

Black Box Sound Design Checklist Preliminary materials	Due:
<ul style="list-style-type: none"><li><input type="checkbox"/> Sound statement, design objective defined for the play</li><li><input type="checkbox"/> Cue synopsis</li><li><input type="checkbox"/> Pre-visualization through image or sketch</li><li><input type="checkbox"/> List of characters, mics</li><li><input type="checkbox"/> Rough sound plot/ signal path</li></ul>	

Finished Sound Plot Package Checklist	Due:
<ul style="list-style-type: none"><li><input type="checkbox"/> Drafts of sound plot/ signal path/ intercom signal path</li><li><input type="checkbox"/> Equipment notation</li><li><input type="checkbox"/> Theatre architecture drawn in (.5mm)</li><li><input type="checkbox"/> Legend with appropriate symbols used</li><li><input type="checkbox"/> Title block</li><li><input type="checkbox"/> Note box if needed</li><li><input type="checkbox"/> Masking/scenic elements drafted in (.3mm) and labeled</li><li><input type="checkbox"/> Appropriate numbering and lettering of sound positions and equipment</li><li><input type="checkbox"/> Appropriate routing notated</li><li><input type="checkbox"/> Dimensioning and/or scale drawn</li><li><input type="checkbox"/> Sectional indicating trim of hanging equipment</li><li><input type="checkbox"/> Paperwork: Mic plot, cue status, orchestra plot (if needed)</li><li><input type="checkbox"/> Studio Pro Tools sample, QLab sample</li><li><input type="checkbox"/> Review your own work. Can the department sound manager understand it?</li></ul>	