

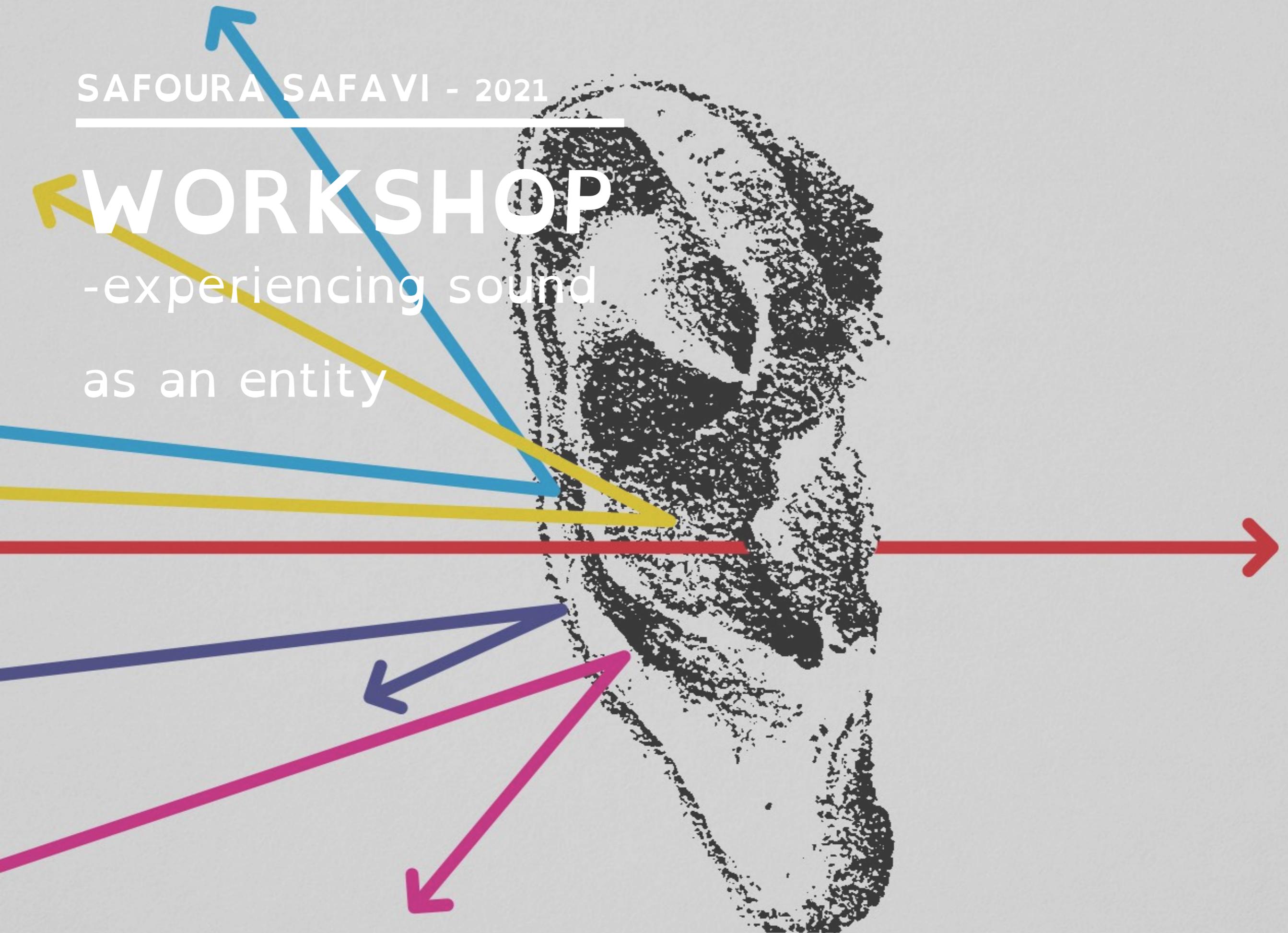
SAFOURA SAFAVI - 2021

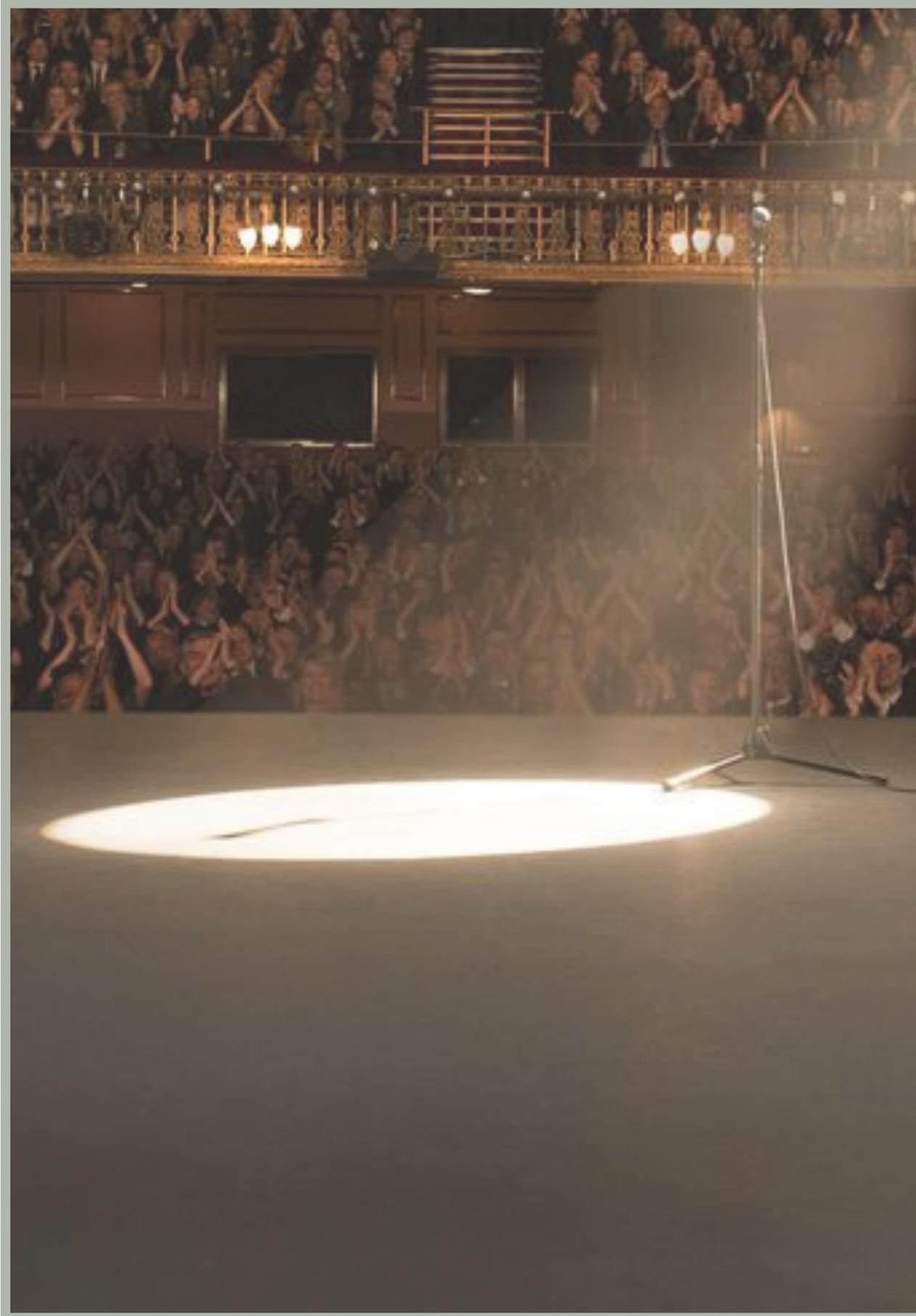
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# WORKSHOP

-experiencing sound

as an entity





## Why this workshop?

The intention behind this workshop is to raise awareness about the powerful role of sound in stage art productions.

Having worked as an artist/musician for decades and as a sound-designer for theatre many years, I have noticed a need for a deliberate discourse about the function of sound in stage art performances.

Living in a very visually oriented world we tend to forget the many elements influencing what we see and experience, such as sound.

By taking a playful and creative approach, I believe this workshop can help broaden the audible perspective when making stage art.

The workshop is principally dedicated to professionals working with stage art but can of course also be explored by any stage-art aspirant. My wish is to give the participants an extended terminology when working with sound and to invite them to experiencing sound as an entity.

The workshop consists of 7 creative exercises.

Each exercise is followed by a reflective section where we as a group deliberate on the many questions and thoughts which arise.

The full workshop takes approx. 4h depending on the quantity of participants, but can also be conducted in 2h for a smaller group, choosing only 3 to 4 exercises to explore.

