

Macbeth SFX Qs

Page	Q No.	SFX	Q
3	1	pre-show	
3	2	Witch music & Thunder	FOH Clearance
3	3	Witch music fades into army camp atmos	<i>...Hover through the fog and filthy air.</i>
3	4	Army camp sounds RISE TO CACOPHANY	follow on
4	5	CACOPHONY sharply cuts to 50%	Macduff drops to floor
4	6	sounds fade to almost quiet	<i>showed like a rebels whore</i>
6	7	Army sounds morph into Witch music. Thunder!	<i>What he hath lost, noble Macbeth hath won</i>
8	8	Witch music reduces - wind rises	<i>Macbeth and Banquo enter</i>
8	9	Sharp and loud 'booming' sound - Witch music begins	<i>How far is't called to Forres?</i>
9	10	Witches vanish - music ends - wind/rain only	<i>Speak, I charge you!</i>
12	11	Scene transition - Plane fly over, into subtle army sounds	All exit
13	12	Big doors opening	<i>an absolute trust</i>
15	13	Scene transition - army sounds to Lady M music	<i>it is a peerless kinsman</i>
17	14	Dark undertones and/ or glass singing	<i>exit Gentlewoman</i>
18	15	Scene transition - birdsong + garden sounds	<i>Lady Macbeth exit</i>
20	16	Party music. Builds as lights change to LOUD	<i>By your leave, hostess</i>
21	17	Party music muffles (very quiet) (as if in a distant room)	<i>Macbeth comes out of the dancing</i>
21	18	Music gets loud for 1 second, then back to quiet	<i>...poisoned chalice to our own lips</i>
21	18.1	Music up for 2 seconds	<i>Enter Lady Macbeth</i>
22	18.2	Music cuts to silence	<i>... does unmake you.</i>
22	18.3	Music gets loud for 1 second, then back to quiet	<i>If we should fail?</i>
23	19	Back to full party	<i>Fasle face must hide what the heart doth know</i>
23	20	Music fades, becomes a gentle wind	Duncan finishes 'the worm'. All cheer.
23	21	Distant Thunder rumbles. Continues gently through scene	<i>I take't 'tis later, sir.</i>
24	22	SFX fades to almost silent	<i>She strike upon the bell. Get thee to bed.</i>
25	23	Bell (?)	<i>Words to the heat of deeds too cold breath gives</i>
26	24	Atmosphere - slowly begins to rain. Very gentle	Enter Lady M
27	25	owl flapping up on the roof	<i>What hath quenched them hath given me fire.</i>
27	26	Another bird sound/ an owl shriek or fox bark?	<i>Confounds us.</i>
27	27	A bird cry - crow sound maybe	Ay.

27	28 Rise in tension. Becomes loud. Then fades. Becomes 'morning'	Macbeth exit
30	29 peeing into a metal bucket	<i>she should have old turning the key</i>
33	29.1 It starts to rain	<i>... cannot parallel a fellow to it.</i>
33	30 Air raid siren	<i>Ring the bell!</i>
34	31 Air raid siren fades	Enter Malcom and Fleance
36	32 Rain and wind gets heavier	<i>Which steals itself when there's no mercy left</i>
37	33 baby crying	Enter Lady Macduff
37	34 baby settles (stops crying)	Lady Macduff puts the baby in her sling
38	35 Wind / rain rises	all exit
38	36 Weather quietens/ gentle wind?	Banquo arrives DSR
41	37 fade to silence	<i>Bring him before us</i>
41	38 Weather fades back up and then down again (sharp as though someo	<i>... to the utterance.</i>
43	39 Transition -> indoors. Rain/Wind on window etc	Macbeth exit
46	40 Transition -> Outdoors - wind through trees (no rain yet)	Macbeth exit
46	41 Crazy murder music	<i>Let it come down!</i>
47	42 Music fades, revealing heavy rain.	<i>Lennox and Ross Exit</i>
47	43 Heavy rain builds then dissolves into <i>Banquet Music</i>	Follow on
50	44 GHOST MUSIC (sharp change) louder	Here, my good lord.
50	45 Banquet music (sharp cut) quieter	<i>Shall be the maws of kites</i>
51	46 GHOST MUSIC (sharp change) louder	All stand
51	47 Banquet music (sharp cut) quieter	<i>Unreal mockery, hence!</i>
52	48 Music fades	Exit all but Macbeth and Lady M
53	49 INTERVAL (droning/booming sound w/ blackout)	Macbeth exit
54	50 Witch music 2	FOH Clearance
54	51 Music rises: LOUD	<i>We are called</i>
55	52 Music sharp cuts to silence	Doctor sits
57	53 Apparition music fade up	Witches enter
59	53.1 Thunder	<i>...office deftly show</i>
59	53.2 Thunder	<i>...more potent than the first.</i>
59	53.3 Thunder	<i>... in spite of thunder.</i>
60	53.4 A rumbling like an earthquake	<i>Let me know.</i>
61	54 Music sharply cuts out	Macbeth crawls CS

63 55 baby crying + bad weather outside windows
63 56 baby slowly settles (stops crying)
65 57 Baby starts crying - becomes very distressed
65 58 baby stops crying (sharp)
66 59 breeze through trees - calm & gentle weather
73 60 atmosphere - The castle corridors
75 61 Doctor's office (?)
77 62 Germanic War drums
76 63 Wind blowing as Gentlewoman has 'vision'
81 64 War drums rise
82 65 War drums quieter/ distant
82 66 War drums fade to silence
83 67 war drums back in/ distant
85 68 War drums rise
85 68.1 War drums quieter/ distant
86 69 Add in faint sound of air raid siren
87 70 Air raid siren fades
89 71 War drums fade, music begins
90 71.1 Witches music/ rain?
90 72 Call music
90 73 post-show / credits

Lady Macduff enter
After 20ish seconds
Ross Re-enters for '*I doubt some danger...*'
Lady Macduff falls on her front
Macduff and Malcom enter
Doctor and Gentlewoman enter
Good night, good doctor.
Make we our march towards Birnam
Shall never sag with doubt nor shake with fear
Malcolm + soldiers enter
Macbeth enters
There would have been a time for such a word -
Enter Lennox
Malcom + soldiers enter
...of blood and death.
Brandished by man that's of a woman born.
Turn, hell hound, turn
Enter Malcom, Siward and Ross
...crowned at Scone.
When shall we three meet again?
House lights up / credits roll