



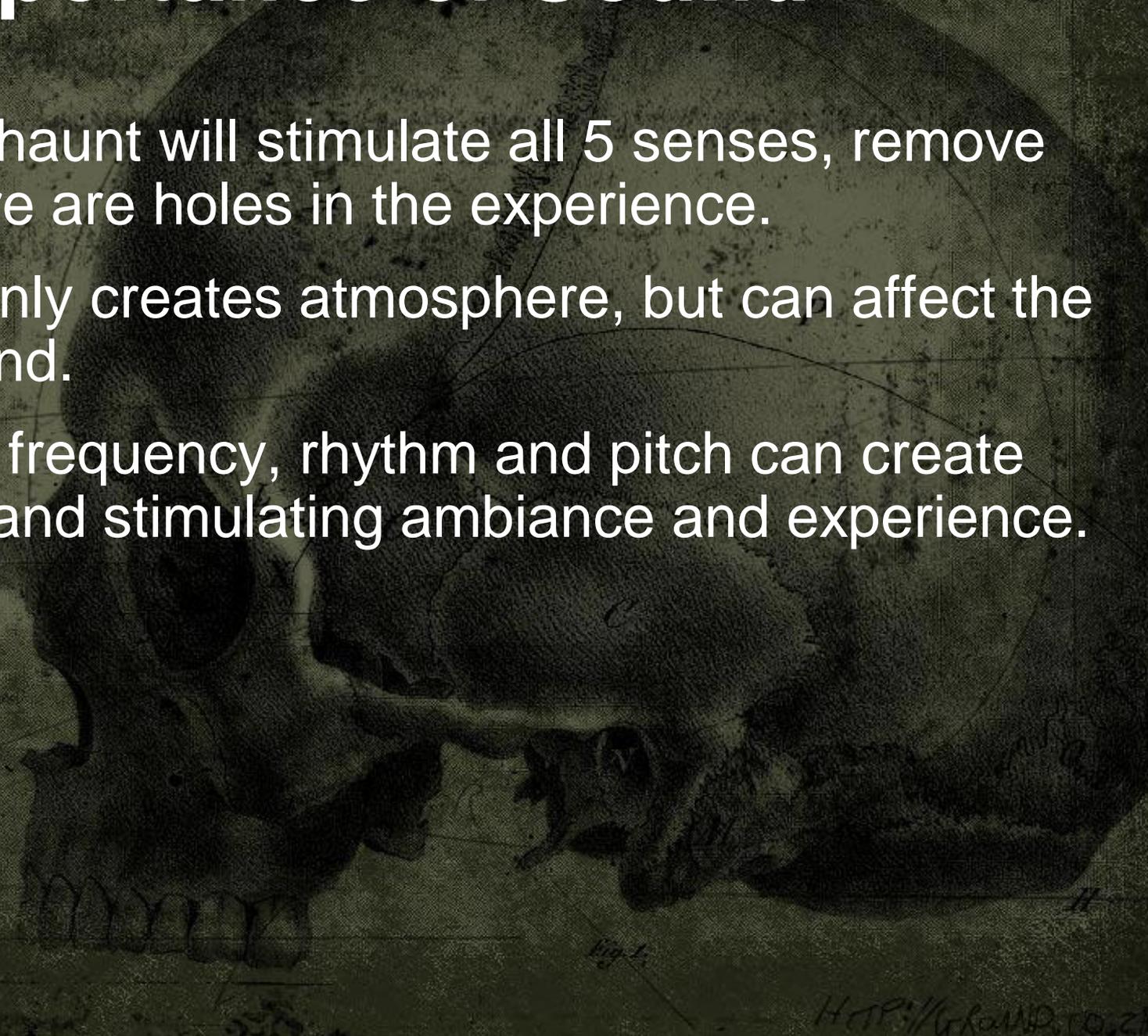
Sound Design In Haunted Attractions

Presented by
S. Michael Karan
Prelude to a Nightmare
&
Scare Tactic Productions

www.preludetoanightmare.com
www.scare-tactic-productions.com

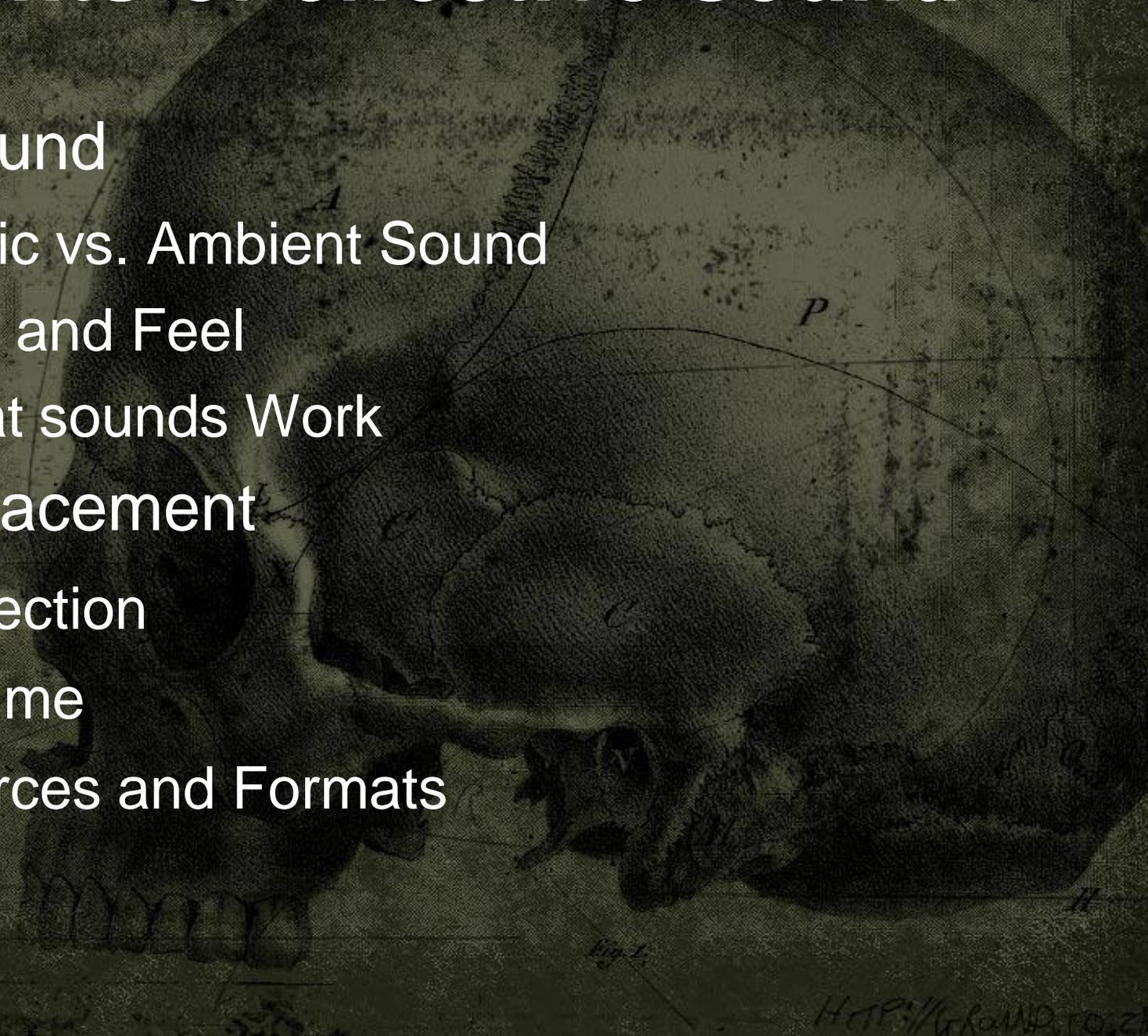
Importance of Sound

- An effective haunt will stimulate all 5 senses, remove one and there are holes in the experience.
- Sound Not only creates atmosphere, but can affect the body and mind.
- Utilization of frequency, rhythm and pitch can create an effective and stimulating ambiance and experience.



Elements of effective sound

- Type of Sound
 - Music vs. Ambient Sound
 - Size and Feel
 - What sounds Work
- Speaker Placement
 - Reflection
 - Volume
 - Sources and Formats



Music Vs Ambient

- Not every room or space needs music, BUT every room needs sound (even silence)
 - If an atmosphere would naturally contain music, than music is appropriate.
 - If music seems out of place than ambient sound should be used.
 - Sound sources should be carefully placed appropriately based on the type of sound.

Size and Feel

- Sound can expand or constrict a room or area.
 - Adding reverb and echo can make a small room feel bigger and deeper. Bass Frequencies open up space as well.
 - Sounds with a lot of treble and no depth create the illusion of a small space.
 - Careful planning on feel and size of a room before construction can help assist in the planning and floor plan.
 - The right sound design can also change the feel and size of a room post construction.

