

## Sounddogs.com Copyright Information

Sounddogs.com sells royalty-free Sound Effects, Music, Samples and Loops, and Vocals. Typically there is not a problem when using any of our sounds in a project that you, the user, are creating. The guidelines below elaborate on most of frequent questions:

### **General Guidelines:**

1. Purchasing sounds from Sounddogs.com includes a license to synchronize the music as many times as you like, and to present and market your multimedia production with no additional cost. This license is for a single workstation, and may not be shared, on a computer network, for example.
2. If you are using the sounds in synchronization, you are using sounds from Sounddogs.com legally. 'Synchronization' is defined as playing the sound in conjunction with video, animation, other audio, or even movement (such as a dramatic theatre performance).
3. The sounds must NOT be stored separately from the rest of the media. This is predominantly a concern in multimedia uses. For example, if you are creating a video game, the sounds must be integrated with the code and NOT stored separately as files. The sounds must be combined with the other media and NOT able to be removed from it and subsequently distributed.
4. You may NOT distribute the sound on its own or in part, even for free.

### **Music:**

Using royalty-free music in your projects may involve some additional considerations:

1. Some of our music content partners require a simple and inexpensive broadcast license if the production is released as major theatrical release or broadcast on a major television network. Please email us the name of the song(s), composer, publisher, and your productions' release or broadcast information:  
Piece desired:  
Medium: i.e. Local Broadcast & Cable, etc.  
Markets (location):  
Length of broadcast:  
Usage of Music (type, i.e. background, logo, etc):  
Do you require home video usage?:
2. There are no costs to you for filing music cue sheets, and our music content partners require that music cue sheets are filed with your local performing rights society (BMI, SOCAN, HARRY FOX, etc.) and faxed to us (310-496-3135). A blank cue sheet can be found in the directory with your sound files. There is absolutely no charge to file cue sheets.

### **Samples and Loops:**

The vast majority of samples on our site come from AMG, the world's largest distributor of samples. If you are using samples, please keep in mind:

1. Using AMG samples requires you to fill out the License PDF that is included with your sound files. This is required for all commercial uses. Simply fax it to the number enclosed in the document.

2. AMG samples cannot be used as library music or in music software.

**Examples:**

**Fair usage:**

- Flash Animations
- Home videos
- An action figure that makes a sound when an arm is moved, etc.
- A voice-over on top of music
- Selling or mass-producing a composition of any of the above uses.

**Uses that require additional licenses (and possibly fees):**

- Using an effect as a ring tone in a cell phone.
- A bank of stand alone sounds from which a sound could be selected and activated or downloaded within a computer game or authoring software or electronic greeting card etc.
- Actions that initiate a sound or sounds ie: opening a book cover, or clicking a button in a computer program.
- Any sound that is not directly synchronized with a visual but is regarded as being independent of it.
- The sounds cannot be used as building blocks, i.e. elements for the end user to create something new.

If you have any questions, please contact us at [Support@Sounddogs.com](mailto:Support@Sounddogs.com) or call toll-free 877-315-3647.