

# Sound Design Concept

Production: *Really Really*

Company: University Theatre, California State University Fresno, Fresno, California

Designer: Kyle W. Jensen

Location: College town in the Connecticut area

Time of year: Spring

Overall sound design concept: Any music played through out the show will show the typical college party (drunk, frat, etc) theme. Types of music that will be considered for this production will come from genres which includes hip hop, rap, electric, etc. Any music played will also try to have to reflect the nature of the production. Especially for a few scenes. For any sound cues that have to come from speakers that are not located in the house of the John Wright Theater will come from various spot speakers placed backstage and/or hidden within the set. One thing that is being consider for this production are wireless speakers that will be controlled via Bluetooth through QLab. Placement of any speakers (wired and wireless) that will need to be hidden on stage will consulted with the Set Designer. The use of a wired microphone is also being considered for this production as it maybe needed for some scenes. For sounds that have to deal with cellphones. Wireless or spot speaker would be used. Since the phones be used would not be able to be programed.

## Scene Breakdown

Act I Scene I: The show will begin with music what will reflect the theme of the show. The music will come to a sudden stop when Leigh opens the door. One of the first sound effects of the show will be the Voicemail Lady that comes from Leigh cellphone. The Voicemail Lady will be from the typical voicemail voice that comes from all phones. If one could not be found. The backup plan would be recording someone

with the lines in the script. The Voicemail Lady voice will come from preferably a wireless speaker that will be put where Leigh will be when the effect is happening. If a wireless speaker cannot work, or it goes out during the show. A spot speaker from behind the set will be used for that certain cue.

Act I Scene II: The sound for the transition from Scene I to Scene II will be the sounds of an Xbox racing game. A few ideas that could be done make an effective transition would be 1) The racing sounds could come from a few main speakers from the house and as we start the scene the sound would transition from main to either another wireless speaker or a spot speaker. There would be a few times in the scene which Cooper would react to moments in the game. Certain cues would be programmed to be called when those moments happen. This scene would also contain text messaging cues. This would happen through preferably a wireless Bluetooth speaker.

Act I Scene III: The transition sound would sound of a news broadcast coming from a radio. For the actual sound. The time of a day this takes place is mid-morning. So the news would have to reflect the time of day. It would also reflect what kind of news that would be broadcasting. This could include national news, local news, weather report, etc. The prefer way of making this effect would be a weather forecast. This would be best done pre-recorded with an voice of someone doing an report that reflects that spring time in the area that the show takes place. For where the sound would come out from. It would be done either a hidden wireless Bluetooth speaker or a wired spot speaker placed behind the set.

Act I Scene IV: Transition not needed as of now. No other sounds happen in the scene.

Act I Scene V: The transition will be sounds of applause since it will go into Grace's speech for the Future Leaders of America. For Grace's speech. The speech would use a wired microphone that is placed on the podium. This would help give the presence of speaking to a large crowd. A wireless body mic cannot be used since it would have to be removed

from the actor multiple times.

Act I Scene VI: The transition to this scene will be music that would be playing while Leigh cleans the kitchen. The music will be playing from the radio, hopefully the same radio used in Act I Scene III. The music chosen for this scene will have a up tempo music, that has a good mood towards it.

Act I Scene VII: No transition sound will be used here since the scene would be taking place in the mourning when Davis is sleeping. The sound that would be waking up Davis will be his cell phone ringing. This would preferably be done through the wireless Bluetooth speaker. This would also be the same plan for the text message sound later on in the scene. This would be the last scene going into intermission.

Intermission: No intermission music will be played as now

Act II Scene I: Music that will go into Act II will transition to the audience applause as we are back in the Future Leaders of America Conference. Same plan as before.

Act II Scene II: The transition going into this scene will be the the Voicemail Lady coming through the Bluetooth speaker preferably. Haley voice would also be heard as she left several messages. This would be prerecorded and would also come through preferably the Bluetooth speaker.

Act II Scene III: The transition going into this scene would be sounds of another Xbox game. This would be another game played such as a shooter game. The Xbox game would go away when the scene starts since it is not used through out the scene. The sounds of the Xbox would come through a wireless speaker.

Act II Scene IV: For this scene. One option would be have music come from the radio. But I do not see much or any sound for this scene

Act II Scene V: Transition not needed as of now. No other sounds happen in the scene.

Act II Scene VI: No transition sound used going into the scene. The first sound heard would be Jimmy's cell phone going off. When the scene is going on. Rain will be coming into the picture. The rain will go from light to heavy just before Davis enters soaking wet. There is also a truck horn sound from a offstage spot speaker.

Act II Scene VII: This scene would have sounds of a monsoon going on in the background. This may include rain, wind, and thunder.

Act II Scene IIX: Going into the scene would be Leigh's cell phone going off. We would also hear the again from an offstage spot speaker. When we go into the last few lines of the show. One option that is being consider is some sort of sound effect that will go to each of the character's moments in the final scene. With the nature of the final scene being disturbing but also resorting. The best way to take out the show before curtain call would be no music.