

## Key Elements in Mime

There are several important things to keep in mind when studying mime. Following these rules will make your scenes understandable and enjoyable for you audience.

- 1) Exaggerated Action
  - a. Every action should be much bigger than real life in order to make events crystal clear to your audience
  - b. Use your entire body to show an emotion or to complete an action, even if doing so is a bit unrealistic. This will help the audience understand you scene
- 2) Exaggerated Emotions
  - a. Use **BIG** facial expressions (think of clowns)
  - b. Remember to use your whole body to show the emotion (ie. Jump for joy, cringe in fear)
- 3) Exaggerated Energy
  - a. Exaggerate the amount of effort required to complete an action (ie. If something is heavy then veins should be popping out of your head as you lift it)
- 4) Precision
  - a. All of your movements onstage must be carefully thought out step by step and executed in an exact manner in order to keep the meaning clear
  - b. Vague, limp, rapid or sloppy actions are easily misinterpreted
  - c. Remember, the audience can not see the imaginary object the you're manipulating, so a cell phone looks exactly like a TV remote or a calculator if your actions are not exact
- 5) Expectations of Reality
  - a. The audience will understand if YOU behave a bit unrealistically, but they won't understand if objects behave unrealistically. Don't change the laws of physics!
  - b. Objects must not teleport into your hands. Everything must come from somewhere AND must be put somewhere when you are done with it
- 6) Consistency
  - a. Once you create an object on stage, it stays where you put it
  - b. Keep track of where things "are" on stage to ensure that you don't walk through a chair, or crush your dog by putting a crate on top of it