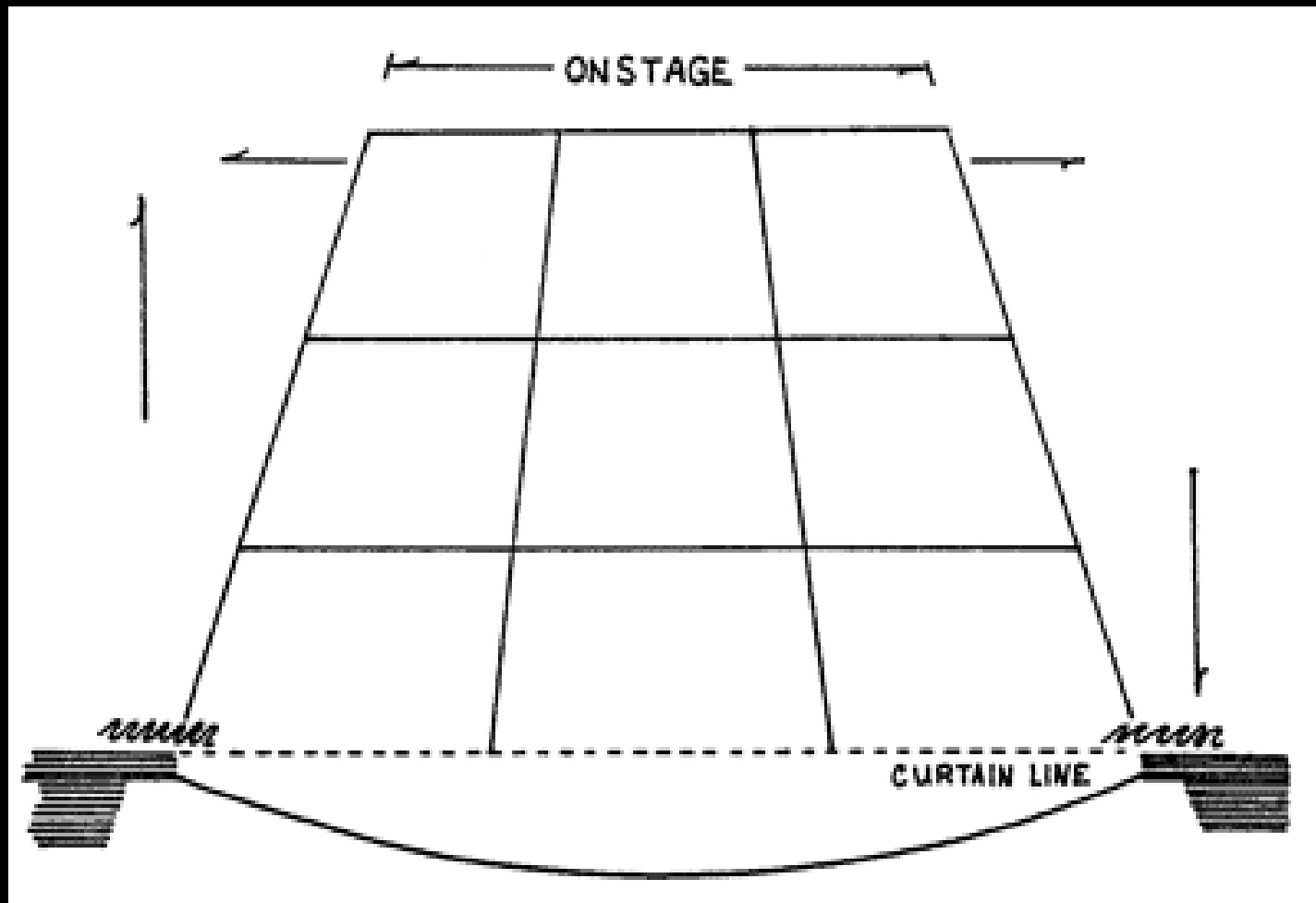


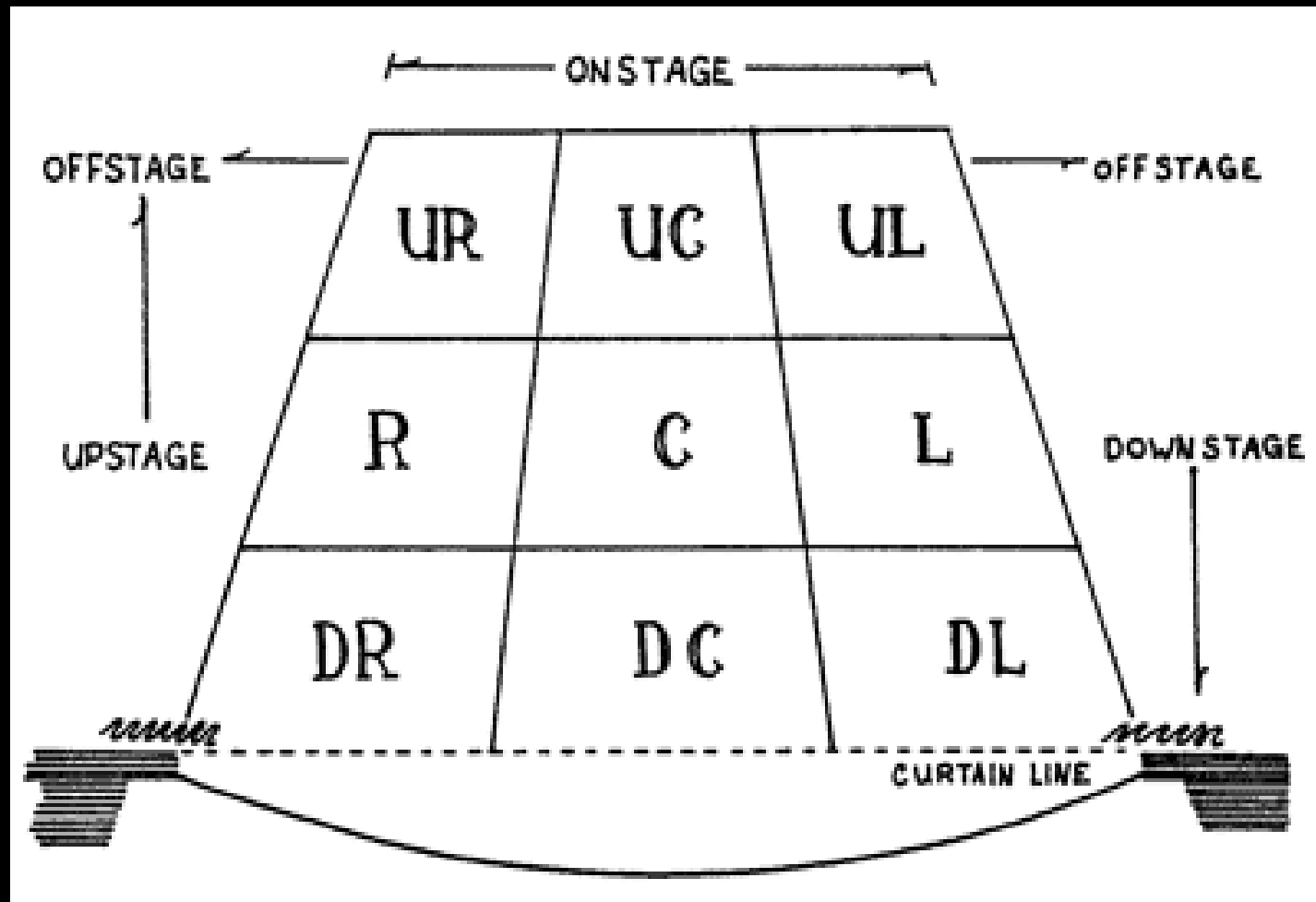
# Final CUMULATIVE Practice Exam

Make sure to print out the study  
guide!

