

# Performance Goals

**Visibility:** If actors hope to communicate ideas to their audience, their bodies and faces must be seen; they must be visible. Helpful techniques:

- **Hair** – keep long bangs and hair out of the eyes
- **Face and Body** – position these toward the audience as much as possible:
- **Open Up** – (cheat out) – on the stage, actors face the audience as much as possible. Actors should maintain one-quarter positions unless directed to do otherwise or unless the script calls for it.
- **Gestures** – use the arm farthest from the audience (upstage arm) for gestures or reaching. If you kneel on one knee, kneel on the upstage knee.
- **Turns** – when you turn, turn so you face the audience during the turn
- **Crossing the Stage** – when two or more actors cross the stage, the actor closest to the audience (downstage actor) should slightly trail the other actor, so as not to block that actor.

**Energy and Absorption:** Performers must attend to the imaginary events on stage and block out offstage distractions. Performers must bring a degree of energetic, unshakeable involvement to the imaginary events on stage. If actors are caught up and interested in the on-stage action, the audience will be too.

**Energy and Expression:** The same energy that allows performers to absorb themselves in the stage action should also add power to their vocal and physical expressiveness. On stage, the entire body should be emotionally involved. The stage is no place for performers to be chewing gum, staring off over the audience, or standing with crossed ankles.

- **Gestures** – These involve the entire arm, not just the hand or forearm. Actors should feel that the gesture originated from their very middle (waistline, bellybutton). Gestures should start definitely, end definitely, and, for a fraction of a second after their completion, should be held.
- **Facial Expressions** – These should be bigger and bolder than in real life. Like gestures, they can be held a bit.

**Length:** Actors usually need minimum and maximum time lengths for their scenes. Well thought out approaches to getting the point across should be considered before opening the scene.

**Exploration:** Explore (even Exploit) a given situation or initial idea for all of its possible outcomes and developments.