

Approach:

My approach to this design began with the premise that *The Tempest* is by no great extent a realistic play. With its magical creatures, a magic spirit / creatures changing the weather for their own purposes, and the plot itself almost requires a certain play on reality. But, no matter what extent of magical or otherworldly thinking goes into the design of this play, my goal was to keep it within reason and context of the plot, stage action, and setting of the show. This will be evident in my choice of instrumentation and cue placement.

Cue #	Act, Scene, Line	Effect	Description
1	Preshow Ambience	Ambience	Light wind blowing with the occasional subtle build, along with the rare ocean surf noise
2	Preshow Announcement	Voice over	This cue should be played at house lights to half... Welcome, safety, legal messages.
3	Preshow Ambience	Build and shift	This cue should be played immediately after the preshow announcement and house lights out. This cue begins the introduction to the actual tempest in the play by building the storm with increasing wind, surf, and gust intensity.
4	A1,S1,L0	The Tempest Effect	This is the maelstrom sequence, the beginning of which is hallmarked by a earthshaking thunder / lightning sound. It is accompanied with the sound of a great storm churned sea with ferocious wind gusts.
5	A1,S1,L1	Volume	Right after "Master" cries out "Boatswain" this cue is to be called. It brings down the volume level of cue 4 so that the dialogue can be heard.
6	A1,S1,L5	Effect	A ominous and foreboding noise of wood creaking...it should be very deep sounding as if a massive is threatening to break.
7	A1,S1, L9	Effect	The distant sound of someone shouting something. The words should not be "blurred."
8	A1,S1,L34	Effect	A great wave crashes on the ship when the Boatswain exits and reenters.
9	A1,S1,L50	Effect	A blast of rain and wind hit the ship with the sound of luffing sails.
10	A1,S1,L63	Shipwreck Effect	A confused rustling noise, wood creaking, wood breaking, and sails ripping.
11	A1,S1,L71	The Tempest Takeover	This cue calls for the tempest maelstrom to takeover as the ship breakup sequence continues. Thunder and lightning sounds continue and increase in intensity along with the wind, rain, and the cries of lost sailors.

Cue #	Act, Scene, Line	Effect	Description
12	A1,S2,L0	Volume	Bring the storm effect volume down in such a way as to make them sound as if they are distant--away from the moment.
13	A1,S2,L220	Effect	A harp twinkle carried by a light breeze noise. Followed by Miranda falling asleep.
14	A1,S2,L223	Effect	A echoed dancing violin with a light eerie flange on it for Ariel's first entrance.
15	A1,S2,L299	Underscoring	A deep and slightly ominous drone underlining Prospero's "you owe me" lines.
16	A1,S2,L379	Entrance Underscore	Flanged violin chord with a slight echo as Ariel enters as water nymph.
17	A1,S2,L452	Entrance Underscore	Bells and cymbals play slightly festively as Ferdinand and Ariel enter (while singing).
18	A1,S2,L453	Song underscoring	Bells continue rhythmically with the lyrics (syllables) of Ariel's song.
19	A1,S2,L459	Offstage Bark	Refrain of song--heard off stage "Bow-wow" bark
20	A1,S2,L461	Offstage Bark	Refrain of song--heard off stage "Bow-wow" bark
21	A1,S2,L465	Fade	Ariel's backup music fades out
22	A1,S2,L474	Song underscoring	Bells continue rhythmically with the lyrics (syllables) of Ariel's song
23	A1,S2,L481	Offstage Refrain	Bell "ding dong"
24	A1,S2,L564	Magic Underscore	Harpsichord jingle underscoring Prospero magically charming Ferdinand from moving.
25	Act 1 to Act 2	Act Change Ambience	A light wind accompanied by a neutral violin bit--a slow 20 second interlude.
26	A2,S1,L115	Underscoring	Solemn drone with a sad slow few violin notes underscoring Alonso's sadness at what must be his son's certain death.
27	A2,S1,L202	Entrance Underscore	A solemn drone with a slow cello movement on Ariel's entrance.
28	A2,S1,L215	Magic Underscore	A harp twinkle carried by a light breeze noise as the group begins to fall asleep.
29	A2,S1,L332	Omen Underscore	A deep ominous drone as Sebastian conspires to commit murder.
30	A2,S1,L341	Magic Underscore	A mischievous harpsichord or harp jingle on Ariel's entrance--this cue also quickly takes out cue 29.
31	A2,S2,L0	Effect	Thunder blast with Caliban's entrance in the beginning of A2,S2
32	A2,S2,L38	Effect	Thunder blast as called for in the script
33	A2,S2,L43	Entrance Underscore	Whimsical (if not slightly drunken) string music with Stephano's entrance.

