

Role of the Performer

A **Performer** is required to combine Vocal and Physical Skills (non-verbal communication) to play a role. The **Performer** would understand the role they're playing and apply the appropriate skills that are required for the role



Watch the video which shows a Director talking about the combination of Physical and Vocal skills when performing

<https://www.bbc.co.uk/bitesize/guides/z42vhbk/revision/1>

Role of the Performer

PHYSICAL SKILLS (NVC)

Facial Expressions	Eye Contact
Body Language	Contact
Gesture	
Action	
Movement	
Stillness	
Stance/ Posture	

STAGING

Proxemics
Levels
Use of Space

VOCAL SKILLS

Tone	Emphasis/Stress
Pitch	Intonation
Pause	
Pace	
Projection	
Volume	
Clarity	

PHYSICAL SKILLS



Watch the video below

Physical Interpretation of a character –

<https://www.bbc.co.uk/bitesize/guides/z42vhbk/video>

PHYSICAL SKILLS

Facial Expressions	Eye Contact
Body Language	Contact
Gesture	Use of Space
Action	Proxemics
Movement	Levels
Stillness	Spatial Relationships
Stance/ Posture	

PHYSICAL SKILLS - Non Verbal Communication

TERMINOLOGY

Facial expression

Facial expressions are the way the face moves to convey an emotional state. They can be used to reveal **subtext**, eg a character may say they are feeling happy while their facial expression reveals the opposite.

Emotion	Description of facial expression
Happiness	Corner of the mouth raised upwards
Sadness	Corner of the mouth turned down
Anger	Lowered eyebrows and tightly pressed lips or bared teeth
Surprise	Wide eyes and dropped jaw
Confusion	A raised eyebrow and diverted eye contact



Happy



Sad



Angry



Surprised



Confused

Eye contact – does the character make eye contact with others or avoid it e.g. the character might be hiding something

Stance/ Posture – this can show authority/ age/ reaction to a event or the character's situation

Contact – how does the character interact physically with others on stage?

PHYSICAL SKILLS - Non Verbal Communication

TERMINOLOGY

Body language

Body language includes **posture** and **stance** and can convey a character's feelings or personality. For example, a confident character may dominate the space, standing up straight with their head looking up, using open body language such as hands on the hip and a wide stance. A more nervous character might have more closed body language, with their arms crossed and head down.



Gesture

Gesture is the way people communicate with their hands or other parts of the body. It can be used to show a character's emotions, eg shaking a fist to represent anger. Gestures can also show a character's personality, eg strong and sharp gestures such as wagging a pointed finger may show an aggressive character.



Action – miming an action (throwing a ball/ eating a sandwich)

Movement – the way you walk/ run / move across the stage

Stillness – the character's lack of movement. Could show their reaction to a situation e.g. can't move through shock

VOCAL SKILLS



Watch the video below

Vocal Interpretation of a character –

<https://www.bbc.co.uk/bitesize/guides/zkxbnrd/video>

VOCAL SKILLS

Tone	Emphasis/Stress
Pitch	Intonation
Pause	
Pace	
Projection	
Volume	
Clarity	

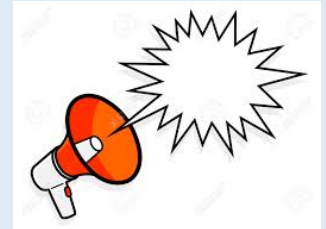
- Pitch – speaking in a high, low or natural voice.
- Pace – the speed at which someone speaks, eg the speed of response in an argument.
- Pause – a dramatic pause at a crucial moment could merit a comment.
- Tone – this suggests your mood and your intention towards the listener, eg happy or sad.

projection

A strong, clear and loud voice.

Volume

Volume refers to how loud or quiet the voice is. While performers will need to be loud enough to be heard by everyone in the audience, they can change their volume to express a character's emotions. While it might be obvious to shout to show anger, exploring a different choice, eg reduced volume to show anger, could have an equally powerful effect on stage.



Emphasis

Emphasis is where a performer will stress a particular word or phrase within a sentence to indicate importance. To stress a word, they may increase their volume or use intonation to draw attention to it.

Emphasis can be placed on any word within a line, and can completely change the meaning of what is being said. By emphasising different words in **bold** in the line below, the meaning of the line will change:

- I didn't lose your keys - *somebody else lost them*
- I **didn't** lose your keys - *I absolutely did not lose them*
- I didn't **lose** your keys - *I did something else with them*
- I didn't lose **your** keys - *the keys didn't belong to you*
- I didn't lose your **keys** - *I lost something else*

The same will work for any sentence.



Clarity – This is making sure the audience can hear the words and that their intended meaning is clear. For example, even if a character is scared and cowering, the voice must be clear and the audience able to hear and understand it.

