James E. Hatchett, Jr.

Audio Production

Film Sound Design

Ancient Relics

Audio Specialty:
Sound Design/Composition

Audio Production
James Hatchett
Mixing Engineer

Trailer

"Ancient Relics"

While compiling the music for our senior film, "Ancient Relics", I had to listen & learn to enjoy a new genre. I initially wanted to compose the music by telling the story with each character having their own instrument. My inspiration for this method was the story of "Peter & The Wolf". It was one of the first stories I heard as a child.

My goal was to try & recreate that method somehow in this movie. I wanted to display an eerie feel, to try to compel the viewer to see this movie. I went with deep, orchestrated strings to intensify the scenes and the quick cuts they make. I wanted to craft a Harry Potter inspired theme with the music. I found various Acid loops and was able to piece them together to make a frantic, energetic mix that makes the movie more than what it was.

So my plan for this will be to retrieve the trailer from someone who worked on the project with me & follow the same processes & practices I used to complete the whole movie. I plan on sharpening the dialogue, creating certain sound effects on certain parts, either through www.freesound.org or through use of Foley, & creating only a few seconds worth of original music. I know that there will be multiple sessions of data that all need to be created & compiled separately to ensure that every sound is at its fullest potential when it is all put together.

As far as this trailer goes, if the dialogue sounds well enough to work with, then I shouldn't have to utilize the main studio. However, in order to secure good SFX, foley may or may not be required. In which case, I would utilize the foley lab.

After everything is done, I plan to use this on my professional website & part of my demo reel.

The Art Institute Dallas | Studio Track Sheet | Page_____ of _____

Title: "ANCIENT RELICS" (DIALOGUE) | Date: 8/3/17 Time: _____

Project: FILM TRAILER (SOUND DESIGN) | Studio: N/A

Client: _____ | Artist: N/A

Producer: JAMES HATCHETT | Engineer: JAMES HATCHETT

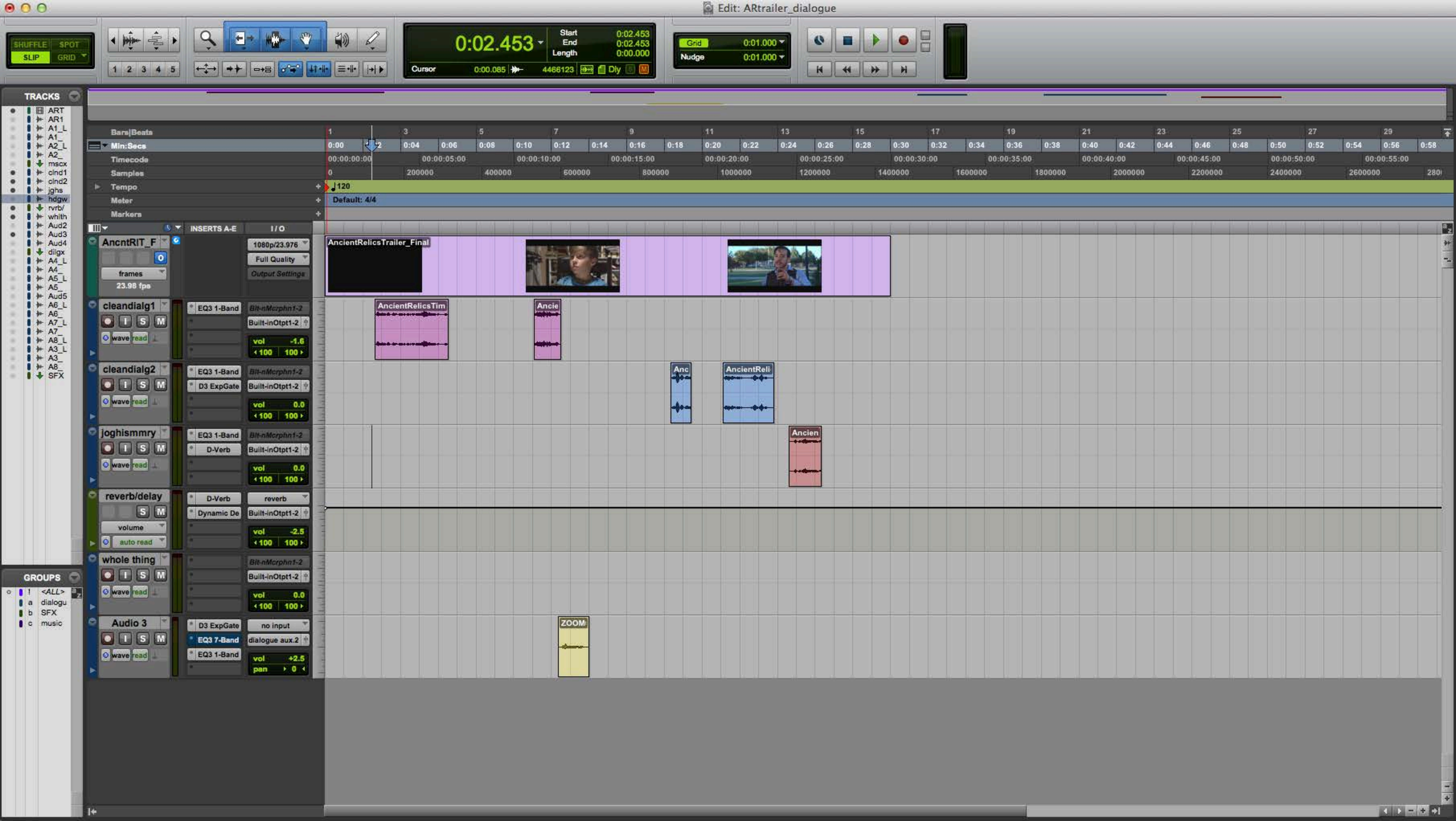
Pro Tools version and interface PRO TOOLS 12 | Assistants: N/A

