Little Shop of Horrors

Sound Design Concept

Concept

- Above all else, sound will be used to help tell the story by ensuring the actors can be adequately heard and understood on top of the band, while still allowing the music to be rich and full.

- Thematically, sound will explore and help support the hopelessness that the individuals on Skid Row experience as well as the impending doom that Audrey II is bringing upon Seymour's part of the world.

Reinforcement - Why

- We are telling a story

  - Greek chorus is taking us on a journey

- The music moves the plot along

- People are coming for the music

Reinforcement - How

- Most gain before feedback possible

  - Boom mics for the cast

  - DI's for the band

  - Drum shield for the drummer

- In ear monitors for the band

The Hopelessness of Skid Row

- Pre-show

- Possibly scene changes

Audrey II's Inevitability

- Ticking (in conjunction with the clock) is a symbolic progress bar

  - Speeds up as the plan gets closer

  - Contrasts with Seymour's obliviousness

- Balance gloom and doom with the (relatively) happy music

- Processing Audrey II's voice

  - Give continuity between actors