

ARI & NOAH

05 SOUND AND CUE GUIDE

External cue register, sound grammar, motifs and protected audio events

OPEN PRIVATE DEVELOPMENT MATERIAL

Jay E. Eff / Auteur Visuel
Version 1.0 - 5 August 2026

Cue status

The cue notes are development instructions, not new dialogue. They support private experimentation and may be simplified where resources are limited, provided the dramatic information and protected events remain clear.

1. Global sound grammar

- Sound is a dramatic information layer, not decorative underscoring.
- Recurring rooms and objects should remain recognisable without becoming repetitive sound logos.
- Messages, calls, playback and interior speech need distinct but restrained treatments.
- Transitions should change place and time without a narrator.
- Silence is active and timed; it should not be filled automatically.
- Low-frequency information requires an equivalent non-auditory path.
- Ways In is a complete sound work and must not be reduced to transition music.

2. Recurring acoustic and object families

Family	Function
Ventilation / radiator / plumbing	Connects work, home, building systems and the final ordinary room.
Almost-blue bowl / keys / small objects	Carries household continuity and objects without tasks.
Recorder / Table Ear / waveform	Carries Sam's developing authorship.
Camera / empty rooms	Carries Ari's unclaimed attention and later continuity.
Phones / messages / shared note	Carries information states, responsibility and delay.
Calendars / time changes	Carries practical decisions and the opening-to-ending ring.
Transport / crossing / route displays	Carries competing information systems and movement.

3. Ways In - protected source timeline

Time	Sound event	Access / clarity requirement
0:00-0:25	Key enters a lock without turning.	Keep internal collisions close and dry.
0:25-1:05	Two apartment door closures.	Difference must be audible; no verbal ownership label.
1:05-2:25	Bus, crossing signal and delayed station announcement over a passing train.	Announcement remains clear enough to be wrong.
2:25-3:10	River through metal and one bicycle bell.	Provide equivalent access for near-threshold low-frequency detail.
3:10-3:45	Heavy print-hall door; vibration continues after latch.	Visible or tactile equivalent recommended.
3:45-4:45	Empty municipal hall: ventilation, relay and distant chairs.	Room remains between uses; no music.
4:45-5:10	First key returns, enters and turns; piece ends before door opens.	Hold uncertainty before applause.

4. External cue register

Scene 1 - THURSDAY

Cue	Family	Instruction	Timing	Priority
AN-ODP-S01-C01	Cue-only revision	Carry the change with a short device/calendar readout and one edit sound; maximum 4 seconds.	0	Essential unless stated in source action
AN-ODP-S01-C02	Retain with voice lock	Use one sender identification on first entry, then preserve performer voice and notification family.	0	Essential unless stated in source action
AN-ODP-S01-C03	ACOUSTIC BRIDGE	Ventilation changes register and resolves into radiator taps before Sam's 'Do not move.' Function: Establishes place without narrator.	04-05	Essential transition
AN-ODP-S01-C04	Bridge lock	Ventilation changes register and resolves into the apartment radiator taps before Sam speaks.	+1	Essential unless stated in source action
AN-ODP-S01-C05	Foley motif	Newspaper, ceramic shelf contact, then three later object deposits: battery, transit card, screw.	+3	Essential unless stated in source action

Scene 2 - COMPETENCE / LIMITED PLACES

Cue	Family	Instruction	Timing	Priority
AN-ODP-S02-C01	SFX substitution	Electrical tick increases, plastic housing clicks, manager disconnects power; do not add explanatory dialogue.	+1	Essential unless stated in source action

Cue	Family	Instruction	Timing	Priority
AN-ODP-S02-C02	Performance calibration	Keep bank voice dry and procedural; Noah remains concrete and paced, with a short hold before 'Will it?'.	0	Essential unless stated in source action
AN-ODP-S02-C03	Foley precision	Use wood/doorframe contact, repositioning breaths and the collective 'No' as the release.	+2	Essential unless stated in source action
AN-ODP-S02-C04	Hold lock	Minimum 1.5-second silence after 'Now'; then click, white-page pause and receipt tone.	+2	Essential unless stated in source action

