



SPECTACOLO SOUND DESIGN COURSE

HOSTED BY MASHIRIKA PERFORMING
ARTS & MEDIA COMPANY

TRAINING

BY

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Practical Insights into Theatrical Soundscapes 2

Day 7

SOUND FOR THEATRE

Approach to Sound design



Script

Read and analyze the script



Microsoft Word
Document

Sound Design Analysis of The Long Wait

The script is a tension-driven scene with no dialogue, relying heavily on sound to create atmosphere, suspense, and anticipation. Sound design plays a pivotal role in conveying the emotions, building tension, and highlighting key moments in the scene. Here's an analysis of the sound design elements:

Key Sound Design Elements

Clock Ticking

Purpose: This repetitive ticking sound provides a sense of time dragging on, building tension as the audience waits with CHARACTER A.

Mood: Nervousness, anticipation, and anxiety.

Execution: The ticking should start softly and gradually grow louder, mirroring CHARACTER A's rising tension.

Analysis

Foot Tapping

Purpose: This syncs with the ticking clock and signifies CHARACTER A's anxiety.

It humanizes the tension and connects the sound to the character's internal state.

Mood: Restlessness.

Execution: The tapping begins in time with the ticking clock but stops suddenly when CHARACTER B's shadow appears.

The abrupt stop can be enhanced to indicate the character's fear.

Knocking

Purpose: The knocks are pivotal, creating suspense and startling CHARACTER A.

Each knock intensifies the sense of danger and presence of CHARACTER B.

Mood: Foreboding, intrusion.

Execution: The first knock should be soft, almost unnoticeable, but the second knock should be louder, sharp, and sudden, to make the audience and CHARACTER A jump.

Analysis

Footsteps

Purpose: These footsteps represent an unseen threat approaching.

They add an eerie, ghostly feeling to the scene and build anticipation.

Mood: Fear, tension.

Execution: The footsteps should be slow, deliberate, and echo slightly to suggest a mysterious presence.

They fade as CHARACTER B's shadow retreats.

Door Slam

Purpose: The door slam provides the climax of the scene, bringing a sudden, loud finality to the tension that has been building.

Mood: Shock, fear.

Execution: The slam should be sudden and loud, reverberating in silence after the blackout.

It should leave the audience startled and anxious.

Workflow Overview:

- 1. Spotting Session** – Identify all sound cues and their purpose in the scene.
- 2. Sound Recording/Library Selection** – Record or gather sounds such as the ticking clock, footsteps, knocks, and door slams.
- 3. Editing & Syncing** – Ensure that all sounds are placed precisely in sync with the character's actions.
- 4. Sound Design** – Manipulate sound to reflect the tension in the scene, using volume automation and pacing to build suspense.
- 5. Mixing & Panning** – Balance the layers and position the sounds spatially for an immersive experience.
- 6. Final Mastering** – Adjust the overall loudness and ensure the dynamic range works well for both quiet and loud moments.

Final Thoughts and Questions

Any questions?

Have a blessed week



