





CATT/BWB Casperia

**Day 3**      **06.08 Wednesday**      **Session 1**      **0900—1100/1110—1310**

Neutral + Breath

Walks  
Tip Toes  
Heels  
Sumo

Duels 1, 2, 3

See-Saw

Sound Orchestra      Non-Verbals: City/Casperia

Freeze—Frame      Running to place

C&A:

Blind Walking w/impediments

Segmented movement

Walking held form behind in Japanese sitting position

Sculptures

The Archer

**Day 3**      **Session 2**      **1800—2010**

Ball

Piggy in the Middle

Person in centre ball to each person

Ball Basic

Etude: After the Split      NV only

V. 1    M/F      House      Morgan, Graham

Decide which house/1<sup>st</sup> encounter after the break-up

V. 2    F/F      Audrey, Ana

Morning Breakfast/Sisters/20 years/newspaper, etc.

V. 3    M/F      Café      Jelena, Graham

Moment after M tells F

V. 4    M/F      Train stop      Chris, Morgan

Waiting for the train/strangers

C&A

The Change Exercise (cont'd)

1 object

2 objects

pairs w/1, 2, 3 objects

Sound/Movement Exercise 1 person sound; 1 person movement



## CATT/BWB Casperia

A couple run into a café believing it's a hospital. They have witnessed a terrible accident just outside. They ask the person behind the counter for assistance. They speak English. The barista is behind the counter, working a boring shift of a boring job. She speaks Croatian, and does not speak English. But she thinks she understands it well.

The couple's task is to secure assistance for the accident.

The barista's task is to serve them coffee.

The couple can be educated, thinking themselves sophisticated, culturally sensitive, overly polite. Or they can be American style tourists, practical, aggressive, disrespectful. Or they can be illegal immigrants in this country who are frightened of being deported.

The barista is the *native*. This is her home (both the culture and the café). Therefore she is the one who exerts the most control.

Establishing Sequence:

Character—Intention (Who I am, What I want). Action on intention can also lead to establishment of character.

Improvisation Sequence:

Character

Intention

Couple Strategy 1

Barista strategy 1

Conflict (coffee vs. accident; hospital vs. café; one culture vs. another)

Couple Strategy 2

Barista Strategy 2 (etc.)

Accident (Event): ex. The Dying Man from the Accident comes into the café.

Etude 2          The Foreigners, part 2          Ana, Audrey, Graham

A couple walks into the lobby of a building they believe is a café. It's a hospital, and the person behind the counter is a hospital clerk. The couple speaks only English. The clerk speaks only Croatian. The couple are extremely confident. They believe they understand the local culture and even some of the language perfectly, even though they have only been in the country for a day.

The couple wants food and coffee in the most desperate way.

The clerk wants to do the correct professional thing in the situation and to not make a mistake that will cost her her job.

The scene will end with either one or both of the couple being admitted to hospital because a) the clerk and doctor make a horrifyingly mistaken diagnosis or b) the couple becomes so desperate at seeing food being served to hospital rooms that they decide to fake illness and get admitted to the hospital.

Establishing Sequence:

Character (Clerk)

Situation

Character (couple)

Situation

Character Intention (couple)

Character Intention (clerk)

Conflict

Character Strategy 1 (clerk or couple)

Character Strategy 2 (couple or clerk) etc.

Event (Doctor enters and begins to diagnose the couple)



## CATT/BWB Casperia

After missing the bus  
After the bus arrives

Focus: Importance

Human Museum

3 photos/sculptures from the Life and Death of Rocky Stone OR

3 photos/sculptures from the Life and Death of Lily Morningstar

C & A

Introduction to Commedia dell' arte masks

**Day 6            09.08   Saturday                    Session 1            0900—1100/1110—1310**

Neutral + Breath + Roll-down

Energy Flings 1&2

Review:

- |   |                                      |
|---|--------------------------------------|
| 1. Rhythm, Tempo & Connection           | (Internal, External, 3 spheres)      |
| 2. Concentration & Focus                | (Creation/FP)                        |
| 3. Communication, Radiation & Reception | (Purpose/Mode/Impact)                |
| 4. JO-HA-KYU                            | (Pre-Expressive/Explosion/Aftermath) |
| 5. Balance & Adjustment                 | (P, C, J/in choices, adjustment)     |

Walking Ball (T&C)

(Rhythm, Tempo, Adjustment)

Television Show (non-real)

(Concentration & Focus)

Exposure

(Communication, Radiation/Reception)

The Flings

(JO-HA-KYU)

Horse & Knight

(Balance & Adjustment)

C&A:

Walking w/characters created from a gesture (gestus)

Adding an intention which begins to create a story

SPACE & TEMPO are always linked

### ***Creating a Dramaturgy of Action***

Creating meaning by linking action to action, adding *past* and *future*

1<sup>st</sup> Action

Analysis or interpretation

2<sup>nd</sup> Action

Analysis or interpretation

3<sup>rd</sup> Action

link together to create story

Exercise:

Taking a picture (Georges de la Tour, *The Dice Players*) and recreating its characters while adding a new story. Through movement build a character and relationships through a sequence of actions/gestures which lead up to the final, frozen position of the picture.