



**Theatre Virtual Learning**

**Theatre Design & Production**

**Advanced Theatre Design & Production**

**April 16, 2020**



# Theatre Design and Advanced Theatre Design Sound

## Lesson: [April 16]

### **Objective/Learning Target:**

The student will take on the role of a sound designer as they research and choose appropriate sound effects for a production.

# Bell Ringer/Let's Get Started

Look at the work you found yesterday.

Do you have enough mood music?

Do you have underscore music with no words?

Do you like the challenge? Are you enjoying the role of the sound designer?



## Full Sound Cue List

\*These numbers are the cue numbers as marked in the stage manager script  
Pre-Show Playlist and Curtain Speech to precede.

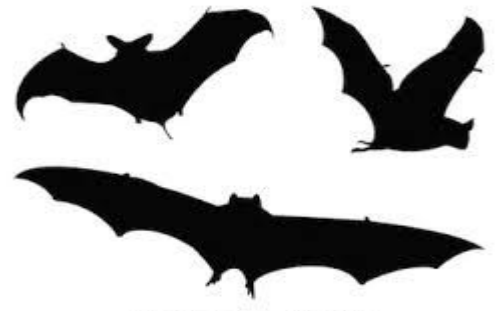
Cue No.	Scene	Sound File	Cue Line	Character
1	0	Start "Let's Dance with Storm and Waves"	-	-
2	1	Fade out previous file	"O, my poor brother!"	Viola
3	2	"When Doves Cry"	Visual: Boombox button is pressed	Valentine
4	2	Fade out previous file "(continues to play)"	Visual: Boombox dial is turned	Valentine
5	2	Resume "When Doves Cry"	Visual: Boombox button is pressed	Valentine
6	2	Stop previous file	Visual: Boombox button is pressed	Valentine
7	3	"Paranoid"	"Canopied with bowers"	Duke Orsino
8	3	Fade out previous file	Visual: Toby Belch crosses center to sit on platform	Toby Belch
9	5-6	"Dancing with Myself"	"Is it a world to hide virtues in?"	Toby Belch
10	9	"Toby Belches"	Visual: Toby goes to vomit for the third time.	Toby Belch
11	10-11	"Don't Dream It's Over"	"What is decreed must be,	Olivia

# Lesson Steps:

Today, you will use the information you have learned about sound design to take on the role of a sound designer.

Yesterday you researched and chose appropriate music.

Today, you will research and compile appropriate sound effects.

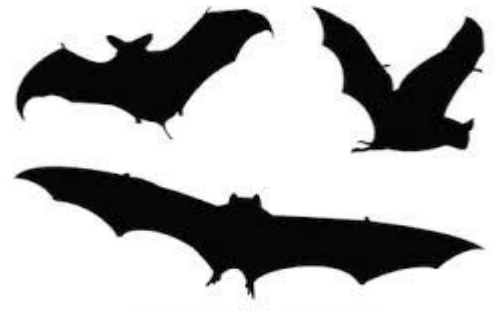


# Lesson Steps Continued:

## TASK:

You are your school's sound designer. This spring your theatre troupe is producing DRACULA. Your director has told you it will be set in the traditional Victorian era just before the turn of the century (1890's).

Your task is to develop the sound for the show. Today, you will focus on sound effects.

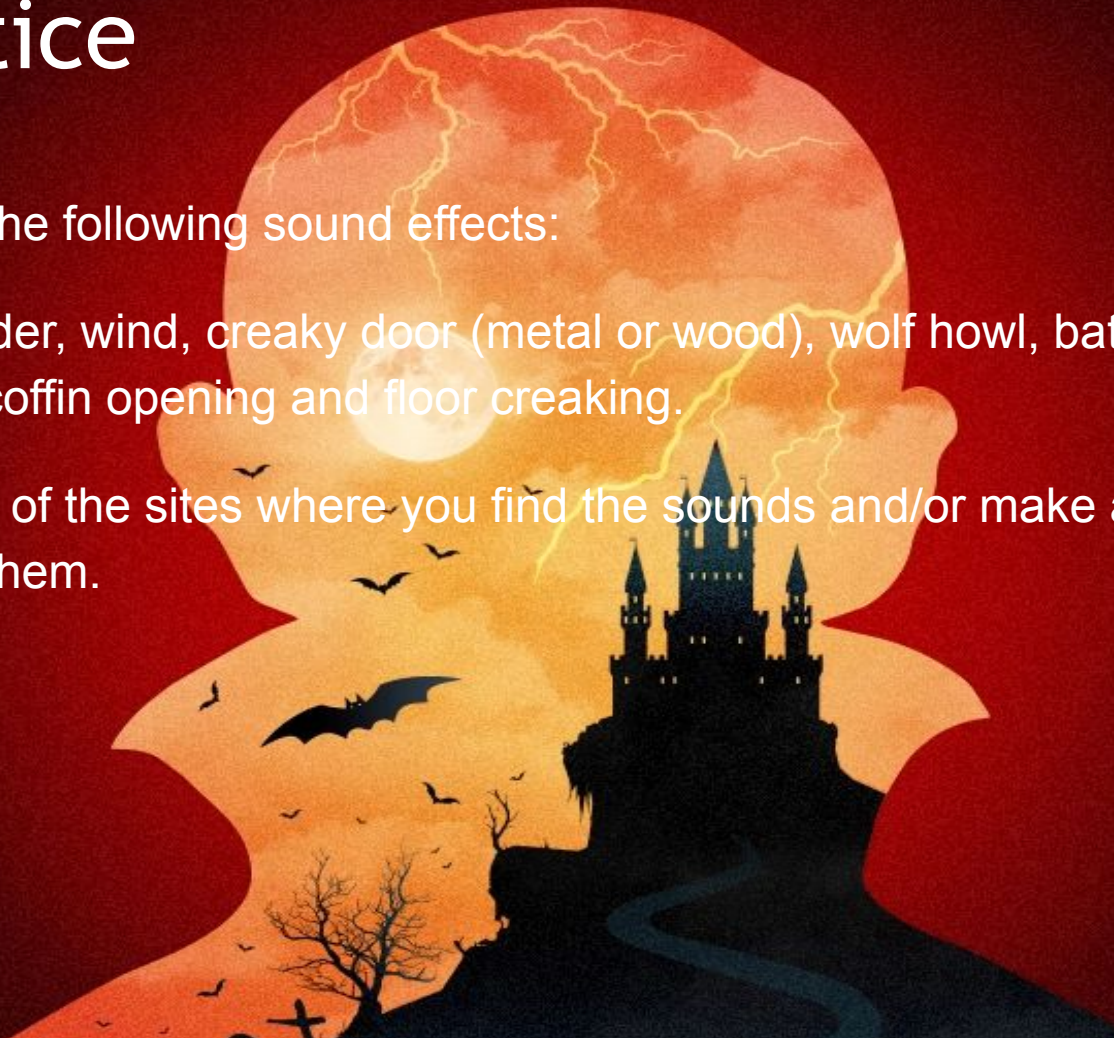


# Practice

You need the following sound effects:

Rain, thunder, wind, creaky door (metal or wood), wolf howl, bat wings fluttering, coffin opening and floor creaking.

Make a list of the sites where you find the sounds and/or make a google playlist of them.





# Resources:

[Freesound](#)

[Free Sound Effects](#)

Youtube is also a great resource for simple sound effects.

