

## Lear / Othello SFX Plan

### Lear

| <u>Cue No.</u> | <u>Act, Scene</u> | <u>Page</u> | <u>Description</u>                          | <u>Recorded/Sourced?</u> | <u>Notes</u>                              |
|----------------|-------------------|-------------|---|--------------------------|---|
| 1              | 1.1               | 1           | Preshow                                     | Jon                      |   |
| 2              | 1.1               | 1           | Ghost Texture                               | Jon                      | Whispers? <b>Fade out SFX 1</b>           |
| 3              | 1.1               | 1           | Lear Texture                                | Jon                      | <b>Fade out SFX 2</b>                     |
| 4              | 1.1               | 1           | Court Texture                               | Sourced                  |   |
| 5              | 1.1               | 3           | Glitch 1                                    | Sourced                  |   |
| 6              | 1.1               | 4           | Lear Texture Rise                           | Jon                      |   |
| 7              | 1.1               | 4           | Return to Court                             | Sourced                  | Same as 4                                 |
| 8              | 1.1               | 6           | Edmund Texture w Court                      | Jon/Sourced              | <b>Don't fade out 4</b>                   |
| 9              | 1.2               | 7           | Court texture                               | Sourced                  | <b>Fade out 8</b>                         |
| 10             | 1.2               | 9           | Sounds of people arriving                   | Recorded                 | <b>Fade out 9</b>                         |
| 11             | 1.3               | 9           | A cheer                                     | Recorded                 | <b>Do not fade out 10</b>                 |
| 12             | 1.3               | 9           | Party sounds                                | Recorded/Sourced         | Yma Sumak music?                          |
| 13             | 1.4               | 12          | Party fades to court                        | Recorded/Sourced         | <b>Slow crossfade</b>                     |
| 14             | 1.4               | 14          | Light wind in trees                         | Sourced                  | Shift after Gloucester exit?              |
| 15             | 2.2               | 19          | Hounds and yelling                          | Recorded/Sourced         | <b>Do not fade out 14</b>                 |
| 16             | 2.4               | 21          | Glitch 2                                    | Sourced                  | <b>Do not fade out 14</b>                 |
| 17             | 2.4               | 23          | A slow rise, Lear + rising wind             | Sourced/Jon              | <b>Crossfade out 16</b>                   |
| 18             | 2.4               | 23          | A sting                                     | Sourced                  | <b>Do not fade out 17</b>                 |
| 19             | 2.4               | 24          | Glitch 3, small                             | Sourced                  | <b>Do not fade out 17</b>                 |
| 20             | 2.4               | 24          | Distant thunder, rains and winds increasing | Sourced                  | <b>Crossfade out 17</b>                   |
| 21             | 2.4               | 25          | A rise in storm sounds                      |                          | <b>Fade up SFX 17, accompanying boom?</b> |
| 22             | 3.1               | 25          | Thunder and lightning                       | Sourced                  | <b>Do not fade out 18</b>                 |
| 23             | 3.2               | 26          | Storm at its loudest                        |                          | <b>Fade up SFX 17, accompanying boom?</b> |

|           |     |    |                                   |         |  |
|-----------|-----|----|-----------------------------------|---------|--|
| 24        | 3.2 | 26 | Storm as from inside              | Sourced | <b>Fade down SFX 17, windows rattling?</b><br>HPF?               |
| 25        | 3.3 | 27 | Storm abates a little             | Sourced | <b>Fade down wind/rattling/thunder,</b><br><b>keep raindrops</b> |
| 26        | 3.4 | 29 | SFX 24 but thunder receding       | Sourced | <b>Fade out thunder</b>  |
| 27        | 3.5 | 29 | Mostly rain and wind, from inside | Sourced | HPF?   |
| 28        | 3.5 | 30 | Menacing rise                     | Sourced |  |
| 29        | 3.5 | 31 | Death bell 1                      | Sourced |  |
| 30        | 3.5 | 32 | Cordelia Ghost texture            | Sourced |  |
| 31        | 3.5 | 32 | Gentle Rain, Light wind           | Sourced |  |
| 32        | 4.2 | 33 | SFX 31, from inside               |         | <b>Fade out 30</b>   |
| 32.5      | 4.4 | 36 | Rain stops                        | Sourced | <b>Fade out 31</b>   |
| 33        | 4.5 | 36 | Court Texture                     | Sourced |  |
| 34        | 4.6 | 37 | Light wind, crows                 | Sourced | <b>Fade out 33</b>   |
| 35        | 4.6 | 40 | A slow rise of menace             | Sourced |  |
| 36        | 4.6 | 40 | Death bell 2                      | Sourced |  |
| 37        | 4.6 | 41 | Cordelia Ghost Texture            | Sourced |  |
| 38        | 4.7 | 41 | Court                             | Sourced | <b>Fade out 34-37</b>  |
| 39        | 5.1 | 42 | Military drum                     | Sourced |  |
| 40        | 5.1 | 44 | Edmund Texture                    | Jon     | <b>Fade out 38</b>   |
| 41        | 5.3 | 44 | Court                             | Sourced | <b>Fade out 40</b>   |
| 42        | 5.3 | 46 | Trumpet Sound                     | Sourced |  |
| 43        | 5.3 | 46 | Slow menacing rise, quiet         | Sourced |  |
| 44        | 5.3 | 46 | Fight texture                     | Sourced | <b>Fade out 41</b>   |
| 45        | 5.3 | 47 | Ghost texture                     | Jon     | <b>Fade out 44</b>   |
| 46        | 5.3 | 47 | Edmund                            | Jon     |  |
| 47 + 47.5 | 5.3 | 48 | Death Bell 3 + 4                  | Sourced |  |
| 48        | 5.3 | 49 | Death bell 5                      |         |  |
| 49        | 5.3 | 50 | Death bell 6                      |         |  |

