

Show
Sound 

Into the Woods

MJH SOUND DESIGN



INTRODUCTION

Into the Woods is a wonderful opportunity for the sound department to go to town and have fun. The simplest way of producing it is to run all the cues from a pair of speakers preferably on stage. However, there is a lot to be said for getting some more localisation of the sound if possible, as this will enhance the effect. Specifically, the baby sounds should come from the baby's pram (a wireless link to a battery powered speaker in the pram works very well), and the cow sounds from the cow. Of course, you can achieve localisation by careful speaker placement and staging.

It also helps if some effects move from left to right (or front to back), such as the Giant's footsteps. Incidentally, for the Giant cues it will help if you can have some good bass response in your system. Remember that bass frequencies are not directional, so you can put bass bins anywhere - against walls or in a reverberant space enhances the effect - try under the stage if you can!

We have included a couple of wood atmospheres for you - these have been used at the beginning of each act in one particular production but could be used as scene setters elsewhere.

The Giants voice overs are not part of this compilation - these are best done live. If you want us to put your Giant on a CD - we can do so. Please contact us. We will need a copy of her speaking the lines (at 44.1KHz/16 Bit), and we will treat them from there. This will cost a further £30.00 + VAT

NB - all page and scene numbers refer to the Music Theatre International (MTI) Libretto/Vocal book.

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

Track	Cue	Act,Sc	Page	Description	Notes	Time
1	1	1,1	7	Birds	Cue from Cinderella.	24s
2	2	1,2	46	Wolf snores		20s
3	3	1,2	46	Wolf belches		5s
4	4	1,2	54	Cow: 'Moo!'		4s
5	5	1,3	75	Cow breathing heavily		14s
6	6	1,3	80	Cow: yelp before dying		4s
7	7	1,4	91	Rumblings from distance		20s
8	8	1,4	92	Giant falls to earth		17s
9	9	1,4	93	Cow moans		4s
10	10	1,4	96	Cow swallows #1	Cues 10,11 and 12 can run one after the other as the cow eats the objects. Otherwise, you can start each one as each object is fed into the cow	5s
11	11	1,4	96	Cow swallows #2		4s
12	12	1,4	96	Cow swallows #3		6s
13	13	1,4	99	Cow; blood-curdling moan		5s
14	14	1,4	99	Cow: squeals		4s
15	15	1,4	99	Rumble for witch transform		17s
16	16	1,5	102	Birds cry from the tree		23s
17	17	1,5	105	Pigeons blind the ugly sisters		10s

TRACK LISTING

ACT 2 #1

Track	Cue	Act,Sc	Page	Description	Notes	Time
18	18	2,1	112	Baby cries		28s
19	19	2,1	113	Baby 'waah!' #1	Cues 20 to 24 occur in time to the music. These will need to be rehearsed, or could be done live	5s
20	20	2,1	113	Baby 'waah!' #2		4s
21	21	2,1	113	Baby 'waah!' #3		4s
22	22	2,1	114	Baby 'waah!' #4		4s
23	23	2,1	115	Baby 'waah!' #5		Narrator - 'minor inconveniences'
24	24	2,1	117	Baby cries	Continues to page 118	32s
25	25	2,1	118	Loud rumble then crash		18s
26	26	2,1	121	Bug crunched		4s
27	27	2,1	126	Birds: 'Hello Cinderella, we,ve got something to tell you'		4s
28	28	2,1	126	Birds: 'Somethings happened at your mother's grave'		4s
29	29	2,1	126	Birds: 'There's big trouble'		4s
30	30	2,1	126	Birds: 'You must go and find out'		4s
31	31	2,1	126	Birds: 'Why not go in disguise?'		4s
32	32	2,1	126	Birds: 'Goodbye then'		4s
33	33	2,1	129	Eerie wind	'to flee the winds'	40s
34	34	2,2	135	Baby cries		33s
35	35	2,2	137	Rumble, ground begins to shake		19s
36	36	2,2	137	Giants footsteps x 5		29s
37	37	2,2	137	Giant footstep #6		9s
38	38	2,2	137	Giant footstep #7		9s
39	39	2,2	138	The ground shakes		19s

TRACK LISTING

ACT 2 #2

Track	Cue	Act,Sc	Page	Description	Notes	Time
40	40	2,2	142	Earth tremor		19s
41	41	2,2	142	Narrator splat		10s
42	42	2,2	145	Giant's footsteps x3 (exits)		25s
43	43	2,2	145	Giant footstep and squish		13s
44	44	2,2	157	Giant's footsteps x6 (approach)		26s
45	45	2,2	157	Squish (Baker's wife)		5s
46	46	2,2	167	Squish (Witch)		4s
47	47	2,2	167	Splat		4s
48	48	2,2	173	Baby cries		34s
49	49	2,2	174	Birds: 'Hello Cinderella, we can help'		5s
50	50	2,2	174	Birds: 'Have you heard about the Prince?'		4s
51	51	2,2	174	Birds: 'He's been rolling around with the Baker's wife'		4s
52	52	2,2	174	Birds: 'We can peck her eyes out'		4s
53	53	2,2	174	Birds: 'No problem'		4s
54	54	2,2	174	Birds: 'Don't mention it. Bye'		6s
55	55	2,2	176	Baby cries		30s
56	56	2,2	184	Rumble, Giant's footsteps x6		32s
57	57	2,2	184	Giant's footsteps x6 (moves away)		35s
58	58	2,2	185	Birds attack Giant		12s
59	59	2,2	185	Giant hit on the head		6s
60	60	2,2	185	Giant dies .. 'loudest noise of all'		21s

TRACK LISTING

ACT 2 #3 and Extras

Track	Cue	Act,Sc	Page	Description	Notes	Time
61	61	2,2	188	Baby cries #1		34s
62	62	2,2	188	Baby cries #2		1'01s
63	63	2,2	189	Baby cries #3		50s
64	X1			Woods atmosphere #1		20' 15s
65	X2			Woods atmosphere #2		13' 16s
66	X3		80&97	Chimes of midnight	these may be played by the band	1' 54s