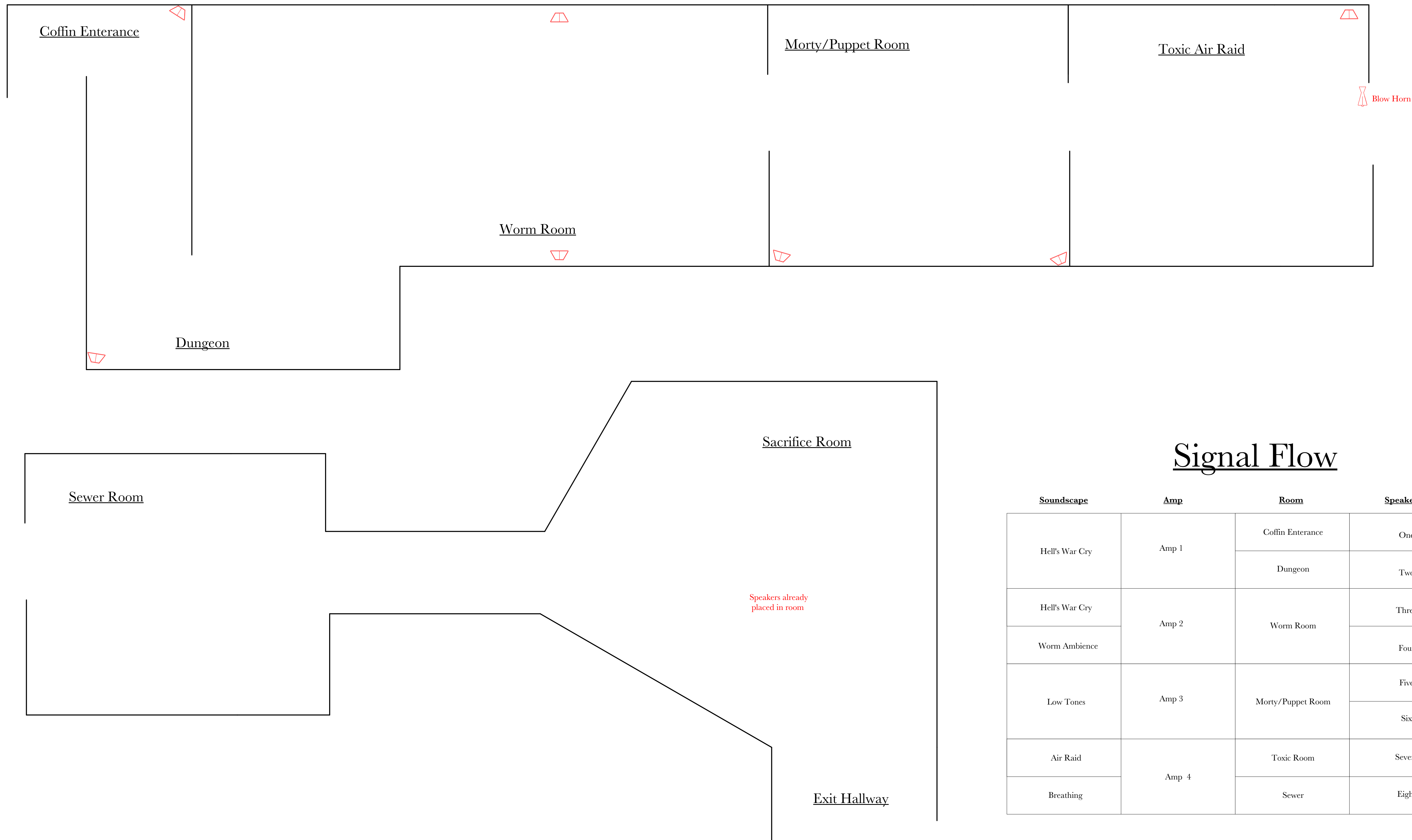


Basement of the School House Drafting



Signal Flow

Soundscape	Amp	Room	Speaker
Hell's War Cry	Amp 1	Coffin Entrance	One
		Dungeon	Two
Hell's War Cry	Amp 2	Worm Room	Three
Worm Ambience			Four
Low Tones	Amp 3	Morty/Puppet Room	Five
			Six
Air Raid	Amp 4	Toxic Room	Seven
Breathing		Sewer	Eight

Project **Haunted Lab and Schoolhouse**

Company **Factory of Terror in Akron**

Sound Designer
Stewart Blackwood

Employer **John Eslich**

TD **Liam Roth**

Notes
Speakers: 7
Amps: 4
Blow Horns: 1
-Any speaker placed in this way:
Means that it will be used for enviornmental effects and placed on sight. It will be the only speaker playing its material, so interference won't be an issue.
-Assume each speaker is playing its own material even if two are connected to the same amplifier. This will be done by plugging both of the outputs of the amp into two different speakers. The track playing from the SD card will be panned hard left and hard right to give each speaker its own material.
-All speakers not playing enviornmental effects are attached the wall or ceiling facing down.

Equipment
PFA Class T Amplifier
Speaker impedance: 2-8
Output power: 100W
Input Power: 9-14.4 V
Dual LU53PB3 Speaker
125 Watt
Power handling 60-125watts
Impedance 6-8 Ohms

Draft
V1

Purpose
Speaker Quantity & Placement

Date 3/27/17 | *Version* 7