What Sounds Work

- Mono and Stereo
- Natural or paranormal
- Continuous or cues

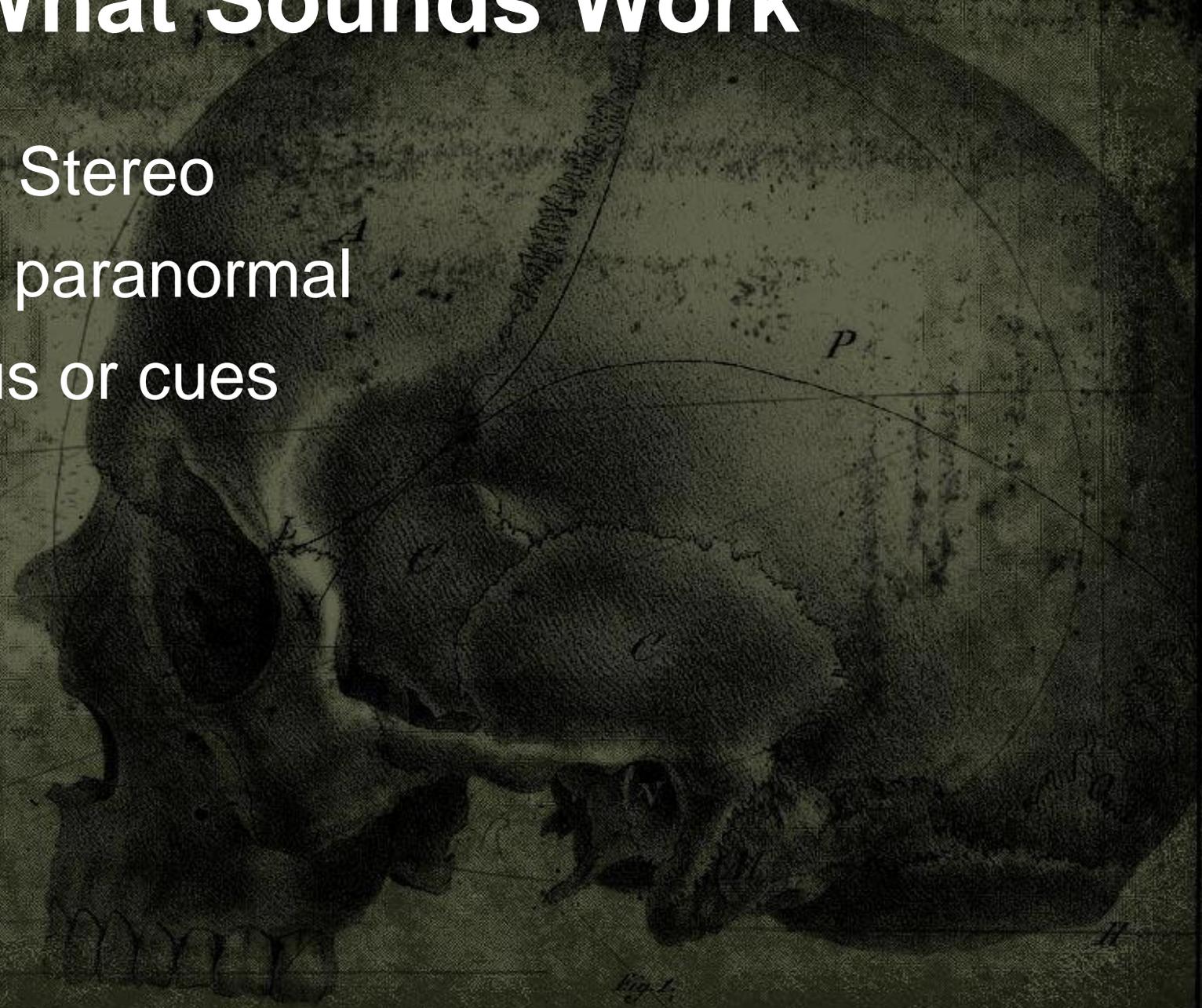


Fig. 1.

Everything Sucks! (Reflection)

- Think of sound as a physical/visual effect (Like a Light)
- The direction you point a speaker in is where it will shine
- Hard surfaces will make sound bounce and therefore reflect where you don't want it
- Using soft materials (Curtains, foam, props) will suck the sound

Volume

- Loud doesn't equal scary, It may ruin a scare
- If an area contains loud sustained sounds/music provide actors with hearing protection.
- Unnatural abrupt sound scares us, not volume
- Maintaining a responsible volume will extend the life of your speakers

Sources and Format

- The device you use to play sound with will affect your sound quality
- The distance and gauge of your speaker cable will decrease sharpness
- MP3 is convenient, but can degrade sound
- The sound should come from a source
 - Music from a radio
 - Scare or cue from a prop
 - Ambiance and atmosphere should be just that.

Questions

Feel free to contact Scare Tactic Productions with audio questions and consultations!

www.scare-tactic-productions.com

