PTANW presents

TROMPE-L’OEIL

Musical Score Rundown

1. **Black Hole**

MUSIC: Track 1 Loop (PTANW Ouverture)

SFX:

* Metronome ? [softly underlying]
* Black Hole Static [when it appears]

1. **Falling**

MUSIC: Falling 1

SFX:

* Skydive
* Rush
* Water Impact [the moment they hit the blank space ground]

1. **Blank Space**

MUSIC: N.A.

SFX:

* Lightbulb Hum [on loop, gradually increasing until;]
* Knock Knock Knocking on Wood [linked to the stagedoor showing up]
* Key [once the key drops behind the interacteur]
* Wind-up Clockwork [key rotating in lock]
* Sliding Door [door opening]

1. **1st Hallway Intermission**

MUSIC: Full Track Loop 2 (The Writer)  
 [with audio effect of being played in a different room]

SFX:

* Metronome
* Wind-up Clockwork
* Pencil & Typewriter sounds [coming from beyond the first door]
* Cathedral Entrance [opening the door]

1. **Writer’s Room**

MUSIC: Full Track Loop 2 (The Writer)

[linked to the pencil, a radius that gets more overwhelming the closer the user gets to the centre]

SFX:

* Ancient Typewriter (the keys)/Decisive Pencil Drawing [trail towards the pencil]
* Pullback Typewriter [taking the wrong turn]
* Metronome ambiance

Pencil Pick-up:

* Antique Chimes [louder and louder as they make their way back]
* Paper Pencil
* Library Quake [once book cases rearrange + screen shake]
* Cathedral Entrance [sped up, to simulate effect of slamming door shut]

? Presence ?

1. **2nd Hallway Intermission**

MUSIC: Music Box (The Performer)  
[coming from the theatre doorway]

SFX:

* Cathedral Entrance [second door]
* Pencil Sharpener [Lock next to second door]
* Orchestra [as the interacteur goes through the vestibule]

1. **Stage Fright**

MUSIC: Music Box (The Performer)

SFX:

* Spotlight [as they enter the theatre]
* [focus on the Music]
* Wind-up Clockwork [softly, to add to the music box]
* Whispers [Pick-up, and momentary darkness?]
* Spotlight reprise [Light on the crowd]
* Laughter & Clapping

1. **IMPOSTER RETURN**

MUSIC: Falling 1 [inverted?]

SFX:

* Elevator

? (maybe a ping, and button press...

* Rush in reverse

? Maybe a collapse of all different sound effects as they make their way back to blank space; the place crashing in on itself?