Theatre Dance and Performance Training

POSTCARD

Training and Craft

Andy Lavender

The nature of craft and training in a multimedia context

For performers – consider inner intention (commitment to action, emotional line, and/or character’s journey) and technical rubric (positioning, timing, gesture, physical and vocal precision) and remember the camera is your collaborator.

For designers – consider space as two-dimensional and three-dimensional, actual and virtual time as something to be staged durationally (theatrically!) but also through deferral, segmentation and repetition the human body as figural but also a talking head, an abstract voice, a pattern in a rhythmic flow of data.

How to train for this?
focus on specifics, but across different specifics think in plural act/do across two or three dimensions simultaneously. Or more...

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