

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

- Sound Levelling:  
Put the level of the musical sources so they are hearable for everyone in the public
- Sound Detail:  
Every note or syllable should have the same level and quality
- Sound Dramaturgy:  
The accomplished sound should fulfill the dramatical intension of the composer.
- Sound Theater:  
A theater with adequate sound equipment.
- Sound Priority:  
Sound should have priority over light and video when performing music is the goal
- Sound Presence:  
As present as intended by the composer
- Intimacy:  
Too vague
- Immersive and its metaphors:  
A psychological phenomenon that depends very much on a persons background and mood.
  - Immersive Image: should correspond with the message of the “story”
  - Immersive Curtain: ??
  - Immersive Carpet: ??
  - Immersive Shower: ??
- Ensemble:  
Must be motivated and positive
- Blend:  
As prescribed in the score, when with tape, it should have a natural level and tonal balance and become one soundfield.
- Timbral polyphony: see above
- Natural / Artificial Room Information: Artificial should sound natural

### Sound Reinforcement (System or Technical Keywords)

- Natural Sounding Amplification:  
What is natural? Amplifying is always changing the nature of the source (e.g. it becomes louder or very direct)
- Direct / Indirect:  
There should be an equal balance between directness and indirectness of all musical sources.
- Sound Source Localisation:  
Depends on the intention of the composer, normally from the direction of the source, but as an alienation things are different
- Spatialisation:  
Putting soundsources (natural and amplified) in a 3D (actually, Left/Right, Up/Down, Front/Back) soundpicture. What normally is called stereo I would cal 1D.

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

- Sound Image/Picture:  
As intended and depending very much on the kind of music
- Sound Size:  
As intended by the composer, but when one tries to create an “acoustical” (balanced) realistic sound, the reverberant picture should match what one expects from the visual (size) impact of the space
- Sound Layers:  
Combi of tape, (amplified) sources and reverb (natural and artificial)
- Sound Color  
Balancing sub-low-lowmid-himid-hi right.