

Harrington  
21M.604 Fall 2005  
Week 9, Handout

Notes:

**Finding the LIVE LINE:** where is your play most alive? Where does your play take us somewhere new, stops the characters in their tracks, makes the audience hold its breath?

**Play the reality.**  
**Tell the truth.**

You can't come to these moments unless you talk out loud.  
Fight with yourself.  
Play all the roles out loud.

Don't always look to answer things with words.  
Give your characters ACTIONS which reveal them, show us something about them.

Continue making lists for your characters.  
What they want, or what they thing they want.  
What they NEED—what they can't live without.  
You'll see that you know you characters more fully now, in a deeper way.  
You're refining their desires and motivation their desire through backstory/history.  
EVENTS.

Avoid the temptation to be clever rather than real.