



Welcome to The Sound of Picture Production Library. This Library is free to use under the guidelines of a [Creative Commons Attribution NonCommercial 3.0 License](#). In a nutshell this means you can use it freely for *personal* projects if you credit me. Commercial uses require a commercial license. These can be easily obtained at soundofpicture.com. A rate sheet can also be found included with this download.

Thank you for taking the time to download and get to know the library. I hope you enjoy listening and gleaning tracks in your own environment. Here are some answers to common questions.

Yours,

Chad Crouch / Podington Bear

FAQ

I would like to use your music for free, but I'm not sure the use qualifies as non-commercial.

My interpretation is "commercial" is whenever money exchanges hands. So, if there is a budget for the creation of the video, or compensation to contributors to the video, or the video is produced to promote a fund-raising entity, then it is a commercial use. I've created Low-budget, YouTube Partner and Non-profit license tiers to make these types of uses very affordable. If your use is in a grey area, or you have special considerations, feel free to contact me at podingtonbear@gmail.com. We'll work something out.

I used your track(s) in a YouTube video and got a matched third party content notification on it. Why? What do I do?

The "matched third party content" notification happens because the YouTube Content ID system has found an occurrence of my music and it is not smart enough to know if it was licensed, and/or abiding by the CC-BYNC license that I allow. Fear not. It's quickly remedied.

If you purchased a license and are having issues with a third party claim, please drop me a line at podingtonbear@gmail.com and I will help as quickly as possible. If you are using my music under Creative Commons BY-NC guidelines, you may do one of two things:

1. Do nothing. You are NOT penalized by a matched third party claim. YouTube will run a click-to-hide banner to offset a very tiny streaming royalty for the music. If you have used the music for free, I appreciate this token of support, but I certainly understand if you would prefer to have any advertising removed. (Vimeo is a good alternative if you just want to post a video without the fuss of Content ID.)

2. Dispute the claim.

- 1) Go to the video manager page.
- 2) Click the "matched third party content" blue hyperlink next to the video.
- 3) Click "Dispute".
- 4) Scroll down and select the 5th click option "I have a license or written permission from the proper rights holder to use this material" and Click "Continue".
- 5) Click "I am sure that I have a license or written permission, and I want to dispute this claim" and click "Continue"
- 5) In the "Please explain briefly section" state your type of use. If it is commercial please provide your invoice number from soundofpicture.com. If it is non-commercial please state it conforms to a CC-BYNC gratis license. (See above for more about what is commercial.)
- 6) Click the "I have a good faith belief..." box and enter your name.
- 7) Click continue.

8) Click "Submit Dispute" on the following page, and confirm the dispute by clicking "OK" on the pop up window.

The claim is usually resolved within one working day.

How do I credit you? If I buy a license is a credit required?

My most preferred attribution style is:

"Song name(s)"

Podington Bear

soundofpicture.com

...But I'm not super picky. Is credit required with a commercial license? No. ...But if you have room somewhere it is appreciated.

I need WAV or AIFF files. Where can I get them?

The Library is composed of high quality 320kbps MP3 files. If your edit is going straight to the internet you should have no loss of quality with these files. If you want to use lossless files in your production, they can be downloaded from my Bandcamp page for free. Simply click Buy, enter "0" in name your price field and choose the ALAC format.

My project doesn't fall under any of your clickable license types. What do I do?

I've tried to expand my offerings for "clickable" licenses, but there's always something that doesn't quite match. I'm happy to negotiate and draft licenses for your individual needs. Drop me a line at podingtonbear@gmail.com.

Your license shop asks for a project budget, but I'm just making this video as a part of my job. What do I put there?

Please estimate how many hours you expect to work on the project and multiply that number by your hourly wage. That is your budget. (In a nutshell: I trust you to pay what you think is fair.)

Can I get an edit of one of your tracks? (Remove an instrument? Edit for time? Can you send stems?)

Yes! I have sessions for 95% of my compositions. I can make simple edits (remove something, or change length) for an additional \$20. I can send you stems for an additional \$50. I can also give you a quote on remixing and composing to picture (i.e. adding musical layers to underscore and enhance the arc of your edit.) Drop me a line at podingtonbear@gmail.com.

I want to use your music in my personal film. I'm submitting it to festivals. Is this an acceptable use?

Yes! If your film was made without any money changing hands you may submit it to festivals using a Creative Commons BYNC License.

I want to use your music in my television series for free. Can you agree to that?

Yes! For certain programming I will offer gratis master and sync licenses when cue sheets are reported to Performance Royalty Organizations. I am an ASCAP writer (Chad Crouch) and publisher (Victrola Dog).

I'm working on a podcast affiliated with NPR/PBS. Does that qualify as non-commercial use?

Like I said, at the top, when money gets moved around to make a production happen, that is the definition of commerce. Is it commercial with a capital C? No. But on a scale of 1 to 10, with 10 being a Super Bowl spot, maybe it's a 2. Bearing that in mind I've tried to scale the Podcast & Non-com Radio License pricing accordingly. Music makes productions A LOT better. It's worth a little money, and I'd be grateful if you saw it that way too.