Storyboard the visit · example

Fill this page in on site, after two minutes of listening.

EXHIBIT OR SPACE	YOUR NAME	DAY AND TIME
The Shoreline Room	*Billy*	*Sat 2:15 pm*

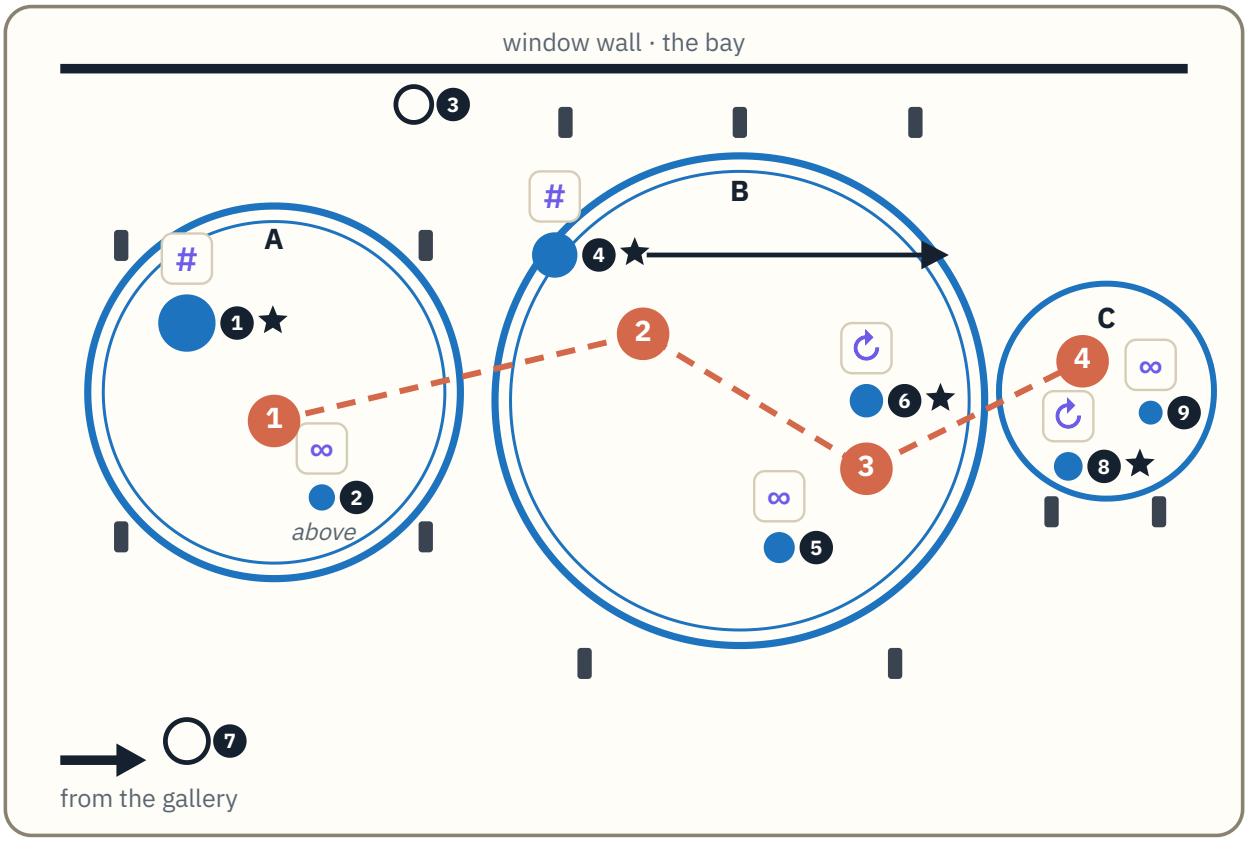
1 · THE CONCEPT What is this space about, in one line?

The same shore, sixty years apart. Listen to what changed.

THE ARC What is the beginning, middle, and end?

BEGINNING	MIDDLE	END
A wild shore you hear before you see it: surf, wind, gulls.	*The same shore today: motors and voices crowd in; a slider turns time back.*	*A bench, one voice remembering over a soft melody.*

2 · ZONES AND 3 · SOUNDS Circle each zone. Number each sound and list it on page 2. Star the key sounds. Add speakers in colored pen.



ZONE	NAME: HOW IT CONNECTS TO THE CONCEPT	PATTERN: LINEAR · SELF-DIRECTED · STAY	LEVEL: IMMERSIVE · AMBIENT · QUIET	SPEAKERS ▮
A	*Then: the wild shore*	*Self-directed*	*Immersive*	*4*
B	*Now: the working shore*	*Self-directed*	*Immersive*	*5*
C	*The bench*	*Stay*	*Ambient*	*2*

PENCIL ◯ Zone ○ In situ sound ● Designed sound •● Bigger = louder → Moves ★ Key sound --- Anticipated visitor path 1 Walk stop Write *above* or *below* beside a sound for height.

COLORED PEN · SYSTEM ▮ Speaker # Fixed media ∞ Generative ↻ Responsive

Sounds, the walk and the system · example

Fill this page in afterward, at a table. Single-sided is fine.

3 · SOUNDS One row per numbered sound on your map. Star the ones that carry the concept.

#	SOUND	IN SITU OR DESIGNED	WHERE: ZONE, ABOVE OR BELOW	LOUD 1–3	MOVES →	PLAYS AS # ∞ ↻	IN SITU: IGNORE · MITIGATE · MASK · ACKNOWLEDGE · INCORPORATE	★
1	*Surf on gravel*	*Designed*	*A, B · low*	*3*		#		★
2	*Gulls and a heron*	*Designed*	*A · above*	*1*		∞		
3	*HVAC hum*	*In situ*	*By the window*	*2*			*Incorporate: it becomes a generator*	
4	*Outboard*	*Designed*	*B, along the window*	*2*	→	#		★
5	*Voices on the dock*	*Designed*	*B*	*1*		∞		
6	*Time slider*	*Designed*	*B, at the rail*	*2*		↻		★
7	*School groups in the hall*	*In situ*	*By the door*	*3*			*Mask, under the surf*	
8	*Her voice*	*Designed*	*C, at the bench*	*1*		↻		★
9	*Soft melody*	*Designed*	*C, at the bench*	*1*		∞		

4 · THE WALK One visitor, stop by stop. Read the tags in a row: that is your arc.

STOP	ZONE	ATTRACT · HOLD · RELEASE	TIME	WHAT THEY HEAR, AND WHAT THEY DO
1	*A*	*Attract*	*30 s*	*Surf, wind and gulls. They slow down and look for the water.*
2	*B*	*Hold*	*2 min*	*An outboard crosses the window wall; voices drift up from the dock.*
3	*B, rail*	*Hold*	*2 min*	*They move the slider: the motors thin out, the gulls come back.*
4	*C*	*Release*	*3 min*	*A soft melody plays. One voice remembers. They sit, and go quiet.*

5 · THE SYSTEM Speakers go on the map; # fixed · ∞ generative · ↻ responsive go in the table above.

INTERACTIVE ELEMENTS (SENSOR, TABLET, BUTTON) AND WHAT THEY CHANGE

Slider at the rail crossfades then and now; seat sensor at the bench starts her voice over a generative melody.

ONE LIMITATION: THE ROOM, THE BUDGET, THE NOISE NEXT DOOR, WHERE SPEAKERS CAN GO

Glass reflects sound; school groups pass on weekdays; speakers can only go where there is power and a place to mount them.

Then: keep both pages, add one line on what surprised you, and bring them to Module 2. **No printer?** Copy this onto any paper, or fill it in on a tablet.