

Create Pro Tools spotting sessions using tracks that are ‘cue sheeted’ with regions that link to **offline** media.

**THREE** types of sessions should be delivered:

- **PROPS** for each reel at corresponding consecutive TC hour  
[R4 starts at 04:00:00:00 e.g.]
- **FS** for each reel at corresponding consecutive TC hour
- for any “**SPECIAL**” elements that recur in multiple scenes and require extra props and/or setup, please create a **SEPARATE** master session containing **all reels** at their respective consecutive hour with only the cues for this special setup.

Please ensure that frame rates, sampling rates, and pulldowns are at the correct settings for the show.

Acceptable QUICKTIME codecs are ProRes or Avid DNX at 1280x720.



## **PROPS SESSION:**

track layout:

- 1 all SKIN
- 2 - 3 body PATS
- 4 embraces / HUGS
- 5 all MOUTH sounds - sips, chewing, breaths, etc
- 6 HANDS on table or any surface
- 7 ARMS on any surface
- 8 - 9 OBJECTS on any surface
- 10 - 15 MISCELLANEOUS PROPS (water pours, etc)
- 16 DOOR knobs / grabs (including car doors)
- 17 DOOR action - creaks, locks, hits, scrapes
- 18 HANDS on chair/ bed / car seat
- 19 KNEES on chair, bed actions, car seat
- 20 BODY on chair / bed / car seat
- 21 CREAKS - chair / bed /car seat
- 22 MOVEMENT - leather bag / luggage / purses /  
briefcase squeaks / backpacks
- 23 RUSTLE - leather bag / nylon bag /  
specific jackets or garments
- 24 general RUSTLE
- 25 WATER action - swimming, splashing, drips  
(not pours or bottle sloshes)
- 26 WHOOSHES

[ for props on specific surfaces, inclusion of the surface type in the region name is appreciated ]



## **FOOTSTEPS SESSION:**

**FS session contains all fs as well as certain props and sweeteners**

[bodyfalls, wood creaks, knees or hands on floor, floor squeaks, and ANYTHING that takes place on a floor surface]

track layout:

- 1-8 principal characters
- 9-16 secondary characters
- 17-24 group/background

## **FILE NAMING conventions for FS:**

R1 FSx SALMA WOOD FLATS

R3 FSi KANYE SNOW SNEAKERS

Please color code:

interior cue regions **BLUE**

exterior regions **GREEN**

## **COMMON SURFACES:**

GRASS – WOOD – TILE – MARBLE – DIRT – SNOW – CAR

**PLEASE also DENOTE the “Under” surface of wood or concrete where appropriate:**

LINO should be **WLINO** or **CLINO** for

wood under linoleum or concrete under linoleum

CARPET should **WRUG** or **CRUG**

CONCRETE should CONC or WCONC for wet concrete

WSTAIR for wood stair

WLADDER for wood ladder

CSTAIR for stone or concrete