THD 295: Sound Design Assignment

Due: Wed., February 26 in Class

I. Each student will select one scene from the play *Kid Simple*. While each student will create a design for only one scene, an understanding of the full play is important to understand the style of the production.

II. Students will create a sound design for their chosen scene, which will include a marked script (Where do the sound cues "GO"), a Cue Track, and a Q-Lab file with all of the sound cues included. The Q-Lab file should have one set of stereo outputs (2-channels of output).

III. Each student will turn in their sound design project with the following directory structure:

YOURNAME-SDESIGN
- Raw Sound
  - Sound Effects
  - Music
- Edited Sound
  - Sound Effects
  - Music
- Design Paperwork

The Q-Lab file should reside in the YOURNAME-SD directory.

IV. Cue Tracks can be designed independently, although you may use the Sound Cue Form currently on the class website or a version of the attached Excel file. However, each Cue Track must contain the following information:

Q # - Page # - Up Time/Down Time – Pre-Wait/Post-Wait - Call Information – Audio File Name – Output Levels - Effects

Point Breakdown:

Script w/ Cue Markings (Clearly Marked with #s)	15pts
Cue Track (complete, neatness, organization)	15pts
Directory Structure (Complete)	5pts
Q-Lab File Organization (#'s, Groups?, AutoFollows – Easy to read?)	15pts
Cue Support of Play Text/Themes	25pts
Artistic Integrity/Unity	25pts
Total:	**100pts**