STUDIO DÅVE
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ElevenLabs usage report

Conference opener for a global pharmaceutical company: soundtrack for the first edit. Shared as an example; client details removed.

Report date 21 October 2026 · Usage period 21 October 2026, 16:58 to 17:03 UK time (BST)

This is a usage report, not an invoice. It lists every generation Studio Dave made on the agency's ElevenLabs account for this project, with the credit cost ElevenLabs reported for each one.

Summary

Item	Generations	Credits	Est. cost (US$)
Music: trailer cue, 4 takes of 83-89 s (Music v2.5)	4	9,302	2.05
Sound effects, batch 1: ambience, ship and robot (15 sounds x 4 takes)	60	5,180	1.14
Sound effects, batch 2: robot and VFX (15 sounds x 4 takes)	60	1,960	0.43
Total	**124**	**16,442**	**3.62**

US$ costs match the ElevenLabs usage export for this workspace (see below). Credits are derived from ElevenLabs' per-generation pricing. No speech, voice design, voice cloning, dubbing, image or video generation was used: the dialogue was supplied by the client and edited without ElevenLabs. One request was refused by ElevenLabs' queue limit before it started and was not charged.

Credits remaining

The work used about 5.5% of the account's monthly credits. The export showed no other usage in the six-hour window around the job, so all spend in it is accounted for by this report.

Checked against ElevenLabs' own usage export

ElevenLabs usage export for the workspace, 21 October 2026, 15:02 to 21:01 (UK time):

Product	Model	ElevenLabs cost (US$)	This report (US$)
Flows	Music v2.5	2.04635	2.05
Sound Effects	eleven_text_to_sound_v2	1.57080	1.57
Total		**3.61715**	**3.62**

The export shows no other usage in that window.

Sound effects in detail

ElevenLabs Sound Effects v2 charges 10 credits per second of audio for each take.

Code	Item	Length per take	Takes	Credits
AMB1	Deep space drone (loop)	30 s	4	1,200
AMB2	Spaceship flight-deck interior (loop)	20 s	4	800
AMB3	Countryside wind and birds (loop)	15 s	4	600
AMB4	Hospital corridor (loop)	15 s	4	600
AMB5	City at dusk, rooftop (loop)	6 s	4	240
SHIP1	Mothership flyby	5 s	4	200
SHIP2	Starship engine rumble (loop)	12 s	4	480
SHIP3	Small craft launch	4 s	4	160

Code	Item	Length per take	Takes	Credits
SHIP4	Two craft flyby	3 s	4	120
SHIP5	Warp jump	5 s	4	200
SHIP6	Hull groan	4 s	4	160
SHIP7	Ship passing overhead	3 s	4	120
ROB1	Robot transformation	4 s	4	160
ROB2	Robot landing thud	2 s	4	80
ROB3	Servo whirr	1.5 s	4	60
ROB4	Hydraulic hiss	2 s	4	80
ROB5	Holographic interface beeps	3 s	4	120
ROB6	Helmet visor retracting	3 s	4	120
ROB7	Welding sparks	4 s	4	160
ROB8	Panel lock clunk	1.5 s	4	60
VFX1	Trailer braam	4 s	4	160
VFX2	Sub-bass drop	3 s	4	120
VFX3	Rising whoosh	4 s	4	160
VFX4	Energy beam	4 s	4	160
VFX5	Explosive impact	4 s	4	160
VFX6	Power-up surge	3 s	4	120
VFX7	Digital glitch	2 s	4	80
VFX8	Title slam	6 s	4	240
VFX9	Transition whoosh	1.5 s	4	60
VFX10	Luxury car transform	4 s	4	160
	Total sound effects		**120**	**7,140**

What was delivered

Six 48 kHz/24-bit stems (music, dialogue, ambience, ship, robot, VFX), a guide mix and a preview video, plus every alternate take.