

MAD Tech Theatre 12

Assignment 3: Build a Soundscape

Competencies:

Explore and create

Plan and create theatre productions collaboratively and individually using imagination, observation, and inquiry

Intentionally select and combine production elements for a specific audience or effect

Specialize in materials, props, processes, technologies, or other areas of personal interest

Demonstrate leadership and innovation in production design using artistic and technical skills

Assignment:

You are creating a story/experience using only sound. This should play out like a story should.

Introduction, journey, action, surprise, finale. It must aim for two minutes, but can be a little over or under that target. Make sure that you keep the levels within tolerance, don't deafen anyone.

Software: Garageband, or a related software that allows for multi-track recording, sound manipulation.

Sources: Youtube, Free music Archive, free sound effect sites

Step 1: Decide on the illusion you will create. Where are you putting the audience that they can read the illusion by listening? Are they able to guess what you've made?

Step 2: Collect materials, including music, sound effects, voices, etc.

Step 3: Bring the materials into a sound-editing program and start layering sounds, changing sides (panning), and manipulating sounds to trick, or suggest to the audience the illusion you want them to experience. Watch the sound it not too harsh on the listener.

Step 4: In a dark theatre, the audience will be played the illusion and they will guess what they are hearing.

| Curriculum | |
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| 1 | Plan and create theatre productions collaboratively and individually using imagination, observation, and inquiry |
| 2 | Intentionally select and combine production elements for a specific audience or effect |
| 3 | Specialize in materials, props, processes, technologies, or other areas of personal interest |
| 8 | Analyze and refine production development |
| 9 | Explain and justify design choices |
| 12 | Communicate and interpret ideas and emotions through dramatic conventions |

