

Sound Balance (Drama: This group of keywords relate to the musical drama)

- Sound Levelling: balancing what you read in the score.
- Sound Detail: that you hear what you read in the score in every detail.
- Sound Dramaturgy:
- Sound Theater:
- Sound Priority:
- Sound Presence:
- Intimacy:
- Immersive and its metaphors:
 - Immersive Image:
 - Immersive Curtain:
 - Immersive Carpet:
 - Immersive Shower:
- Ensemble:
- Blend:
- Timbral polyphony:
- Natural / Artificial Room Information:

Sound Reinforcement (System or Technical Keywords)

- Natural Sounding Amplification: that you are not aware of amplification, that the sound is as natural as it would be without amplification. The goal to strive for!
- Direct / Indirect: direct sound is heard exactly where you see the sound source, without any distortions by reflections or reverb. Indirect is distorted by reflections, reverb.
- Sound Source Localisation: hearing the sound from the spot it is produced.
- Spatialisation: moving sound sources in the space.

Sound Quality (Glue) - When Drama and System work together

- Sound Image/Picture:
- Sound Size:
- Sound Layers:
- Sound Color