ASSISTANT SOUND DESIGNER / ENGINEER
The Sound Designer / Engineer is responsible for all production sound needs as determined by the Director.

Prerequisites for Assistant Sound Designing:
- Must have shadowed*/otherwise participated in a previous production
- Strongly suggested classes: Foundations of Design and Sound Design

Responsibilities
- Contact faculty design advisor at the beginning of the semester to schedule regular meetings
- Familiarize yourself with Design Process Expectations; know all design deadlines
- Read the script and communicate with the Sound Designer to understand their intentions and ask questions
- Assist the designer in their research
- Keep track of production deadlines
- Take notes during production meetings and tech rehearsals and share these notes with the designer
- Help monitor/participate in the speaker hang/positioning and programming

Participation
- Regular meetings with Sound Designer and periodic check-ins with Faculty Advisor
- First Meeting (Director's presentation)
- Design meetings
- Weekly production meetings
- Designer Presentations (often at First Read-through)
- Attend agreed upon rehearsals prior to the designer's arrival
- Appropriate run-throughs
- All technical and dress rehearsals
- Strike

Any release from these assigned tasks must be approved by the faculty advisor in advance.

*Shadowing (*may be waived with consent of supervisor*)
Shadowing a production allows students to be in the room during discussions, take on minor responsibilities, and get the sense of a Harper Joy Theatre Production without any prerequisites or experience. To shadow during a production, contact the designated Faculty Advisor.