

# PRACTICAL EXERCISES



## INDUSTRY INTERVIEWS TASKS

### Recap of Arts Management task - with Kylie Perry & Jemma McDonnell

- 1 You are going to start a new arts charity – choose which artform your charity works in and the people you work with and for.
- 2 Design a new project for the company to run: What does the project do? Who is it for? Why is it needed? What impact will it have?
- 3 Prepare a short presentation that explains your project and the decisions you've made, make it compelling in order to secure funding for your project.
- 4 Share your presentations and vote on who you think will be awarded the grant.

#### Follow on tasks...

*Write up your 'vision statement'; define what your company's vision and mission is by researching similar organisations and drawing up what your chosen company's vision is.*

[How to write the perfect vision statement \(Wix.com\)](#)

*Consider a social media campaign for the launch of your company and project. Where and how shall you advertise what you are doing? Think about the audience demographic for your work and the type of content that will appeal to them. Go ahead and make some of this content along with your social media plan if you have time.*

### Recap of Choreographer task - with Kiren Virdee

- 1 Choose a location where your movement is set; such as a café, a garden, a street.
- 2 Devise 6 clear movements that form part of a sequence, actions that might typically happen in that environment. Repeat the actions until you know them.
- 3 Choose an emotion that the character is feeling at the start of the scene, and an emotion that they feel by the end.
- 4 Stage your choreography, repeating the sequence 3 times: each time it repeats, it gradually shifts from the starting emotion, more towards the ending emotion.

#### Follow on task...

*Working in small groups, choose a story that you are all familiar with. Stage a scene from the story using only physicality, gesture and dance. Push the abstract element of your choreography. For inspiration, see: [Akram Khan's 'The Jungle Book Reimagined' Trailer](#)*

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## Recap of Assistant Director task - with Shanice Sewell

- 1 In pairs, nominate one person to be the director and one person to be the performer.
- 2 Choose a character: Who are they? Where are they? What are they doing?
- 3 Ask performers to deliver a speech for 30 seconds that might be typical for a person in this time and location.
- 4 Directors, then ask them to deliver the same speech again, but instruct how you'd like it performed differently; is it delivered like a secret, like a public speech, as though the character is frightened? Choose one variation and share back.

### Follow on task...

*Find an article online about a current news story that you are interested in. Break down the story of the article into chunks, what is the beginning of the news story, the middle and the end? Now plan how you might stage each chunk of the story in a different style or genre, how would you instruct the actors and creative team to create parts of the story in different styles such as; a naturalistic soap opera, a thriller, a teen-movie, or a documentary?*

## Recap of Filmmaker task - with Munya Muchati

- 1 Choose an everyday task; such as walking down the road, or a household job.
- 2 Film someone doing the task in 3 different shot sizes; a wide shot, a tracking shot (moving shot), and a close-up.
- 3 Watch the three versions, how do they vary in meaning and atmosphere?
- 4 If possible, edit together the 3 versions to combine them into one scene, consider where you place emphasis by using the close-up, where do you need to establish the broader scene with a wide shot or a tracking shot?

### Follow on task...

*Choose a location that you have access to film, for example, your school or town or home, etc. You are going to film establishing shots of this location to set the scene of where a story is about to unfold. Think about the way you want to make the audience feel about this location; do you want it to be portrayed as a cosy place, busy, scary? What shots can you film to portray this? Can you play with speed or angles? Now film footage that helps you introduce this location and atmosphere and edit it together to music that also enhances the mood.*

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## Recap of Lighting Design task - with Mat Spencer

- 1 Choose a character in a specific location.
- 2 Decide what the character is feeling is at the start, and change how they feel by the end? How does the atmosphere of the scene change?
- 3 Using a light source such as a torch or a phone, design a way to convey the change in mood from the beginning of the scene to the end.
- 4 Present back and see if an audience can read the atmospheres and emotions you are trying to convey.

### Follow on task...

*Come up with a simple journey that a character is going to take that involves 3 locations, for example, they walk to the station, get on a train and arrive at work. Decide what each location throughout the journey is like in terms of light and atmosphere; is it bright and warm in the morning sun, how does it change as they go down the steps into the train station? Build a list of the different lighting states required to tell the story of the journey. If you have access to lighting gel or filters to use on a light source, try to experiment with these practically.*

## Recap of Performer task - with Daz Scott and Lily McGibbon

- 1 Choose a topic that people often have opposing opinions about, eg, "Cats versus Dogs".
- 2 Write a paragraph to support both sides of the debate around the topic; one paragraph in support of 'cats', one paragraph in support of 'dogs'.
- 3 Stage each paragraph by delivering it as a character to an audience, develop a clear voice, physicality and gesture for each of your two characters.
- 4 Then fuse the two speeches together, merging from one character to the next each time you swap characters.

### Follow on task...

*Working in pairs or small groups, choose a story that you all know. Stage a short version of the story where you switch between directly addressing the audience as a narrator 'telling' the story; to playing the characters within the story behind a 'fourth wall'. For example, if our story is Red Riding Hood, both performers share the narration setting up what the forest on the way to Grandma's house is like, before they gradually begin acting as they walk through it.*

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## Recap of Producer task - with Katie Webster

- 1 Choose a film that you know the storyline of. You are going to imagine producing a stage adaptation of this film.
- 2 Decide on the scale of your production; how many performers and technical crew are involved in touring the show, and how much equipment do they need to take?
- 3 Choose a starting location and an end location. Use the internet to work out how much it will cost to get all of the cast and crew to your chosen location with the set or equipment for the show.
- 4 Build a list or budget of each cost to find the total. Your budget may include: train fares, petrol costs, van hire charges, emission zone charges, hotel accommodation, travel insurance etc.

