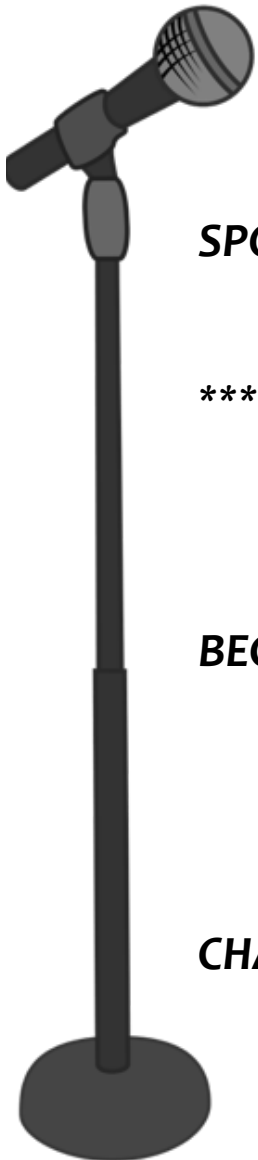


IMPROVISATION

Working
WITHOUT a set
script

Two Types →

1. *Rehearsed* = you've rehearsed, but just the "skeleton", or main parts of the performance
→ the rest is made up on the spot
2. *Spontaneous!* = totally made up on the spot with zero rehearsal and no sense of what's going to happen
→ a total surprise, start to finish



ELEMENTS OF IMPROVISATION:

SPONTANEITY

- The ability to think on your feet without any rehearsal or script

****ACCEPTANCE

- The ability to **support all ideas** set forth by other actors on stage
- Avoid words like "NO!" because it will ruin or stop a scene from progressing

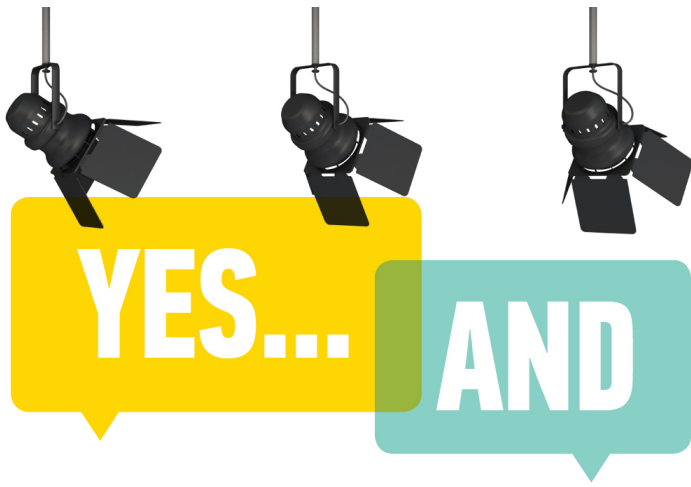
BEGINNING, MIDDLE, END

- Whenever you have to create a scene, make sure the length of the scene does not take too long. Keep your audience engaged!
- Be aware of the sequence → **beginning / middle / end**
(end = some sort of conclusion or reason for exiting → the hardest part!)

CHARACTER DEVELOPMENT

- Know your character!
- It is not good enough just to speak, but a strong improv performer **REACTS, SITS, STANDS, EATS, WALKS ETC** just like his/her character

→ and remember to *exaggerate* life, don't imitate it! It's not about realism!



RULES OF IMPROV

1. Don't deny -always agree and say "YES!"

DON'T BLOCK/deny! You look good if your partner looks good – supporting your partner is your #1 goal

2. Not only say yes, but say "yes aand"

Build on what you or your partner is saying –keep the story moving along to keep your audience interested

3. Don't ask open-ended questions (ex. Where are we?)

** MAKE STATEMENTS

(ex. "I'm so glad we're at the zoo!")

4. Don't TRY to be funny

This comes naturally

5. Tell a story that works / makes some sense

Remember – beginning, middle, end

6. Establish the location right at the start

It's the easiest way to get a scene started, and it gives the actors something to work with

7. Enter & exit with purpose

Don't just side-step or run off stage. Always have a reason ("motivation") for coming into the scene and leaving the scene
→ note – exiting is usually harder!