

Director

by Japheth Gordon

In this exercise, actors will take turns directing performance.

Use all of the available tools to manipulate the scene without changing the dialogue...

subtext environment

physicality

pace

etc...

All of your choices / redirects should be making the performance more...

compelling

dynamic truthful

powerful

etc...

*Well-Rounded
Storytelling*

Notes about Notes:

Be Empathetic

Because you're an actor, you know how it feels to be criticized and what words you respond well to. Treat your actor how you want to be treated.

Be Specific

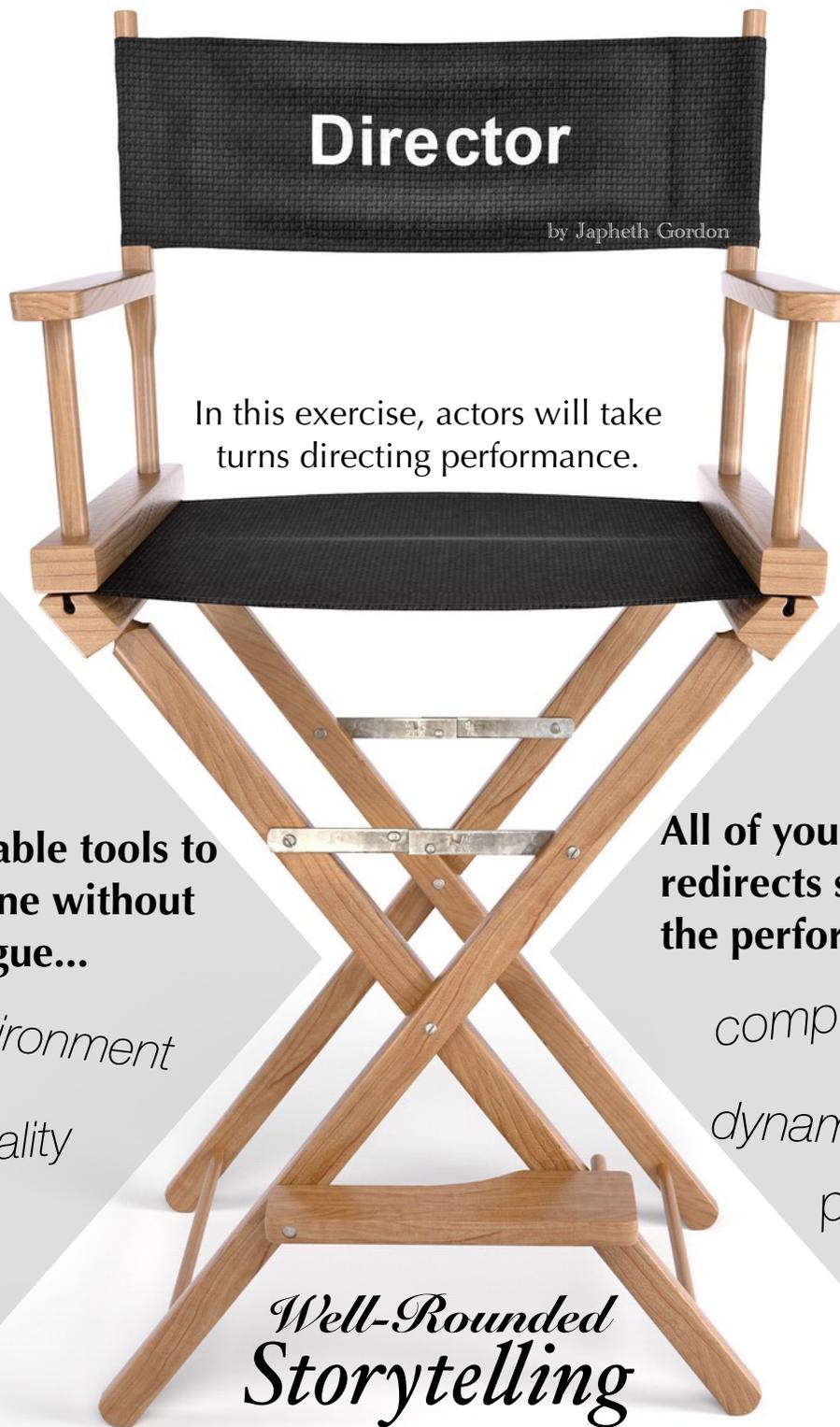
Point to actual lines of dialogue or moments that need to be tweaked. Being vague won't help the actor fix the obstacles that are preventing the performance you want.

Be Clear

Communicate your message and make sure it has been received. Like the game 'telephone', if the message is misinterpreted by the actor, it will be communicated wrong to the audience in turn.

Be Collaborative

Teamwork makes you try things that you wouldn't think of on your own. Be the boss, but be open to creative input. Art is subjective and the actor might have an idea that's better than yours.



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