# Fill in this diagram!



# How many did you get correct?



**A theatrical property is any object**  
**held or used on stage by**  
**an actor** for use in furthering the plot or  
story line of a theatrical production.

Larger "props" may also be Set Decoration, such as a chair or table. The difference between a set decoration and a prop is use.

**History:** Small acting troupes formed during the renaissance, traveled throughout Europe. These "companies" functioning as cooperatives, pooled resources and divided any income.

The first known props were hand held  
masks used by performers in  
"Greek Theatre" and have become  
symbols of theatre today, known as  
the "comedy and tragedy  
masks".



Many props are ordinary objects. However, **a prop must read well from the house** or on-screen, meaning it must look **real to the audience**. Many real objects are poorly adapted to the task of looking like themselves to an audience. Some props are specially designed to look more like the actual item than the real object would look. **In some cases, a prop is designed to behave differently than the real object would, often for the sake of safety**.

•A prop **weapon** (such as a stage gun or a stage sword) is often used in place of a real weapon. In the theater, prop weapons are almost always either **Non - operable** replicas, or have safety features to ensure they are not **dangerous**. Guns fire caps or noisy blanks, swords are **dulled**, and knives are often made of plastic or rubber. In film production, fully functional weapons are occasionally used, but typically only with special smoke blanks instead of real bullets. The safety and proper handling of real weapons used as movie props is the premiere responsibility of the **Prop master**,

- Breakaway objects, such as Balsa - wood furniture, or Candy - glass (mock-glassware made of crystallized sugar) whose breakage and debris look real but rarely cause injury due to their light weight and weak structure. Even for such seemingly safe props, very often a stunt double will replace the main actor for shots involving use of breakaway props.

Working in coordination with the set designer, costume designer, lighting designer and sometimes, sound designer, this overlapping position has only in recent years become of greater importance. Besides the obvious artistic creations made in the prop workshop, much of the work done by the property designer is research, phone searches, and general footwork in finding needed items.

# MUSICAL THEATRE

FOUR MAIN INGREDIENTS:

1. Dancing

2. Singing

3. Acting/Dialogue

4. Orchestra/Music

# STORYLINE COMPONENTS

What are these?

(must be able to explain these for each story/performance we saw/read this semester!)

## EXPOSITION

The presentation of information that the audience needs to enter the play's action

## RISING ACTION

The central part of the story during which various problems and complications arise, which cause the characters to take actions

## CLIMAX

The highest point or turning point in the action, which pits protagonist and antagonist against each other in a final confrontation that settles all their difficulties

## FALLING ACTION

Contains the action or dialogue necessary to lead the story to a resolution or ending

## RESOLUTION

The end of the story in which the problems are solved and the story is finished.

# SETTING

The time and place of the story.  
Geography, social eras, and political  
events are all influential

# COMPLICATIONS

A force, an obstacle, a reversal, a sharply disappointing setback, or an unexpected event that changes the course of the play

# FORESHADOWING

A device used by the playwright to build suspense and tension, and to prepare the audience for action that follows

# THEME

The central idea, thought, or meaning of the play.

It answers the question, “What is the play about?”

# ANTAGONIST

Often a villain, but may be a force of nature, set or circumstances, an animal, or other force that is in conflict with the protagonist.

# IRONY

Words, phrases, or actions used to mean the exact opposite of their normal meaning.

Ex. A fire station starts on fire

# SYMBOLISM

An image, or a concrete or real object used to present an idea.

