



Professor Conn

Sound Design for Theatre

### Final Project – Eurydice Sound Design Concept

Eurydice is a play reimagining a classic myth written by Sarah Ruhl. It includes themes of romance, life vs. death, and eeriness. Even with its creepy setting, the play manages to hold a childlike and humorous feel during many scenes. The play is divided into different movements, starting on Earth, moving to the underworld, and then frequently bouncing back and forth from these two settings to show the points of view from both Eurydice and Orpheus. Act I is filled with joyful sounds and music to portray the affection of two lovers. When Eurydice enters the underworld in Act II, the music and sounds become creepy, weird, and a little unsystematic at times. Act III begins with a callback to the joyful music and sounds from the beginning, but then it becomes gloomy and silent when death is near.

Sound and music play a very big role for this play because it is one of the major themes that reoccur through every scene. The sound supports the play by showing the audience the setting that the characters are in. For example, there is a scene in Act I when the script calls for “strange noises” when Eurydice trips. The purpose for this sound is to show the audience of a setting transition from Earth to the underworld. Without that sound, it would be hard for anyone to understand what happened to Eurydice. My sound collage uses every sound and song that will be used in the production, and also in the same order they will be used in when following the script. The sound I used most in the collage are the musty dripping

sounds because they are referred to constantly through out the play. It is important to the production because it happens for every scene transition to the underworld. Thus, it gives the location a dark, creepy, and lonely feel. For the preshow, I chose the excerpt, "Symphony No. 10, V. Finale" by Gustav Mahler. I chose this piece because the beautiful orchestra music will set the theme for the lover's embrace at the beginning of the play. This will then tie into the music that the scene calls for on page 13. Heavy metal music is used for the leader of the underworld's first entrance on a tricycle. This choice of music is used ironically to show the immature and selfish nature of his mind. Although the script did not call for peaceful music during Act II, Scene 3 (when the father is building Eurydice a room out of string), I felt the need to add it. I imagine this scene could take a while, and I'm sure the audience would not want to sit in complete silence. This music will serve as background music and will also show the comforting and loving nature of Eurydice's father. For the curtain call music, I chose the song "Eurydice" by Sleepthief (Psychomatic remix). I chose this song because the lyrics perfectly describe the theme of the play, and the song is melancholy, which will compliment the atmosphere of the final scene. I used the remix version because it uses drums and is more upbeat than the original, which will be more fitting as people are leaving the theatre.

If performed at a large venue, all the actors will use lavalier microphones to amplify their voices, which will be coming out of the main speakers. Most of the sounds will be coming out of the main speakers for this performance because many sounds are used to describe the entire setting and not a particular item. A speaker will be placed behind the iron water pump (right balcony) so when it is being used,

sound will be coming from its direction which will be more realistic. A speaker will also be placed behind the elevator for its “dings” and the rain that falls inside it. The last extra set of speakers will be placed backstage. It will be used in times when a character or object is in another area and makes a sound (for example, the bottle popping and the train whistle). When the train enters and passes through, the sound will pan starting from the left backstage speaker and move to the right backstage speaker so it will feel realistic. By using these sound methods and techniques, the play will come to life and leave a greater impact on the audience.