Scene 3 - OPEN WINDOWS

Cue	Family	Instruction	Timing	Priority
AN-ODP-S03-C01	Mix rule	Maximum four simultaneous background voices; breeze and exterior traffic establish the open room.	0	Essential unless stated in source action
AN-ODP-S03-C02	Playback treatment	Speaker coloration, transport click and a clear stop define the recorded layer.	0	Essential unless stated in source action
AN-ODP-S03-C03	ACOUSTIC BRIDGE	Recorded room layer loses high frequencies, stops, and reveals the quieter real room. Function: Separates playback from present time.	05-06	Essential transition
AN-ODP-S03-C04	Selective Foley	Foreground only container lid, stove wipe and two glasses placed on the coffee table.	-2	Essential unless stated in source action
AN-ODP-S03-C05	Hold and micro-foley	Coffee pour, one displaced chair movement and distant exterior air; preserve the stillness.	0	Essential unless stated in source action

Scene 4 - THE ROUTE HOME / WHAT SEEMS OBVIOUS

Cue	Family	Instruction	Timing	Priority
AN-ODP-S04-C01	Runtime compression	Use four short musical states plus the held note/metallic knocks; total concert material 55-65 seconds.	-20	Essential unless stated in source action
AN-ODP-S04-C02	ACOUSTIC BRIDGE	Held diegetic note and uncoordinated applause give way to exterior door, rain and crossing signal. Function: Prevents concert overrun.	05-07	Essential transition
AN-ODP-S04-C03	Bridge lock	Applause loses coordination, exterior door opens, rain and crossing signal take over.	+2	Essential unless stated in source action
AN-ODP-S04-C04	Mediated-voice priority	Driver announcement must be clean, central and followed by doors, footsteps and river texture.	0	Essential unless stated in source action

Cue	Family	Instruction	Timing	Priority
AN-ODP-S04-C05	Cue reduction	Use three escalating work cues only; let the double attachment and caretaker exchange carry the rest.	-5	Essential unless stated in source action

Scene 5 - TWO UNITS / A PLACE

Cue	Family	Instruction	Timing	Priority
AN-ODP-S05-C01	Overlap cap	Layer no more than four voices; drop all background speech under the instructor's room question.	0	Essential unless stated in source action
AN-ODP-S05-C02	Document-voice translation	Read each heading once in Ari's working rhythm, not as neutral narration; no repetitions later.	+4	Essential unless stated in source action
AN-ODP-S05-C03	Pause lock	After the acceptance voice, leave one full breath before Sam says 'I got in.'	+1	Essential unless stated in source action
AN-ODP-S05-C04	ACOUSTIC BRIDGE	City Lab acceptance and the printed letter release into evening parts handling and Table Ear construction. Refrigerator motor and paper vibration remain at the source-ordered scene ending after the completed build.	04-06	Essential transition
AN-ODP-S05-C05	Dramaturgical SFX	Three tests only: wood tap, radiator water, bus vibration; each changes scale and claim.	-3	Essential unless stated in source action

Scene 6 - THE OFFER / BEHIND

Cue	Family	Instruction	Timing	Priority
AN-ODP-S06-C01	Role-document voice	Separate term clusters with folder/page handling; retain Ruth as the human offer, not a form voice.	+2	Essential unless stated in source action
AN-ODP-S06-C02	Rhythm calibration	Clicks remain below dialogue; allow Ari's 'And the unplanned things?' to interrupt the mapping texture.	-2	Essential unless stated in source action
AN-ODP-S06-C03	Silence lock	No score. Use balcony air, glass contact and two distinct pauses.	0	Essential unless stated in source action
AN-ODP-S06-C04	Performance pace	Reduce delivery speed by approximately 8 percent and preserve the shift into bed quiet.	+5	Essential unless stated in source action

Scene 7 - SORE THROAT

Cue	Family	Instruction	Timing	Priority
AN-ODP-S07-C01	Vocal safety/intelligibility	Use supported low-volume speech, close microphone and minimal room reflection.	0	Essential unless stated in source action

Cue	Family	Instruction	Timing	Priority
AN-ODP-S07-C02	Mode separation	Gestures use movement/cloth; messages use device voice; spoken lines retain the compromised live voice.	+2	Essential unless stated in source action
AN-ODP-S07-C03	Motif compression	Four anchors: water, thermometer, pillowcase, floor settling. No emotional music.	-8	Essential unless stated in source action
AN-ODP-S07-C04	Ensemble differentiation	Distinct microphone space and speech rhythm; maintain stable ensemble-track identity.	0	Essential unless stated in source action

