

Music Spotting Sheet

Video: **Otsu (with Sound)** — **George Yazbeck**

***Note: The following these time codes are rounded to the nearest minute (i.e. 0:01 = 1 second, 0:00 =>1 second)**

Start time (m:s:f)	Duration	Cue Name	Function
0:00—0:10	0:10	“Busy City Intro”	Fades in and out of busy city ambience as animation plays showcasing the Otsu production credit.
0:11—0:40	0:29	“Night Ambience”	Fades in and out of nighttime ambience from moon being shown to the reveal of the man.
0:14—0:27	0:13	“Pencil Scribbles”	Played during the simulation of the Otsu logo being etched onto the moon and reversed as it fades away when camera pans down.
0:26—0:40 & 5:33—5:48	0:29	“Classical Music — Part 1”	French orchestral music (introduces main character and setting; music is introductory, loud and “pompous”). This is repeated (albeit shortly and with a fade out) at the end during the credits.
0:40—0:41	0:01	“Stage Lights”	Initiated when spotlights are focused on the man; music is halted.
0:41—1:12	0:31	“Sea Ambience”	Surrounding sounds intermitted with brief pauses and active, on-screen action.
0:47—0:48	0:01	“Silent Sigh”	Man sighs to himself.
0:48—0:50	0:02	“Facial Gestures”	Bones crack as man makes gestures.
0:52—0:53	0:01	"Facial Glancing”	Swiping sounds as man quickly glances his head.

0:54—0:55	0:01	“Idea Chime”	Man stares upward and suddenly has an idea.
0:55—0:58	0:03	“Swiping Something”	Man takes a funnel and proceeds to place it on his head (wind is audible as quick actions dictate).
0:58	0:00	“‘Hat’ Inserted”	Man places funnel on his head (squeaky sound).
0:58—1:00	0:02	“Door Open & Close”	Squeaky door opens and loud thud closes this scene.
1:00—1:12	0:12	“Falling & Splashing”	A number of falling objects that splash into the water repeatedly throughout the scene.
1:00—1:03	0:03	“Sinking & Floating”	Surrounding objects sink into the water and rise up slightly as music restarts (provides as audible transition to set the scene).
1:01—1:50	0:49	“Classical Music — Part 2”	French orchestral music continues as a new portion plays (this time, soft, slow and mellow as we see man noticing his surroundings and keeping busy with tinkering to his newly found items).
1:04—1:10	0:06	“Repeating Stage Lights”	Spotlights sound off each time man is shown appearing from the pile of junk (with accompanying light).
1:13 & 1:21	0:01	“Sweeping Transition”	Scene quickly “swipes” (like wind) to an adjacent environment, the latter being the man side-swiping to the left of the screen.
1:14—1:15	0:01	“Head Gestures”	Man’s head moves instantaneously as he looks around his surroundings (non-diegetic).
1:16—1:21	0:05	“Hand Swiping”	Man rapidly moves his arms to collect pieces of falling debris as air around him sounds off.
1:22—1:24	0:02	“Furniture Moving”	Sounds of chairs and tables moving sliding.

1:25	0:00	"Hat' Taken Off"	Sound of metal hanger as man's funnel is placed.
1:27	0:00	"Arms Raised"	Sound of clothes risen as man's arms are raised before hands are lowered at the table.
1:29	0:00	"Hand Swiping"	As hand enters from the left, right above the table.
1:30—1:45	0:15	"Metal Scavenging"	Metallic sounds as man repetitively picks up (and even slides) an assortment of broken pieces of trashed items.
1:45—1:46, 1:48—1:49 & 1:51—1:52	0:03	"Falling Apple"	Non-Diegetic "cartoon" sound of something falling. Music starts to fade as sound becomes more prominent. Sound is split into three for greater rates of descent and moments of occur.
1:47 & 1:49—1:50	0:02	"Hitting Apple"	Cartoon sound of apple hitting and ricocheting across several trash piles. Sound is split into two as moments of impact are separate.
1:52—1:53	0:01	"Head & Floor Bonk"	Man's head is hit with a thud by the apple as well as the floor after; music is completely silent as man studies what hit him.
1:54	0:00	"Hand Swipe"	Man swipes his hand to touch his head; gust of air is heard in this quick action.
1:55 & 1:56—1:57	0:02	"Foot Steps"	Man takes quick steps as he first turns around and moves forward.
1:55—2:37	0:42	"Classical Music — Part 3"	French orchestral music continues as a new portion plays (this time, as a theme sparking the man's curiosity and pondering of what the connection is between the apple that hit him and the metal parts surrounding him).
1:59—2:00	0:00	"Head & Arm Gestures"	Loose sounds of man's head moving forward and arm reaching head.

