

introducing
'The Encounter'

Theatre Sound

theatre offers us some
excellent opportunities for
sound design

in the theatre, we have
access to some of the
best of both worlds:

a fixed form
liveness

Benefits of a fixed form:

Precision

Rehearsal

Planning

Composing

Devising best-fit solutions (relatively) calmly

Benefits of liveness:

Keeps things interesting

Sound 'qualities' may be more authentic because of
audiovisual immediacy

Opportunity to adapt to the mood

“A stage effect is something heard or seen during play which has to be specifically contrived”

Green, Michael. 1958. *Stage Noises and Effects*. Herbert Jenkins.

“a real door slammed off-
stage gives the best
effect”

Green, Michael. 1958. *Stage Noises and Effects*. Herbert
Jenkins.

“If the play is sufficiently gripping some of the audience may *think* they can hear it” ...

Green, Michael. 1958. *Stage Noises and Effects*. Herbert Jenkins.

who is doing interesting
stuff on the stage?

Wooster Group

<http://thewoostergroup.org/hamlet>

Marco Donnarumma

<https://vimeo.com/239629521>

<https://vimeo.com/263755082>

<https://marcodonnarumma.com/>

<https://marcodonnarumma.com/works/alia-zu-tai/>

There is an association of
[Theatre] sound
designers:

<http://www.theasd.uk/contact/>

The Encounter

rather than give you a
history here, let's play on
the website instead

<http://www.complicite.org/encounterresource/>

training the audience

```
mpv TheEncounter-LiveFromTheBarbican.mp4 --  
start=+6:38 --length=+1:30 --fs --screen=0
```

wowing the audience
with the technology

```
mpv TheEncounter-LiveFromTheBarbican.mp4 --  
start=+8:42 --length=+1:30 --fs --screen=0
```

invitation beyond the 4th wall*

```
mpv TheEncounter-LiveFromTheBarbican.mp4  
--start=+12:42 --length=+1:30 --fs --  
screen=0
```

4th wall explained here: [https://en.wikipedia.org/wiki/
Fourth_wall](https://en.wikipedia.org/wiki/Fourth_wall) *

deadpool does it a lot: [https://www.youtube.com/watch?
v=rmlc9apqeAc](https://www.youtube.com/watch?v=rmlc9apqeAc)

story telling starts

```
mpv TheEncounter-  
LiveFromTheBarbican.mp4 --start=+18:42  
--length=+1:30 --fs --screen=0
```

changing scene and space

```
mpv TheEncounter-LiveFromTheBarbican.mp4 --  
start=+25:42 --length=+1:30 --fs --screen=0
```

using body language
to suggest direction

```
mpv TheEncounter-LiveFromTheBarbican.mp4 --  
start=+45:42 --length=+1:30 --fs --screen=0
```

filmic play with diegesis

```
mpv TheEncounter-LiveFromTheBarbican.mp4 --  
start=+1:35:42 --length=+1:30 --fs --  
screen=0
```

amping up the
message

```
mpv TheEncounter-LiveFromTheBarbican.mp4 --  
start=+1:40:42 --length=+1:30 --fs --  
screen=0
```

amping up the
message

```
mpv TheEncounter-LiveFromTheBarbican.mp4 --  
start=+1:40:42 --length=+1:30 --fs --  
screen=0
```

Critical reception

Guardian luke warm about headphones

<https://www.theguardian.com/stage/2016/sep/29/the-encounter-review-simon-mcburney-revolution-headphones>

Useful descriptions of
the flow of the piece here

[https://www.nytimes.com/2016/09/30/theater/the-encounter-
review.html](https://www.nytimes.com/2016/09/30/theater/the-encounter-review.html)

Criticism of the duration
and overt messaging
here:

<https://elephant.art/encounter-complicite-simon-mcburney/>

Working with
headphones

Common misconceptions
/ mis-selling

[almost] always make
a mix for headphones

[almost] always consider recording specifically for headphones, as well as recording for other formats

if you're unable to record for
headphones on set, worldize
later with a dummy head

if headphones are your
output format, design for
that output format

this means:

use the headphone space fulsomely

intimacy

distance

potentially fraught listening environment

height and back only make sense in
binaurally authentic situations

[https://www.bbc.co.uk/rd/
projects/binaural-
broadcasting](https://www.bbc.co.uk/rd/projects/binaural-broadcasting)

[https://www.bbc.co.uk/rd/blog/2013-03-listen-up-binaural-
sound](https://www.bbc.co.uk/rd/blog/2013-03-listen-up-binaural-sound)

listen to some
recordings of live events

<https://www.bbc.co.uk/programmes/p05fyxy0>

tools you can use for
binaural fun

making mp3 files with proper album art and metadata

windows users probably find this the best tool:

<https://www.mp3tag.de/en/download.html>

This may be useful for OSX users:

<https://amvidia.com/tag-editor>

iTunes will also do it