

# Show Sound **fx**



## **MJH Sound Design**

6 Maraschino Crescent  
Holt Drive, Colchester  
Essex. CO2 0DN UK  
Tel: +44 (0)1206 513540  
e-mail: [enquiries@mjhsound.co.uk](mailto:enquiries@mjhsound.co.uk)  
[www.mjhsound.co.uk](http://www.mjhsound.co.uk)

## **INTRODUCTION**

One of the best loved and often performed of the musicals from the golden age of Broadway, South Pacific, like many of the shows from this time, uses effects sparingly but there are occasions where they are vital for the drama.

This is most obvious in the Radio Shack scenes in Act 2, Scenes 6,7 and 8. we have supplied radio static which should run underneath the dialogue, but it is important that the vocal sound of de Becque and Cable is matched to this. They will need to use an offstage microphone, and the EQ will need to be set on this microphone so that both the top and bottom end are cut out to get a very 'thin' sound. Make sure that the sound the audience hears just comes through the mic - particularly in small venues, it will be all too easy for the direct sound of the actors voices to be heard from their offstage position, thus ruining the effect.

It would also be best to have a practical speaker in the Radio Shack set as the main focus of the sound. If necessary, some of the sound could be put through the main PA, but it is important that the audience is focused on the speaker on stage.

We have included a complete cue (Cue 10) to run under de Becques final radio speech and made an approximate timing where the aircraft searching sound comes in along with the radio static. If this is not the right timing for your show, then both sounds are included in the extras for you to create your own timing as you see fit.

The extras also include the 'voice on speaker' at the top of Act 2 Scene 11, which you may wish to do with an actor and an offstage mic.

The page numbers are taken from the IMP/Chappells version of the libereto.

## **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	2	Tropical background		1' 0s
2	2	1,1	2	Bird Caw	<i>choice in extra tracks</i>	3s
3	3	1,5	30	Telephone ring	<i>Rings 3x</i>	5s
4	4	1,9	48	Ships Bell	<i>8 rings</i>	10s
5	5	1,11	53	Ships Bell	<i>as cue 4</i>	10s
6	6	1,11	54	Ships Bell	<i>as cue 4</i>	10s
7	7	1,12	55	Ships Bell	<i>as cue 4</i>	10s

# TRACK LISTING

## ACT 2

Track	Cue	Act,Sc	Page	Description	Notes	Time
8	8	2,5	82	Aircraft Take-off		21s
9	9	2,6	83	Crackle	<i>short burst</i>	2s
10	10	2,6	86	Radio Static	<i>to run under dialogue</i>	1' 0s
11	11	2,7	88	Radio Static	<i>to run under dialogue</i>	30s
12	12	2,8	89	Radio Static into aircraft search		45s
13	13	2,11	96	Trucks start up and move off		20s
14	14	2,12	98	Aircraft drone		20s

# TRACK LISTING

## Extras

Track	Cue	Act.Sc	Page	Description	Notes	Time
15	X1	1,1	2	Bird Call#1		3s
16	X2	1,1	2	Bird Call#2		3s
17	X3	1,1	2	Bird Call#3		3s
18	X4	1,3	22	Waves		1' 0s
19	X5	1,7	38	Shower		30s
20	X6	1,13	62	Jeep driving off fast		10s
21	X7	2,8	89	Radio Static		45s
22	X8	2,8	89	Aircraft searching		30s
23	X9	2,11	94	Voice on speaker		12s