Pro sound for your Claude edits: 3 free tools

Claude can't hear. That is why most Claude edits look pro but sound fake. These 3 free tools fix it: a library to find sounds, a skill to place each one on the exact frame, and ears to check the mix.

Printable guide. The numbers shown are a worked example; change them on the page: dashowl.co/resources/claude-sound

The 3 tools

1 Openverse: the Google of sounds

A free search engine for openly licensed media, with over 52 lakh (5.2 million) audio files. It has a public API that needs no key, so Claude can search it by itself and download the right whoosh, click or impact.

openverse.org

How to use it: Tell Claude: "Search Openverse for the sounds this edit needs. Use only CC0 or public-domain sounds. If a sound is CC BY, add the credit line to my caption. Never use NC, ND or SA sounds."

2 Real SFX: a sound on the exact frame

A free Claude Code skill. It finds every moment in your edit that needs a sound (every pop, cut, card and number) and places a real recording on that exact frame.

github.com/Clipwing/skills (real-sfx)

How to use it: Install it as a Claude Code skill (ask Claude to read its README and set it up). Honest part: it ships with only about 78 sounds. Add your own sounds to its library and ask Claude to rebuild its index. I added 900+.

3 earshot: ears for Claude

Free and open source (MIT), 5,000+ stars on GitHub. It makes sounds in code and, with its "listen" add-on, describes sounds and scores your finished mix against 7 professional launch films.

github.com/Leonxlnx/earshot

How to use it: Ask Claude to install it in its own Python environment with the listen add-on (about 2 GB). After every export, ask Claude to run earshot critique on the mix and fix what it flags.

Copy and paste

You need Claude Code (it runs on the paid Claude plan). The tools themselves are free.

PASTE INTO CLAUDE CODE

Setup prompt: give Claude the 3 sound tools

Open Claude Code in your reels folder and paste this as one message. Claude checks each tool, installs it and tests it.

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Set up these 3 free sound tools for my reel edits. Before installing anything, check it is the official source, read what it does and tell me in one line. Ask me before anything that costs money.

1. Openverse (https://openverse.org): search its public audio API (no key needed) for sound effects. Use only CC0 or public-domain sounds by default. CC BY only if you add the credit line to my caption. Never NC, ND or SA.

2. Real SFX (https://github.com/Clipwing/skills, folder skills/real-sfx): install it as a Claude Code skill by following its README. Then add the sounds I give you (and the sounds you download from Openverse) to its library and rebuild its index.

3. earshot (https://github.com/Leonxlnx/earshot): install it in its own Python virtual environment with the "listen" extra (about 2 GB). Run "earshot doctor" to check it.

When all 3 work, run one tiny test of each and show me a checklist with OK / not OK. From now on, use them in every edit: a real sound on every move, and "earshot critique" on every final mix before you show it to me.
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COPY INTO YOUR CLAUDE.MD

Sound rules for every edit

Claude reads CLAUDE.md at the start of every session, so these rules apply to every reel without you repeating them.

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SOUND RULES (every edit)
- One music track under my voice for the whole reel, about 20-25% volume, unbroken. Never louder than my voice.
- Every move, cut, card, number and transition gets its own real sound, placed on the exact frame (Real SFX).
- Counters get ticks, typing gets key clicks, cards get a soft land, big moments get a low thump.
- Sound effects must be punchy: a real low thump plus a sharp attack. Sound-effect layer around -16 to -17 LUFS, but never covering a word.
- The opening sound plays at frame 0 and my first word starts within about 0.25 s. No dead air.
- My voice: about -13 LUFS, true peak under -1 dBTP, no clipping.
- Run "earshot critique" on the final mix and fix what it flags.
- You can measure sound but not truly hear it: after every export, give me 5 timestamps to listen to on my phone.
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Free sound pack: 113 sounds

Whooshes, pops, clicks, impacts, ticks, risers and UI sounds I use in my reels. Free for any project, personal or commercial, no credit needed (you may not resell the pack). Made with earshot and from Kenney's CC0 packs. Open listen.html inside to hear them all.

DOWNLOAD THE SOUND PACK (15 MB)

The honest part

Claude still can't truly hear. It measures the sound. Before you post, listen once on your phone.

The tools are free, but Claude Code needs the paid Claude plan.

Real SFX starts with a small library. It gets good once you add your own sounds.

Want the full editing method? Read **how I edit my reels with Claude**.

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