

Sound Designer

The Sound Designer is responsible for creating a sound track to accompany the play. First the Designer should break the play into scenes. Use West Side story as a model. The Designer should give each scene a title of sorts. Something that describes the action or mood of that scene. The sound designer then needs to choose a piece of music for each scene. The music should reflect the mood of the scene. The music selections should be contained on one cassette tape and turned in along with the scenic breakdown. The student will be graded on how creative the music choices are, and how well they seem to reflect the mood or feeling of a given scene.