



This library was compiled after years of hardware and microphone development, and the creation of new recording and mastering techniques for discrete 5.1 sound effects.

We think you'll agree the results are worth it.

These tracks are spacious and add a new dimension to the audio-production process. We hope you enjoy using these sounds as much as we did creating them.

The Point One Sound Team

IMMERSION 5.1 SURROUND SOUND LIBRARY

Application Notes

The Immersion 5.1 Surround Sound Library was recorded with a discreet 5.1 channel microphone system directly to 24bit, 48Khz digital recorders. The library is provided in two formats: Stereo Red Book Audio on CD and Surround Sound aiff files on DVD ROM. No special processing has been added, what you hear is exactly what the microphone captured.

Each sound effect is provided in an individual folder, as six mono aiff audio files. The standard "aif" extension has been added to all sound files for use with PC or Macintosh based systems. Immersion 5.1 sounds are named using the .L, .C, .R, .Ls, .Rs, .LFE extension standard and can be added directly to a Digidesign Pro-Tools Session. Some sound editing software may require a modified naming convention; therefore the Immersion filenames have been padded to a consistent number of characters, to facilitate the use of a macro for renaming files. Sample rate, bit depth and file format conversion may be necessary to make these sound files compatible with your individual sessions.

Immersion 5.1 sounds were mastered to a moderate listening volume, not to full digital level, in a Dolby certified mixing theater, at the film standard monitoring level of 85dbSPL. This mastering standard helps increase fader resolution at lower mix levels by allowing the mix fader to remain at a nominal position at or near the center of its travel.

Not all sound effects in this library have LFE recordings. Some captured sounds did not contain significant low frequency information; therefore, a separate subwoofer track was not recorded. There is however an LFE file provided for every sound effect even if it contains no data. This "Null" file allows these 5.0 elements to be edited onto the same workstation tracks as 5.1 sounds. This eliminates the need for separate 5.0 and 5.1 tracks.