



Audio Description tips for Artists

A Creative Accessibility guide by Turf Projects

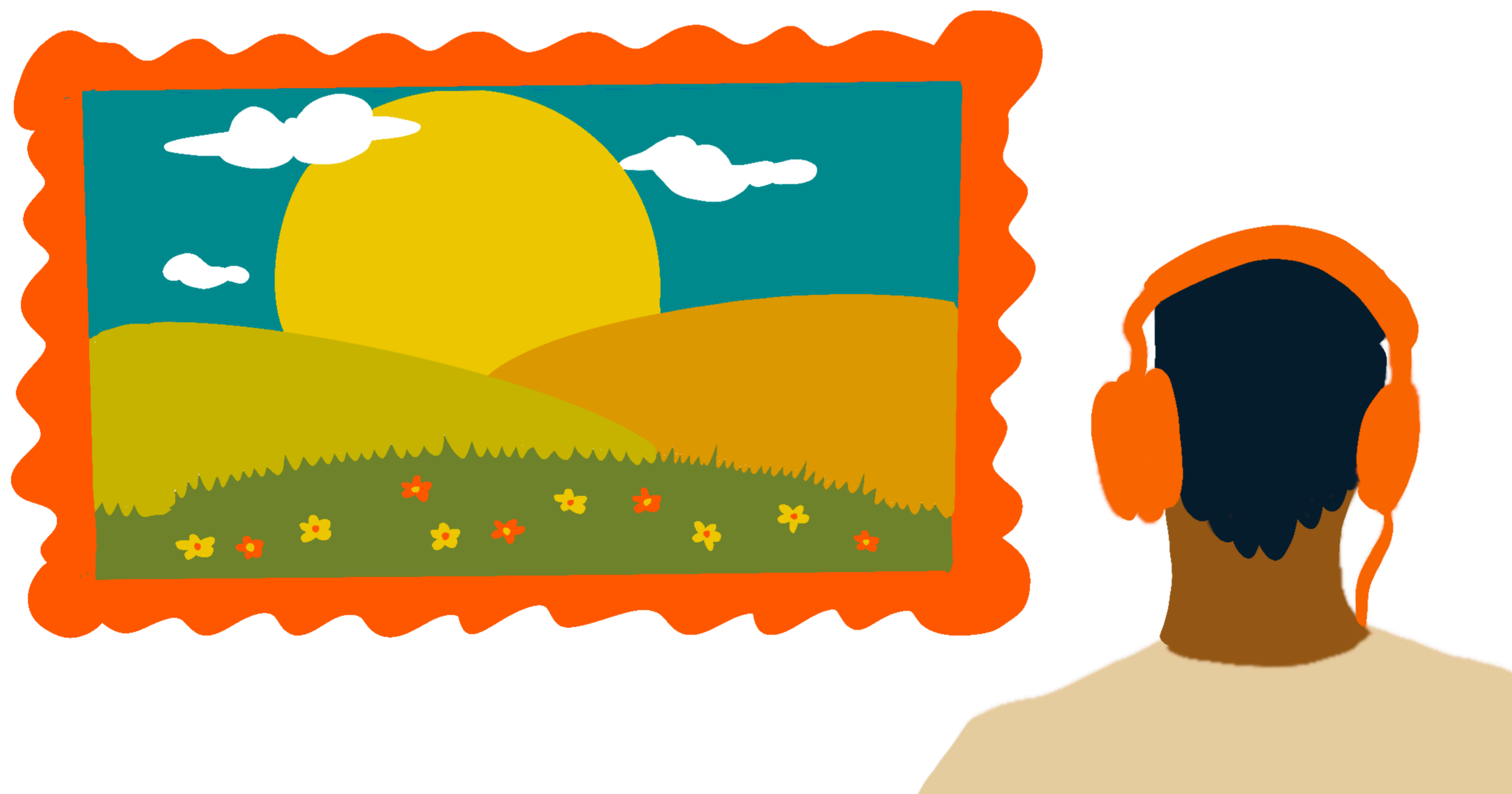


What is Audio Description?

Audio Description describes and provides context to the artworks on display in audio format, often for the benefit of visitors who are blind or visually impaired.

