

# Acting for Animation

Week 2

# 7 Essential Acting Concepts

- **CONFLICT:**

- To the Character, Conflict is not always a negative
  - Think of Conflict as an Obstacle
  - The Character has an Obstacle to maneuver around, through or over.

# 7 Essential Acting Concepts

- **OBJECTIVE:**
  - The Character has a mission, a goal to achieve.
  - Character peruses a path that will get him/her what they want.
- **Doing:**
  - Pursuit of a provable Objective

# 7 Essential Acting Concepts

- #1 Thinking tends to lead to conclusions, Emotion leads to action
  - Thinking:
    - Something happens
    - Come to a conclusion
    - Action is based on Emotion
  - Emotion: An automatic value response
    - How much the Character feels about something determines the kind and degree of emotional response.

# 7 Essential Acting Concepts

- #2 Acting is reacting. Acting is doing
  - Character reaction has to do with Character values
  - Character just doesn't 'do'
  - Character reacts to what is happening, what they are doing.

# 7 Essential Acting Concepts

- #3 Scenes begin in the middle, not at the beginning:
  - The narrative is already in progress when the scene starts.

# 7 Essential Acting Concepts

- #4 Theatrical Reality is not the same thing as regular reality:
  - Only show the parts that tell the story.
  - Condensed in time and space.

# 7 Essential Acting Concepts

- #5 Character should play an action until something happens to make him play a different action.
  - Character is always doing something.
  - Character does one thing at a time.



# 7 Essential Acting Concepts

- #6 A scene is a negotiation:
  - Character wants something
  - Needs to be a way for the Character to get what they want.

# 7 Essential Acting Concepts

- #7 Audience empathies with emotion
  - You need to make the audience feel what the character is feeling.
    - Character is in a situation the audience recognizes.
    - Character acts in a way that the audience relates to:
      - That's what they would have done.
      - That's what they wish they could do.

# Character Performance and Believability

- Observe how people act on a daily basis
- Observe how actors play on screen
- In animation, you would need to emphasize an action through gestures

# Action Defines the Character

- Action Defines the Character
  - How does his action portrays personality?
  - How would the character act if he is nervous? proud? happy? sad?
- Keep an RVJ (Reflective Visual Journal)
  - Collect visual references incl. drawing for character design, evaluate designs and acting
- Act! in front of the camera
- Planning storyboard

# Subtext

- Subtext is often conveyed non-verbally (through body language)
- What the characters are thinking/feeling (beyond the script)
- Emotional Recall- exploring their subconscious to trigger real emotions