2:01—2:02	0:01	“Scratching Head”	Man scratches bald head.
2:05	0:00	“Bone Cracking”	Man's knees crack as he bends down.
2:07, 2:13 & 2:17	0:01	“Touching Apple”	Sound of hand touching/catching the fallen apple.
2:13 & 2:16	0:01	“Throwing Apple”	Sound of wind as man throws apple before catching it with his hand.
2:15	0:00	“Rising Hand”	Sound of wind as man raises his hand holding the apple.
2:20	0:00	“Putting Down”	Sound of man placing apple on the table.
2:24—2:25	0:01	“Hand & Head Gestures”	Sound of hand touching man’s head and head popping out slightly in expressing his emotion.
2:31	0:00	“Idea Chime”	Man suddenly has an idea of his situation.
2:33—2:34	0:01	“Body Gestures”	Loose sounds of finger wagging and arms touching hips.
2:34—2:35	0:01	“Grunting”	Minor vocal sound for man silently grunting.
2:38—3:10	0:32	“Classical Music — Part 4”	French orchestral music continues as a new portion plays (this time, fast and dramatically paced as man quickly moves around and assembles pieces of junk around his workspace).
2:40—2:59	0:19	“Frantic Steps”	Sounds of rapid-paced steps spread and synced with the man’s movements throughout in this scene.
2:40	0:00	"Head Gestures"	Side-swiping sounds for man instantaneously looking at different angles. Towards the end, the sounds are clustered to evoke the “fast forwarding” portion of the scene’s end.

2:42—2:59	0:17	“Frantic Picking & Tossing”	Sounds of rapid-paced picking and throwing of objects spread and synced with the man’s movements throughout in this scene. Towards the end, the sounds are clustered to evoke the “fast forwarding” portion of the scene’s end.
2:50	0:00	“Idea Chime”	Used here when man pauses mid-scene, knowing what to get next before resuming.
2:56	0:00	“Closet Open”	Squeaky sounds as man opens closet cabinet instantly.
3:01	0:00	“Metal Insert”	Metallic sound as man places piece on his helicopter.
3:02 & 3:05	0:00	“Stepping Away and To”	Footsteps as man back away and heads toward the screen to his side.
3:03—3:06	0:03	"Head Gestures"	Side or air-swiping sounds for the man instantaneously looking at different angles and even to the screen..
3:07—3:10	0:03	“Softer Gestures”	Lesser-sounding air-swiping sounds for the man peering into the window of his helicopter.
3:11—3:12	0:01	“Door Open & Close”	Squeaky door opens and loud thud closes this scene (and music instantly).
3:13—3:26	0:13	“Sea Ambience”	Sounds resume as man is outside his “livable” junk pile. Audio fades when screen goes to black.
3:13—3:16	0:03	“Foot Steps”	Man's uneven footsteps as he walks on a wooden plank.
3:17—3:22	0:05	“Bones Cracking”	Man's body cracks as he sways and bends in his position.
3:23—3:26	0:03	“Applause”	Non-Diegetic audience applause as man bows before screen fade (audio also fades with it).

3:27—4:59	1:32	“Classical Music — Part 5”	French orchestral music continues as a new portion plays (this time, a more higher-energetic piece that builds up its mainly balanced pacing until reaching the story’s climax before pausing on a final beat for the scene as the man is about to drop his apple from the tower).
3:31, 3:52 & 4:23	0:02	“Shifting Gear”	Sounds occur when man activates his helicopter to go up (and higher).
3:32	0:00	“Propeller Activated”	Sounds of helicopter propeller telescoping.
3:33	0:00	“Propeller Locked & Ready”	Propeller locked and briefly starts and stops before engaging normally.
3:34—4:28	0:54	“Helicopter Propelling”	The constant revolving of the man’s helicopter, with varying sound levels to demonstrate distance of its position with regards to the camera (the closer to, the louder the sound and vice versa).
3:40—3:56	0:16	“Trash Dumping”	The opening (metallic) sounds of the chutes with trash falling repetitively on their own, some within 1 second of each other.
4:28—4:32 & 5:04—5:05	0:04	“Running up the Stairs”	Sped-up sound of man running quickly up the tower until no longer seen (fade out) and again when he runs back down later.
4:34 & 4:43	0:01	“Body Gestures”	Used only twice before music hits its high to establish presence (wind sound for when man moves by the tree).
4:35—4:36, 4:39, 4:42 & 4:45	0:03	“Foot Steps”	Used before man pauses and stares at the moon when music hits its high to emphasize his excitement for where he is.
5:00	0:00	“Dropping the Apple”	Cartoon sound of apple being thrown downward from man’s hand before it hits the ground twice.

5:01—5:03	0:03	"Falling Apple"	Cartoon sound of apple falling down until impact with the surface.
5:03—5:04	0:01	"Splashed From Afar"	A faint splashing sound when apple hits the water below from high up.
5:06—5:31	0:25	"Classical Music — Part 6"	French orchestral music continues as a new portion plays (this time, the finale as violins rapidly play throughout, signaling that the story's conclusion has approached, "summarizing" the journey we seen the man experience. The final violin note kicks off the black screen ending and credits to follow). Note: I will leave the appearance of "FIN" soundless as to not distract with the music since it more than sufficiently closes off the video on its own terms.
5:06—5:09 & 5:14—5:29	0:18	"Helicopter Propelling Away"	Helicopter is briefly seen from afar (hence a quieter sound) before reappearing when in focus; sound of propellers go from loud to silence in accordance with it traveling in the distance toward the video's end.