

# NAVIGATE GLOSSARY



**Abstract** - Non-realistic reflection of an idea.

**Aesthetic** - The way things look.

**Agent** - Person responsible for getting actors / performers auditions and work opportunities.

**ASM** - Assistant Stage Manager.

**Associate** - A partner or person connected to your work.

**Blurb** - A written or verbal statement that describes the show or project.

**Budget** - The financial plan or list of all the costs involved.

**Choreographer / Choreography** - The person (and their role) to come up with and direct movement or dance.

**Chronological** - Correct time order in which something happens.

**Coding** - Writing instructions for computer programmes.

**Collaborating** - Working with others.

**Conception** - When an idea forms or a plan is made.

**Devised / Devising** - To create from scratch.

**Digital (theatre)** - The use of technology within or to share a performance.

**Direct address** - To talk directly to the audience.

**Displacement** - When things / people are not where they belong or want to be.

**(Lighting) Fixings** - The lights and stands that fix to a rig or set.

**Focusing** - When you point the lights or projection in the stage area that you want them.

**Forecast** - To predict or estimate.

**Fourth wall** - The imaginary barrier between the audience and the performers on stage.

**Fragments** - Small pieces (of the show).

**Improvisation** - To make something up on the spot.

**Interactive** - When the audience influence and interact with the show.

**LED** - A light that is made by an electrical current passing through a microchip making them more efficient and visible.

**Lighting gel** - The material put over a light to change its colour.

**Montage** - Made up of lots of smaller parts.

**Narrative** - Story.

**Narrator** - The person who recounts the story.

**Naturalistic** - A style that is imitating real life.

**Physicality** - The use of the body.

**Plotting** - A plan and instructions around a technical design (such as lighting), or the building the list of all the technical cues programmed into the correct order.

**Postmodernist** - Artistic movement that aimed to push against an older artistic movement (Modernism).

**Pre / post production (film)** - The work done before (pre) or after (post) filming.

**Preview (performance)** - An opportunity to view something before it is more widely available.

**Producer** - The person creating and organising a project/ play behind the scenes.

**Programming** - Scheduling order, times and dates of events.

**Projection** - The presentation of an image on a surface or screen.

**Prop** - An object that is used by a person in a scene.

**Remotely** - Working away from a normal workplace.

**Research and Development / R & D** - A time to research, try ideas and push them forward.

**Scheduling** - Planning the times and activities of an event.

**Tech** - The elements (or time spent focusing on and refining the use) of technology such as lights, sound and video.

**Technician** - The person responsible for the operation of technical elements in a show such as lights, sound and video.

**Timelapse** - A quick or sped up piece of film taken over a much longer duration.

**Tracking (film)** - Following something or someone.

**Transitions** - The process when you change from one moment to another.

**Vision statement / Artistic Policy** - A few short sentences that clearly demonstrate what your company or organisation intends to do in the world.

**Workshopping** - Trying ideas through discussion, improvisation and adaptation.