

# Show Soundfx



## **MJH Sound Design**

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# **INTRODUCTION**

Blitz is a good challenge for the sound designer, as you have to recreate the sounds and feel of the London Blitz. Obviously, finding the right sounds is important, as there are people alive who will remember what the sound was, but the mix of these sounds is also important.

You will be well advised to try and incorporate some reasonable bass response into your speaker system to get the full feel of the explosions and aircraft drone, and you could try experimenting with placement of speakers around the auditorium. If you can go this route, try and separate the sound in the air-raid sequences so there is a feeling of space. You will need to use the extras section of tracks and record the sound separately and send them to the speakers.

The radio sequence also needs some thought. On the CD, cue and track 4, it is presented as a single cue. The actors will need to rehearse putting their lines into the sequence, and you may well need to 'ride' the faders to make sure they are heard. If the timings in this sequence are wrong for your production - all the base sounds that overlap are given in the extras section so you can create your own sequence.

Also, be aware that the loudest sound is track 14, the very loud explosion. this uses the full output of the CD - so make sure you check your levels before you play this track.

## **Track listing notes**

The cues and tracks in bold are the basic cues for the show. These could be used in order straight from the CD/Minidisk.

Extra tracks that you can incorporate in your production are marked with an X in the cue list, and are to be used as you see fit.

We do not claim that this CD is the definitive sound for every production, but invite you to use it as a starting point for your own sound design.

# TRACK LISTING

## ACT 1/2

Track	Cue	Act.Sc	Page	Description	Notes	Time
1	1	1,1	1	Air Raid siren - ack-ack		1' 09s
2	2	1,1	3	A train comes in		32s
3	3	1,1	15	A train passes		39s
4	4	1,1	17,18	Radio sequence		3' 41s
5	5	1,2	25	Incendiary explosion 1		06s
6	6	1,2	25	Incendiary explosion 2		08s
7	7	1,2	25	Incendiary explosion 3		12s
8	8	1,2	25	Incendiary explosion 4		07s
9	9	1,4	47	Siren, Ack-ack, aircraft drone		56s
10	10	1,5	51	A close bomb		08s
11	11	1,5	52	A very close bomb		09s
12	12	1,6	52	Station ambience		2' 04s
13	13	1,6	57	A train pulls out		1' 10s
14	14	2,6	93	Very loud explosion - ambulance bell		27s
15	15	2,6	94	All Clear siren		55s

# TRACK LISTING

## Extras

Track	Cue	Act.Sc	Page	Description	Notes	Time
16	X1			All Clear 2		37s
17	X2			Air raid siren		1' 12s
18	X3			Ack-Ack Gun (fast)		30s
19	X4			Ack-ack gun (single) 1		07s
20	X5			Ack-ack gun (single) 2		06s
21	X6			Ack-ack gun (single) 3		07s
22	X7			Aircraft drone 1		22s
23	X8			Aircraft drone 2		22s
24	X9			Aircraft drone 3		43s
25	X10			Aircraft drone 4		40s
26	X11			Churchill speech		1' 43s
27	X12			Announce Vera Lynn		07s
28	X13			'The day after tomorrow'		1' 18s