|    |                 |  |                    |
|----|-----------------|--|--------------------|
| 50 | <b>INTERVAL</b> |  | <b>Fade out 46</b> |
|----|-----------------|--|--------------------|

### Othello

| <b>Cue No.</b> | <b>Act, Scene</b> | <b>Page</b> | <b>Description</b>      | <b>Recorded/Sourced?</b> | <b>Notes</b>             |
|----------------|-------------------|-------------|-------------------------|--------------------------|--------------------------|
| 51             | 1.1               | 1           | Preshow Willow          | Jon                      |                          |
| 52             | 1.1               | 1           | Venice Texture          | Sourced                  | <b>Fade out 51</b>       |
| 53             | 1.1               | 7           | Iago Texture            | Jon/Sourced?             | <b>Fade down/out 52</b>  |
| 54             | 2.1               | 7           | Town bell               | Sourced                  | <b>Fade out 53</b>       |
| 55             | 2.1               | 7           | Cyprus Texture          | Sourced                  | <b>Follow on from 54</b> |
| 56             | 2.1               | 10          | Iago texture 2          | Jon/Sourced?             | <b>Fade down/out 55</b>  |
| 57             | 2.1               | 12          | Riser and Fight Texture | Sourced                  | <b>Fade down 56</b>      |
| 58             | 2.1               | 15          | Iago Texture 3          | Jon/Sourced?             | <b>Fade out 57</b>       |
| 59             | 2.1               | 15          | Riser                   | Sourced                  |                          |
| 60             | 3.3               | 19          | Jealous theme 1         | Jon/Sourced              | <b>Fade out 58</b>       |
| 61             | 3.3               | 20          | Hankerchief theme 1     | Jon                      | <b>Fade out 60</b>       |
| 62             | 3.3               | 21          | Riser                   | Sourced                  |                          |
| 63             | 3.3               | 21          | Willow Theme 2          | Jon                      | <b>Fade out 61</b>       |
| 64             | 3.3               | 21          | Jealous theme 2         | Jon/Sourced              | <b>Fade out 63</b>       |
| 65             | 3.3               | 23          | Tension riser           | Sourced                  |                          |
| 66             | 3.4               | 23          | Hankerchief theme 2     | Jon                      | <b>Crossfade from 64</b> |
| 67             | 4.1               | 27          | Jealous theme 3         | Jon/Sourced              | <b>Fade out 66</b>       |
| 68             | 4.1               | 30          | Riser                   | Sourced                  |                          |
| 69             | 4.3               | 35          | Willow Theme 3          | Jon                      | <b>Fade out 67</b>       |
| 70             | 4.3               | 36          | Shutter banging         | Sourced                  |                          |
| 71             | 5.1               | 38          | Light wind, cicadas     | Sourced                  | <b>Fade out 69</b>       |
| 72             | 5.1               | 38          | Fight Texture           | Sourced                  | <b>Fade down 71</b>      |
| 73             | 5.1               | 39          | Riser                   | Sourced                  |                          |

|    |     |    |   |             |                              |
|----|-----|----|---|-------------|------------------------------|
| 74 | 5.2 | 40 | Cicadas outside, light wind                     | Sourced     | <b>Fade to back speakers</b> |
| 75 | 5.2 | 41 | Slow build of ticking, Jealous and willow theme | Jon/Sourced | <b>Cross fade from 74</b>    |
| 76 | 5.2 | 42 | Suspend plus ticking                            | Sourced     | <b>Fade out 75</b>           |
| 77 | 5.2 | 43 | Suspend and ticking stops                       |             | <b>Fade out 76</b>           |
| 78 | 5.2 | 43 | Cicadas outside, light wind                     | Sourced     | Same as 74                   |
| 79 | 5.2 | 46 | RIser   | Sourced     |                              |
| 80 | 5.2 | 46 | Willow Theme 4                                  | Jon         | <b>Fade out 78</b>           |
| 81 | 5.2 | 47 | Willow Theme 5                                  | Jon         | <b>Fade out 80</b>           |
| 82 |     |    | <b><u>POST SHOW MUSIC</u></b>                   |             |                              |