Cue #	Act, Scene, Line	Effect	Description
34	Act 2 to Act 3	Act Change Ambience	Whimsical (if not slightly drunken) string music 20 second interlude.
35	A3,S1, L16	Effect	Light breeze
36	A3,S2,L45	Magic Underscore	Magical cymbal jingle on Ariel's entrance.
37	A3,S2,L136	Magic Effect / Music	Ariel's flute or pipe jingle mimicking Stephano's song.
38	A3,S3,L23	Strange Music	Strange Solemn cello is heard lightly in the background--possibly with an eerie echo and flange effect added on.
39	A3,S3,L68	Effect	Deep guttural sounding Thunder / Lightning effect.
40	A3,S3,L101	Effect	Deep guttural sounding Thunder / Lightning effect changing to a soft harp music.
41	Act 3 to Act 4	Act Change Music	Continued music in the same tonal genre and tone as the previous scene (i.e. cue 38 but different)
42	A4,S1,L37	Magic Underscore	A harp chord jingle on Ariel's entrance.
43	A4,S1,L66	Underscore	Eerie but still magically happy string music plays in the background as the banquet scene with the gods begins.
44	A4,S1,L67	Entrance Underscore	A organ note or any sustained note hits, underscoring Isis' entrance.
45	A4,S1,L84	Entrance Underscore	A organ note or any sustained note hits, underscoring Ceres's entrance. This note is to be different than cue 44.
46	A4,S1,L114	Entrance Underscore	A dropping organ note(s) or any sustained note(s) hits underscoring Juno's entrance from above. This note is to be different than cue 44 & 45
47	A4,S1,L121	Song underscoring	Happy magical swinging string music as the background for the singing taking place onstage by the gods.
48	A4,S1,L149	Nymph Underscore	A low (but not dark) magic jingle done on a keyed instrument such as a piano as the nymphs enter.
49	A4,S1,L155	Dialogue Underscore	A sharp cello chord is played when just before Prospero says "I had forgot that foul conspiracy..."
50	A4,S1,L158	Effect	A confused electronic or pop noise distorted to sound like a few gigantic and small bubbles or balloons are popping. To be cued on the stage direction "To a strange, hollow, and confused noise, [the spirits] heavily vanish."
51	A4S1,L181	Magic Effect	A depressed short magic harp jingle on Ariel's entrance.
52	A4,S1,L210	Magic Effect	Popping noise--like a balloon popping as Ariel exits / vanishes.

Cue #	Act, Scene, Line	Effect	Description
53	A4,S1, L216	Magic Effect	Jingling cymbal sound when Ariel reenters.
54	A4,S1,L281	The Hunters Effect	Magic or demonic sounding dog or wolf barks and growls along with dog running / scampering sounds.
55	Act 4 to 5	Act Change Ambience	A dark droning ambience is heard with the occasional dog / wolf bark lightly in the background.
56	A5,S1,L0	Entrance Underscore	A dark and deep magic jingle underscoring Prospero and Ariel's entrance.
57	A5,S1,L41	Magic Underscore	A single low cello note is sustained for the length of time that it takes Prospero to draw his circle in the ground.
58	A5,S1,L66	Music	Solemn violin music is heard in the background after Prospero say his line: "I'll drown my book."
59	A5,S1,L98	Magic Underscore	A magical drone of a organ in the background (occasionally changing notes) as Ariel sings in the background.
60	A5,S1,L113	Magic Effect	Popping noise--like a balloon popping as Ariel exits / vanishes.
61	A5,S1,L259	Magic Underscore	Magical cymbal jingle on Ariel's entrance with the Master and Boatswain.
62	A5,S1,L306	Magic Effect	Popping noise--like a balloon popping as Ariel exits / vanishes.
63	A5,S1,L306	Magic Underscore	Magical cymbal jingle on Ariel's reentrance with the thieves.
64	A5,S1,L378	Magic Effect / Music	Extended magical jingle extending into melody to cover the shift into the epilogue sequence.
65	A5--Epilogue	Underscoring	Pipe organ tonal drones to be played during Prospero's monologue.
66	Exit Music	Music	Exit string violin or cello music to be played softly during curtain call and as the audience is leaving the venue.