

Project: *Quercus*
 Editor: Angelina Lee

	ADR/VO	Foley	Sound FX	Music
0:00:00:00	<u>0:00:00:00</u>	<u>0:00:00:00</u>		
0:00:02:00	Bunker resident	Fridge hum		
0:00:04:00	dialogue #1	&	<u>0:00:03:23</u>	
0:00:06:00		Fluorescent lights	Printer starts up	
0:00:08:00	<u>0:00:08:06</u>	buzzing		
0:00:10:00	^ Announcer starts			
0:00:12:00	<u>0:00:11:15</u>			
0:00:14:00	^ Bunker resident		<u>0:00:14:05</u>	
0:00:16:00	dialogue #2 too		<u>0:00:14:05</u>	
0:00:18:00		<u>0:00:16:00</u>	"Walk forward" chime	
0:00:20:00		Meek footsteps	<u>0:00:17:21</u>	
0:00:22:00			<u>0:00:19:01</u>	
0:00:24:00			Fax sounds	
0:00:26:00		<u>0:00:25:00</u>	<u>0:00:23:17</u>	
0:00:28:00			<u>0:00:26:00</u>	
0:00:30:00		<u>0:00:28:00</u>	Electronic chirps	
0:00:32:00		Creaky cart	<u>0:00:30:00</u>	
0:00:34:00		<u>0:00:30:00</u>	<u>0:00:32:00</u>	
0:00:36:00		Dials turning	Receipt printing out	
0:00:38:00		<u>0:00:34:00</u>	<u>0:00:34:00</u>	
0:00:40:00		<u>0:00:39:00</u>		
0:00:42:00	<u>0:00:41:03</u>			
0:00:44:00	Linden's ADR			
0:00:46:00				
0:00:48:00				
0:00:50:00				
0:00:52:00				
0:00:54:00				
0:00:56:00				
0:00:58:00			<u>0:00:59:00</u>	

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	ADR/VO	Foley	Sound FX	Music
0:01:00:00			Printer recalibrates	
0:01:02:00			_ <u>0:01:04:00</u>	
0:01:04:00	_ <u>0:01:05:07</u>		<u>0:01:06:18</u>	
0:01:06:00			"Walk forward" chime	
0:01:08:00	Dialogue #3 ends:		_ <u>0:01:10:13</u>	
0:01:10:00	_ <u>0:01:10:23</u>	<u>0:01:11:02</u>		
0:01:12:00		Footsteps		
0:01:14:00				
0:01:16:00	Dialogue #2 ends:			
0:01:18:00	_ <u>0:01:18:06</u>	_ <u>0:01:17:00</u>		
0:01:20:00	Announcer fades:			
0:01:22:00	_ <u>0:01:21:06</u>			
0:01:24:00				
0:01:26:00				
0:01:28:00				
0:01:30:00				
0:01:32:00				
0:01:34:00				
0:01:36:00				
0:01:38:00				
0:01:40:00				
0:01:42:00				
0:01:44:00				
0:01:46:00				
0:01:48:00				
0:01:50:00				
0:01:52:00				
0:01:54:00				
0:01:56:00	Linden's ADR			
0:01:58:00	_ <u>0:01:58:85</u>			

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	ADR/VO	Foley	Sound FX	Music
0:02:00:00	<u>0:02:01:17</u>			
0:02:02:00	Dialogue #3 resumes		<u>0:02:02:00</u>	
0:02:04:00	<u>0:02:02:05</u>		Darkroom door swish	
0:02:06:00	Dialogue #1			
0:02:08:00	resumes			
0:02:10:00			<u>0:02:11:00</u>	
0:02:12:00				
0:02:14:00	Announcer:		<u>0:02:15:09</u>	
0:02:16:00	<u>0:02:18:15</u>		"Walk forward" chime	
0:02:18:00	<u>0:02:19:12</u>		<u>0:02:19:03</u>	
0:02:20:00		<u>0:02:20:00</u>	<u>0:02:19:13</u>	
0:02:22:00	<u>0:02:22:09</u>	Velcro "static"	Camera shutter	
0:02:24:00		<u>0:02:23:00</u>	<u>0:02:20:07</u>	
0:02:26:00		<u>0:02:25:02</u>	<u>0:02:23:02</u>	<u>0:02:23:02</u>
0:02:28:00			Whoosh	Beethoven's <i>Coriolan</i>
0:02:30:00			<u>0:02:23:02</u>	<i>Overture</i>
0:02:32:00			<u>0:02:30:05</u>	
0:02:34:00			<u>0:02:30:06</u>	
0:02:36:00	Announcer:		Calibrating chirps	
0:02:38:00	<u>0:02:38:19</u>	<u>0:02:36:11</u>	<u>0:02:32:06</u>	
0:02:40:00		Air whooshes	<u>0:02:35:00</u>	
0:02:42:00			Mountain	
0:02:44:00			air ambient	
0:02:46:00		<u>0:02:46:11</u>	Crows	
0:02:48:00			<u>0:02:36:01</u>	
0:02:50:00				
0:02:52:00				
0:02:54:00				
0:02:56:00				
0:02:58:00				