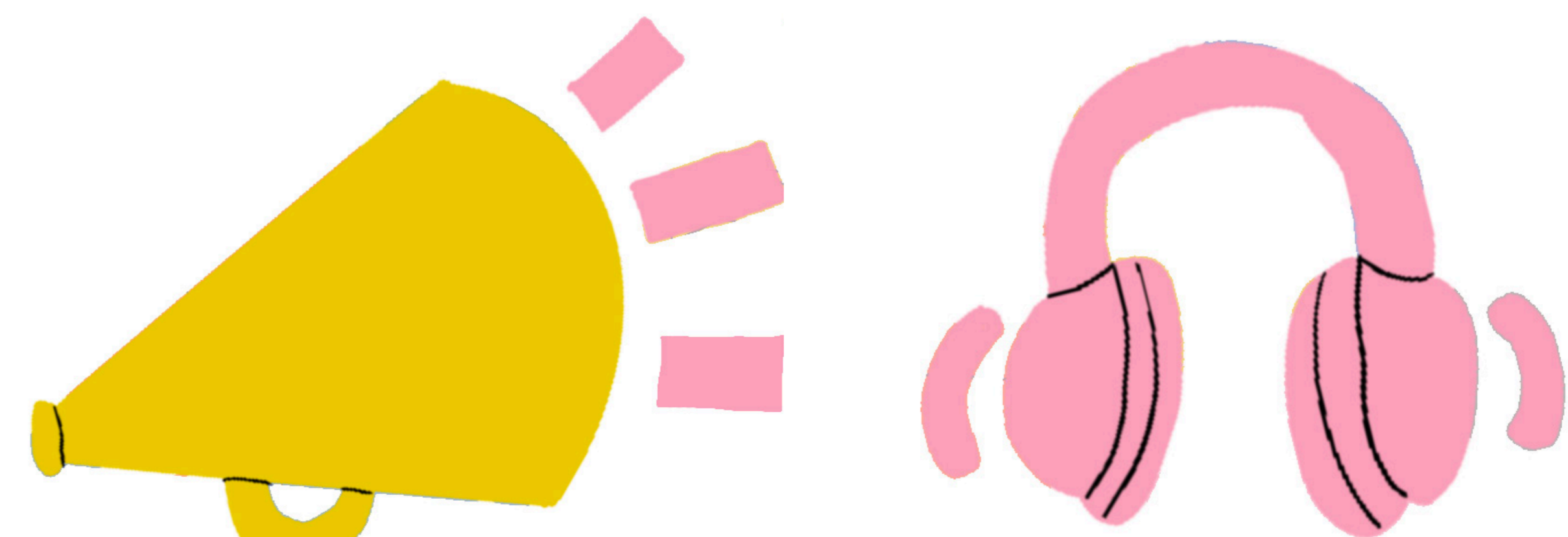
Audio Description acts like a personal tour guide for your ears. It might tell you something like, “ This is a large, landscape oil painting by Artist X, named ‘The Summer Meadow’. It features a sunlit field full of vibrant, yellow wildflowers under a bright blue sky with fluffy white clouds. The artist’s brush strokes create a sense of movement in the grass and flowers, as if a gentle breeze is flowing.”

Through detailed verbal description like this, visitors who may not be able to experience the art visually can still get a rich experience of what is on display. Audio descriptions can be pre- recorded or take place live, for example at a performance.



