# Keeping Spatial Simple: Immersive Audio For The Small Theatre

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# Why spatial audio?

#### Introduction

- Small theatre case study
- The results of that performance
- Early conclusions and opportunities

#### Wallenberg: Small theatre production 2012



## The brief:

- "Add some audio"
- No budget
- By June (it was April)

#### We built a small team



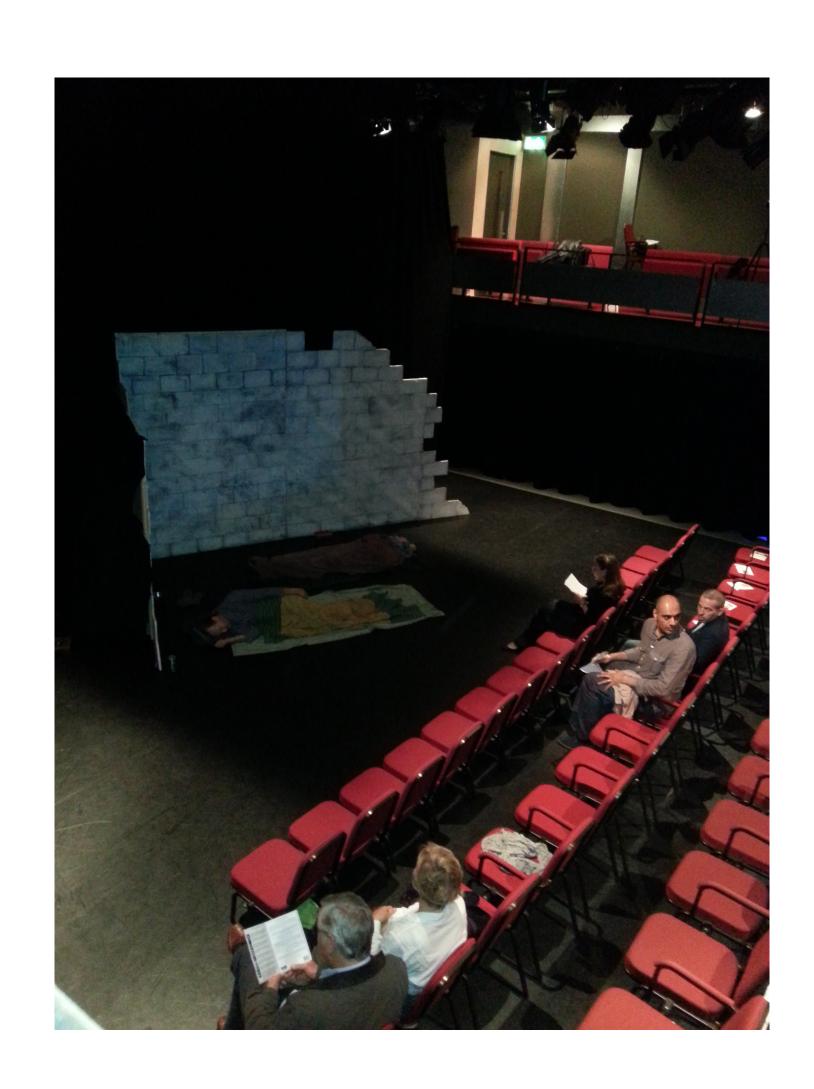
# The story



# The approach

- Learn the script / story
- Assess the auditorium
- Source sounds

# The theatre



# Possibilities

- 2.0
- 2.1
- 5.1
- 7.1
- 8.1
- 10.1
- 10.2

- 11.1
- 2+2+2+2
- 5.1+4
- 5.1+5
- 64.3
- WFS
- 3+2

# Mono



# Audio objective

- Ambience and music
- ADR, Foley and FX on film
- Sound cues

# Attended every rehearsal



#### Went on location



# The result:

# Why spatial audio? (Who cares?)

"His [Raoul's] performance in particular is chilling"

"A brilliant mix of theatre, video and physicality with a strong story"

"Atmospheric and intriguing, I left wanting to discover much more"

"Clever usage of film took the audience well beyond the confines of the theatre."

"I hate the theatre - The play was fantastic!

Expert use of ambient sounds and music."

"A sterling performance...
wonderful film support...

Never mind if you prefer cinema - go and see this!"

"This play makes his story very personal, cleverly taking the audience into his experiences and hopes."

# Why Spatial Audio?

- A greater sense of immersion
- Audiences enjoy the experience
- Opportunities to inspire others

# To get started

- Use what you've got
- Ask for help
- Find a great opportunity

## Conclusion

- All about the experience
- Creativity is crtitical
- Keep spatial simple

# Thank you for listening

Stay in touch:

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