

# Creazione di colonne sonore (musica, effetti sonori, voice over)

LmK Music Production crea musica, effetti sonori e voice over.

Una delle applicazioni principali, sono le colonne sonore.

//[Sito internet LmK Music Production](#)

//[Pagina creazione colonne sonore](#)

//[Portfolio](#)

## Target B2B

| Tipologia                    | Esempi  |
|------------------------------|---|
| Agenzie pubblicitarie        | <a href="http://www.fcb.com/">http://www.fcb.com/</a><br><a href="https://www.ddb.com/">https://www.ddb.com/</a><br><a href="http://www.ogilvy.com/">http://www.ogilvy.com/</a>   |
| Produzioni video             | <a href="http://www.postpanic.com/">http://www.postpanic.com/</a><br><a href="http://www.mathematic.tv/">http://www.mathematic.tv/</a><br><a href="http://www.partizan.com/">http://www.partizan.com/</a>   |
| Produzioni cinematografiche  | <a href="https://en.wikipedia.org/wiki/The_Weinstein_Company">https://en.wikipedia.org/wiki/The_Weinstein_Company</a><br><a href="https://en.wikipedia.org/wiki/Blinding_Edge_Pictures">https://en.wikipedia.org/wiki/Blinding_Edge_Pictures</a><br><a href="https://en.wikipedia.org/wiki/IM_Global">https://en.wikipedia.org/wiki/IM_Global</a> |
| Video game developer mobile  | <a href="https://www.zynga.com/">https://www.zynga.com/</a><br><a href="http://www.rovio.com/">http://www.rovio.com/</a><br><a href="http://supercell.com/en/">http://supercell.com/en/</a>   |
| Video game developer desktop | <a href="http://www.overkillsoftware.com/">http://www.overkillsoftware.com/</a><br><a href="http://www.treyarch.com/">http://www.treyarch.com/</a><br><a href="http://www.guerrilla-games.com/">http://www.guerrilla-games.com/</a>   |

\*già raggiunti (sedi italiane)

## Prezzi/Tempistiche/Confronto competitor

| LmK Music Production |                      |                                  |                                | Competitor di buon livello |                                  |             |
|----------------------|----------------------|----------------------------------|--------------------------------|----------------------------|----------------------------------|-------------|
|                      | Velocità di consegna | Guadagno (musica/SFX/voice over) | Prezzo                         | Velocità di consegna       | Guadagno (musica/SFX/voice over) | Prezzo      |
| Pubblicità           | 8h/3-4gg             | 90%/70%/30-50%                   | 500-4000€                      | x2/x4                      | 60%/50%/20%                      | +40%/+60%   |
| Cinema               | 10gg/4 mesi          | 90%/70%/30-50%                   | 8-10% budget totale produzione | X3/x8*                     | 50%/40%/20%                      | +50%/+600%* |
| Video giochi         | 10gg/6 mesi          | 90%/70%/30-50%                   | 8-10% budget totale produzione | X4/x10*                    | 60%/50%/20%                      | +60%/+700%* |

\*non stiamo scherzando

## Esempi budget produzione

| Cinema  |   |   | Video games   |  |   |
|---|---|---|---|--|---|
| Indie   | Medio   | AAA   | Indie   | Medio  | AAA   |
| <500K \$  | 4M-50M \$   | >80M \$   | <1M \$  | 2M-30M \$  | >40M \$   |
| > <a href="#">The shaman</a><br>> <a href="#">Dragon Ball: the fall of men</a><br>> <a href="#">Envoy</a> | > <a href="#">Devil</a><br>> <a href="#">Hot Fuzz</a><br>> <a href="#">The signal</a> | > <a href="#">Unbreakable</a><br>> <a href="#">Generation Kill</a><br>> <a href="#">Elysium</a> | > <a href="#">Interstellar Marine</a><br>> <a href="#">In space we brawl</a><br>> <a href="#">Hotline Miami</a> | > <a href="#">Planetary Annihilation</a><br>> <a href="#">Hawken</a><br>> <a href="#">Dark Souls</a> | > <a href="#">Borderlands 2</a><br>> <a href="#">Human Revolution</a><br>> <a href="#">Star Citizen</a> |