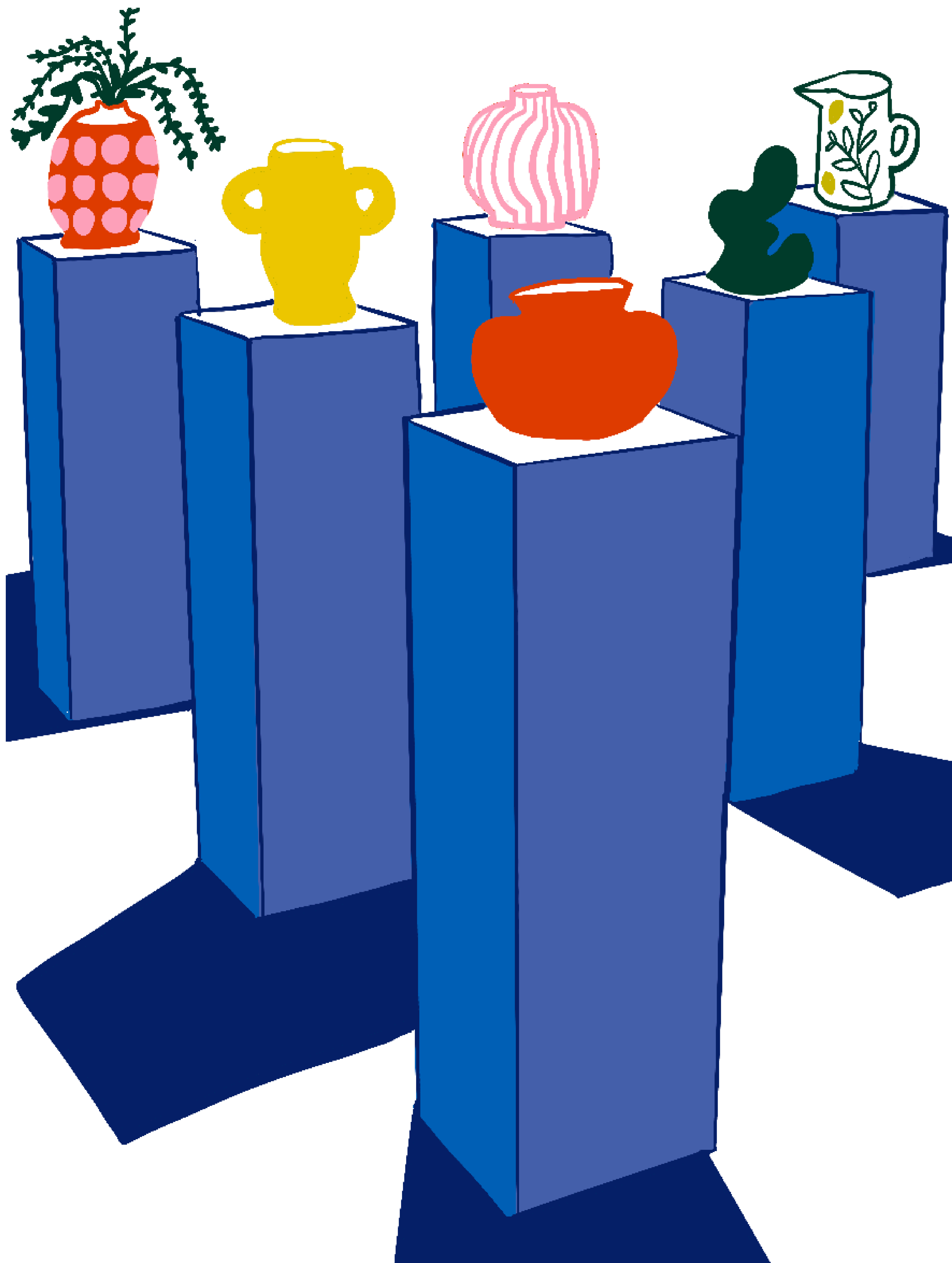
1. General Tips

- What kind of voice do you want to talk about your work?
- Is it your own voice?
- A collaborator / artist?
- A young person / child / older generation?
- A particular person featured in your exhibition / project?
- A member of the community you are working with?
- A local resident with a particular interest
- Can you produce a call out to find someone)?
- Do you need to provide it in a different language?
- Do you need to create a script as a guide for recording?





- Are there things they can/can't touch?
- How will the audio description be accessed
- E.g A live tour by yourself? A team member or collaborator with a script you provide?
- A pre recorded sound piece that people access on request or online)?
- With any of these options, make sure you leave time to record and/or test live delivery, so it is ready to access as soon as your artwork is!
- Creative elements - keep it factual but have fun with it! Can the voice be in character?
- Can they be humorous / sobbing / have background atmospheric sounds or music, to keep in theme with your work?
- Do you want to leave the listener with a question / provocation / call to action or ways to leave you feedback?
- Do you want them to have some background about you as an artist/ practitioner alongside the work?



2. Exhibition/ Installation

- Give a layout of the work in its setting – start from the first experience of your exhibition / work and how you arrive (eg. The sign outside the gallery)
- Where should they walk towards and when / where will their experience of the work begin?
- How many steps can you take between each artwork?
- What order should a visitor look at your work?
- What size, shape and materials are your works?
- Keep it informative – what do you want a visitor to pay attention to in your work, but in general, what information do they need to see the whole object?
- Are colours important? Explain colours that can relate to a texture of something that is always the same colour (for example, ‘yellow, like a ready-ripe banana, red, like a post-box / tomato’)
- Are clothes worn by a person in your work important? If so, are they modern, of a certain era, made from particular materials?

