



# Theatre Virtual Learning

## Introduction to Theatre Design & Production Establishing Mood: Sound Design Part 2

**Date: April 28, 2020**



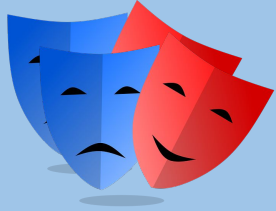
Lesson: April 28, 2020

**Objective/Learning Target:**

The student will explore the role of music and mood in theatrical sound design.

**Let's Get Started / Warm Up Activities:**  
**How does music establish mood and enhance the storytelling of the title sequence (opening credits) of *The Ghostbusters*?**

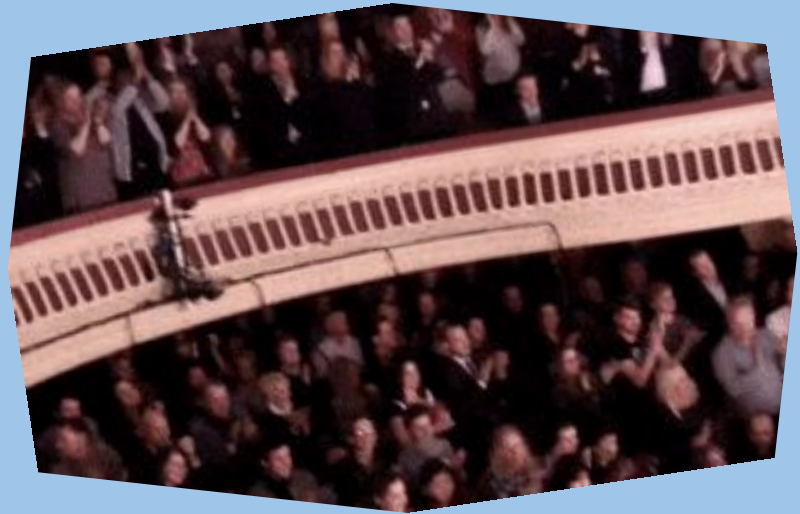




## Lesson/Activity:

The music a designer chooses for a show will serve for or more of the following purposes:

1. Establish time period
2. Establish setting
3. Create mood and changes in mood
4. Simulate audience's expectations of what is to come
5. Provide information about characters
6. Build transitions between scenes





# Lesson/Activity Cont':

During a production of a play or musical, music is typically used in the following ways:

- Pre-show Music
  - This is played from the time the house opens until the start of the show, typically 30 minutes.
- Intermission Music
- Curtain Call
- Post-Show Music
- Transitions between scenes, (use sparingly)
- Underscore scenes (use sparingly, must not distract)





## Practice:

1. Read the following:

### [Adding Music to Plays: Putting the Sound of Music to Your Production](#)

2. Next, list three tips you think you should follow when choosing music for a play.
3. Now that you have a stronger understanding of choosing music for a text, choose a story that you are familiar with or a novel/short story/play that you have recently read.
4. For the story you choose, choose a song that you would use for pre-show, intermission, and curtain call. Explain why you would choose these.

