



SKETCH 3

Sound diffusion techniques

As a technique for using 7 channels, every valley could have a sound source, always emerging from one speaker or certain pair of speakers , to also put the audience in more broad depth of listening and changing the perspective.

Certain sound fx, or music could emerge from one speaker in each valley, and spread to others.

One option is that main elements of music and sounds for each valley will start from a certain speaker, the audio effects will be routed to other speakers, eventually both the source and effects

will be routed to all channels (or symmetrical channels), in order for the audience in all directions and positions to be present in the play.

The spreading could happen gradually or with quick movement, like the ones we hear in the audio material "Quadr".

The narrator voice could always be played from all speakers.

This is a sketch as a starting point, and while working on the project, depending on what kind of sounds we will make, we will come up with more creative ideas.

Thank you