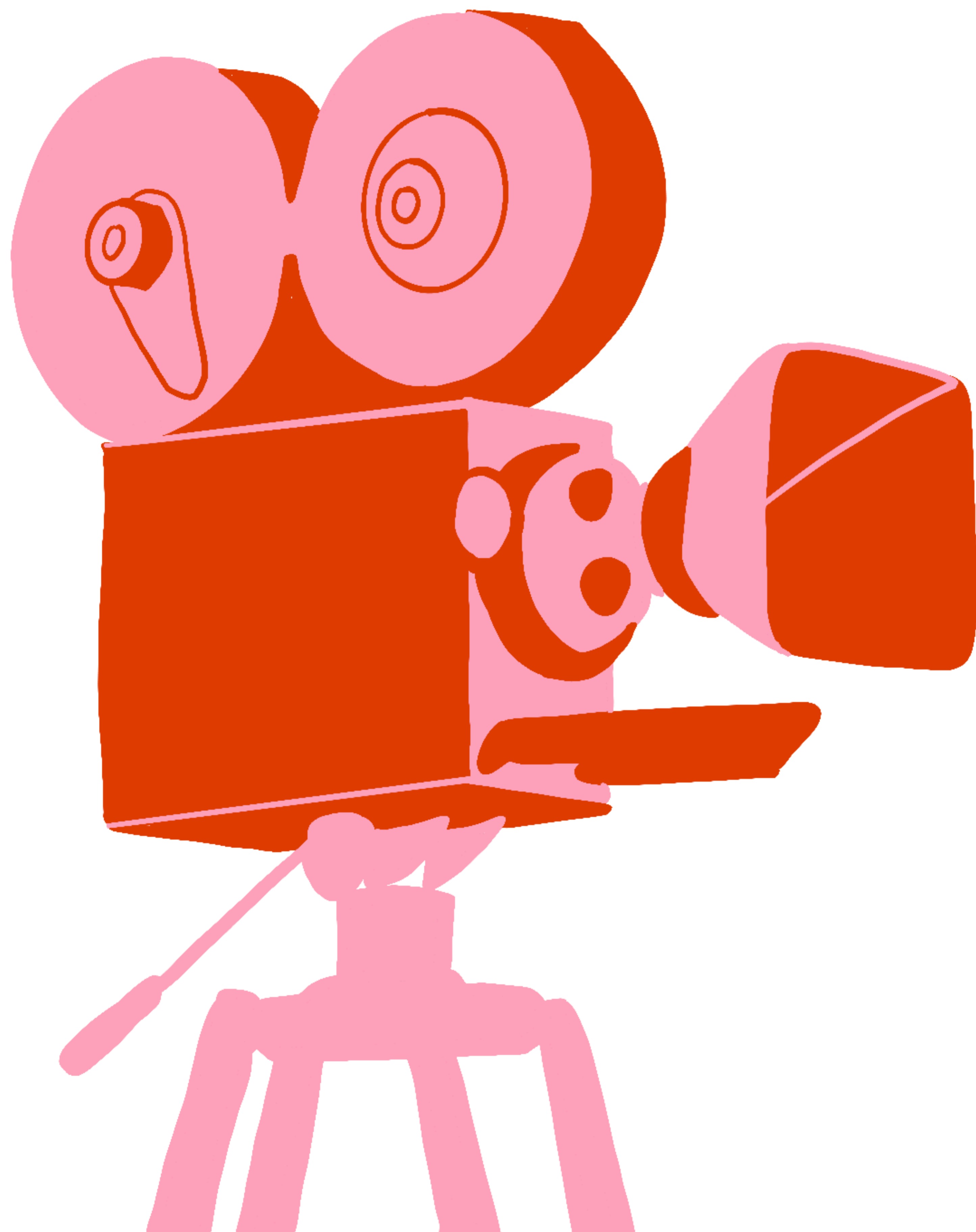


3. Outdoor Installation

- Where and when will it take place?
- Is it permanently there?
- Will it be experienced differently at different times of the year (do you need different recordings for each season? Daytime/night-time)?
- Do you need to provide a map with the audio description to understand how far people may need to walk to get there?

4. Live Performances

- Where and when will it take place?
- Who is performing?
- What are they doing?
- What do they look like/ are they wearing (if relevant)?
- How long is the performance?
- Are any actions repeated?
- Is there any audience participation?
- What happens where there is no dialogue, only action?

