



MERLIN WORKS SCENE WORK HANDOUT

SCENE START TIPS

To know how to act in a scene, we have to find out

1. **WHO** are you? What is your relationship? How do you know each other?
2. **WHAT** is happening? What activity are you doing?
3. **WHERE** is your immediate location, in arm's length?
4. **WHY** is this important to you? Why is this day special?

REMEMBER THE CATEGORIES OF WHO:

1. Family: Mom, Sister, Uncle, Grandma, etc.
2. Lover/Spouse: sweetheart, girlfriend, fiancée, lover
3. Professions: Master, secretary, boss, bartender
4. Friend: buddy, pal
5. Strangers: Who are you?
6. Animals: dog, lion, etc.
7. Objects: toy, couch, merchandise
8. The Fantastic: Satan, mummies, etc.

SCENE START TECHNIQUES

1. Who? Where? What? Why (is it important to you)?
2. History
3. New information
4. Emotion
5. Physicality, Sound, Character
6. What's beyond?
7. Start in the middle
8. Space Work
9. Delaying the Who
10. Playing to imaginary scene partners
11. Observe your scene partner and endow what you see
12. Enter talking off the line
13. Narration
14. Ensemble Environment

FIVE GUIDELINES TO SPACE OBJECT WORK

1. See the object in your mind's eye
2. Know the moment of contact. When you are touching it and when you are not.
3. Know the weight and texture of an object. A bunny rabbit, a porcupine, a boulder
4. Leave room for the object. In your hand, in the room
5. Take your time and go slow

WAYS TO FIND A CHARACTER

- Personal Objects and Clothing
- Lead with a Body Part (add an emotion)
- Animal Characteristics
- Get a Catch Phrase
- Make Your Face a Mask (Squishy Face)
- Make a Sound or Emotional Noises
- Play Someone you Know
- Fast Food Laban: Timing, Weight, Space
- Character Endowments
- Pick an Adjective

TYPES OF EDITS and WIPES

- Lights out (clear stage or stay in same position and justify)
- Sweep/Cross in front
- Start New Scene without recognition and take focus
- Segue ("Later that night" "Training Montage")
- Exit (continue action until offstage)
- Talking off the line (one scene enters as one scene exits)
- Tap In/Out w same/new character (can use last line of dialogize)
- Split/Multi-focus Scene (can interweave spatially)
- Flash back/forward (can be with internal narration)
- Split from the herd
- Create hubbub w/ group scene
- Scene Painting or Genre Narration
- Internal Narration/Aside/Monologue
- Wave Lights Down
- Character/Location Snap
- Swinging Door
- Transformer edit (everyone repeats gesture/sound)
- Meta
- Sound effect/music swells

BASIC HERO STORY STRUCTURE

1. Establish Hero in an Ordinary World
2. Call to Adventure/Raise the Question
3. Hero changes through dynamic pursuit of objective through tests, allies, and enemies
4. Answer Question/Climax/Ordeal
5. New Ordinary World

TILTS AND NEW INFORMATION

After establishing a platform:

- Something important is happening
- Confess something important
- Ask for something important
- Discover something important
- Tell the truth about something important
- Give advice about something important



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