

Identity of Site or Characteristics of Architecture

How do these 'ingredients' affect the story?
(DAYDREAM WILDLY. BE BOLD and SPECIFIC.)

Is the impact on first encounter or does it accumulate over the performance?

Sit and observe a site or potential location (for 5-10 minutes at the least for internal spaces, preferably an hour or more for external locations. And/Or over several day. Ex: at the time of the performance)

Look at ways a SPECIFIC physical space (or series of spaces) can help tell the story of an event, a group of people or an opinion about the event, the characters, the world.

Objective: *Consider spaces available for the performance*

—ON A SHEET OF PAPER, ANSWER QUESTIONS IN BOLD,
AND AT LEAST ONE QUESTION FROM EACH SECTION.

KEEP THIS LIST FOR REFERENCE THRU CREATION/REHEARSAL.

Visual Qualities How could these affect the story?

Find an interesting use for a text-based example

Length – what is the distance between potential entrances/exits?

Height – how big or small does the space seem with a few people in it? MANY people?

Depth – Elevator? Closet?

Shape

Features – what's here? **What can we use RIGHT HERE to deepen the storytelling?**

Scale and proportion

Lighting – dim? bright? Video? (Is there projection potential? What might be an interesting idea to consider?)

Aural Qualities - How could this affect the story? Find an interesting opportunity for a culture-based example (either from life or the text)

Soundscape – dominant, solos, underscoring or punctuation (airplanes, boats, music, typewriters, birds, flushing, etc)

Aural atmosphere – warm, cold, echo, dull, dampening, overwhelming, thin...

Distance – how far might it carry? How softly can you speak to be heard across the space?

Scale of human voice – does it disappear? Resonate? Bounce around?

Sensory Qualities How does that affect the story? What **COULD** this place have? Could the weather or season tell part of the story? Give a specific example of fun ideas to help anchor the non-verbal understanding of when/where/what of the story.

Smells

Tactility

Logic of materials

Temperature and ventilation

Atmosphere

Use

HOW are we going to exploit/play/explore this for the story?

For us? For the audience?

Pedestrian use? And other ways to travel/move in this space?

Ownership – who does the space ‘belong’ to? When? How?

Inherent traffic problems – consider how many people can move through at various speeds...

Is there a bottleneck if many people move fast?

Can something (a scene repeated/video/sound) help the delay and still carry the story forward? (“keep the ball in the air”)

Time

Geology – how speedy is the ‘geology’ of the site?

Is the site in the midst of a migration?

(real life v story time; a river v sidewalk)

How fast does the space move? What is moving it?

(a playground vs the woods, as example)

Duration - Are we aware of the real time passing? How is time manifested there?

What naturally happens to the site over the duration of your piece?

Real time: What *can* happen in this site/location in real time?

How can that be distorted or altered?

Interaction

You: How do you change the place?

What might be a surprising way to reveal the space to the audience?

Is there a narratively-anchored way to reveal the story in the space? (Is there just a COOL way to reveal the story, or the space or a theme here?)

The Site: How does the site change the performer(s)?

Audience: How does the audience affect the space?

Intruders: Are there ‘intruders’ that you hope won’t enter the space while you are performing? How will you contextualize them?

(Identify potential distractions/intruders)

Invite? Explain? Ask for _____?

(what do you need from them?)

Drama

Change: What changes are inherent: growth or decay or neither?

Surprises

What about the site is picnoleptic?

(‘frequently surprising’ – isn’t this a GREAT word!!!??)

Narrative: What is narrative in the site? What is the story the space itself is telling?

How does that intersect in the story we want to tell?

(tunnels, mirrors, sinks, etc)

What story could be told as well/instead? history/context

Is the narrative obvious or obfuscated?

Voice: What does the site have to say?

Alterations

If you could add or subtract one thing in this location to achieve for a strong storytelling/narrative/emotional payoff, what might it be?

~ How would you introduce the addition or subtraction?

With witnesses? Just 'happens'? Does it need to be visible?

Your thoughts on space and manipulation of expectations:

other notes/considerations/ what-ifs: