

Opening Credits – I think we should probably cut out the sound capture audio tracks from the credits. They add a little bit of comedy in a few places, I agree, but I think that completely bucks the trend on the format of sitcom opening credits – where you never get the audio beneath the theme song.

#### Episode 1:

- I feel like the door knocks/opens/closes are a little too distant.
- I like the TV sounds a lot already – what are they from that is of concern?
- Gunshots bigger!
- 27:42 – the fast forward sounds when we are cutting commercials short need to sound more like the actual sound fast forwarded, not just static. I noticed this at the end of the first commercial following the opening credit sequence also.

#### Episode 2:

- The fur thrift store commercial fast forward sound is perfect. More like this on the earlier fast forwards.
- ~37:00 – The hanging of the shelves/tool sounds were dialed down here and changed a ton from what I sent over, no? I believe I had a drill that was going and had a slow die-down when she said she found someone else. I really liked how that played.
- ~44:00 – The music can probably be a little higher here, the more fun this reads as, the better.
- ~1:03:00 – The manikin cigars commercial ending needs something more to accentuate the abrupt ending...static, fast forwarding, some shit.

#### Episode 3:

- ~1:08:00 – The underwater sound effect should maybe come in only when we're in a very tight close-up on the fish, it feels a little wonky on its first appearance here.
- I also think the underwater effect could sound a little more "cartoony". We can discuss if that means nothing to you. Haha
- 1:21:50 – A really weird sound thing happened on my "I fucking hate her" line.
- The ambient street sounds might be nice, but perhaps this need dissipates (or becomes too much) with the audience track?

1:21:59