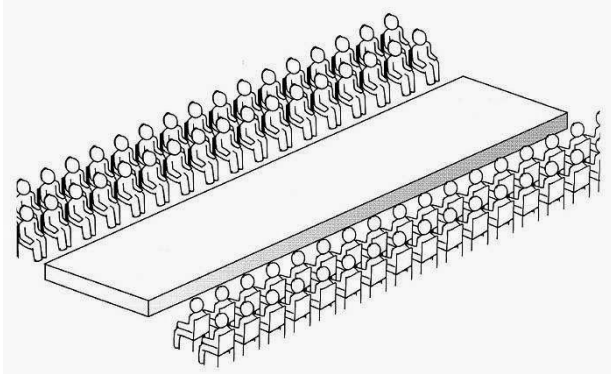
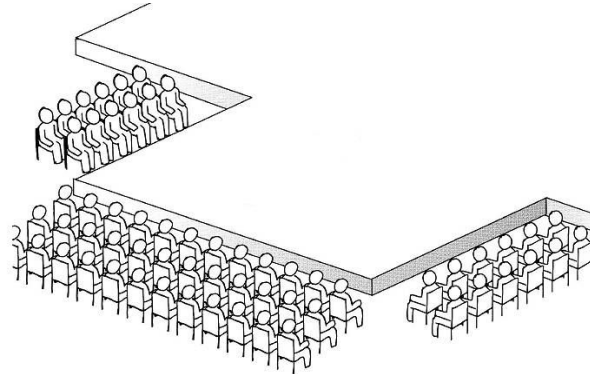


CREATING	Definition:	PERFORMING	Key Term:	Definition:	
<b>Characterisation</b>	The way an actor interprets and performs their character, through the use of vocal and physical skills.	<b>Voice</b>	<b>Pace</b>	The speed the dialogue is delivered to the audience.	
<b>Status</b>	A character's social or professional position. The amount of respect, admiration, or importance given to a character.		<b>Pitch</b>	The highness or lowness of the voice. Generally male voices have a lower pitch and female voices are higher pitched.	
<b>Body Part Isolation</b>	Choosing a particular part of the body to lead with or exaggerate / draw attention to. <i>e.g; some people lead with their nose or might exaggerate their muscly arms.</i>		<b>Diction</b>	The quality (or clarity) of a performer's vocal expression.	
<b>Cliffhanger</b>	When a story isn't fully resolved, leaving the audience wondering what happens next.		<b>Intonation</b>	The rise and fall of a performer's voice to create a natural pattern of speech.	
<b>Split Stage</b>	When the stage is split into different areas representing different places or times.		<b>Projection</b>	Using the voice loudly and clearly to ensure the dialogue is heard by the audience.	
<b>Improvisation</b>	When drama is made up on the spot by performers with very little preparation.		<b>Tone</b>	The way the words are spoken to demonstrate the emotion behind their meaning.	
<b>Cross-Cutting</b>	Switching between two or more scenes which take place at different times or in different places. Often used to compare and contrast characters in different settings.		<b>Emphasis</b>	Pronouncing a word to stress its meaning. The stress given to a word or words when speaking to indicate particular importance.	
<b>Soundscape</b>	A combination of vocal sounds used by performers to create an atmosphere or environment.		<b>Volume</b>	How loud or soft the voice is used to engage and interest the audience.	
<b>Subtext</b>	The underlying or hidden meaning behind a character's speech and actions. (The inner truth)		<b>Physicality</b>	<b>Movement</b>	The way you move can help to show a character's age or how they are feeling. <i>e.g; if a character limps, walks slowly, and has trouble lifting things, this may indicate that they are old, or that they have been injured.</i>
<b>Conscience Alley</b>	Used to explore a character's multiple thoughts. To reflect in detail on the underlying issues and dilemmas of a character at that particular moment.			<b>Body-Language</b>	Using your body to say things without words. <i>e.g; to show that you are shy; you might clench up your body, cross your arms in front of you and lower your head.</i>
<b>Creative Adaptation</b>	The process of creatively adapting the story from a novel, film, myth or folktale into a stage play or theatre piece.	<b>Gesture</b>		A lot of the time it means to move your hands in a dramatic way. <i>e.g; if your character is really angry, you might tightly clench your fists and shake them.</i>	
<b>Character Objective</b>	Something important that the character wants to achieve.	<b>Gait</b>		A manner of walking or moving on foot to convey a character.	
<b>Dramatic Action</b>	Action with a clear, urgent motivation behind it. <i>It always has significant meaning for the character(s).</i>	<b>Posture</b>		The position in which the actor holds their body when standing or sitting, to convey the age and attitude of a character.	
<b>Significant prop</b>	A prop that is relevant to the character(s). It is a specific item with greater meaning to help represent the character(s). <i>A prop used to help set the context; it can sum up their internal struggles, or sum up their way of life or give you a glimpse into their personality.</i>	<b>Facial expression</b>		How you use your face can help to convey a character's emotions or thoughts. <i>e.g; a downturned mouth and sunken eyes to show sadness or gritted teeth and intense eyes to show anger.</i>	

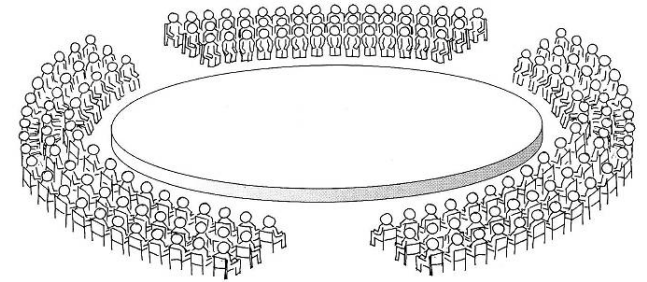
# STAGING CONFIGURATION



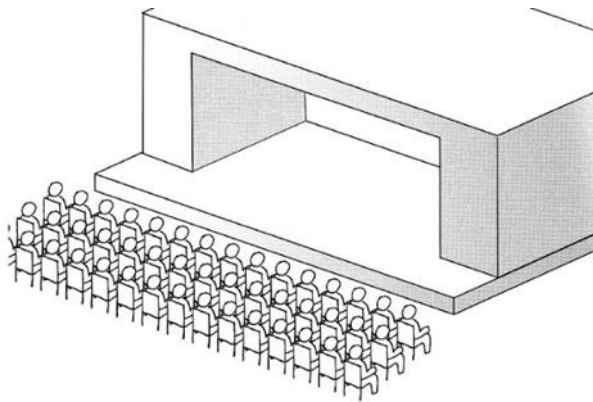
**TRAVERSE**



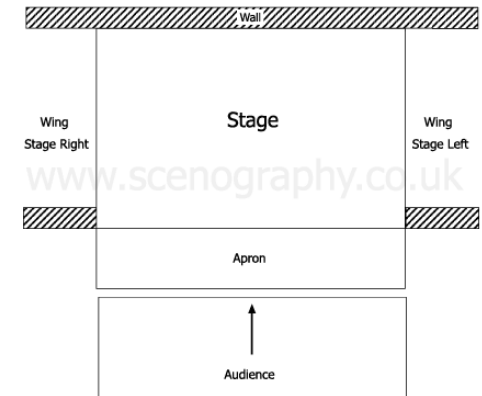
**THRUST**



**IN THE ROUND**



**PROSCENIUM ARCH**



**END-ON**