Sample Rate: 48 kHz Bit Depth: 24 BIT Time Code: LTC Lock Format: _____

Production genre: N/A | Outboard: N/A

Production Notes: MY GOAL WAS SIMPLY TO COMPILE + RE-ARRANGE ALL THE CLEAN DIALOGUE FROM THE FULL MOVIE

1	2	3	4	5	6	7	8
"ANCIENT RELICS" TRAILER	CLEAN DIALOGUE 1	CLEAN DIALOGUE 2	"JOG HIS MEMORY"	"HOCUS WITCHES"	REV/DELAY (AUX INPUT)	WHOLE THING (ALL DIALOGUE FROM MOVIE)	"I'M MISSING"
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:
9	10	11	12	13	14	15	16
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:
17	18	19	20	21	22	23	24
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss: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SHUFFLE
SPOT
SLIP
GRID
0:02.453
Start 0:02.453
End 0:02.453
Length 0:00.000
Cursor 0:00.085
4466123
Dly
Grid 0:01.000
Nudge 0:01.000
TRACKS
GROUPS
Bars|Beats
Min:Sec
Timecode
Samples
Tempo 120
Meter Default: 4/4
Markers
INSERTS A-E
I / O
AncntRIT_F
1080p/23.976
Full Quality
Output Settings
frames
23.98 fps
AncientRelicsTrailer_Final
cleandialg1
cleandialg2
joghismmry
reverb/delay
whole thing
Audio 3
EQ3 1-Band
D3 ExpGate
D-Verb
Dynamic De
EQ3 7-Band
Built-inOtpt1-2
reverb
no input
dialogue aux.2
AncientRelicsTim
Ancie
Anc
AncientReli
Ancien
ZOOM
vol -1.6
vol 0.0
vol -2.5
vol +2.5
pan 0
wave
read
volume
auto read
ART
AR1
A1_L
A1_
A2_L
A2_
mscx
clnd1
clnd2
jghs
hdgw
rvrb/
whith
Aud2
Aud3
Aud4
dilgx
A4_L
A4_
A5_L
A5_
Aud5
A6_L
A6_
A7_L
A7_
A8_L
A3_L
A3_
A8_
SFX
<ALL>
dialogu
SFX
music

