

M&E Guidelines

Please deliver a fully-filled music and effects mix and optional vocal stem or stems. The M&E should be delivered in the same configuration as the domestic printmaster (i.e. 5.1, 7.1, etc.), and the optional stems should be as well (i.e. 5.0, 7.0, etc.). If possible, please supply a dialogue stem that matches the original track configuration and a separate group stem (also matching the original track configuration) for reference.

M&E for SCRIPTED Programming:

The M&E should be fully-filled. All production effects that are tied to English or Original Language dialogue should be replaced with foley that matches the effects in the domestic printmaster in level, treatment and tone. In situations with group or walla, please leave a bed of walla but remove or obscure any discernible dialogue.

The M&E cannot include any dialogue. Please be careful to avoid including the following, as they often cause rejections:

- Walla/group (except where no discernible English / Original Language)
- Intercoms and PA announcements
- Reverb sends

Optional Stems/Tracks:

The optional stems should be used for vocalizations that may or may not be used in the dub versions. This includes vocalizations that might not be usable for voice match or timing reasons (i.e. efforts, breaths, etc.) or for legal reasons (songs, archival footage, etc., but without limiting Producer's obligation to clear all elements). Please create separate optional stems if elements overlap.

Please place all foreign dialogue (including group) in optional stems. If a character speaks a few words of another language within an English sentence (i.e. "Hasta la vista, baby"), you can remove that dialogue, but all other foreign dialogue should be placed in optional stems (even if the character speaking it also speaks English).

Please place any repurposed audio in the optional track. This includes footage or audio that was originally recorded for another show (other movies or television shows, TV news footage, old radio broadcasts, etc.) as well as talking toys (Tickle Me Elmo, Teddy Ruxpin, etc.) and advertisements. If the DX exists separately from the FX and MX for the repurposed audio, please place the FX and MX in the M&E and the DX in the optional.

Please place any laugh tracks in an optional track, as it may be necessary to move the track slightly to fit jokes in the dubbed versions. Please place any censorship beeps in the optional as well.

Please place any singing performed by characters on screen in a vocal stem, as it may or may not be dubbed depending on budgetary and legal considerations. The music should be placed in the M&E, however, as should any soundtrack songs.

If you have any doubt about whether something should go in the M&E or an optional stem, please place it in an optional stem.

M&E Guidelines

For your reference, here is a list of common audio elements and where they belong:

M&E:

Walla (without any discernible English / Original Language)

Soundtrack songs

Foley to replace any FX tied to production DX

MX and FX for any TV shows, movies or radio audio within the show (if DX is tied, place in optional)

Optional:

Kisses

Efforts

Breaths

Coughs

Reactions

Foreign DX (that is different from main language track)

Foreign group

DX from pre-existing movies, television shows or radio programs

DX from pre-existing toys

Laugh track

Censorship beeps

Vocal:

Singing by characters

Remove entirely:

All English / Original Main Language

English / Original Main Language DX in TV or radio audio created specifically for show

ENG Mix Minus (aka M&E) for UNSCRIPTED or DOCUMENTARY Programming:

If your program contains narration / voice over that is not connected to picture, then your Mix Minus delivery must remove all narration. Dialogue, music, and effects must remain intact and the audio must remain mixed as if the narration was still present with audio dips.