

## Content and Technical Design for Theoretical Show

Laila Gamal

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### Executive Summary

I would like to begin my culmination project relating to the sound department during production for a theoretical show. I would like to be involved in the content design and technical design for a theoretical show of my choice and support different artists in their craft. I would be in charge of all of the design paperwork and theoretical elements without the physical performance. The content design elements consist of a powerpoint presentation displaying the in depth script analysis which is a close reading of the text to establish its intended meaning. The goal is to create a system supporting that technology where the artist's job is simplified. Some examples of software and materials that will be useful to me include Audacity software, and QLab which are both known to adjust and alter different sound cues. Both Audacity and QLab offer a wide range of layering sound effects and fade edits. These materials will assist me in making my vision come to life. I chose this specific idea because I want to learn the details behind the functions that performers use when dealing with their sound systems during a live production. In addition, I want to explore the breakdown of sound effects within the specific play of *The Wizard of Oz*. The process should consist of a detailed breakdown certain parts of the play where the sound effects can really be focused on and brought to life. For example, if a sound cue is not faded and amplified to its capacity the software could help in correcting this. I would then create and present my project with those proposed solutions for that specific production. My predicted key findings include a new and Improved sound system design. I expect to achieve new development skills and learn new skills to make the performers' job easier. I knew I wanted to be a part of this industry after I had begun my Sound Design class taught by Elliot Yokum. The course brings out the many elements that go into the art of Sound Production as a whole.

My findings or conclusion of my project will affect the next step I take through its results and how effective they were. If the findings that I produce are successful, then my next step will be to present my findings so that other artists and musicians can benefit from them. Depending on my experience, I hope it is a positive experience that will influence how I strategize each step in a productive manner and educate me more in the design process of a successful, user-friendly sound system.

### Project Description

The researcher will be exploring the Sound Design department and its functions during live productions. The objective is to develop a simplified system design that would support the artists in their craft with a sound system that may be more interactive to use, then what they're used to. By being involved in this process the researcher will be able to identify any common themes or issues that the artist experiences with their sound system during a performance. Elliot Yokum will also advise and guide me to the logistics of the back-end system design

### Methods

- Audacity
- QLab 5
- Soundly

### Deliverables

1. Cue Sheet
2. Citation List
3. Qlab
4. Table of Contents

### Required Resources

1. Audacity
2. Artist input
3. Performance area
4. DAW

### Budget

<b>Item</b>	<b>Estimate Amount</b>	<b>Total Spent</b>
Computer usage	0	0
sound software usage	10	10
Estimate	Total	

### Schedule/Calendar

Task	Start Date	End Date	Duration
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Pick topic	09/01/24	09/03/24	2
Milestones	09/10/24	11/20/24	40
Data Collection	09/15/24	09/20/24	5
Rough draft of process	09/10/24	09/15/24	5
edits	09/25/24	10/05/24	10
confirm results	11/01/24	11/10/24	9
turn-in date	12/01/24	12/10/24	9