

- Exaggeration
- Stereotypical/Stock characters
- Gesture
- Mime
- Movement
- Physicality
- Body language
- Use of voice
- Non naturalism
- Breaking the 4<sup>th</sup> wall
- Comedic timing
- Grotesque Theatre

# Berkoff



- He was a key practitioner of Epic Theatre. He believed that Theatre should make people think - it should not be merely for entertainment
- The audience and the actors should not get so emotionally involved, or they will not learn anything
- Theatre should not try and show real life

- Narrator
- Direct Address- talking to the audience out of character
- Thought tracking - freezing a scene and the actors talk to the audience.
- Use of placards for extra/unseen information
- Tableaux - freeze frames

# Bertolt Brecht



## Techniques...

Starting the play with the end! No suspense.

Third person narration- Stepping out of role to narrate what your character is thinking or feeling

- Gestus- using gesture to encourage the audience to form their own opinions on what is happening

# Epic Theatre

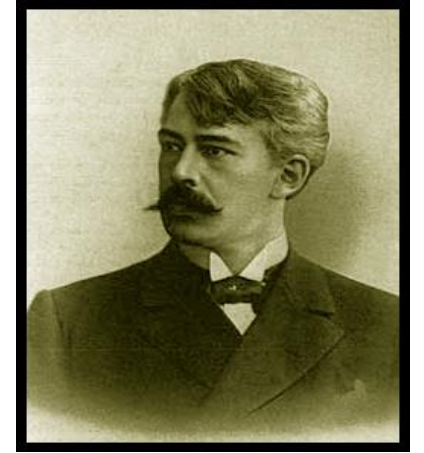


# Konstantin Stanislavski

## Emotion Memory

Actors are required to remember a time when they **felt** the emotion they are trying to show in their character and use that to help them perform.

- The Stanislavsky System is an intense **character development process** that strives to make a performance "real" and not false.
  1. Bring an actor's experiences into the role.
  2. Expand an actor's imagination.
  3. Ensure an actor **BELIEVES** in what he is doing



## Given Circumstances

are things the **playwright** tells you – location, time period, characters