

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

- Sound Levelling: good balancing of the acoustic information
- Sound Detail: possibility of listening to every small or gentle detail
- Sound Dramaturgy: acoustical support of dramaturgy
- Sound Theater: very important
- Sound Priority: depending of dramaturgy
- Sound Presence: keeping sound audible
- Intimacy: not loud but very accurate sound
- Immersive and its metaphors:
 - Immersive Image: very lively sound image
 - Immersive Curtain: lively acoustical cover
 - Immersive Carpet: lively background sound image
 - Immersive Shower: lively acoustical special effect
- Ensemble: total sound impression
- Blend: Sound mix
- Timbral polyphony: balancing of voices dependent of the dramaturgy
- Natural / Artificial Room Information: operational use of room information

Sound Reinforcement (System or Technical Keywords)

- Natural Sounding Amplification: you don't notice reinforcement
- Direct / Indirect: present sound vers. dull or reverberant sound
- Sound Source Localisation: localization of sound source according to visual
- Spatialisation: Moving sound sources through the room, also independent from visual

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

- Sound Image/Picture: artificial buildup of sound depending on the dramatic composition
- Sound Size: sound fitting to the visual impression or different size for artificial reasons
- Sound Layers: Front sound important, background sound less important
- Sound Color: changing sound by adding or remove special frequency ranges