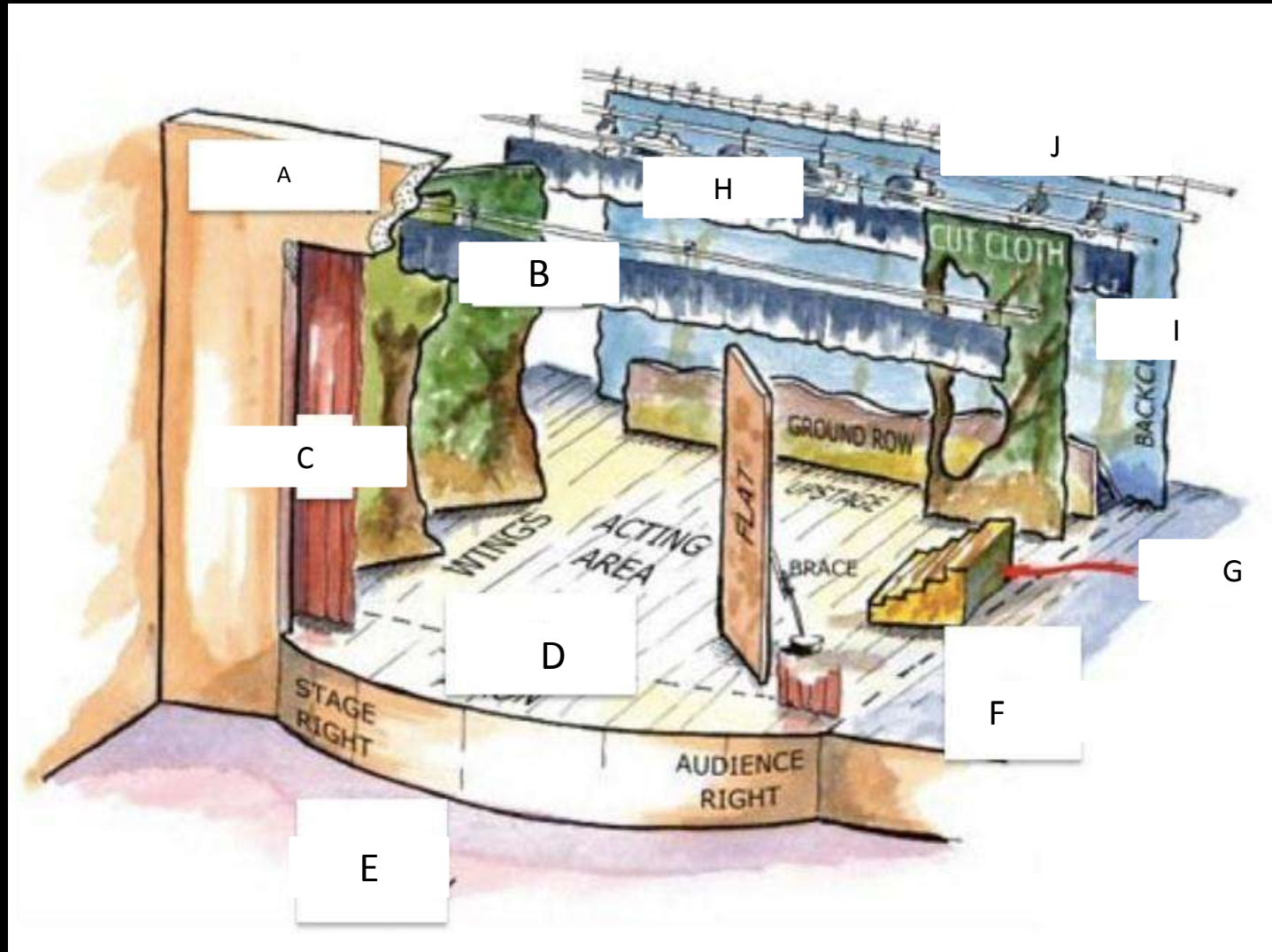
# MOOD

The feeling and audience gets from  
the play changes as the action  
progresses.

