What is Design

- create or execute in an artistic or highly skilled manner
- Design is the planning that lays the basis for the making of every object or system.

Guide – script and playwright   Map
- Director   Driver of the Car
- other productions   Different Routes
- time period and place
- emotional content and context

Sound Design

Sound design is the process of specifying, acquiring and manipulating audio elements. It is employed in a variety of disciplines including film, theatre, music recording, live music performance, and computer game software development. Sound design most commonly involves the manipulation of previously composed audio, such as previously recorded music and sound effects. In some instances it may also involve the composition or manipulation of audio to create a desired effect or mood. A *sound designer* is one who practices the art of sound design.

Read the play
- look for sounds spelled out in play
- look for transitions – end of scenes may need to be covered
- areas to underscore or cover moves
- special needs as outlined by director
- what may be live what may be recorded
- emotional notes – can you hear a sound track?

Make a Sound Plot
- this is a list of page numbers and where you see sound placed
- list everything even if it may be done live; you want to talk about
- Include song titles and artist, if listed, even if you don't use.
- Include scene location – bedroom, from radio, etc
- Write down as you read play is helpful to return later
- Put year, setting as reminder on plot

Research of Time Period
- what music was available?
- what sounds were heard at that place in time? – location and period

- Are these available and if so where

Collect Sounds
- download from internet
- look for collections of like material
- at this point don't judge what you are pulling
- Put in folders based on what it is – music, radio sounds, effects
- Bookmark where you got it from, may need to return
- Collect multiple items of a sound. Which gun does director like sound of? Choices are good
- Is there a composer involved?

Create Sounds

- editing of sound effects or music.
    – need to make fit constraints of time
    – need to mix multiple things together to facilitate playback
    – change pitch to something else
    – put in a special ambience
- Recording of source sounds
    – will actors voices need to be recorded for effect or to fix issue
    – will sound be done live – doorslam, offstage voice
    – What format will be used to playback

Make a plot - of speakers and devices on set groundplan
- how many channels do you need
- how many speakers
- wireless mics
- will props need to be fitted with sound producing effects
- Live ringing phone or doorbell vs. recorded
- Can you get wiring to these devices
- Will something need to be hidden?
- Can one speaker cover for two nearby devices?

Meetings
- meeting with other designers
- meeting with director 1 on 1
- production meetings
- Notes

Tech
- placement of sounds within script with Stage Manager and Director
- editing for time
- setting of sound levels
- design of how it will be played back – with sound engineer
- rework problem areas. Does it sound like what it should

Tools to be familiar with:
- Need to know your equipment to record with if you are doing. If not you need to know what the equipment can do. Sometimes is easier to record the real thing than try to make it.
- Sound editing software and sampling programs. What can you mix and edit? How can you save it so if you need to tweak it you can?
- Listen to lots of music. There are many places on the web to find primary source sounds. Once you find bookmark. Especially look at mood and instrumentation. Period sounds can also be supplemented with other "period sounding" music.
- Other experts. Ask someone.
- Communication skills. Ask lots of questions. When you have something to show give some examples so director can hear.

Categories of Sounds
> Underscore
> Sound Effect
> Ambience
> Music
> Live Sound