

Audio

The Art of Hearing Things

What is Audio

Audio is anything to do with sound in theatre. This including anything from the mics on a performer's body, the sound of distant thunder or the music that plays while you walk into the theatre.

Working in sound falls into three main categories:

- Setting up a sound System
- Sound mixing
- Sound Design

Setting Up A Sound System

This is anything from that crazy roadie who's been working with a metal band for 20 years to the calculating engineer measuring frequencies from the speakers set up for the opera. This is seeing all the mics, speakers and audio boards and knowing how it all flows together.

This requires a knowledge and ear that takes study and practice.

Sound Mixing

You are the ears of the show. You know how to make that violin sound perfect and how to make the bass shake your soul. You know that this mic feeds back at 10 khz, so you mute that frequency.

Sound Mixing is knowing how to use a soundboard, but also having the ear and training to know how to make what the audience hears the best it can be.

Sound Design

This is the unsung hero of the technical design world. Sound is perhaps one of the most immersive things in theatre. The only time it will ever be noticed is if something goes wrong.

You will auditorily transport the audience to a new place and they'll never be none the wiser.

Coming up

In the Audio unit, you will:

- Learn about what sound actually is.
- How to fully set up a sound system for a variety of needs.
- Run a mixing board.
- The basics of sound editing.
- The principles of sound design.