## THE PMILOSOPHE OF THE PLAY CHARACTERIZAGION

## PHILOSOPHY OF THE PIAY:

## Cricteisn of Rohoarsay os tho Posgessod:

Nany thenge wero much bottor, but somo gapo vill bo clardslod within the nore for daye. Wo aro goint to talk to you about the phllosophy of tho play bocauso somotmen you apoak sontencen हithout knowing actually what thoughta are bohind thoso thinga. Tho sontcikcos say sound logical and riaht fron tho point of vion of emphaslo, but gtil2 I hear
 tho phillocophy.
 piay. what 50 impliod by ofls and that pontonce. Thon tho human naturo and intoll2gont actoren coul vill rospond, and then to Will get thoco muances - as in mucic - a. major or a minor koy. It cannot bo aquesed out of tho plano. it nuot bo tho koy in which tho thing io urittono So it muct bo in tho koy in thich wo aro aceing this play. thie koy is a cortain dofinsto morld a gorld of cortain ideag which wo tiavo. to undoratand. to think about and to awakon certoin knoulodgo about. This uiz2 bo tho koy to this play.

The socond ening wo are going to do. Aftor this mork tout the ldeas in tho play. I will ask you about any obatorioos which aro not clear to you. Aftor wo speak about
the phizosophy, go over the wholo toxt and try to Ind the 2mportant words whioh must bo omphadized. Wo have dono this but bofore wo explored thio world of important ideas. but now Wo mute do it aftor to havo oxplored thoso idoas.

Tho third thint 15 that wo ul21 go on with rohearcalc jugt ag vo havo in dotailes. 1. Phitosophy. 2. Emphases on the trounde of tho philosophy. 3o Usual rehearsals. 4. spoceh.

Tho rohearead in ghoral was actually toll dono. Tako this ao oncouragomento Thoro 15 nuch to do. on the batse of what you itivo dono. will you please go ono.

## CHARACTEREATION.

Hoodios How your om good-hoartodnoss 10 too great. and voribuonsty has bocomo sympthotle and tind of charminge. This is wronge All tho elenente aro thore, but your om heare bocomed too blg now.

John: As an actor. you muat know that you nust pay moro attention to the supor objective, "Almayo looking for, almays cooking for, alwayo trying to solve tho problem." This is guch an important part of the human boing which makos o. human boing a human boing. Tho porson mithout probloms is not yot bom as a human boing - tho human being is one tho is looking around and sooing everywhere problems. In our play. Stavrogin is the human boing, that moans ho is tho porson surrounded by problems, who is try the to solvo thom, This is
tho super objective for you.
For Hoodie, the super objective is "To grasp and to crush." For Boatrlco. your super objective is"To bum, to sot Afro to everything." Today she had the sire instead of passion. Dorothy [ho. Elmhirsef. is you get in tho sitting. room scent tho sara huron tragic qualition you have in the lase scone, ti will bo right. Lecce commanding and more tragic. Take tho quality of tho last scone, and transform it into tho second scene.

## Critiden of the mooting gone:

It is already thar, but there azo como things mich can bo improved. It is no longer chaotic, but we must ahapo it more by the following things. Tho whole boating oopocially tho second part. seams to conolat of separate places which are not comoctod with each other. The reason for this is that everyone tho gives a cue to the speaker, in giving those cue. they break the comection. It is not tho speakers thombolvos. but those tho give the cues who break tho tine for them, and tho whole scene breaks. From this point of Dion all tho cues which wo hear are other not in the right tone, or they are in different rhythms or tempo oo that tho do not holp tho speakers to go on because of this cue. They must pretend either that they have not heard it, or they mutt come dow and start from the point which tho cue starts from. If wo can go over tho whole scene and ind tho cues, wo can preserve the unity.

B. Chekhov

Although Sam as the Theoriat is vory good in figure, it is vory difiscult for hin not to rocite as though it wore written in vorse, You nust bo absolutely as concrote es Verkovensky with all four mechanical jdeas. Tho samo standing on the earth as shatove Wo get the inpression that ho is slying becausc op this vorgo quality The moro his ideas bacome concreto, the bettor. $\operatorname{San}^{\circ} \mathrm{s}$ charaotor is in the syeech and everytheng, but it may bo too $20 \%$ and 600 slon from the point of view of tho whole. But do not change tho chacacter. The monotonoua quallty belongg to tho character, but it must be performed in a way more colorsul.

Woodio: Very ofeon you yoursels have been much slowor with tha cuego, and you start irom the boginnting. You must eot the sooling that tho whole thing goes up and up and nover down throughout tho wholo scene the climax comes at tho very end. Tho direction of the play is such that this sceno is tho climax of tho whola play because it is the defoat of Verkovendky, aftor which ho is going down This is ono of the most essential thinga。

Tha crowd: Whon you havo cues ono after another. you have such long pauses between that you drop the scene. It takes sconic time, whioh is really a dipierent kind of time. No ono who has a cua must waste one single niment, and must meree his cues so that wo have not tima to tako a broath. Sam's cues axe so important; that he should mako a
trick not to bo the character ho 15. but to become full of tomporamont, because to give tho cues as the character you are in tho boginning would only lower tho scene. Imagine your character in great agitation. The whole scene is in the fronts tempo for overyoneo You will got tho tempo easter in you will avoid those gapes which mako you start from the beginning again and again.