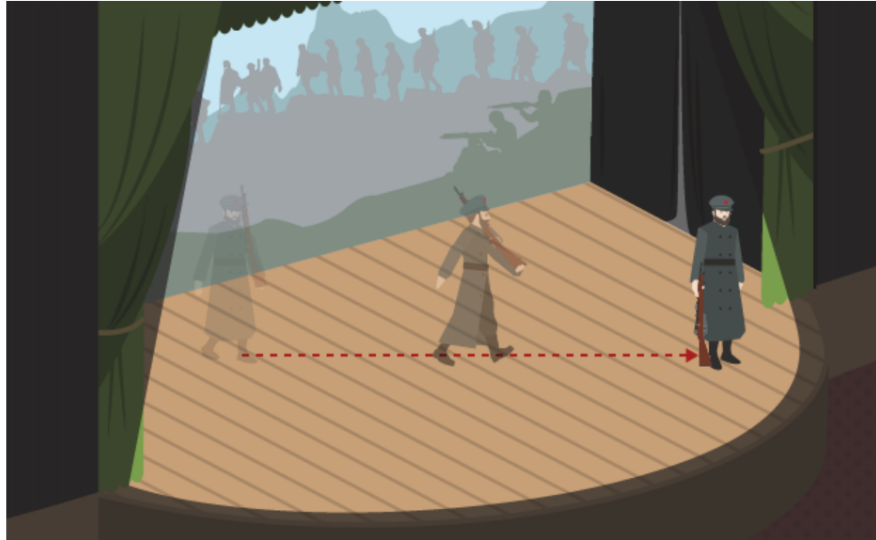
- **Intonation** – the rise and fall of the voice. There's a clear movement up at the end of a sentence when we ask questions for example. Intonation also helps us to say what we mean.

REVISE

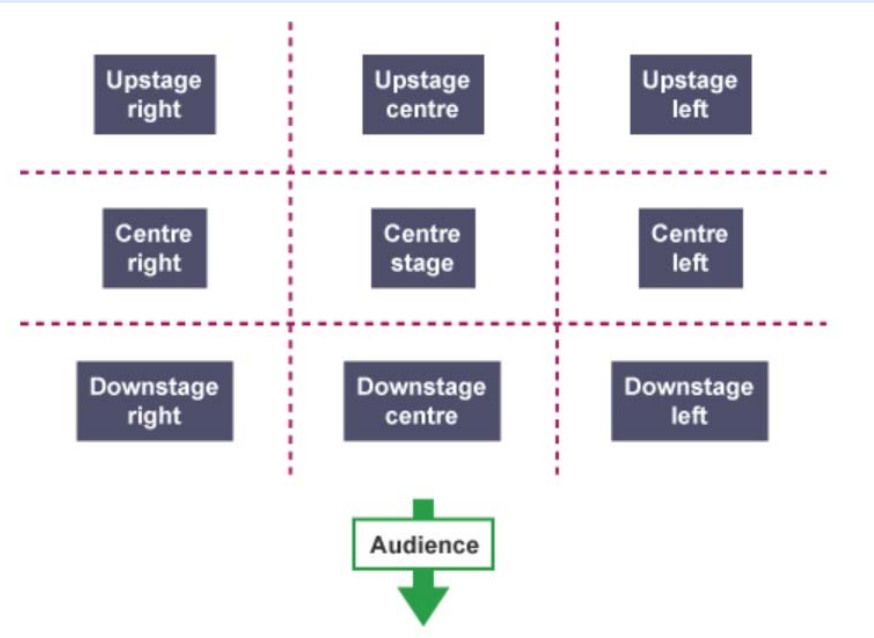
STAGING SKILLS

TERMINOLOGY

Crossing



If you walk across the area to a significantly new position you **cross** the stage.



Proxemics – how close you stand next to someone on stage (far away suggests enemy/ close suggests friends)

Levels – communicates status and power. High = more power. Low = least power

STAGING SKILLS

Space

Space refers to how performers or items are positioned on stage. The process of placing performers in a specific space is called **blocking**. The position between performers is important from a practical perspective to ensure that the audience can see everyone on stage clearly, but use of space can also reveal important information about character relationships - this is called **proxemics**.



Intimate



Personal



Social



Public

Role of the Performer

PHYSICAL SKILLS (NVC)

VOCAL SKILLS

STAGING

Facial Expressions	Eye Contact	Tone	Emphasis/Stress	Proxemics
Body Language	Contact	Pitch	Intonation	Levels
Gesture		Pause		
Action		Pace		Use of Space
Movement		Projection		
Stillness		Volume		
Stance/ Posture		Clarity		