INSERTS A-E	INSERTS A-E	INSERTS A-E	INSERTS A-E	INSERTS A-E	INSERTS A-E
EQ3 1-Band	EQ3 1-Band	EQ3 1-Band	D-Verb		D3 ExpGate
	D3 ExpGate	D-Verb	Dynamic De		EQ3 7-Band
					EQ3 1-Band
SENDS A-E	**SENDS A-E**	**SENDS A-E**	**SENDS A-E**	**SENDS A-E**	**SENDS A-E**
I/O	**I/O**	**I/O**	**I/O**	**I/O**	**I/O**
BltnMcrph12	*BltnMcrph12*	*BltnMcrph12*	reverb	*BltnMcrph12*	no input
Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	dialoguex.2
AUTO	**AUTO**	**AUTO**	**AUTO**	**AUTO**	**AUTO**
auto read	auto read	auto read	auto read	auto read	auto read
no group	no group	no group	no group	no group	no group
100 100	100 100	100 100	100 100	100 100	pan 0
I	I	I	I	I	I
S M	S M	S M	S M	S M	S M
-1.6 -12.1	0.0 -7.7	0.0 -16.9	-2.5	0.0	+2.5 -19.0
dyn	dyn	dyn		dyn	dyn
cleandialg1	cleandialg2	joghismmry	reverb/dely	whole thing	Audio 3

The Art Institute Dallas | Studio Track Sheet | Page_____ of_____

Title: "ANCIENT RELICS" (MUSIC) | Date: 8/3/17 Time:_____

Project: FILM TRAILER (SOUND DESIGN) | Studio: N/A

Client:_____ | Artist: N/A

Producer: JAMES HATCHETT | Engineer: JAMES HATCHETT

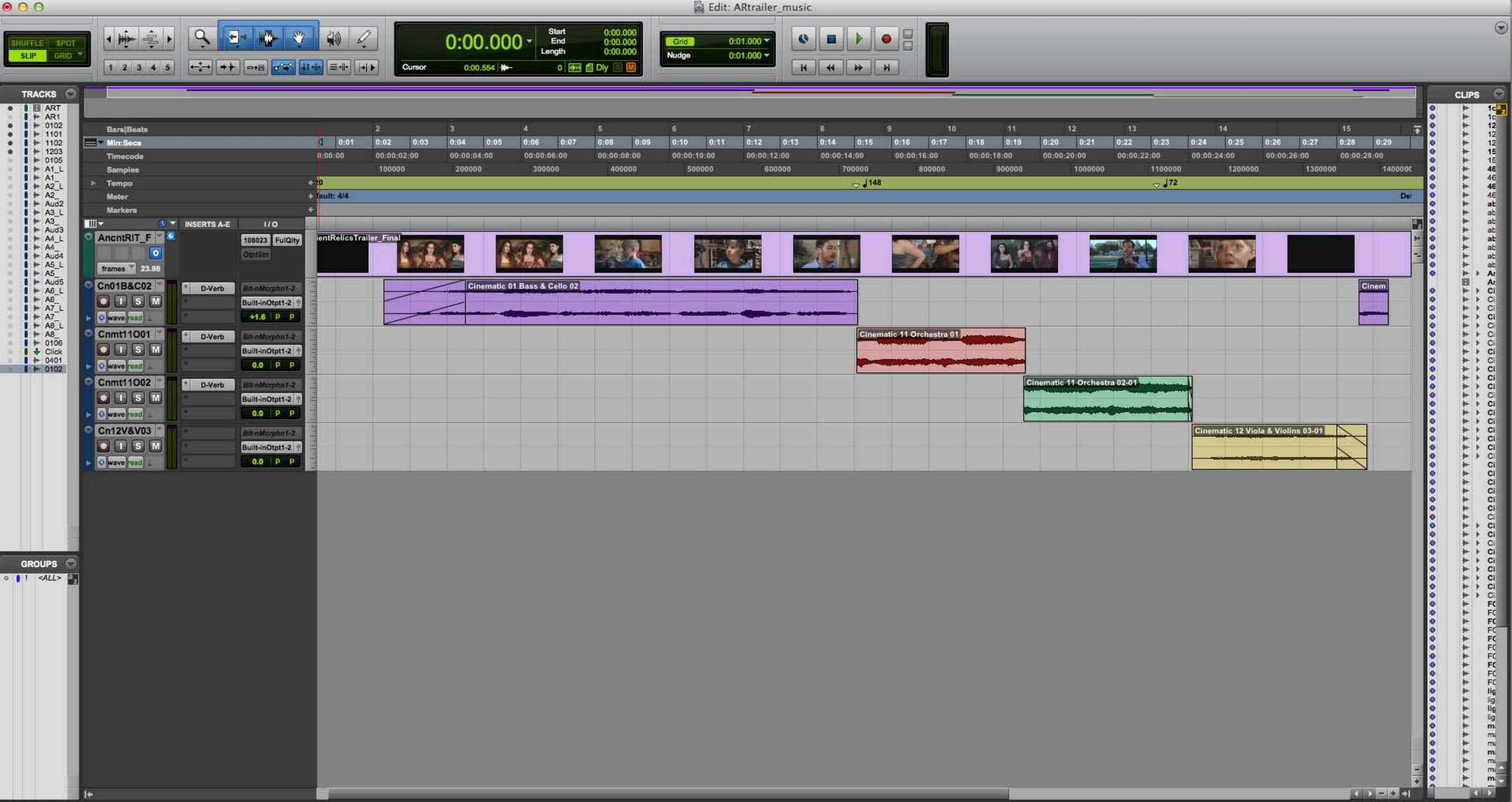
Pro Tools version and interface PRO TOOLS 12 | Assistants: N/A

