

Comic Movement

As with facial expressions, makeup and costume, your movements will define you uniquely as your clown self. Movement helps to show your character. Examples are: undulation indicates floating, staccato moves convey efficiency; flowing and sloppy movements can convey a dumb character. Unfinished gestures create a want for closure.

If it is routine, it is dull and boring. Creating and maintaining interest means that what the clown does should be absurd, and over- the- top.

Use your body to create interest and variety – happy to sad, surprise, anger, tiredness, yawning - exaggerate your movements. Use pauses, actions (highs to lows, little body to big body.)

Watch cartoons and look for stylized movements and gestures.

Rehearse your moves so you can be spontaneous when you do them. Practice your stylized moves.

Set up your movement – set up "the promise" of action, then take the option to do it or not.

When performing, be aware of your physical surroundings, Use stylized repetition, and invite the audience in. Do it big. (1, 2,3)

- -Stop
- -Look
- -react

When moving from one point to another, never look and go directly there. Always go to the opposite direction first for emphasis of the move (sort of like a double take.)

When using props, hold them as if they were alive. Present them to the audience. Show that they have value.