

INTRODUCTION TO DESIGNING WITH LIGHT AND SOUND

Aspects of Sound You Can Use to Create a Light Cue

- Angle – Where does the light come from? Where does it go to? Top Light, Side Light, Uplight, Back Light, Front Light
- Color – Primary Colors of Light are Red, Blue & Green. Color can be changed by using gel or color-changing LED lights.
- Pattern – Patterns of light are created by “gobos” (also called “patterns”)
- Duration – How long does it take for the light to come on or go off or change in intensity?
- Motion – Does the light move or is it stationary?

Resource: Download iGobo on Android or Apple phones to view lighting pattern catalogues

Aspects of Sound You Can Use to Create a Sound Cue

- Direction- Where your sound comes from? Does your sound travel?
- Amplification – How loud or soft is your sound?
- Duration - How long does it take for your sound to come on or go off or change in intensity?
- Source of your Sound:
 - Is your sound live? Music, Speaking or Live Sound Effect (Live Foley)
 - Is your sound recorded? Pre-recorded Self-Made Sound Effects (Foley) or Pre-recorded music or Pre-recorded Sound Effects from an SFX library?

Sound Resources

- You can download the app “Relax Melodies” which allows you to combine sounds and create soundscapes
- Download the app “Aux b” and play the game in order to learn more about sound equipment