

### Example Response—Act 2

As a designer there a number of things that I would like to communicate to the audience using sound. At the beginning of the extract there is a moment of uncertainty and awkwardness as Hale 'appears' in the doorway. I feel that this needs a silence to intensify that feeling for the audience. To ensure the impact of this I would discuss with the director the need for Hale to pause before delivering the line 'Good evening'. As the conversation between the characters continues I would introduce the sound effect of a clock ticking. It would start off very quietly with a gradual increase of volume taking place throughout the extract. The sound would be created using a pre-recorded SFX and it would be played throughout the auditorium using surround sound. This would again deepen the feeling of building tension for the audience.

The clock ticking sound effect will build up to 50% volume on the line 'Business of the court?' At that point the sound technician will begin to fade in an intense heartbeat SFX while fading out the clock ticking—this will give the impression of one sound merging into the other. The pace of the heartbeat will be significantly faster than the clock ticking. This will match the pace of the dialogue between the 3 characters when discussing Rebecca's mention in court. The heartbeat SFX will continue to rise in volume to 70% and on the line 'Let you repeat them if you will...' the SFX will come to an abrupt stop. This will give a sense of anti-climax to the audience.

This sense of security however will be short-lived because on the line 'Thou shalt not kill...' A low humming sound effect will begin to fill the auditorium through surround sound. It will start with a very low pitch building up to a maximum volume of 20%. This will give an ominous atmosphere, emphasising the feeling of dread for the audience as they begin to lose faith in Proctor's ability to repeat the 10 commandments.