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	ADR/VO	Foley	Sound FX	Music
0:03:00:00				
0:03:02:00			<u>0:03:08:03</u>	
0:03:04:00			Wind gusting	
0:03:06:00				
0:03:08:00				
0:03:10:00			<u>0:03:07:01</u>	
0:03:12:00			Hawk call	
0:03:14:00				
0:03:16:00				
0:03:18:00		<u>0:03:17:03</u>	<u>0:03:18:03</u>	
0:03:20:00		Footsteps in gravel		
0:03:22:00		<u>0:03:22:19</u>	<u>0:03:20:02</u>	
0:03:24:00				
0:03:26:00				
0:03:28:00				
0:03:30:00				
0:03:32:00				
0:03:34:00				
0:03:36:00				
0:03:38:00			<u>0:03:39:08</u>	
0:03:40:00			Branch falls	
0:03:42:00			Tree bark snaps	
0:03:44:00			<u>0:03:44:12</u>	
0:03:46:00				
0:03:48:00				
0:03:50:00				
0:03:52:00				
0:03:54:00				
0:03:56:00				
0:03:58:00				

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	ADR/VO	Foley	Sound FX	Music
0:04:00:00				
0:04:02:00				
0:04:04:00	<u>0:04:04:18</u>		<u>0:04:05:11</u>	
0:04:06:00	Announcer		Snakes slithering	
0:04:08:00			<u>0:04:09:21</u>	
0:04:10:00			<u>0:04:09:09</u>	<u>0:04:09:09</u>
0:04:12:00	<u>0:04:13:15</u>		<u>0:04:12:00</u> Skittering	<u>0:04:10:00</u>
0:04:14:00	<u>0:04:14:02</u>		<u>0:04:14:00</u>	Mendelssohn's
0:04:16:00	Announcer		<u>0:04:15:19</u>	<i>Hebrides Overture</i>
0:04:18:00			Bees, flies, cicadas	
0:04:20:00			<u>0:04:17:22</u>	
0:04:22:00			(Sniff) <u>0:04:22</u>	
0:04:24:00			<u>0:04:28:08</u>	
0:04:26:00		<u>0:04:24:05</u>		
0:04:28:00		Fountain	<u>0:04:29:00</u>	
0:04:30:00			Drop in water	
0:04:32:00			<u>0:04:31:00</u>	
0:04:34:00		<u>0:04:33:01</u>	<u>0:04:34:00</u>	
0:04:36:00			Duck quacking	
0:04:38:00			Geese honking	
0:04:40:00			<u>0:04:38:00</u>	
0:04:42:00	<u>0:04:43:20</u>	<u>0:04:40:11</u>		<u>04:41:00</u>
0:04:44:00		Olive snap off branch	<u>0:04:41:30</u>	
0:04:46:00		<u>0:04:41:08</u>	Twigs snap	
0:04:48:00			Grasses rustle	
0:04:50:00			<u>0:4:50:00</u>	
0:04:52:00				
0:04:54:00			<u>0:04:56:19</u>	
0:04:56:00			Birdsong mix	
0:04:58:00				

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	ADR/VO	Foley	Sound FX	Music
0:05:00:00				
0:05:02:00				
0:05:04:00				
0:05:06:00		<u>0:05:06:21</u>		
0:05:08:00		Crickets	<u>0:05:08:13</u>	
0:05:10:00			Blue jays	
0:05:12:00				
0:05:14:00			<u>0:05:11:02</u>	
0:05:16:00			Woodpecker	
0:05:18:00				
0:05:20:00			<u>0:05:19:01</u>	
0:05:22:00	<u>0:05:21:09</u>		<u>0:05:19:08</u>	
0:05:24:00	Announcer		<u>0:05:19:08</u>	
0:05:26:00			Parrots	
0:05:28:00			Wood thrush	
0:05:30:00			<u>0:05:27:16</u>	
0:05:32:00	<u>0:5:32:10</u>			
0:05:34:00			<u>0:05:35:17</u>	
0:05:36:00			Ambient	
0:05:38:00				
0:05:40:00				
0:05:42:00				
0:05:44:00				
0:05:46:00				
0:05:48:00				
0:05:50:00			<u>0:05:50:16</u>	
0:05:52:00				
0:05:54:00				
0:05:56:00				
0:05:58:00		<u>0:05:59:10</u>		

