



SEQUENSONIC

MEDIA & PUBLISHING

5.1 NATURE COLOURS SFX LIBRARY

DESERTED BEACH

| ATMOS |

NATURE: Deserted Beach [AM-PCA-01]

CODE	METADATA	VER	TIME
PCA 001	Sea waves: (distant), calm sea, empty beach, seagulls calling, distant harbour hum	5.0 TV	01:00
PCA 002	Sea waves: (closer), calm sea, seagulls calling on the beach, harbour hum (distant), walla voices (distant)	5.0 TV	01:30
PCA 003	Sea waves: (closer), calm sea, seagulls (distant)	5.0 TV	01:00
PCA 004	Sea waves: (closer), calm sea	5.0 TV	01:20
PCA 005	Sea waves: (closer) hitting the breakwater, calm sea	5.0 TV	01:20
PCA 006	Sea waves: (closer) hitting the breakwater, calm sea, seagulls calling, distant harbour machine buzz	5.0 TV	00:47
PCA 007	Sea waves: calm sea, seagulls calling on the beach, seagulls squawks	5.0 TV	03:00
PCA 008	Sea waves: (distant), heavy sea	5.0 TV	01:18
PCA 009	Sea waves: (distant), heavy sea, seagulls calling over the sea (close)	5.0 TV	01:00
PCA 010	Sea waves: heavy sea, seagulls calling	5.0 TV	02:20
PCA 011	Sea waves: (close), heavy sea, waves bumping over the breakwater	5.0 TV	01:30
PCA 012	Sea waves: (close), heavy sea, wide	5.0 TV	01:30
PCA 013	Sea waves: calm sea, wide shot	5.0 TV	01:45
PCA 014	Sea waves: calm sea, narrow shot	5.0 TV	01:30
PCA 015	Sea waves: heavy sea	5.0 TV	02:00
PCA 016	Sea waves: heavy sea, narrow shot	5.0 TV	02:00

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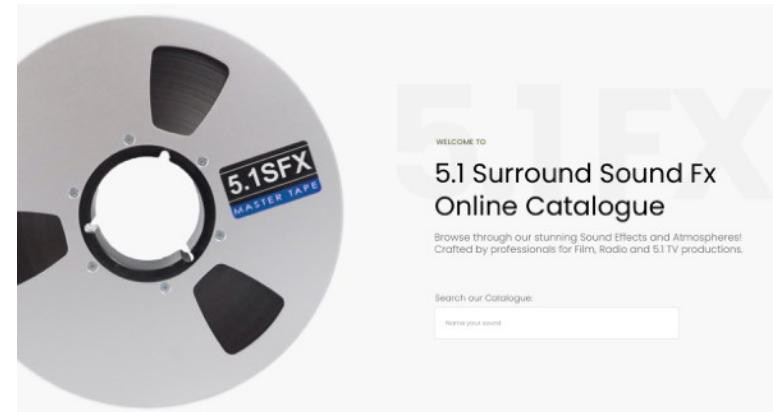
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Effects Versions:

- | | |
|------------------|--|
| 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! |

SOUNDFX.ONLINE



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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