Sample Rate: 48kHz Bit Depth: 24 BIT Time Code: LTC Lock Format:_____

Production genre: N/A | Outboard: N/A

Production Notes: I WANTED TO SET AN EERIE, MENACING FEEL TO THE TRAILER. I WANTED THE MUSIC TO RE-INTERPRET WHAT THE MOVIE AS A WHOLE IS ABOUT

1	2	3	4	5	6	7	8
"ANCIENT RELICS" TRAILER	BASS/CELLO 2 • D-VERB • LRG HALL (33%) • GAIN: -3dB	CINEMATIC 11 ORCHESTRA 1 • D-VERB • LRG HALL	CINEMATIC 11 ORCHESTRA 2 • D-VERB • LRG HALL	CINEMATIC 12 VIOLA/VIOLIN 3 • D-VERB • LRG HALL			
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:
9	10	11	12	13	14	15	16
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:
17	18	19	20	21	22	23	24
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:


Edit: ARtrailer_music
SHUFFLE
SPOT
SLIP
GRID
0:00.000
Start 0:00.000
End 0:00.000
Length 0:00.000
Cursor 0:00.554
Grid 0:01.000
Nudge 0:01.000
TRACKS
CLIPS
GROUPS
Bars|Beats
Min:Secs
Timecode
Samples
Tempo
Meter
Markers
INSERTS A-E
I / O
AncntRIT_F
Cn01B&C02
Cnmt11O01
Cnmt11O02
Cn12V&V03
D-Verb
Cinematic 01 Bass & Cello 02
Cinematic 11 Orchestra 01
Cinematic 11 Orchestra 02-01
Cinematic 12 Viola & Violins 03-01

INSERTS A-E
D-Verb
SENDS A-E
I/O
BltnMcrph12
Blt-nOtpt1-2
AUTO
auto read
no group
100
100
I
S
M
+1.6
0.0
dyn
Cn01B&C02
Cnmt11O01
Cnmt11O02
Cn12V&V03

