



# Content Design For *The Wizard Of Oz*

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## Summary

I would like to begin my culmination project which entails of being in charge of the sound design for a theoretical show. In this case, the sound design will take place for a certain scene of *The Wizard of Oz*. 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, in this instance the script analysis will be on the specific scene I chose. I would be presenting the content design which includes a powerpoint consisting of the details and characters within the show, along with the sound effects using Qlab and additional software. Some examples of software and materials that will be useful to me include Audacity software, and QLab are both known to adjust and alter different sound cues. Both Audacity and QLab include features allowing for multiple adjustments and fade effects that could edit the sound. These materials will assist me in making my vision come to life.

## Description

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 of the tornado scene portion of the play where the sound effects can really be amplified and brought to life. I would then create and present my project with those proposed sound effects for that specific scene and its cues. My predicted key findings include a new perspective on how the tornado scene would sound. I knew I wanted to be conducting this project 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 design.

## The Process

After a thorough read of the script is complete, a selection of which scene would be best for the sound design must be made. Once the desired scene is selected, I created a cue sheet listing the script lines and stage directions alongside the potential sounds that would match them. After completing my cue sheet I simplified the job by drawing up a timeline that included the sound cues and at which point they should each be played if not some of them being played all at once. The execution takes place in Qlab and the edits can be adjusted through a DAW.

## Methods/Resources

- Audacity
- QLab
- Soundly
- [freesound.org](https://freesound.org)
- Beat [connect.com](https://connect.com)
- [soundtrap.com](https://soundtrap.com)

## Deliverables

1. Qlab
2. Timeline
3. Video Recording
4. Mix down Audio
5. Cue Sheet

## Schedule

Task	Start Date	End Date	Duration
Pick topic	9/1/2024	9/3/2024	2
Milestones	9/10/2024	11/20/2024	40
Data Collection	9/15/2024	9/20/2024	5
Rough draft of process	9/10/2024	9/15/2024	5
finalize topic choice	9/14/2024	9/15/2024	1
confirm budget prices	9/16/2024	9/16/2024	0
Begin powerpoint	9/22/2024	10/15/2024	23
edits	9/25/2024	10/10/2024	15
Start with Qlab	9/27/2024	10/17/2024	20
Incorporate art in pp	10/3/2024	10/10/2024	7
Evaluating the text in depth	10/4/2024	10/10/2024	6
Making list of sound efx	10/5/2024	10/11/2024	6
Qlab theatre testing	10/14/2024	10/16/2024	2
Recording sound efx	10/14/2024	10/16/2024	2
Edits with feedback	10/20/2024	10/25/2024	5
Confrim results	11/1/2024	11/3/2024	2
Turn-in date	12/1/2024	12/5/2024	4

## Conclusion

After taking time to complete step by step the sound design process and paperwork for the tornado scene of *The Wizard of Oz*, it was very rewarding to see the results made with the help of Qlab. Practicing in the theatre was especially helpful because it allowed me to record my accomplishments and progress. It essentially was the final piece that showed the scene come to life through sound without the physical performance.

## Acknowledgments

- Prof. Elliot Yokum
- Audacity
  - QLab
  - Soundly
  - [freesound.org](https://freesound.org)
  - Beat [connect.com](https://connect.com)

## Cue Sheet

Director/Script Line	Sound
MLS -- Dorothy carrying Toto -- pushes gate open -- makes her way thru wind -- CAMERA PANS right as she goes up on to porch of house -- chair and things blow off the porch -- Dorothy opens screen door -- the door blows off -- Dorothy exits into house --MS -- Dorothy sitting on edge of bed -- holding Toto in her arms -- the window blows loose -- hits Dorothy on the head -- she falls to floor - then gets up dazed - sits on edge of bed - Toto jumps up near her - she lies back on bed --	Gate swinging, wind blowing, wood creaking
<b>DOROTHY</b> We're not on the ground, Toto!	Stronger wind blowing, Chicken noises, wooden chair rocking/creaking
MLS - Shooting thru window - Chicken coop flies thru - then a little old lady sitting in rocking chair - knitting -	Dog barking
MLS - Shooting thru window - Cow floats thru - Cow mooing -	Cows mooing, glass breaking
<b>DOROTHY</b> We must be up inside.... MCS -- Toto looks out from under bed -- <b>DOROTHY</b> o.s. ...the cyclone.	Rustling of leaves and wind blowing
MS -- Dorothy -- seated on edge of bed -- looking out window -- Miss Gulch	Wheels turning, popping sounds, witch laugh

floats in -- riding her bicycle -- Dorothy reacts -- looks down to Toto -- Miss Gulch moves in closer to window -- her bicycle changes to broomstick -- her clothes into the flying robe and pointed hat --	
ELS - The spinning house - the cyclone whirling in the background - (Dorothy screaming)	Dog barking again, girl squealing
MLS -- Dorothy and Toto lying on bed -- house spinning -- Dorothy screams --	
MLS -- Dorothy and Toto lying on bed -- the house crashes to ground -- Dorothy screams -- she looks around -- then gets up off the bed -- goes to b.g. -- picks up the basket -- opens door --	Wind slows down, loud crashing noise
MLS -- Dorothy and Toto lying on bed -- the house crashes to ground -- Dorothy screams -- she looks around -- then gets up off the bed -- goes to b.g. -- picks up the basket -- opens door --	Door creaking open, magical sound follows immediately after S