Scene 8 - THE LATE VERSION

Cue	Family	Instruction	Timing	Priority
AN-ODP-S08-C01	Variation lock	Keep the same key motif but vary room state and who is already present; preserve a stable baseline.	0	Essential unless stated in source action
AN-ODP-S08-C02	ACOUSTIC BRIDGE	Recurring key/bowl/radiator/meal family marks returns, but only one anchor dominates each return. Function: Primary orientation bridge.	18-24 total	Essential transition
AN-ODP-S08-C03	Time-anchor system	One dominant anchor per return: dated message, key/bowl, radiator or meal. Never stack all anchors.	-10	Essential unless stated in source action
AN-ODP-S08-C04	Message priority	Play the missed-message timestamp before the celebratory household sound; do not add explanatory narration.	+3	Essential unless stated in source action
AN-ODP-S08-C05	Contrast hold	Remove routine bed underlay for 2 seconds before Noah's early arrival cue.	+2	Essential unless stated in source action

Scene 9 - NEXT / NOT DONE

Cue	Family	Instruction	Timing	Priority
AN-ODP-S09-C01	ACOUSTIC BRIDGE	Single interface family for OPEN, NEXT and DONE; no neutral narrator and no extra musical stinger. Function: Creates continuity across the dependency argument.	04-05	Essential transition
AN-ODP-S09-C02	Interface grammar	Establish OPEN, NEXT, DONE once. Later state changes use short consistent tones only.	-4	Essential unless stated in source action
AN-ODP-S09-C03	Closure cue	Retain the contract confirmation and single state-change tone; no verbal summary.	0	Essential unless stated in source action

Scene 10 - WHAT COUNTS AS DONE

Cue	Family	Instruction	Timing	Priority
AN-ODP-S10-C01	Bandwidth treatment	Watch fragment is narrow and clipped; full message opens with wider device sound at lunch.	0	Essential unless stated in source action
AN-ODP-S10-C02	Draft-state lock	Draft uses dry typing and no send tone. The 16:25 send receives one distinct confirmation.	+1	Essential unless stated in source action
AN-ODP-S10-C03	Clock separation	Two short clock markers and a full ring establish the two-minute interval.	+2	Essential unless stated in source action
AN-ODP-S10-C04	Institutional confirmation priority	Lena's confirmation is fully intelligible, followed by DONE tone and 1-second silence.	+1	Essential unless stated in source action

Scene 11 - PICKUP

Cue	Family	Instruction	Timing	Priority
AN-ODP-S11-C01	Spatial/message separation	Keep Ari and Noah in distinct acoustic spaces through the Scene 11 route disruption until the home confrontation; the cue is rehomed from Scene 9 because the source event occurs in Scene 11.	0	Essential unless stated in source action
AN-ODP-S11-C02	DEVICE/TRANSIT	Single cancellation alert, changed platform texture, fast exterior steps; no explanatory voice.	6	Essential
AN-ODP-S11-C03	MESSAGE	One missed-call state and one message arrival; preserve unanswered status.	5	Essential
AN-ODP-S11-C04	TRANSIT/BODY	Bus vibration, coat fabric and contained device buzz; do not voice private stage direction.	8	Support
AN-ODP-S11-C05	OBJECT	Connector click, simmer, keys/phone into almost-blue bowl, sleet shaken from coat.	10	Essential
AN-ODP-S11-C06	MIX	Soup movement rises only enough to mark practical timing; never masks Sam.	20	Essential
AN-ODP-S11-C07	ROOM/SAM	Indoor public-building room, group beyond, Sam's recorder playback in clearly bounded speaker coloration.	12	Essential
AN-ODP-S11-C08	INTERFACE	Dry OPEN state, completed pickup line, separate message-history reveal.	8	Essential
AN-ODP-S11-C09	OBJECT/SILENCE	Soft phone-to-table contact, 1.5-second silence after 'Yes. I did.'	3	Essential

