV	01:20
PGC 002	Foyer: theatre foyer during the interval, people gathering, a hum of voices, conversations, someone is unbuttoning a jacket	5.0 TV	01:00
PGC 003	Foyer: spectators are leaving the theatre, a hum of voices, footsteps, door opening/closing/slamming	5.0 TV	01:10
PGC 004	Foyer: spectators are gathering, a hubbub of voices, footsteps, door opening/closing	5.0 TV	01:45
PGC 005	Foyer: spectators are entering the auditorium hall, a hubbub of voices, footsteps	5.0 TV	00:43
ECA 001	Theatre: bell ringing for the end of an intermission	5.0 TV	00:18
ECB 001	Theatre: gong rings for a start of a play (hard hit)	5.0 TV	00:30

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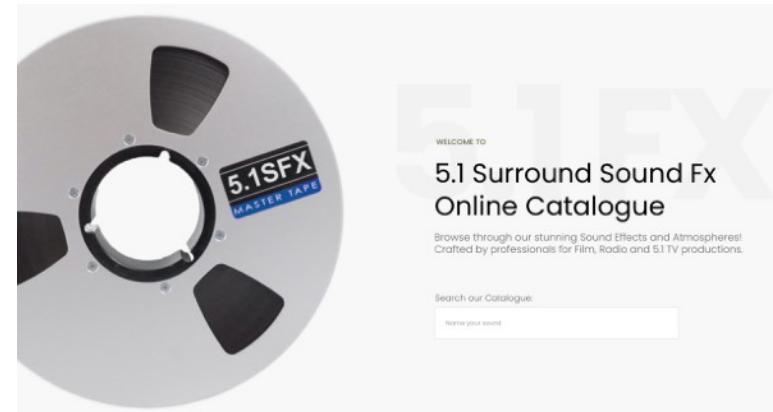
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Effects Versions:

- | | |
|------------------|--|
| 5.1 5.0 | pre-edited, pre-filtered, full dynamics surround 96kHz/24bit .wav file, ready for your final touch! |
| 3.0 2.0 | pre-edited, pre-filtered, full dynamics LRC or stereo 96kHz/24bit .wav file, ready for your final touch! |
| TV | filtered and EQed 48kHz/24bit .wav file with controlled dynamic range, ready for your timeline! |

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We have been tailoring Music and Sound Effects for Film, TV, Radio and Games for well over two decades. The ultimate quality comes from our passion for the surround.

Developing sound space requires long hours of intensive work, superimposing layers, editing and cutting events that make up a sonic picture of the set where things are about to happen. Perfect sound sources are the key to great atmos and scenes.

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