
Sound Design

In Sound Design, the skills measured are:

- An understanding of the roles and responsibilities of a sound designer and the technology/equipment to implement and support the design
- An understanding of the artistic and practical constraints that impact the sound design
- An understanding of the relationship of sound design to a unifying concept
- The ability to carry out research into style, period, locale, and genre of the show
- The ability to present and explain design choices

Only one entrant may be involved in the design. No collaborations are permitted. Theoretical or realized designs are acceptable.

The entrant must prepare and present:

- Written responses to several questions about their process within the application.
- Up to an 8-minute video presentation summarizing the work with connections to concept, collaboration, and design decision-making. The presentation should include:
 - Sound system plot indicating:
 - Speaker plot showing where on the set and in the performance space loudspeakers are placed
 - The clear relationship of speakers on the plot to speakers on the block diagram
 - Block diagram showing signal flow through the sound system, following the [USITT Sound Graphics Guidelines](#)
 - Rack diagrams
 - Microphone schedules
 - Pit diagrams
 - Patch assignments
 - Sound effects, both digital and Foley
 - Programming of the playback device
 - Engineering the show in a live microphone setting
 - Training the actors in the use of microphones
 - Setting preliminary sound levels and adjusting during technical rehearsals
 - Title block including:
 - Show title
 - Facility
 - Source for drawing
 - Scale
 - Entrant name
 - Date
- A digital “artifact binder” must include a complete set of the following materials:
 - A design statement summarizing:
 - Theme of the show
 - Unified design concept
 - Script requirements
 - The following may or may not be included in the artifact binder but must be presented:
 - Sources of inspiration
 - Techniques used within the design
 - Representative examples of the sound design to be played on a provided sound system
 - Description of sound cues organized by:

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- Act and scene
 - Stated purpose of the cue
 - Planned timing of the cue
 - If using a digital presentation, you must bring your own equipment to display your work so all the judges can see the details. The use of a single laptop screen is non-recommended.
 - Entrants must wear all black. **Clothing and shoes must be all black.** Any visible color, including white, will result in a disqualification.
 - Failure to follow any of the guidelines in this document will result in a disqualification.