STAGE MOVEMENT

Drama 1

Mr. Hungerford
The Stage and the Building

- On Stage
- Off stage
- backstage
- wings
- Light and sound booth
- green room
For the Audience

- House - (perspective?)
- orchestra seating (main floor)
- Mezzanine
- Balcony
- Box seats (not always in a bldg)
Stage Movement
Stage Movement

☐ Body Position

☐ Full Front

☐ Full back

☐ Profile

☐ Quarter turn

☐ 3 Quarter turn
On Stage Cheating
On Stage Cheating

☐ Cheating out
☐ always do
Rake / Raked Stage
Stage Movement
Stage Movement

- Sight-lines-
  - imaginary lines indicating visibility of stage areas from different areas of the house.

- Moving
  - Arc
  - Cross
  - counter cross
Upstaging
(& up on a line and prompter)
7 Rules of Stage Movement
7 Rules of Stage Movement

☐ Motivated -
  ☐ Movement must be motivated by the actors intentions (what he/she wants). There must be a reason why the actor moves.

☐ Simplified -
  ☐ Movement should be simplified. There is no reason to create complicated traffic patterns.
7 Rules of Stage Movement
7 Rules of Stage Movement

☐ Heightened

☐ Every action counts. There is nothing random.

☐ Delineate

☐ Movement tells the audience about the character. The movement must keep with the character.

☐ literal definition:

☐ indicate the exact position of (a border or boundary).
7 Rules of Stage Movement
7 Rules of Stage Movement

- **Open**
  - movement should be open (toward the audience / “cheat out”)

- **Adjust**
  - Actors must adjust to one another on stage. They have to help each other remain open and avoid upstaging.
7 Rules of Stage Movement
7 Rules of Stage Movement

- Awareness

- Actors/Performers MUST always be aware of their entire body (posture, stance, walk, speed, facial expression, gestures, etc.)

EVERY MOVE IS BEING OBSERVED.
EVERY MOVE COUNTS.
Additional Movement Terms
Additional Movement Terms

☐ Stage Business

☐ detailed bits of action such as setting a table, folding clothes, etc. Smaller movements distinguished from broad stage movement set in blocking.

☐ Sense Memory

☐ tapping into memories in order to recreate an experience.

☐ memory in the senses
Additional Movement Terms
Additional Movement Terms

- **Muscular Memory**
  - memory of the muscles
  - when a performer knows his/her role so well that their actions and movement become effortless and appear natural.
  - the actors dialogue comes by knowing what the body is doing
BLOCKING / DIRECTIONS

- BLOCKING
  - The directors planned movement for the actors / General movement and placement on stage.

- Abbreviations - for marking a script
  - X = Cross
  - XDL = Cross Down Left
  - XDR = Cross Down Right
  - XUC = Cross Up Center
  - etc.
BLOCKING / DIRECTIONS
BLOCKING / DIRECTIONS

□ Symbols - for marking a script

□ ↑ = Stand up
□ ↓ = Sit down
□ CC = counter cross
□ AC = arc
□ ↔ = 1/4 turn profile right
□ ↔ = 1/4 turn profile left
□ ← = moves left or → = Moves right (or moves to)
Example
Example

- 2 characters - Homer and Bart
- Starting position: H - UL  B - DR
  - 1. H - XDC
  - B - XUC
  - 2. H - XCL
  - B - XCR
  - 3. H.B. CC → DC, H ↓
House
Stage Picture

- Stage Picture
  - Every moment of a play or scene generates a still image. If at any moment the actors are to freeze the stage picture should be interesting to the eye.

- Tableau
  - Motionless figures representing a scene from a story or part of story.
  - A still image on stage. Often used at the opening or closing of a scene.
The End