

RABIA Sound Effect List -----

AMBIENCE SOUNDS –

1. CHECKPOINT SCENE ----- Construction Ambience (big trucks, hammering on walls, and in the distance)
2. WAFIQ ONE ----- traffic (cars, etc) but very minimal and not a ton of traffic
3. TARIQ'S STABBING ----- farm ambience, sounds from a farm (tractors, wheat being cut, no animals though, just tons of technology like tractors, machines, etc) and distant
4. TERRORIST HQ ---- creaking sounds, especially creaking walls
5. BEACH ARRIVAL ---- traffic sounds, as she's driving through it ----- also, we would like to emulate the sounds of ISRAELI RADIO ---- so if we can find talk radio in Hebrew, or Israeli/Hebrew stuff we can play
6. BEACH ARRIVAL 2 – once she gets to the beach, we want to hear everyone on the beach having fun ---- so some kind of ambience sounds of people playing on the beach

INDIVIDUAL SOUNDS –

Wafiq Scene One –

1. kitchen sounds, like boiling water, sizzling pots and pans, tea kettle whistling, pots and pans being crashed into each other, soup stirring

Fence Scene –

1. military jeep – particularly distant, with a jeep driving towards us
2. helicopters – not too close, but sounds of a helicopter/s flying above
3. F-16's – again, not too close, but sounds of an F-16 flying by

Beach –

1. children giggling (doesn't have to be beach, because we can overlay beach sounds)
2. people playing volleyball
3. any other people having fun on the beach
4. SEAGULLS or other beach birds chirping

Final End Credit Sounds –

1. Explosion with VOICES yelling and reacting to it
2. people running away in a panic
3. Sirens and Ambulances (or any alert-sounds)
4. Children Crying
5. people in panic
6. Police Sirens
7. people voices heard over walkie talkies
8. Helicopter flying and LANDING (landing on sand, if possible)
9. megaphone or loud horn, of someone talking