

TEAM AUDIO CHALLENGE

Texas Only Event

These events are only offered at Texas Thespian Festival and are **not** national qualifying events.

RULES

- Schools can enter as many entries as they would like.
- Teams of 1 - 4 are allowed to collaborate on the challenge. You may use actors to complete the script/voice over requirements
- Entrants will use the scene provided to create a 1 - 2 minute audio design.
- All elements of the sound design must be original student work. If it is in the public domain, students need to change or update to create their own vision.
- Directors will sign off that work is original work.
- The script/prompt may not be altered in any way. The order of events and how the script/direction is navigated is what is being judged.
- The time period may be changed as long as it is supported by the final product and concept statement.
- All designs are due by midnight on **October 28, 2024**. Winners will be announced at each festival with the top sound design for each festival being played during opening ceremonies.

WHAT TO PREPARE

- Track is 1 - 2 minutes in length
- Design Justification (PDF)
 - 7-10 sentences explaining the thought process, any time period updates, challenges you faced and how you overcame them.
- Final Track Includes
 - At least 2 Music Tracks- Orchestral Only, No Vocals
 - At least 2 Foley Sound Effects
 - At least 2 Voice Overs
 - At least 2 Ambient Sound Effects
 - Note: If a sound design is done effectively you will have many more than the minimum listed
- Submit 3-5 screenshots on how you made the digitally edited or created Sound FX or made changes to the original source material for the other elements (JPEG or PNG)
- Submit a PDF or Word Doc of your sound cues on the script provided



4 (Superior)**3 (Excellent)****2 (Good)****1 (Fair)****PRESENTATION**

Presentation **thoroughly explains** the functional and aesthetic role of the executed design and the creative process, demonstrating an in **depth understanding** of their contribution to the unifying concept.

Presentation **explains** the functional and aesthetic role of the executed design and the creative process, demonstrating an **understanding** of their contribution to the unifying concept.

Presentation offers a **limited explanation** of the functional and aesthetic role of the executed design and the creative process, demonstrating a **partial understanding** of their contribution to the unifying concept.

Presentation **offers little or no explanation** of the creative process and/or fails to explain the executed design and their contribution.

RESEARCH

Comprehensive and **detailed research evidence** addresses the artistic and practical needs of the production and illuminates the unifying production concept.

Thorough research addresses the artistic and practical needs of the production and aligns with the unifying concept.

Limited **research partially** addresses the artistic and practical needs of the production and/or **inconsistently** supports the unifying concept.

Research fails to address the artistic and practical needs of the production and/or lacks alignment with the unifying concept.

INTERPRETATION

Design choices powerfully enhance and communicate the mood, style, period, locale, and genre of the play, and demonstrate a unique voice.

Design choices communicate the mood, style, period, locale, and genre of the play and align with the given circumstances.

Design choices partially communicate the mood, style, period, locale, and genre of the play and do not distract from the given circumstances.

Design choices **fail to communicate** the mood, style, period, locale, and genre of the play; choices may or may not support the given circumstances.

DESIGN JUSTIFICATION

Comprehensive explanations justify the design choices, **illuminating** the connection between the artistic and practical needs of the production.

Appropriate explanations justify the design choices and **demonstrate** the connection between the artistic and practical needs of the production.

Partial explanations somewhat connect the design choices with the artistic and practical needs of the production.

Limited explanations fail to make the connection between the design choices and the artistic and practical needs of the production.

EXECUTION

Detailed products communicate and enhance artistic ideas and choices to provide **exceptional** support for the script and unifying concept.

Products **communicate** artistic ideas and choices that support for the script and unifying concept.

Products **partially communicate** artistic ideas and choices and/or **inconsistently** support for the script and unifying concept.

Products **lack a clear focus and/or fail to support the artistic ideas and choices, script and/or** unifying concept.

RATINGS**4 - Superior***(Score of 20-18)***3 - Excellent***(Score of 17-13)***2 - Good***(Score of 12-8)***1 - Fair***(Score of 7-5)*

TEKS Theatre I. 1F, I.1G, I.1H, I.3A, I.3C, I.3D, I.4A, I.4B, I.5B, I.5G **Theatre II.** 1F, II.3B, II.3C, II.3D, II.3E, II.4A, II.5B, II.5C, II.5D **Theatre III.** 1F, III.3A, III.3B, III.3D, III.3E, III.4A, III.5B, III.5F, III.5H **Theatre IV.** 1E, IV.1F, IV.3A, IV.3D, IV.3F, IV.4A, IV.5B, IV.5F, IV.5H