

Cork Ignite Audio Description

Please note the timings below have been changed due to the event technical set up. The running order is correct

Pre show - Before the show starts a red countdown clock appears and safety messages appear which are presented on the building as text as well.

0:00 – 0:48 Text Loop In this opening section, with changing white symbols against a black background, we have the sound of water drops as they splash into a pool. Please note this section may loop a few times for several minutes.

New section : This section may change slightly or be followed by a short piece which says, 'We are still here' and a morse code beeping noise

0:59 – 1:24 “Warning” Now we must prepare to be startled by sound. This piece opens with a foreboding and persistent alarm. As the sequence progresses different alert and alarm sounds enter the fray one by one to create an unsettling, almost terrify chorus of dischord. The suspense is palpable.

1:24 – 2:24 - Intro This sequence begins with an eerie post apocalyptic wind sound effect. With the entry of a low subby bass rumble it feels like we are perceiving the beginning of a digital earthquake. We now face another attack on the senses with a menacing swirl which becomes ever more unnerving the higher in pitch and faster in speed in gets.

As the sequence progresses other beeps and buzzes enter the sonic collage, building tension until alas we culminate to a steady humming drone which holds us in suspense.

2:30 – 3:12 'Inky' Mirroring the images we see here, sweeping orchestral chords give us a sense of fluid foreboding in this passage. The music gives us a sense that we are about to reach some kind of breaking point.

As we begin to see the distorted images of human faces we can almost sense human voices struggling to break through. This is made all the more menacing by a demonic drum which beats terrifying blows through the passage.

3:22 - 5:05 Pong We are introduced to this sequence by a robot voice which announces “data connection established”. We then hear what sound like digital interactions and robotic computer sounds. These sounds give us a sense of a futuristic world here which is quickly juxtaposed by a scene depicting the classic arcade game ‘Pong’.

Each time the ball is struck we hear a blip which gets louder each time. When the ball goes out of play we hear a lower pitched buzz.

The lightning is as much an audio as it is a visual shock. For every bolt we sense a sharp stab of electrical charge. As we enter the 3D section we feel an underlying rumble as if two massive objects are frantically rubbing against one another. For each lightning bolt we are treated to invasive metallic bursts.

5:05 – 7:36 Fold Up and Down Earth shattering, aggressive thuds accompany each slab as they pound their way down the building in the opening of this sequence. Silence accompanies the following retraction and triangulated descent of the slabs.

As the phrase “we are still here” appears on the screen we are delivered a series of morse code style beeps as if putting a message out in earnest. Fluttering sounds aptly correspond with the following visual movements which are underscored by dark low wind like swirls.

As the phrase “this is our journey” appears we are again presented with the morse code beeping effect.

The spinning slabs sound as if they are cutting through the air. Now enters an electronic bass line which adds tension as the sound opens out. We then feel the train speed along its tracks and as the slabs descend we notice a decrease in tension as the bass line sound closes in.

Accompanying the spinning slabs is a whirling wind effect. As the traffic scene is revealed the bass line opens up once again and we are subjected to the stressful sounds of a busy traffic jam. This sonic pattern continues until the corn field is revealed whereby we hear a distorted wind effect.

7:36 – 8:34 Flowers Plucked guitar strings create a relaxed yet stimulating vibe here. The vines growth is accompanied by a slithering sound as they creep along. With each flower there is a ‘pop’ and as the centre flower bulges it is accompanied by an inflating whoosh sound. The dotted green creepers move with a ticking noise. As each flower falls there is a low plucking noise and the centre flower bulges again to the inflating whoosh until it explodes to the same ‘pop’ sound.

8:41 – 10:53 Shadow Puppets An atmospheric breezy drone opens up this sequence to accompany this shadow puppet imagery. Interspersing this sound is a heartbeat-like kick drum coupled with the sounds of farm animals and an accordion playing in the distance.

As the images cascade the kick drum beat gathers pace building suspense which releases into a nonchalant bass heavy hip-hop groove. Flapping wing sounds accompany the visual of dove-like birds released into the open. As the two figures take flight a grinding bass line is introduced adding to the mood of this piece. At this point we hear the sound of seagulls in the background too.

Crowd sounds accompany the shadow images of people on screen right at the point where a melancholy piano part enters the sonic landscape. Sounds of the ocean fill the air as images of the sea appear in front of us followed by the boat which sails into picture. As the boat falls the music breaks down to a dreamy thought provoking melody played on a plucked string-like synth sound.

10:53 – 11:59 Map With this beautiful change in visual aesthetic there is a 'splash' as the boat hits the water. A sweet traditional melody enters here on a fiddle. The melody flows along as does the boat on its journey and is then joined by a second fiddle adding to the serenity. The sound of crumbling rock and stone accompanies the towers as they fall leaving us to enjoy a map of the cork of olden times.

11:59 – 14:05 Blocks turn. A bang/crash starts this sequence. In this sequence we are presented with the sound of hard friction created by stone moving on stone along with the crumbling of rock and slamming columns. From this chorus of rock movement emerges an electronic synth line. Tension builds as this synth sound opens out and closes in. Eventually we are subjected to a huge crash as the building crumbles to the ground.