The Art Institute Dallas | Studio Track Sheet | Page_____ of_____

Title: "Ancient Relics" (SFX) | Date: 8/3/17 Time:_____

Project: Film Trailer (Sound Design) | Studio: N/A

Client:_____ | Artist: N/A

Producer: James Hatchett | Engineer: James Hatchett

Pro Tools version and interface Pro Tools 12 | Assistants: N/A

Sample Rate: 48kHz Bit Depth: 24 bit Time Code: LTC Lock Format:_____

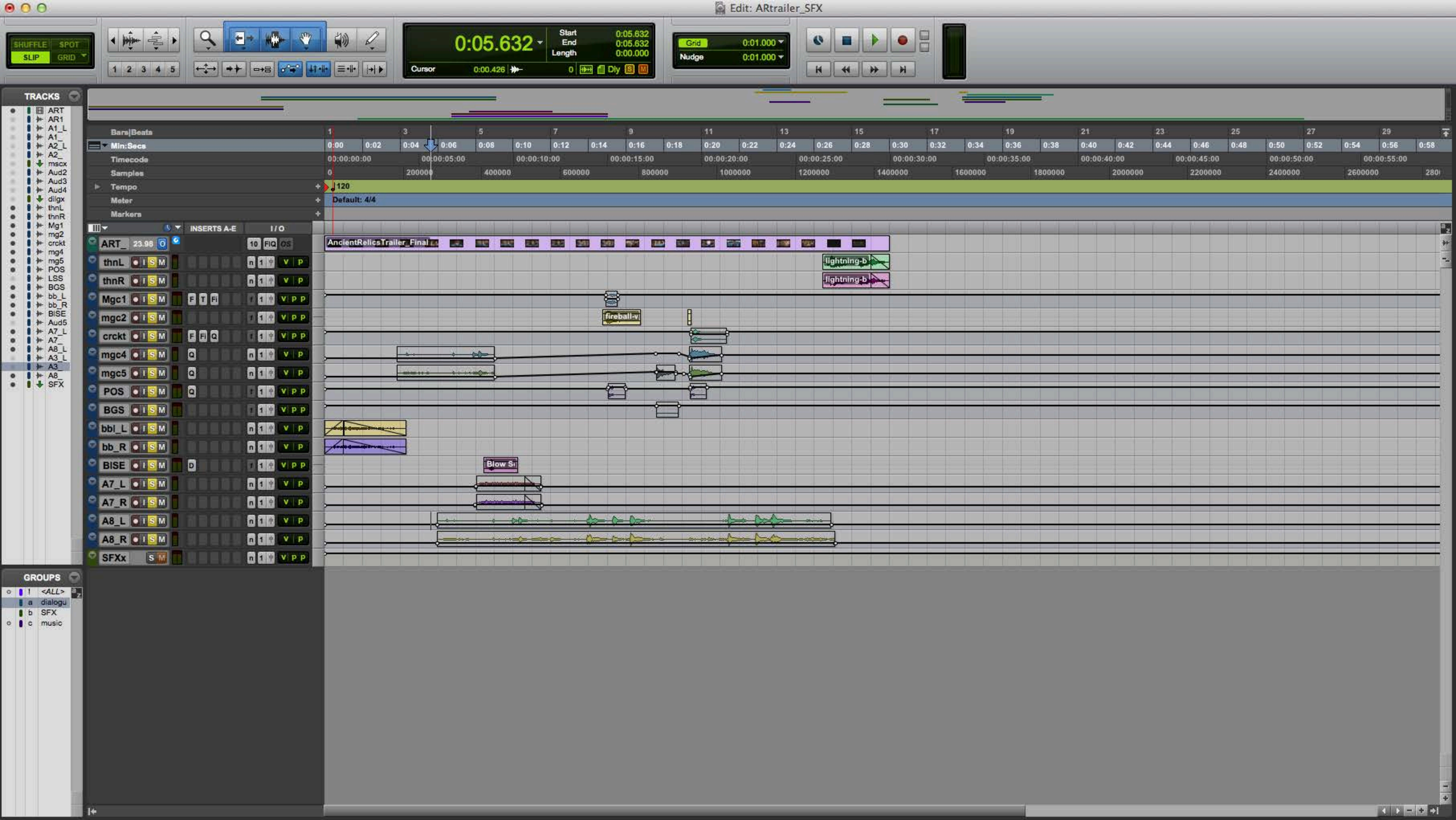
Production genre: N/A Outboard: N/A

Production Notes: I wanted to enhance certain sounds & combine others to add more depth. Some sounds were used previously, while others were added later.

1	2	3	4	5	6	7	8
"Ancient Relics" Trailer	Thunder L	Thunder R	Magic 1 • Freq. Shift • Talkbox	Magic 2	Magic 3 • Freq. Shift	Magic 4	Magic 5
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:
9	10	11	12	13	14	15	16
Puff of Smoke	Breaking Glass	Bubbles L	Bubbles R	Blow SFX • D-Verb	More Bubbles L	More Bubbles R	Ambience L
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:
17	18	19	20	21	22	23	24
Ambience R	SFX Aux						
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:

