

WEEK 5: BRINGING YOUR SCRIPT TO LIFE

- Welcome to the first of your two bonus videos. These videos will focus on designing and directing.
- Now that you've begun to write your own version of the 'Ugly Duckling' it's time to start thinking about how you would bring your story to life on stage!
- I'm Francesca McNally, GSC's Education & Outreach Ops Manager.
- I have directed and co-directed several plays for GSC, including our current murder mystery; *All That Glisters*, our Young Company show; *Love and Wonder* and our school tour of *A Midsummer Night's Dream*.

First Reactions

- The first thing I do when I start directing a play is to think about what the world looks like and what it feels like.
 - What stands out to me?
 - How does it feel?
 - Exactly the same questions as Ant got you to think about in video one.
- For me the thing that stands out is the transformation from the anxious, ugly duckling to the beautiful, confident swan.
 - He starts his life alone and feeling like he is unwanted and ends up feeling love and welcomed into his new family.
 - How will you make the most of the dramatic moment at the end of the story when the anxious ugly duckling is revealed as a beautiful and confident swan?
- I also think about why am I telling this story?
 - What am I trying to say?
 - What do I want my audience to be left with?

How do you want to tell your story?

- Having animals in your story brings up some challenges when putting it on stage but it also brings some exciting opportunities for creativity.
- You will need to think about how you wish to depict the animals.
 - How human or how animal would you like to make them?
 - Do you want to make them human size or animal size?

- Do you want the actors to take on any of the animals physicality e.g. the wings of a bird, the pecking of a chicken or the paws of a cat.
- You could find some footage on YouTube to research how the different animals move.
- You could use masks, puppets, animation, costumes and scenery to reflect your choices.

The Wind in the Willows

- At GSC we have recently performed *The Wind in the Willows*.



- To the left is E.H. Shepard's classic illustration of toad and to the right is how GSC's designer Neil Irish created the character and the costume for the stage.
 - Look at the colours that he chose. Green and browns very much remind us of a toad.
 - Look at the shape he created through padding and by undoing the buttons around toad's belly.
 - Look at how he used the costume to show us Toad's personality. A driving mask and a tweed suit suggests that he has a passion for fast cars and is pretty well to do.
- How might you use costume to represent your characters?

The setting

- The next thing to think about is where is it set?
 - What does this place look like?
 - What does it feel like?
 - What colour come to mind?
- There is a big physical and emotional journey in this story.
 - How will you distinguish his home at the beginning to his new home at the end of the story? What is the difference in the landscape and the way these two places look?
 - How does the ducklings change in emotions and self-esteem affect the feel and the colours of these two places?

Over to you...

Now I would like you to imagine that you are the director/ designer for your version of the 'Ugly Duckling'.

Before putting on a show myself and the designers will create a vision board/mood board. This helps us to imagine the world that we are creating and to ensure that we are both thinking along the same lines. **Remember if you don't have a solid vision no one else will either.**

- Find pictures of how you imagine your nest, your lake, your farmhouse etc to look. This way you can share your vision with the designer and your actors.

This can be done in many ways, using as many of your five senses as you wish to. You can:

- Create a collage by cutting pictures out of magazines or from pictures online or by creating a special folder on Pinterest
- Draw or paint your own illustrations
- Go for a walk and take pictures that inspire you
- Make a playlist of music or sound effects
- Find materials, textures, smells that remind you of the character or the settings.
- Discover what the character's favourite snack or drink is – what does this tell us about them?

There is no right or wrong way to create your world.

Download the sheet from our website.

We'd love to see them, so send them into us at eo@guildford-shakespeare-company.co.uk

Thank you very much. Look forward to seeing you next week.

