



# DUNGEONS & DADDIES

\* NOT A BDSM PODCAST

**Daddy Master & Edit Notes**

*S2 EP 25 – STAND AND DELIVERY*



# Audio Edit Notes

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## Title and Intro Notes (Freddie)

This intro was 100% Will who, feeling unproductive during the holidays (Will: that's the point of a holiday), knuckled down and did all the lyrics. There was our usual customary light syllable/lyric tweaking for singability, which was much more delicate in this one because Will matched several of the Barenaked Ladies' distinctive rhyme schemes, which move at a breakneck pace. In particular, we found a couple situations where the syllable jamming was so tight that the ending mouth position of a consonant sound into the next word consonant sound proved to be too much literal physical distance for human lips to move and have it sound natural, so some concessions were made lyrically.

Will proved himself, once again, a Man With a Beat, as the process of doubling was as trivial as selecting any number of other takes and playing them back with impressive synchronization. The only bit that ISN'T Will is the high harmony that comes in halfway (we suspect, watching some Barenaked Ladies live performances, that this is in fact done by another band member). Since my (admittedly limited) vocal range tends to be a little bit higher than Will's, that's me doing the harmonies.

Otherwise, a fairly straight forward edit as there was a great instrumental of One Week available, and the audio production was fairly straightforward (no delay, not a lot of reverb, and a bit of overdrive and crunch on the vocals). The hard part was the performance and the lyrics, which Will handily took care of.

## Episode Notes (Ester)

I loved this episode, the energy was on fire from start to finish. It's been fun seeing the discussion around the ending, and I marked the many times Scary proposed murder as a solution throughout the episode.

Editing on this one was straightforward, I mostly focused on pauses and momentum. Part of me wanted to add more music and some sound, but not only was time limited (this episode had a much tighter turn around than usual due to scheduling), there was too much risk of distracting from the incredible content of the episode itself. I want sound to help emphasize and make things more memorable, if it's not needed I don't add it.

That being said, buckle up for what's to come as I have a ton of Willy/Scary music and sounds banked.

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## Timestamp Notes

00:15 - If you're confused about this energy and reference, look up "Dungeons and Dragons OGL 1.1". Hasbro/Wizards of the Coast is sure having a time at the moment.

11:01 - I couldn't cut this without losing an ending for the intro. I had to bump up the volume and do a hard fade to make that last line legible while losing the request to cut.

12:54 - I obviously trimmed a lot of this shop talk while keeping the context the audience needed.

26:24 - Dramatic/comedic pauses were big in this episode. I was really careful with reducing the length of them while maintaining the impact.

32:34 - I ended up going really hard with the phone typing in this episode. I'd normally worry about overdoing it, but the humor and pace never lost a beat, allowing the sound design to be a minor accent.

35:56 - I found a pretty fun "block" sound to add to the season's phone fx folder.

38:22 - I used the usual phone filter for this conversation, and saved the Tony Pepperoni "Ring Ring" for later use.

42:00 - I'd normally cut this as it doesn't have a payoff in this episode, but there's a good chance Anthony will report on the match results later and it's pretty funny.

43:34 - Scary: "We gotta kill Ralpf."

45:21 - Scary: "We gotta kill his wife!"

45:47 - I tried to fuse Tony's car noises with actual car FX to create a funny engine, but the vocal base of it was too distracting when played under people talking.

47:11 - I created a separate track and panned it to the right a bit to distinguish between Tony and Desdemona.

54:03 - I moved the Hero section to an earlier time in the scene, it helps with the timing of Taylor bursting in with the video of Ralpf.

56:26 - The internal monologues called for some real obvious and cheesy reverb.

1:00:59 - I also moved this section a little earlier. This is where I tried to add the Tony car noises (which I ultimately removed)

1:04:01 - Scary: "Guys we need to kill Margherita!"


1:11:23 - They changed this to Willy, but I kept *The Immortal Soul Salvage Yard* plug for the post-credits Easter egg.

1:14:58 - Linc: "You either gotta stop being lonely or we're going to have to kill you, that's the situation"

Scary: "Yeah!"

1:17:43 - They initially said they were texting, but I had Marco call as it evolved into an actual conversation.

1:18:47 - My favorite line of the episode.



1:19:13 - I couldn't find anything in our library that even somewhat resembled the Baja Men, and I wanted to keep the sound light for this next scene due to where it goes.

1:20:02 - I don't usually put dice fx for Anthonys roles, it would be too messy and so many are unannounced. But this earned one for comedic emphasis.

1:21:14 - Scary: "I'm saying guys, it'd be so easy."

1:24:50 - There's nine seconds here between Willy offering to kill Tony and Scary saying "go ahead". While in-world it sounds better if she responds immediately, that pause offers some good context for Uncut listeners.

1:25:37 - There's a short pickup to clean up Norm trying to cast cure wounds and Willy blocking him.

1:27:27 - They recorded more reactions, but I felt that Linc's reaction needed to be the final character line of the episode.

In theory they had a conversation after the recording about Norm trying to heal Tony, but mechanically it would have just meant they'd go back and forth to get the same result, and Willy could easily do more damage than Tony, and has the HP for an auto kill.