Mix: ARtrailer_SFX

INSERTS A-E		Frequency		Frequency	EQ3 1-Band	EQ3 1-Band	EQ3 1-Band					D-Verb					
		AIR Talkbox		Filter Gate													
		Filter Gate		EQ3 1-Band													
SENDS A-E																	
I/O																	
	no input	*BltnMcrph12*	*BltnMcrph12*	*BltnMcrph12*	no input	no input	*BltnMcrph12*	*BltnMcrph12*	no input	no input	*BltnMcrph12*	no input	no input	no input	no input	no input	
	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	Blt-nOtpt1-2	
AUTO																	
	auto read	auto read	auto read	auto read	auto read	auto read	auto read	auto read	auto read	auto read	auto read	auto read	auto read	auto read	auto read	auto read	
	no group	no group	no group	no group	no group	no group	no group	no group	no group	no group	no group	no group	no group	no group	no group	no group	
	pan 100	pan 100	100 100	100 100	100 100	pan 100	pan 100	100 100	100 100	pan 100	pan 100	100 100	pan 100	pan 100	pan 100	100 100	
	-8.1 -0.2	-8.1 -2.5	0.0 -8.6	0.0 -0.3	0.0 1.2	-38.0 -21.8	-38.0 -27.1	-5.0 -1.3	0.0 -15.2	-11.1	-11.1	-0.3 -6.9	-31.7 -9.6	-31.7 -7.8	-38.0 -0.0	-38.0 -0.2	0.0
	dyn	dyn	dyn	dyn	dyn	dyn	dyn	dyn	dyn	dyn	dyn	dyn	dyn	dyn	dyn	dyn	
	thunder L	thunder R	Magic 1	magic 2	cricketmgc	magic 4	magic 5	PfOfSmkSE	BrkngGlSE	bubbles_L	bubbles_R	BlwSndEfct	Audio 7_L	Audio 7_R	Audio 8_L	Audio 8_R	SFX aux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End 0:05.632
Length 0:00.000
Cursor 0:00.426
Grid 0:01.000
Nudge 0:01.000
TRACKS
GROUPS
Bars|Beats
Min:Secs
Timecode
Samples
Tempo 120
Meter Default: 4/4
Markers
INSERTS A-E
I / O
AncientRelicsTrailer_Final
lightning-b
fireball-v
Blow Si
ART_
thnL
thnR
Mgc1
mgc2
crckt
mgc4
mgc5
POS
BGS
bbl_L
bb_R
BISE
A7_L
A7_R
A8_L
A8_R
SFXx
<ALL>
dialogu
SFX
music

