



# SPECTACOLO SOUND DESIGN COURSE

HOSTED BY MASHIRIKA PERFORMING  
ARTS & MEDIA COMPANY

TRAINING

BY

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# Practical Insights into Theatrical Soundscapes

# Daws- Recap

- A DAW is software used for recording, editing, mixing, and producing audio.
- DAWs are used in music production, sound design, podcasting, and post-production.
- Examples of DAWs: Cubase, Pro Tools, Logic Pro, Ableton Live.

## Role of Sound in Theater

- ❖ **Atmosphere:** Building the environment (e.g., sounds of rain, urban landscapes).
- ❖ **Emotional Support:** Reinforcing the mood (e.g., tension with eerie sound, joy with upbeat music).
- ❖ **Narrative Clues:** Providing subtle cues for audience immersion (e.g., foreshadowing with sound).
- ❖ **Special Effects:** Creating off-stage or imagined actions (e.g., explosions, footsteps).

## Key Elements for Sound Design in Theater

- ❖ **Ambience:** Use background sound to set the location (e.g., forest, city).
- ❖ **FX (Sound Effects):** Create or import sounds for action or events (e.g., doors closing, explosions).
- ❖ **Music Cues:** Design or import music to underline moments of importance.
- ❖ **Foley:** Record or integrate everyday sounds like footsteps or cloth movement.

# SOUND FOR THEATRE

## Approach to Sound design



# Creating Ambience and Environment

- Layering different environmental sounds (e.g., wind, water, crowd) to create immersive settings.
- Using EQ to remove unwanted frequencies and enhance realism.
- Automation of volume and panning to simulate movement and space on stage.
- Practical demonstration: Creating a scene at a beach

# Designing Sound Effects (SFX)

- Foley recording for footsteps, doors, and other live-action sounds.
- Using synthesis and samples for exaggerated or non-realistic effects (e.g., magic spells, explosions).
- Practical demonstration: Creating a ghost voice.



# Integrating Music in Theater Sound Design

- Music is used to emphasize key moments, transitions, or emotional beats.
- Seamlessly mix music with ambient sounds to avoid distractions.
- Practical demonstration: Cueing dramatic music for a scene.

# Using Automation for Dynamic Soundscapes

- Automate volume, panning, and effects to reflect on-stage action (e.g., sounds moving from left to right).
- Automate reverb/delay to simulate open or closed spaces dynamically.
- Practical demonstration: Automating a sound to follow a moving character.

# Cueing and Triggering Sounds for Live Theater

- Set up sounds as cues that can be triggered during the performance.
- Use markers in Cubase to organize sound cues by scene or event.
- Practical demonstration: Setting up sound cues for live triggering.

## Best Practices for Efficient Workflow

- Organize sounds into folders by scene or type (e.g., Foley, ambience, music).
- Label tracks and color-code different elements for quick navigation.
- Export soundscapes in stems (ambience, effects, music) for flexibility in live playback.

# Final Thoughts and Questions

Any questions?

Have a blessed week