Scene 12 - FIVE MINUTES / THE WORDS

Cue	Family	Instruction	Timing	Priority
AN-ODP-S12-C01	ROOM	Radiator ticks, stiff wet sock movement, two coffee pours; no music.	12	Essential
AN-ODP-S12-C02	INTERFACE	Timestamp states read in Noah's working rhythm with one stable history tone.	25	Essential
AN-ODP-S12-C03	PERFORMANCE	No effects on the phrase. Meaning shift must be performer-led.	0	Essential
AN-ODP-S12-C04	HOUSEHOLD	Door, one bare/one socked foot, chair, pouch zip return ordinary time.	7	Support
AN-ODP-S12-C05	WORK/VOICE	Distinct work room and stable Jules track; shared-note update remains subordinate.	9	Essential
AN-ODP-S12-C06	EXTERIOR	Meltwater and footsteps create continuity; keep traffic below all conceptual lines.	12	Support
AN-ODP-S12-C07	Pace control	Allow the Scene 12 self-checkout joke, then clear machine sound under the return to the dependency argument; the cue is rehomed from Scene 9 because the source event occurs in Scene 12.	0	Essential unless stated in source action
AN-ODP-S12-C08	MEDIATED VOICE	Machine voice dry and comic; clear immediately after the joke.	8	Essential
AN-ODP-S12-C09	OBJECT	Rice/pasta movement, coffee package, orange cutting and drawer runner support but do not illustrate every line.	18	Support
AN-ODP-S12-C10	SILENCE	Two short non-overlapping holds; no swell, sting or room-tone drop.	5	Essential
AN-ODP-S12-C11	LIGHT-AS-SOUND	Electrical relay and changed room air only; hand contact remains in breath and fabric.	6	Essential

Scene 13 - LESS ASKED / SIMPLE

Cue	Family	Instruction	Timing	Priority
AN-ODP-S13-C01	MESSAGE/DRAFT	Daniel message voice; Ari draft begins, remains unsent, deletion is distinct from send.	9	Essential
AN-ODP-S13-C02	MESSAGE	New sender identity; reply sends cleanly. No duplicate invitation motif.	8	Essential
AN-ODP-S13-C03	MONTAGE	Four complete actions maximum: stew, gloves, latch, filters. Short messages become cleaner.	24	Support

Cue	Family	Instruction	Timing	Priority
AN-ODP-S13-C04	WORK	Sequence uses test tone, printer, access denial and call; ownership changes are audible.	20	Essential
AN-ODP-S13-C05	KITCHEN	Keep domestic Foley sparse and continuous under argument.	18	Support
AN-ODP-S13-C06	MESSAGE/IMAGE TRANSLATION	Jules reads the remaining heading in message voice; do not add narrator.	10	Essential
AN-ODP-S13-C07	ROOM	Headphone cable repair, photo sorting and one radiator click; silence remains active.	20	Essential

Scene 14 - THE RESIDENTIAL LIST / THE APARTMENT

Cue	Family	Instruction	Timing	Priority
AN-ODP-S14-C01	MESSAGE	One grouped attachment arrival, not seven notifications. Noah ownership read from shared note.	8	Essential
AN-ODP-S14-C02	PAPER/OBJECT	Paper groups, zip, recorder case and labelled pockets carry preparation.	20	Essential
AN-ODP-S14-C03	TRANSIT	Lena receives form, bag stores, bus doors and departure; no sentimental departure score.	15	Essential
AN-ODP-S14-C04	CAFE	Heater hum, plate/toast contact and low cafe bed; phone buzzes from other tables remain ambiguous but restrained.	15	Support
AN-ODP-S14-C05	STATION	Platform announcement, brief touch in breath/fabric, train departs after Ari exits.	15	Essential
AN-ODP-S14-C06	CONTINUOUS ROOM	Unbroken sequence: key, bowl, fridge, pipe, bus brake, chair, windows, soup, bread, plate, towel, laptop, floor, coastal microphone.	185	Essential
AN-ODP-S14-C07	INTERIOR SPEECH	Close, immediate Ari interior treatment; never sounds like later narration.	45	Essential
AN-ODP-S14-C08	PHONE	Stable live call field; surroundings remain different on each side.	25	Essential
AN-ODP-S14-C09	MESSAGE/OBJECT	Message, flask, key at 09:58, warm paper packet; no station rescue cue.	18	Essential
AN-ODP-S14-C10	ROOM FILL	Bags, damp cloth, smoke residue and recorder cases repopulate acoustic space.	10	Support