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# Relating

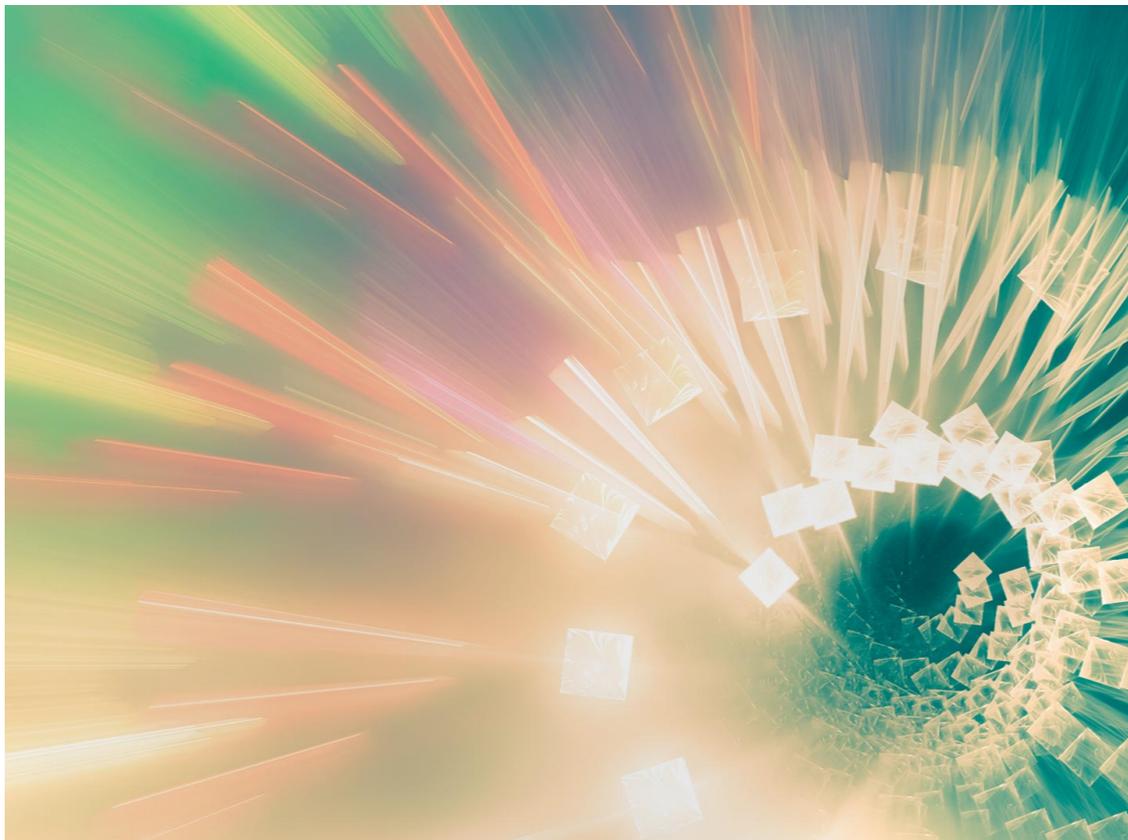
When experiencing an artistic performance some of us are more inclined to use an auditive sensibility while others naturally take a more visual or kinesthetic approach in sensing/communicating with the piece. However, all our possessed senses work together when shaping our sense of reality. In this workshop I wish to make sound our focus point in order to expand our audibility.

## Sound is vibration. Our whole universe is in constant motion.

In this workshop I would like to introduce the idea of sound being an entity. A free forming entity that basically can take any shape or design and become anything from a character, an attribute, a sensation to a space a distraction or a narrative.

Through various playful exercises, we will examine some key concepts which can be useful when relating to, or communicating with - sound.





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# Terminology

## Sound

When material vibrates, the movement affects its surroundings and also the air molecules around it.

When this movement in the air reaches our body, it becomes amplified by our ears and travels in to our heads. If our brains can identify these vibrations, we call it - sound.

## Music

It is said that the word Music originates from the word **Muse**. In ancient Greek mythology the Muses were the protectors of the arts, inspiring great thinking and godliness!

By creatively using different sounds, we can give rise to the elements of melody, rhythm and harmony. When the combination of these aural elements evoke an elevated sensation in us, we usually call it - music.

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# Requirements

Participants: *Minimum*2 - *Maximum*12 per session

Length: *Short version* 2 hours - *Full workshop* 4hours

Equipment provided by the venue:A Stereo PA System

- \* **One microphone on a stand**
- \* **A table for computer**
- \* **Chairs for all participants**
- \* **Notebooks and pens for all participants**

Equipment provided by the the workshop leader:

- \* **Computer with Qlab**
- \* **Midi keyboard**

Information to all participants:

- \* **That they are about to take part in a playful and physical sonic workshop called AudioEntity!**