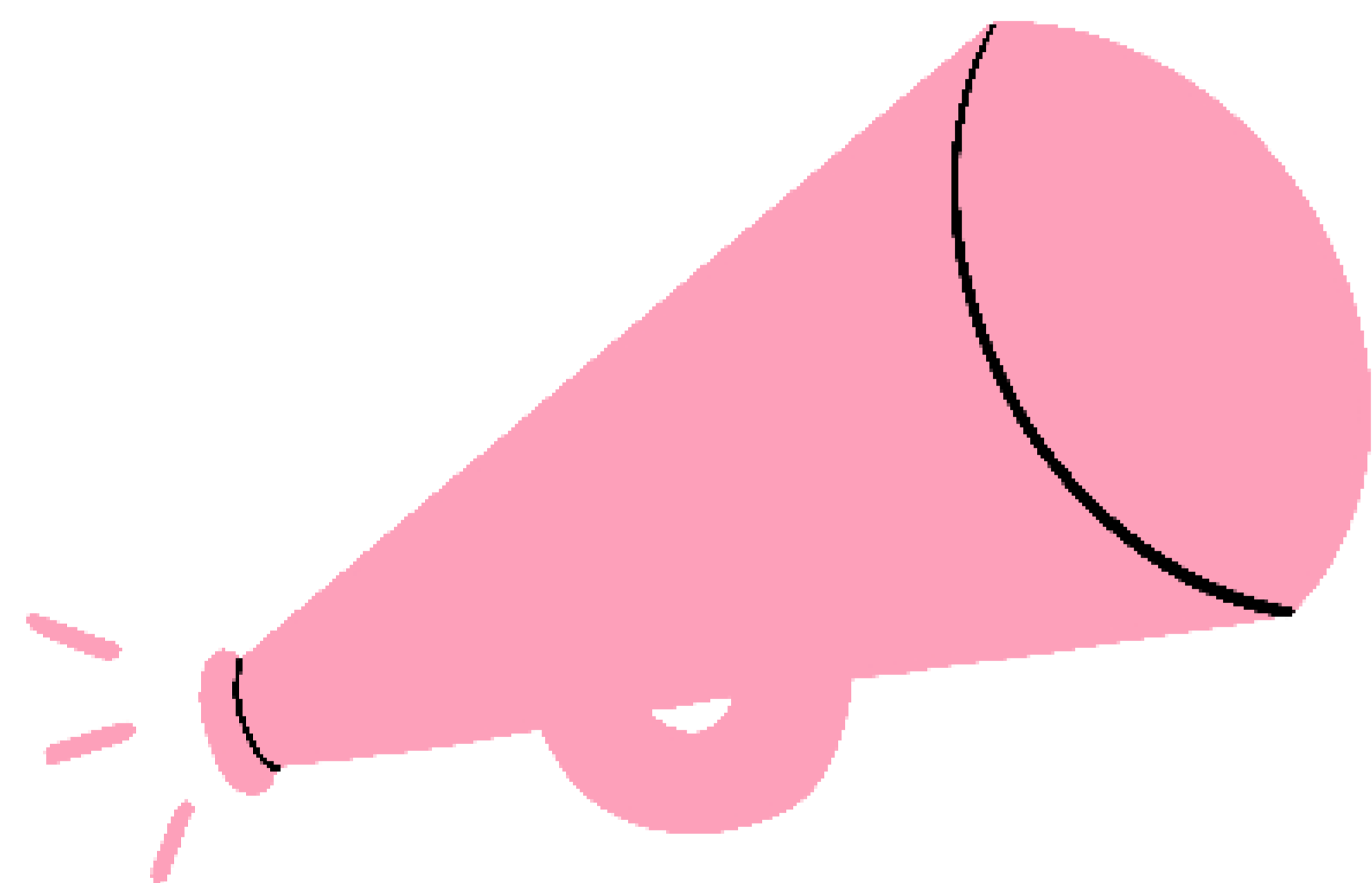


5. Film

- You can either describe sections in detail or give an overview of what scenes are in the film, and the feelings you hope to evoke from the film, more generally.
- Explain the length of the film, whether it's played on loop, if it's silent for part of the film but has dialogue part-way through.

6. Online Exhibition

- Is there a particular order that users should be able to navigate through the exhibition?
- Are certain parts not accessible to screen readers and have alternatives?
- Are any content warnings audio described?
- Have all images been provided with alt text as well as audio description?



Previous examples of Audio Description for Turf Projects:

<https://soundcloud.com/turf-projects/sets>

Resources to support creating audio description:

<https://mediaaccess.org.au/web/how-to-audio-describe-a-youtube-video>

<https://vocaley.es.co.uk/about/>

[Croydon Vision - for advice on local users of audio description](#)

[Art Beyond Sight - Writing verbal descriptions for Audio Guides](#)



About Turf

Founded in 2013 by Croydon locals, Turf Projects is Croydon's homegrown artist space and the first entirely artist-run contemporary art space in the borough.

A registered charity based in Croydon's Whitgift Shopping Centre, we put on free exhibitions, workshops, facilitate local artist collectives & run artist studios.

We try to make sure that everything we do is as accessible as possible to as many people as possible.

For more info or to get involved, visit turf-projects.com or email us at info@turf-projects.com



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