The Art Institute Dallas | Studio Track Sheet | Page_____ of _____

Title: "Ancient Relics" (Master)
Date: 8/3/17 Time: _____

Project: Film Trailer (Sound Design)
Studio: N/A

Client: _____
Artist: N/A

Producer: James Hatchett
Engineer: James Hatchett

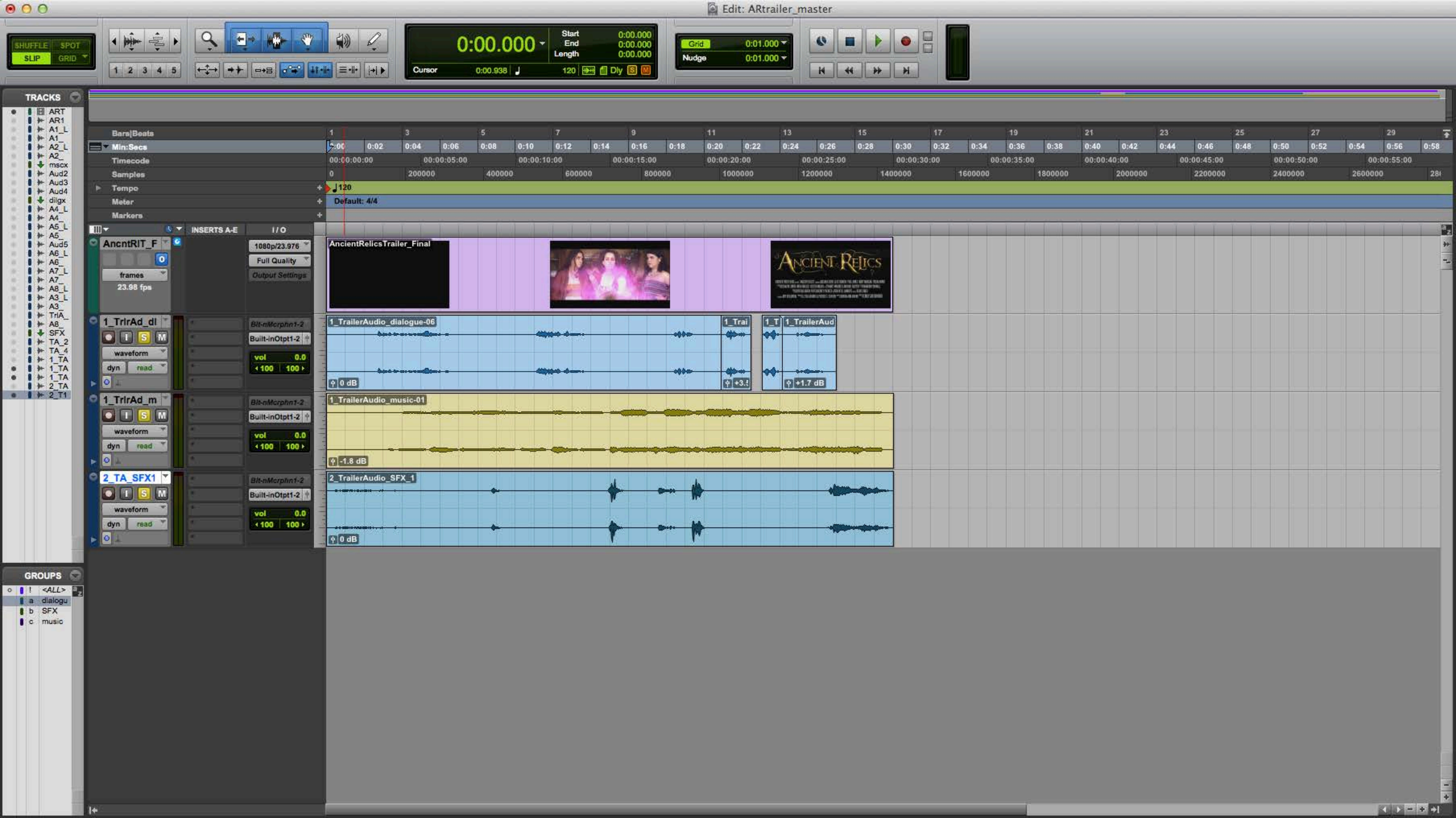
Pro Tools version and interface: Pro Tools 12
Assistants: N/A

Sample Rate: 48 kHz Bit Depth: 24 bit Time Code: LTC Lock Format: _____

Production genre: N/A Outboard: N/A

Production Notes: This is the Master Session. Combines all 3 elements of Sound Design

1	2	3	4	5	6	7	8
"Ancient Relics" Trailer	Music	SFX • D-Verb • EQ 7 Band	Dialogue				
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:
9	10	11	12	13	14	15	16
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:
17	18	19	20	21	22	23	24
Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:	Buss:


Edit: ARtrailer_master
SHUFFLE
SPOT
SLIP
GRID
0:00.000
Start 0:00.000
End 0:00.000
Length 0:00.000
Cursor 0:00.938
120
Dly
Grid 0:01.000
Nudge 0:01.000
TRACKS
GROUPS
Bars|Beats
Min:Secs
Timecode
Samples
Tempo 120
Meter Default: 4/4
Markers
INSERTS A-E
I / O
AncntRIT_F
1080p/23.976
Full Quality
Output Settings
frames
23.98 fps
AncientRelicsTrailer_Final
1_TrlrAd_dl
1_TrlrAd_m
2_TA_SFX1
waveform
dyn
read
vol 0.0
1_TrailerAudio_dialogue-06
1_TrailerAudio_music-01
2_TrailerAudio_SFX_1
0 dB
-1.8 dB
+1.7 dB
Built-inOtpt1-2

INSERTS A-E | INSERTS A-E | INSERTS A-E

SENDS A-E | SENDS A-E | SENDS A-E

I/O | I/O | I/O

BltnMcrph12 | BltnMcrph12 | BltnMcrph12

Blt-nOtpt1-2 | Blt-nOtpt1-2 | Blt-nOtpt1-2

AUTO | AUTO | AUTO

auto read | auto read | auto read

no group | no group | no group

100 100 | 100 100 | 100 100

I | I | I

S | M | S | M | S | M

0.0 -10.8 | 0.0 -11.6 | 0.0 -0.8

dyn | dyn | dyn

1_TrlrAd_dl | 1_TrlrAd_m | 2_TA_SFX1