

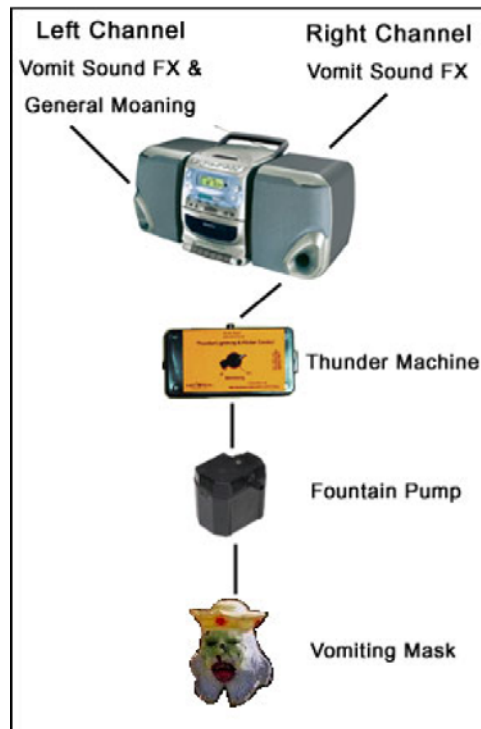
Casa de Sade

Thunder Puke: Audio Activated Puking Prop

Halloween Yard Haunt Prop Building

Audio Activated Puking Prop - Materials used

- Boom Box
- Sound FX CD
- Thunder Machine
- Fountain Pump
- Hose
- Mask
- Water
- Electricity



Thunder Puke : Here's the general idea - I'd like to have my severed spewing head prop spew on a sound cue.

On the left channel will be a sound mix of general moaning and vomiting sound. On the right channel will be *only* the vomiting sound effect such as track 29 or 30 from the CD Rude Sound Effects.

A thunder machine, such as Haunt Master Products' Thunder/Lightning & Flicker Control device, gets plugged into the right channel of your CD player. I like CD players with detachable speakers because it makes easier to tap into the wiring if your player does NOT have left and right audio outputs.

You then connect the fountain pump's power cord into the thunder machine.

The fountain pump sits in water with it's connected hose protruding from the mouth of your chosen prop.

The left channel will be playing a nearly continuous moaning. Then, when the right channel kicks in with its periodic vomiting sound will cause the thunder machine to power the fountain pump at the moment you hear the hurling sound effect.

The Why's : This is correctable as it's only a theory: The purpose of having the puke track on both channels is just in case you lose the audio because of having to cut the wires to redirect the audio signal into the thunder machine. You could reduce the cost of this project by simply eliminating the entire audio enhancement. But it's an enhancement I'd like to add to my haunt. The above prop is still in the proposal phase and I hope to soon be in the testing phase.

Obtained from
Omarshauntedtrail.com