Scene 15 - MALIK'S QUESTION / SIX WEEKS

Cue	Family	Instruction	Timing	Priority
AN-ODP-S15-C01	SILENCE/WORK	Eleven-second operational hold retained; progress bar completion and chair impact release it.	14	Essential
AN-ODP-S15-C02	EXTERIOR/PAPER	Rail sings before train appears; paper terms separated in Malik's live speech.	18	Essential
AN-ODP-S15-C03	DOCUMENT VOICE	Terms voiced once within Malik/Noah exchange, never by neutral narrator.	20	Essential
AN-ODP-S15-C04	MESSAGE	Test result, delayed train and wanted offer arrive as one coherent message sequence.	14	Essential
AN-ODP-S15-C05	PERFORMANCE	Remove paper sounds while Noah describes the work wanted; desire takes acoustic foreground.	0	Essential
AN-ODP-S15-C06	PHONE/ENSEMBLE	Print-hall chairs identify Lena phone environment; paid support language fully clear.	15	Essential
AN-ODP-S15-C07	COURTYARD/OBJECT	Wrong key, grocery bags, leaning shelf and wall-plug handling define bounded reciprocity.	18	Support
AN-ODP-S15-C08	WORK/SILENCE	Ari's 'No' receives ordinary acceptance, then folder closure; no triumph cue.	7	Essential
AN-ODP-S15-C09	PAPER	Pen and paper establish headings once; later additions use handwriting, not voiceover lists.	25	Essential
AN-ODP-S15-C10	MESSAGE	Distinct send and reply; Malik reply may be ensemble voice or device-read but must remain institutional.	18	Essential
AN-ODP-S15-C11	CALENDAR	Calendar entry sounds only under Noah's actions; shared-note interface remains silent.	12	Essential

Scene 16 - WAYS IN / ANOTHER THURSDAY

Cue	Family	Instruction	Timing	Priority
AN-ODP-S16-C01	OBJECT	Cable handling and level test support Sam's refusal; no comic effect.	12	Essential
AN-ODP-S16-C02	WORK DISTRIBUTION	Each person completes owned task; no checking montage narrator.	18	Support
AN-ODP-S16-C03	HALL	Hum exists before connection; power-source change removes it cleanly.	15	Essential

Cue	Family	Instruction	Timing	Priority
AN-ODP-S16-C04	SOUND WORK	Ways In segment 0:00-0:25: extreme-close key entry without turning, exactly as source timecode.	25	Essential
AN-ODP-S16-C05	SOUND WORK	Ways In segment 0:25-1:05: two door closures differentiated by firmness and pause, without verbal ownership label.	40	Essential
AN-ODP-S16-C06	SOUND WORK	Ways In segment 1:05-2:25: distant bus, brake air, crossing signal and clear delayed announcement over an already passing train.	80	Essential
AN-ODP-S16-C07	SOUND WORK	Ways In parent cue spans source segments 2:25-3:10 (river through metal / bicycle bell) and 3:10-3:45 (print-hall door; vibration continues).	45+35	Essential
AN-ODP-S16-C08	SOUND WORK	3:10-3:45 heavy print-hall door; vibration continues after latch.	35	Essential
AN-ODP-S16-C09	SOUND WORK	Ways In segment 3:45-4:45: empty municipal hall, ventilation shift, light relay and distant chairs.	60	Essential
AN-ODP-S16-C10	SOUND WORK	Ways In segment 4:45-5:10: key returns, enters and turns; piece ends before the door opens; delayed applause follows.	25	Essential
AN-ODP-S16-C11	AUDIENCE	Applause begins uncertainly, then fills hall. Specific feedback remains intelligible.	25	Essential
AN-ODP-S16-C12	OBJECT/ROOM	Envelope, waveform, coiled cable and storage stands extend event without reducing it to congratulations.	25	Support
AN-ODP-S16-C13	HOUSEHOLD REPRISE	Household reprise through responsible loaf, orange-almond pastries, social table and selected Ways In excerpt; echo Scene 1 without inventing knife or speaker action.	25	Support
AN-ODP-S16-C14	REPRISE	Another Thursday homeward route: preserve the Scene 1 display/application source disagreement with altered tempo and no unsupported month label.	20	Essential
AN-ODP-S16-C15	ROOM	Plumbing, refrigerator, distant courtyard door; no score.	22	Essential

Cue	Family	Instruction	Timing	Priority
AN-ODP-S16-C16	CALENDAR/SILENCE	One calendar edit sound, no explanatory text, no confirmation stinger, ordinary room continues then ends.	8	Essential

5. Minimal-resource implementation

- A table read may use spoken cue labels plus timed silence.
- One reusable notification family may serve messages if sender identity remains clear.
- A single room microphone or ambience bed may establish each location.
- Foley may be live rather than pre-recorded.
- Ways In still requires a timed 5:10 structure, even when represented by a controlled placeholder.

Copyright © 2026 Jay E. Eff. All rights reserved except for the express private-development permission enclosed in this package.
Rights and production enquiries: jayeff@auteurvisuel.com