

Darkwood Manor

How can you create tension and atmosphere within a performance?

A. Physical Theatre



Physical theatre is a way of telling a story through physical movement.

It can include other techniques such as mime, gesture, music, dance, and visual art. Performers often use very little or no dialogue at all. DV8 and Frantic Assembly are practitioners who work within this genre.

B. 5 W's

Who am I?
 What am I doing?
 Where am I?
 When am I here?
 Why am I doing it?
 How will I show the audience my 5 W's?

G. Physical Skills

Body Language	How an actor uses their body to communicate meaning. For example, crossing your arms could mean you are fed up.
Posture	The position an actor holds their body when sitting or standing. For example, an upright posture.
Gait	The way an actor walks.
Facial Expressions	A form of non-verbal communication that expresses the way you are feeling, using the face.
Gestures	A movement of part of the body, especially a hand or the head, to express an idea of meaning.
Stance	The way you position yourself when standing to communicate your role. An elderly person would have a different stance to a child!

H. Vocal Skills

Projection	Ensuring your voice is loud and clear for the audience to hear.
Volume	How loudly or quietly you say something. (Shouting, whispering).
Tone	The way you say something to communicate your emotions. (e.g., angry, worried, shocked tone of voice).
Pace	The speed of what you say.
Pause	Moments of pause can create tension or show what you are thinking.
Accent	Use of an accent tells the audience where your character is from.
Pitch	How high or low your voice is.
Emphasis	Changing the way, a word or part of a sentence is said, to emphasise it. (Make it stand out).

C. Levels

Levels refer to the use of different heights, e.g., through standing or sitting, to convey meaning on stage. They can be used to create visual interest, but they can also signal status and character relationships. For example, a more dominant character may stand towering over a vulnerable character.



D. Proxemics

Proxemics is the use of space/distance between characters on stage. This can represent the relationship between characters.



E. Role Play

Role play is when you are assigned a role and, during a small scenario, act as you think the person, they are being would act in such a situation.



F. Storytelling

Storytelling is the interactive art of using words and actions to reveal the elements and images of a story while encouraging the listener's imagination.

I. Horror Key Words

Tension: Tension is the word to describe the feeling that something is about to happen. **Atmosphere:** The atmosphere is the mood of feeling within a scene. E.g., tense, scary, light, happy
Exaggeration: means making an action or gesture even bigger than it is in real life.