14:05 - 15:08 Finger Point A futuristic warping tone accompanies the hand as it moves to the centre of the picture. We are surprised by a demolition ball sound effect as the bricks begin to disperse. The demolition sound repeats and is interspersed with a piercing glassy sound as the bricks coalesce.

15:08 - 16:21 Clock This sequence opens with a low pitched ticking clock effect. Two huge blasts accompany the two sections of the building as they fall forward revealing the building as a cuckoo clock. After the clocksmith places the cog we are presented with the sound of the inner workings of a mechanised clock. Each time the bird appears he chirps "cuckoo".

The banging fist creates a thunderous blast followed then by the sounds of the wooden doors being closed. There is a humorous squeak as the clocksmith turns the bird's head. Now it seems the clock is fixed and after the clock face is pressed down a collage of clock sounds build; ticks and tocks, the turning of cog wheels, a train of "cuckoo, cuckoo, cuckoo" from the bird all culminating to dead silence as we get a thumbs up.

16:21 - 17:52 Water This watery scene features many sounds of nature. The sound of water droplets become the sound of pouring rain which is then accompanied by thunder. The lightning bolts are married with bursts of static electricity. Consequently we hear the sound of flowing water interspersed with the sounds of birds and bees. We then have the sound of water filling a

tub as it begins to fill the screen. Underwater bubbly noises finish the scene along with an underlying drone.

17:52 - 19:33 Boxes and Circles An ethereal, trancy synth sound opens this sequence followed by a light percussive groove. A lyrical melody emerges as the synth sound evolves and opens out. Suitably, a stomping beat kicks in matching the pulsing visuals. As the triangles and squares appear on screen they are accompanied with percussive stomps which give us a walloping impact. The sequence finishes with a dramatic boom.

19:33 - 19:40 Warp A warbling synth sound mimics the movement of the building for this short interlude.

20:10 - 21:40 Car and Piano Time now to go for a fast car ride. The car engine revs as the buildings whoosh into place. The car stops and loudly revs its engine and we hear the sound of its horn beep excitedly. The buildings continue to make a whooshing noise as a synth bass melody enters and opens out. The Shandon Bells appear to a bell toll. The bell tolls with explosive sounds as each new level appears and disappears.

The piano appears to a light tinkling sound. The low notes of the piano bellow as the hand strikes them and as it sweeps we hear each note as one surpasses the other in pitch height. As the piano snakes around the screen we hear discordant meanderings as it takes us on its journey. The car revs and beeps followed by continued manic dischords from the piano. We then have huge explosions as it crumbles through the building followed by heavy destructive blasts as the building crumbles.

22:13 - 24:24 Windows. This floor stomper opens with a monk-like chant. Prepare to get those dance moves on. A big club beat drops with a menacing synth melody grating by on top as the windows illuminate. The beat grooves in time with the windows visual pulse. A danceable bassline enters and pushes upwards the clubby vibe. A drum roll marries with the strip light effect on the windows.

Next we have a euphoric breakdown with celebratory “ooooh’s” chanting along to the rhythm. A big synth rising tone builds creating a high octane tension which releases as the beat drops once again creating a pounding clubby intensity.

A slower, dark passage then abruptly arrives changing the vibe to a downtempo swell only to kick right back into the euphoric stomping beat which finishes suddenly with a big bang.

24:25 - 25:51 Cannon Ball We are back to the arcades in this sequence. As two cannons battle it out for points we are presented with a collage of digital sounds from explosions to static to electronic flutters. The bonus round sees a flurry of these futuristic battle noises culminating in a massive digital explosion to finish.

25:55 - 26:02 Wobble Warbling synth sound mimics the movement of the building for this short interlude.

26:02 - 28:00 Train This piece opens with an uplifting, florid piano movement with a spark of electricity as the bulb illuminates. Glorious chimes accompany the rows of bulbs as they too light up and transverse to match the uplifting nature of the music. The last bulb blows out to the sound of a gong.

The man in the first window says "thank you" to us as the piano continues to roll. Thank you too sir. As the train makes the sound of an old steam train on its tracks as it makes its journey. The piano is then joined by the drums and the guitar rocking up the musical landscape.

28:00 - 31:46 Finger Point Once again a futuristic warping tone accompanies the hand as it moves to the centre of the picture. The demolition ball sound effect reappears as the bricks begin to disperse. The demolition sound repeats and is interspersed with a piercing glassy sound as the bricks coalesce. This time though we are treated to ethereal, glassy tones as the colour streams make their way around the screen. As the scene progresses a familiar melody and string pattern join the soundscape. A drum beat adds further fervor to the recipe. Finally silence falls as we see the petals float away.

Credits: Uplifting strings music accompanies the credits

32:54 - 33:27 To close we have an sprightly up-tempo, brass led jazzy outro.

Words by Cian Walsh BMus