TA248 Sound Design   Final Project Guidelines   Fall 2013

As you prepare your final project paperwork and presentation, please consider these guidelines.

1. Keep it short, direct, concise and clear. This project is not about how well you write paragraphs and long papers. It is about how you think about a play, conceive of a design, and communicate your ideas.

2. Use bullet points whenever possible. A character description for Romeo might include:

- young, 15 or 16
- from a powerful, proud, aristocratic family
- passionate & mecurial
- driven by hormones
- beautiful

3. Consult the project statement as you work so you stay on target.

4. We have to do four projects each day. Allowing for some setup time at the start of the class, you will each have 10 minutes. I will stop your presentation at 8 minutes. A comment or two and we have to move on. Do not attempt to present everything. Keep your focus on your concept/design approach and your sample cues. I will read and consider the entire project while grading.

5. Be sure you check all materials before you come to class. There will be no chances to do a catch-up if your files don't play or you bring the wrong ones.

6. Present your five best cues. Provide a short rationale for the cue and play it. You may submit an additional five cues for review. Your paperwork should include a rational for each of these cues since you will not be discussing them in class.

7. Everything that is required needs to be transferred to the instructor's computer on the day of the presentation. Please put all materials into a folder labeled with your name and Project 4.

8. If you have questions, email me. I am happy to review materials and make suggestions but I can't provide help if you don't ask for it.