



Things for a designer to consider:

- ✓ Location
- ✓ Atmosphere
- ✓ Volume
- ✓ Fading
- ✓ Script requirements
- ✓ Cues
- ✓ Naturalistic or abstract?
- ✓ Live or recorded?

Sound Design Knowledge Organiser

Sound is **used to create meaning, atmosphere, action and tension.**

Sound can be **used as the punctuation in a piece** – to signify a change, introduce a character or create a scene change.

Sound **can be symbolic.**

Sound in performance includes:

- **Music** (live or recorded)
- **Sound effects** (live or recorded)
- **Amplification** of sound, music or dialogue.

Diegetic – are the sounds in a performance that the characters on stage can hear e.g. a doorbell or phone ringing.

Non-diegetic – these are sounds that the characters cannot hear but the audience can and are used to build atmosphere e.g. music.



Key Terms:

Layering – using more than one sound at once. Helps to create a location.

Soundscape – layered sounds that create a sense of place or location.

Incidental music – accompanies the piece but isn't part of the world of the play.

Balancing – ensuring the sound levels are right and all the different sounds, including dialogue, can be heard.

Amplifier – something that makes sound louder.

Subliminally – sound that is designed to barely register with an audience but will affect them.