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	ADR/VO	Foley	Sound FX	Music
0:06:00:00				
0:06:02:00				
0:06:04:00				
0:06:06:00				
0:06:08:00				<u>0:06:08:07</u>
0:06:10:00				<i>Holst's Jupiter</i>
0:06:12:00				
0:06:14:00				
0:06:16:00				
0:06:18:00				
0:06:20:00				
0:06:22:00				
0:06:24:00				
0:06:26:00				
0:06:28:00				
0:06:30:00	<u>0:06:33:22</u>			
0:06:32:00	Announcer			
0:06:34:00				
0:06:36:00				
0:06:38:00				
0:06:40:00		<u>0:06:41:04</u>	<u>0:06:39:13</u>	
0:06:42:00		Leaves crunch	Squirrels run around	<u>0:06:41:16</u>
0:06:44:00		<u>0:06:44:07</u>	Acorns fall to ground	
0:06:46:00			<u>0:06:43:00</u>	
0:06:48:00			Coyote walks around	
0:06:50:00			<u>0:06:45:00</u>	
0:06:52:00			Dead leaves shift	
0:06:54:00	<u>0:06:55:01</u>		<u>0:06:47:00</u>	
0:06:56:00			Field mice scuttle	
0:06:58:00				

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	ADR/VO	Foley	Sound FX	Music
0:07:00:00			<u>0:07:00:00</u>	
0:07:02:00			Beetles	
0:07:04:00			<u>0:07:04:00</u>	
0:07:06:00			Owls	
0:07:08:00			<u>0:07:07:00</u>	
0:07:10:00		<u>0:07:11:00</u>	Baby chicks in a nest	
0:07:12:00		Tree leaves shake		
0:07:14:00				
0:07:16:00				
0:07:18:00				
0:07:20:00				
0:07:22:00				
0:07:24:00				
0:07:26:00				
0:07:28:00				
0:07:30:00				
0:07:32:00				
0:07:34:00				
0:07:36:00				
0:07:38:00				
0:07:40:00				
0:07:42:00				
0:07:44:00				
0:07:46:00				
0:07:48:00				
0:07:50:00				
0:07:52:00				
0:07:54:00				
0:07:56:00				
0:07:58:00				
		<u>0:07:47:08</u>	<u>0:07:42:01</u>	<u>0:07:45:10</u>
				Holst's <i>Venus</i>

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	ADR/VO	Foley	Sound FX	Music
0:08:00:00				
0:08:02:00				
0:08:04:00				
0:08:06:00				
0:08:08:00				
0:08:10:00				
0:08:12:00				
0:08:14:00				
0:08:16:00				
0:08:18:00				<u>0:08:19:10</u>
0:08:20:00				
0:08:22:00				
0:08:24:00				
0:08:26:00				
0:08:28:00				
0:08:30:00				
0:08:32:00				
0:08:34:00				
0:08:36:00				
0:08:38:00				
0:08:40:00				
0:08:42:00				
0:08:44:00				
0:08:46:00			<u>0:08:48:02</u>	
0:08:48:00				
0:08:50:00				
0:08:52:00				<u>0:08:51:11</u>
0:08:54:00				<i>Holst's Jupiter</i>
0:08:56:00				
0:08:58:00				

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	ADR/VO	Foley	Sound FX	Music
0:09:00:00				
0:09:02:00				
0:09:04:00				
0:09:06:00				
0:09:08:00				
0:09:10:00				
0:09:12:00				
0:09:14:00				
0:09:16:00				
0:09:18:00				
0:09:20:00				
0:09:22:00				
0:09:24:00				
0:09:26:00				
0:09:28:00				
0:09:30:00				
0:09:32:00				
0:09:34:00				
0:09:36:00				
0:09:38:00				
0:09:40:00				
0:09:42:00				
0:09:44:00				
0:09:46:00				
0:09:48:00				
0:09:50:00				
0:09:52:00				
0:09:54:00				
0:09:56:00				
0:09:58:00				

0:09:30:04