

## AUDIO RESOURCE LIST • M. LUCAS

Here are some resources for music and for other sounds:

<http://www.openmusicarchive.org>

<https://www.freemusicarchive.org>

<https://mobygratis.com>

Petrucci Music Archive (classical mainly, and scores)

[https://imslp.org/wiki/Main\\_Page](https://imslp.org/wiki/Main_Page)

Free Sound (for sound buffs, lots of natural and human ambiences, etc.)

<https://freesound.org>

Archive.org has a sound archive, and their film archive can be mined for tracks as well...

<https://archive.org>

Sounddogs is a commercial aggregator of SFX. You can download, typically, for free, and then license later if your project requires it.

<https://www.sounddogs.com>

## AUDIO APPS

I found a few audio apps for iPhone that are free.

One is called Voice Record Pro:

<https://apps.apple.com/us/app/voice-record-pro/id546983235>

It gives a lot of control over sample rate, bit depth, and more, so you can get very high quality recordings.

There is also one from Røde called Røde Rec LE. It is designed to work with their mics but it also gives you record levels and some control over sample rates. It keeps trying to sell you the version that costs money, but it works fine.

<https://apps.apple.com/us/app/røde-rec-le/id590021166>

For the computer I recommend Audacity. It is an excellent open source program for working with sound: <https://www.audacityteam.org>

I also use Audio Hijack for things like recording Skype conversations. Most phones won't let you record sound while talking with someone. So for interviews this can be a helpful workaround. See: <https://www.rogueamoeba.com/audiohijack/>

There is a free version, but I don't know how well it works. I bought a license.