

Director's Script Analysis: Preliminary

1. What does this play make me think and feel?

2. Theme: What is the playwright saying to me?

3. Plot: What happens?

4. Characters: Who does it happen to?

5. Setting: When and where does it happen?

Director's Script Analysis: Setting

1. What are the viewable elements in each setting?

2. What are the common sights and sounds in the time and place of the play?

3. What music and/or sound effects specified in the script contribute to the setting?

4. What is the time of day for each scene?

Director's Ground Plan

You must create a ground plan for each setting of the play, which you will use for staging scenes during rehearsals, and which the set designer will use to design the set, or sets, for the play. A **ground plan** looks something like the floor plan of a house; it's usually done to scale.

You need to accomplish the following with your ground plan:

- Establish the boundaries of the set.
- Define the acting areas.
- Determine entrances and exits for the acting areas.
- Specify the characteristics of each acting area.

- Place scenery, furniture, and props where actors can move around them in interesting paths and still be seen, and where they will not interfere with exits and entrances.

You should indicate by your ground plan the type of performance space you will use—proscenium, arena, or thrust. Simple figures, such as squares and circles, can represent furnishings and props; make sure all are clearly labeled. Include a number of acting areas so that you can use the whole stage effectively. If possible, include a couple of levels to give yourself more choices for composition and variety.

Director's Script Analysis: Plot

3. Are there new characters introduced, and if so, what effect do they have on the established characters?

4. What happens when new information is revealed to the characters?

5. What are each character's objectives?

6. What obstacles stand in the way of accomplishing those objectives?

7. How are each character's objectives in opposition to other characters' objectives?

Climax

1. What is the play's peak of emotional intensity?

2. What is the final turning point?

Falling Action

1. What events occur to resolve the conflict?

Dénouement

1. What conflicts are resolved?

2. What inner conflicts do the characters continue to experience even though the outcome of a situation appears to be determined?

Director's Script Analysis: Character

Complete one of these forms for each character.

1. What does the script say about this character?

2. What does this character say about himself or herself?

3. What do other characters say about this character?

4. What motivates this character's words or actions?

5. What is his or her subtext (his or her emotional makeup)?

6. How does this character change or develop through the course of the play?

7. How does this character use language?

8. Does this character have a regional dialect?
