



SEQUENSONIC

MEDIA & PUBLISHING

3.0 HOUSEHOLD SFX LIBRARY

GRANDFATHER CLOCKS

ELEMENTS

HOUSEHOLD: Grandfather Clocks [EL-HFA-01]

CODE	METADATA	VER	TIME
HFA 001	Clock: ticking	3.0 TV	01:00
HFA 002	Clock: old, wooden pendulum clock ticking, delicate room hum, clean	3.0 TV	01:00
HFA 003	Clock: old, wooden pendulum clock ticking (close)	3.0 TV	01:00
HFA 004	Clock: old, wooden pendulum clock ticking (close)	3.0 TV	01:00
HFA 005	Clock: old, wooden pendulum clock ticking, delicate room hum, clean	3.0 TV	01:00
HFA 006	Clock: old, wooden pendulum tower clock ticking, delicate room hum, clean	3.0 TV	01:00
HFA 007	Clock: old, wooden pendulum clock ticking (close)	3.0 TV	01:00
HFA 008	Clock: old, wooden pendulum clock ticking	3.0 TV	01:00
HFB 001	Clock: winding an old clock	3.0 TV	00:09
HFB 002	Clock: winding an old wooden clock	3.0 TV	00:07
HFB 003	Clock: winding an old wooden clock, closing the clock door	3.0 TV	00:16
HFB 004	Clock: winding an old wooden clock	3.0 TV	00:09
HFB 005	Clock: winding an old wooden clock, one chime triggered accidentally	3.0 TV	00:16
HFB 006	Clock: winding an old wooden clock, a bit of room ambience	3.0 TV	00:10
HFC 001	Clock: old wooden clock striking one, audible clockwork	3.0 TV	00:15
HFC 002	Clock: old wooden clock striking three, audible clockwork	3.0 TV	00:15
HFC 003	Clock: old wooden clock striking twelve, audible clockwork	3.0 TV	00:26
HFC 004	Clock: old wooden clock striking twelve	3.0 TV	00:25
HFC 005	Clock: old big wooden clock striking one, audible clockwork	3.0 TV	00:15
HFC 006	Clock: old big wooden clock striking twelve, audible clockwork	3.0 TV	00:38
HFC 007	Clock: old big wooden clock striking one	3.0 TV	00:09

CODE	METADATA	VER	TIME
HFC 008	Clock: old big wooden clock striking six	3.0 TV	00:24
HFC 009	Clock: old big wooden clock striking twelve	3.0 TV	00:36
HFC 010	Clock: old wooden palace clock striking one	3.0 TV	00:11
HFC 011	Clock: old wooden palace clock striking twelve	3.0 TV	00:32
HFC 012	Clock: old big wooden grandfather clock striking one	3.0 TV	00:25
HFC 013	Clock: old big wooden grandfather clock striking twelve	3.0 TV	01:08
HFC 014	Clock: old wooden clock striking one	3.0 TV	00:10
HFC 015	Clock: old wooden clock striking eight, audible clockwork	3.0 TV	00:20
HFC 016	Clock: old wooden clock striking twelve	3.0 TV	00:25
HFC 017	Clock: old wooden clock striking one, audible clockwork	3.0 TV	00:20
HFC 018	Clock: old big wooden clock striking ten	3.0 TV	00:47
HFC 019	Clock: old big wooden clock striking twelve	3.0 TV	00:48
HFC 020	Clock: old porcelain palace clock chiming: long melody	3.0 TV	00:21
HFC 021	Clock: old porcelain palace clock chiming: short melody	3.0 TV	00:13
HFC 022	Clock: old big wooden palace clock striking one	3.0 TV	00:21
HFC 023	Clock: old big wooden palace clock striking six	3.0 TV	00:42
HFC 024	Clock: old big wooden palace clock chiming Big Ben like melody	3.0 TV	00:26
HFC 025	Clock: old wooden clock striking twelve, a bit broken loud mechanism	3.0 TV	00:48
HFD 001	Clock: old wooden, correcting the pendulum, checking clockwork and chime mechanizm	3.0 TV	00:26
HFD 002	Clock: old wooden, correcting the pendulum, checking clockwork and chime mechanizm	3.0 TV	00:24



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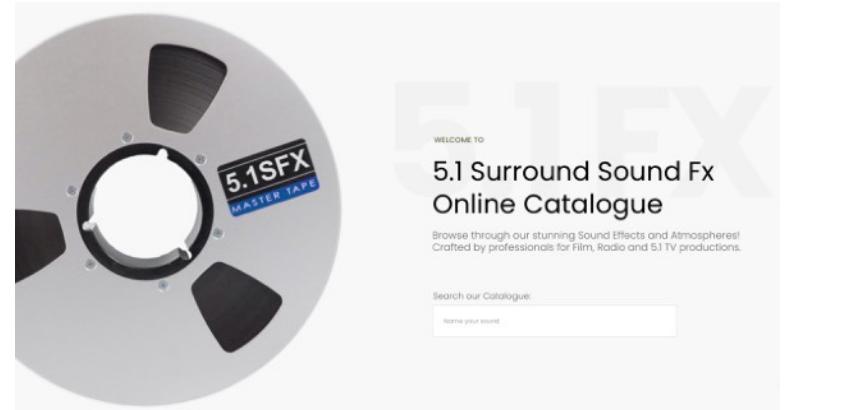
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Effects Versions:

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|------------------|--|
| 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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