

Performer Goals

1. Visibility -bodies and faces must be seen
 - A. Hair -out of face and eyes
 - B. Face & Body towards audience
 - C. Cheat Out -open up to the audience, not just facing each other
 - D. Gestures -use the arm closest to the audience
 - E. Turns -turn so you face the audience
 - F. Crossing Stage -actor closest to audience should trail other actor – so you don't block one another
2. Energy and Absorption -total involvement, block out off stage distractions
3. Energy and Expression -Body is totally emotionally involved. Nothing is subtle—needs to be exaggerated
 - A. Gestures -involve entire arm – they should be held a fraction of a second and should originate from waistline
 - B. Facial Expressions -bigger and bolder than real life and should be held
4. Length -strict time limit for actors (be aware of pacing)
5. Exploitation -manipulate the dialogue/scene in order to get certain outcome