### Follow on tasks...

*Imagine you are creating a brief for a graphic designer to make the new flyer for your film stage adaptation.*

*Consider the logistical information such as which venue it is on, times and length of run, what kind of ticket prices are appropriate.*

*Find online examples of artwork that you would like to inspire the designer for the imagery for the flyer and poster.*

*Write the blurb to describe the show and what audiences can expect. Entice the general public to buy a ticket!*

## Recap of Set & Costume Design task - with Imogen Melhuish

- 1 Create a mind-map or mood board for a set design to do with your theme. Include colours, shapes, materials, textures. If possible, compile inspiration images to support your ideas.
- 2 Choose 3 key ideas from your mind-map or mood board that you are going to move forward.
- 3 Draw some initial sketches or compile a collage to begin exploring these 3 key ideas for the design on paper or digitally.
- 4 Present back your ideas to others and see if you can impact each other.

### Follow on task...

*Choose a fairy story and identify 3 main characters in this story. You are now going to design a costume for performers to wear as they play these roles. The performance is going to have lots of dance so think about what materials you would want to use for comfort and flexibility, but also to look powerful as the cast dance. Draw up your designs and if possible share small cut offs of example materials around your design drawings.*

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## Recap of Sound Design task - with Fraser Owen

- 1 Choose a character who is going on a specific journey.
- 2 Make a list in order, of all the sounds that tell the story of this journey.
- 3 Find the sounds online or record each sound on your phone.
- 4 Build a playlist or edit together the sounds in order to share back.

### Follow on task...

*Using a sound editing app or free software, edit a piece of existing music to make it sound like it is in different locations. Can you play with effects to create the following atmospheres/feeling for the track... Underwater, in a cave, outdoors at a festival, like it's coming from a tiny speaker, on fast forward.*

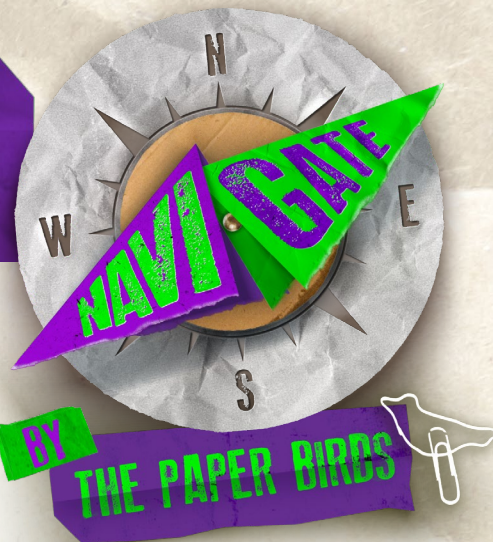
## Recap of Video Design task - with Ben Glover and Bella Meyerson

- 1 Pick a story that you already know – it could be a film, a book or a show.
- 2 Choose one scene within the story that could be enhanced with video design on stage.
- 3 Develop an idea for what the video content could be and where it might be placed on the stage.
- 4 Draw, photograph, or source online footage to demonstrate, and present back your ideas.

### Follow on task...

*Using a video editing or animation app or software, begin to design a piece of footage that could become the backdrop for a scene that would be difficult to stage live. Think of a location such as a busy city centre, a storm on top of a mountain, or under the sea etc. Consider how you use effects and your own creative vision to alter found footage – for example, how do you play with colour, speed, and filters to put your own stamp on the design?*

# DOCUMENTARY TASKS



## Getting Started

- 1 Consider if you were making an original show from start to finish, what topic would you choose to explore? The project needs to keep you as the artist engaged for the number of years on which you will be working on it, it needs to resonate with audiences, and it needs to sell tickets. What would be your topic of focus and who might you interview/ research/ bring on board to help you start to explore the theme?

## Devising

- 1 In relation to your chosen theme (above), make a list of as many scene ideas as you possibly can that explore the theme – think broadly. So for example, if the theme is 'climate change', we might make a list that includes things such as public opinions on climate change, scientist's research, nature TV programmes, politicians discussing climate, youth protests etc...
- 2 In small groups, begin to improvise ideas for the staging and content of each scene - only do this for a very short time, just a few minutes on each scene idea, and film these improvisations. Watch each short scene back - discuss which ones work - or how might they be developed further? Decide which scenes you might keep and which you might throw away.

## Shaping a Show

- 1 Out of the improvised scenes you have decided to keep (above), choose an order for them to be placed in. Do any scenes overlap? Which comes first and last, etc? Discuss the meaning the scenes convey to an audience and what you are trying to achieve with them - what is your message of the piece?
- 2 After you have laid out a version of the show in a specific order, rearrange the scenes. What does it do to the meaning and flow of the piece if you place the scenes in a different order? Discuss the impact this has on the story and how the audience reads the material.

## Staging a Show

- 1 Consider what technical elements might bring to your piece. Choose one scene that you want to dream big with; begin to consider how you will bring this scene to life on the stage incorporating lights, sound, video design and set/costume. Make notes and draw up a plan for how you will achieve this - the sky is the limit!
- 2 If you have the capabilities, begin to construct how this scene will reach your artistic vision - can you find the right music and sound effects, can you assemble performers to act out your vision for the scene, can you introduce lighting?