Tawes Sound Guidelines

Shop Manager: Kaitlyn Peacock | (443) 468-6503 | kpeacock2@washcoll.edu
Shop Hours: Mon 1:30-3pm, Tues 4-5:30pm, Wed 2-4pm plus SCE Load-Ins & Strikes

Faculty Supervisor: Prof. Laura Eckelman | GCA220 | leckelman2@washcoll.edu

The Rep Speaker Plot
- The Rep system provides basic coverage from 2 pairs of loudspeakers (upstage L&R, downstage L&R) and a pair of subwoofers (upstage L&R).
- Rep speakers may not be moved, refocused, or re-patched under any circumstances.
- If a Rep speaker gets accidentally unpatched or unplugged, contact Prof. Eckelman.
- Paperwork for the Rep Sound System is available in a binder in the Tawes booth, and on the Department of Theatre & Dance’s Production Information website.

Additions
- Students may supplement the Rep Plot by adding additional speakers or microphones.
- Please come to your Load-In with a specific list of additions. Consult with Larry, Prof. Perelstein, or Prof. Eckelman in advance to determine what loudspeaker / microphone would be appropriate, where it needs to be positioned, and how it will be rigged.
- Most audio equipment is available for production use. Just ask!

Safety
- Hard hats must be worn on the Booth Catwalk and 1st Catwalk (closest to the booth).
- Remember, loudspeakers are heavy. Always ask for help.

Audio Sources (QLab, microphones, keyboard, effects)
- All digital content (music, sound effects, etc.) should be played through QLab.
  - Each show will create its own folder (for audio files) and QLab show file, using the Tawes Default.cues template (available on the Production Information page).
  - Designers are strongly encouraged to build their QLab file before their load-in.
- All Theatre Department productions must use the Yamaha digital sound console.
  - Shows using the Tawes Rep sound system may use the “Tawes Rep” preset scene
  - Shows with added speakers, microphones, etc. should record a new scene.
  - The analog sound console is only for GCA events, such as lectures & concerts.
- Do not un-patch any part of the audio system (speakers, microphones, QLab, etc.) without explicit permission from Prof. Eckelman.

The Tawes Sound laptop
- The Sound laptop lives in the booth, and its connections should never be unplugged.
- This computer is for audio editing and playback only; most other permissions (including internet access) are restricted.
- Files on the Sound laptop are automatically backed up using Time Machine. Do not drag anything to the external hard drive. Backup your work elsewhere.

updated 9 September 2016
The Tawes Sound iPad & Wireless Network

- The Tawes Sound iPad and wireless network allow designers to control and edit QLab from the house, so they can listen in the space—instead of being stuck behind glass.
- Connect both the iPad and laptop to the “Tawes Sound Network,” and you’re good to go.
- The iPad lives in the booth, in a drawer of the wall-mounted cabinet across from the sound table. It should be returned to this drawer (or left to charge) after every rehearsal.

Detailed information about the Tawes Sound System—including a speaker plot, signal flow diagram, and basic instructions for using QLab, Reaper, and the Yamaha Sound Console—are all available on the WC Theatre Production Information website.

Content & Editing

- Resources for acquiring content:
  - BBC Sound Effects Library (ask Prof. Eckelman)
  - Freesound.org
  - SoundDogs.com (to make purchases, contact Prof. Eckelman)
- You are encouraged to use:
  - The GCA Design Lab, which is appointed with:
    - High-quality studio monitors (speakers) and Scarlett digital audio interface
    - Reaper, a powerful digital audio workstation for editing sound cues
    - QLab
    - Soundflower
    - …and other audio tools.
  - The Multimedia Production Center (aka “IdeaWorks”), which offers:
    - Equipment rentals (audio & video)
    - One Button Studio for audio & video recording
  - Music Department
    - Composition & editing suite, including Ableton Live

Design & Technology Help

- Resources for sound technology support:
  - Sound System Tutorials (in booth & online)
  - QLab documentation website ([http://figure53.com/qlab/docs/](http://figure53.com/qlab/docs/))
  - Google & YouTube
  - peers, classmates, faculty
- If you need more help, just ask! Prof. Eckelman can help you to:
  - Understand sound systems & paperwork
  - Develop design ideas
  - Edit audio
  - Program your show in QLab.
- Prof. Dan Perelstein can also be available to help with more advanced design or engineering work, by arrangement with Prof. Eckelman.