Creating a Character

Given Circumstances: What we already know about the character from the text.

Objective: What the character wants in the play. (This will influence how the character acts and reacts to get it)

Arc: The emotional journey of the character. How the character changes from the beginning of the play to the end.

Status: How much power and importance the character has. (High or low)

Emotional Memory: Finding moments in the actors' life where he/she felt the same or similar to the character and trying to remember what it felt like.

Inner Dramatic Dialogue: The thoughts going through the characters mind. This can be very different from what they are actually saying and will make for a much more interesting performance.

Empathy: Being able to get inside the character to think and feel as they do.

. Staging

Enter: To come onto the stage

• Exit: To leave the stage

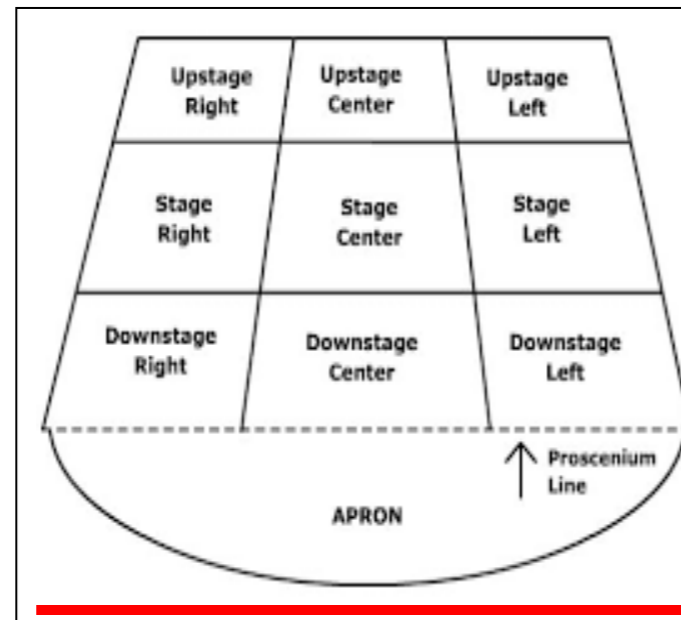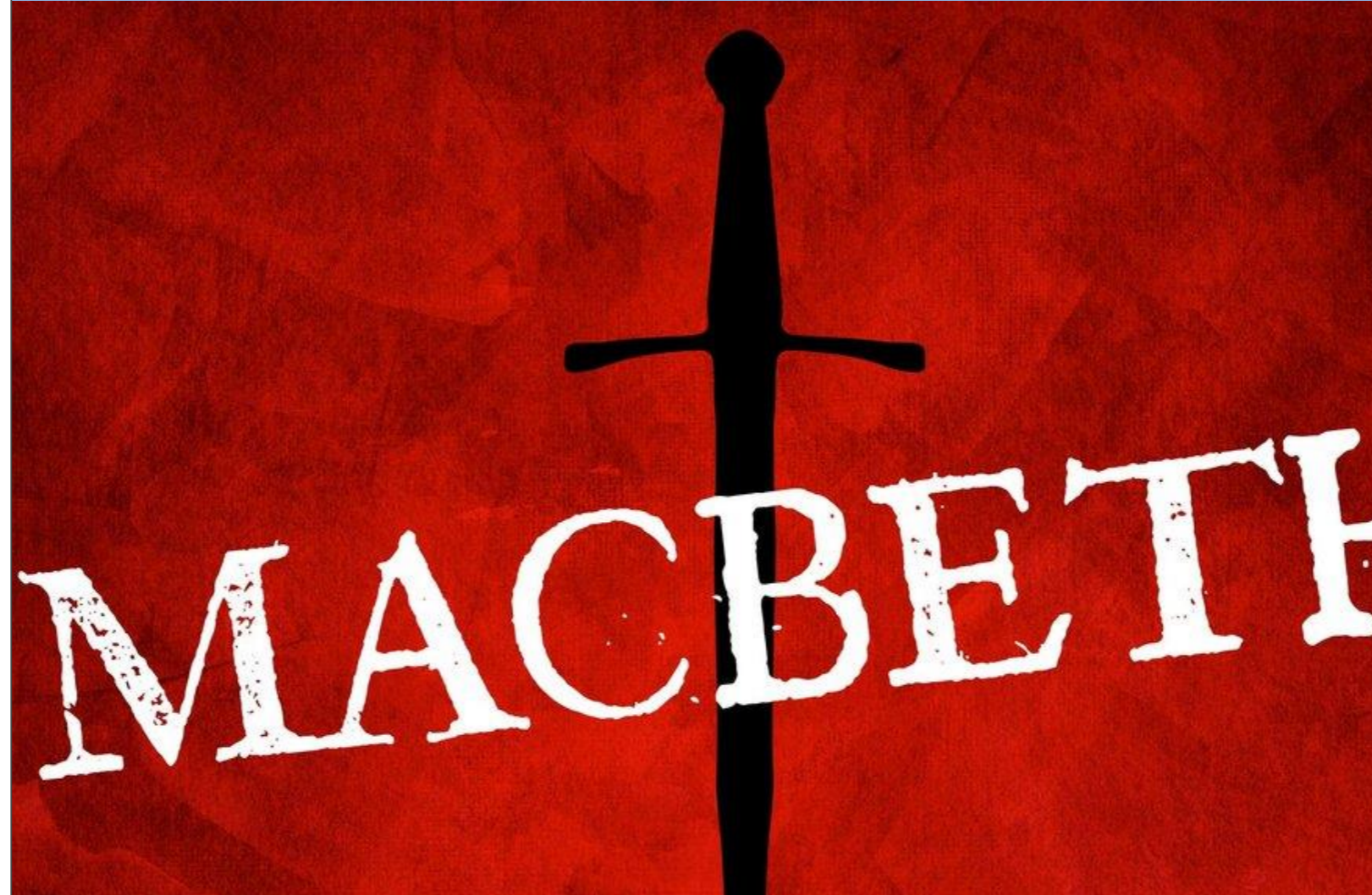• Levels: The height of the character or the positioning compared to others.

• In the Round: The audience are seated in a circle facing in.

• End On: The audience are seated facing the stage area straight on (as above)

• Traverse: The audience are either side of the stage area. (Like a catwalk)

• Thrust: A combination of End On and Traverse

• Proscenium Arch: the stage has a frame that creates a picture effect.

First Witch
When shall we three meet again?
In thunder, lightning, or in rain?

Second Witch
When the hurlyburly's done,
When the battle's lost and won.

Third Witch
That will be ere the set of sun.

First Witch
Where the place?

Second Witch
Upon the heath.

Third Witch
There to meet with Macbeth.

First Witch
I come, Graymalkin!

Second Witch
Paddock calls.

Third Witch
Anon.

ALL
Fair is foul, and foul is fair:
Hover through the fog and filthy air.

Exeunt.

Upstage Right	Upstage Center	Upstage Left
Stage Right	Stage Center	Stage Left
Downstage Right	Downstage Center	Downstage Left

↑ Proscenium Line

APRON

Key Vocabulary:	iambic pentameter	power
allude/allusion	malevolent	prophecy
ambition/ambitious	manipulate/manipulative	protagonist
apparition	masculine/masculinity	regicide
contempt	moral/immoral	sinister
feminine/femininity	noble	soliloquy
greed	patriarchal society	supernatural

costume   staging   lighting   direction

characterization   set design   choices

performance   entertainment   provocative   thought

provoking   ground breaking   emotional   engaging

original   sound – music   atmospheric