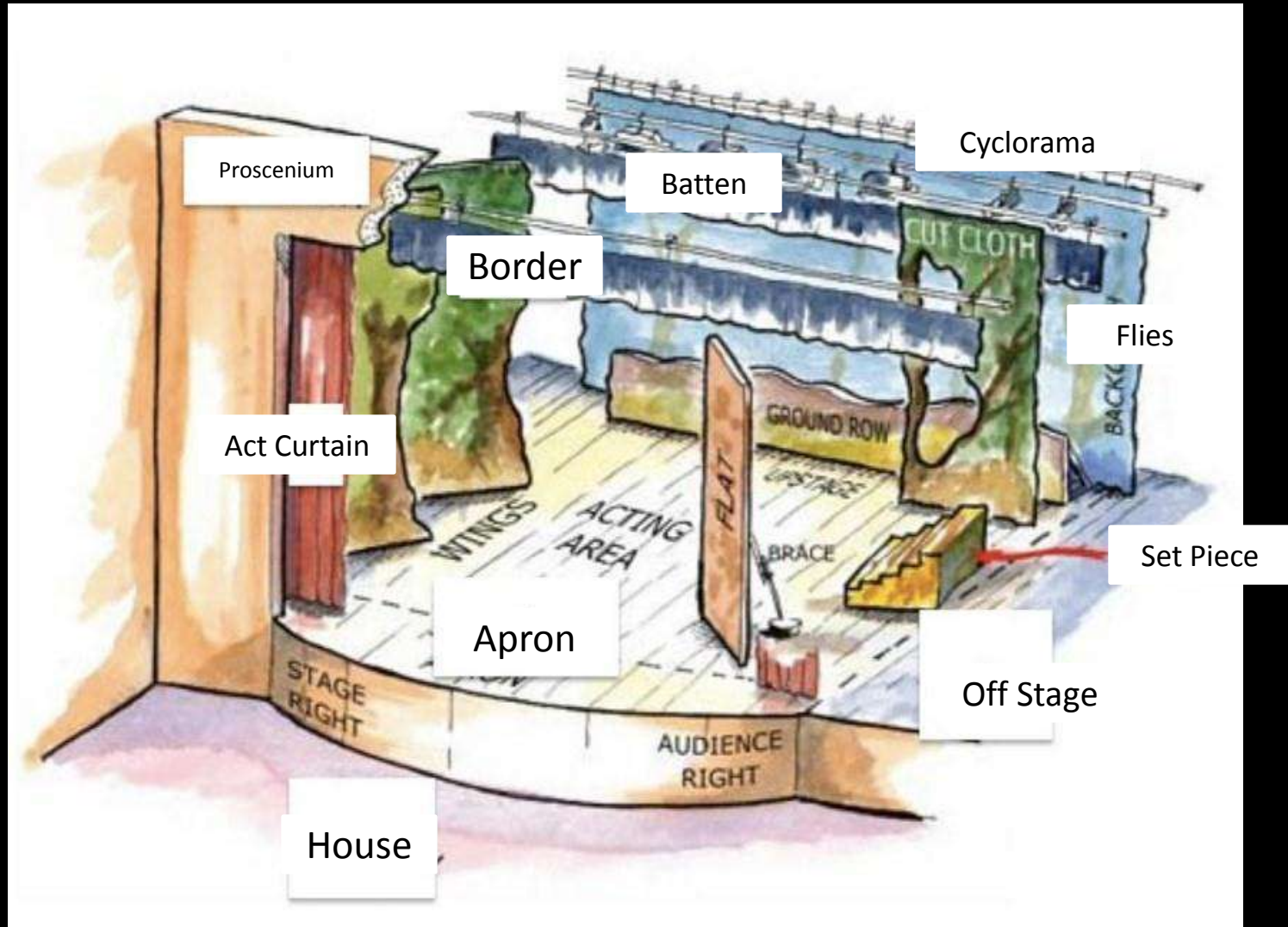
# PROTAGONIST

The chief figure in a drama whose actions are the primary focus of a story. Cannot exist in a story without opposition from a figure or figures called antagonist(s).

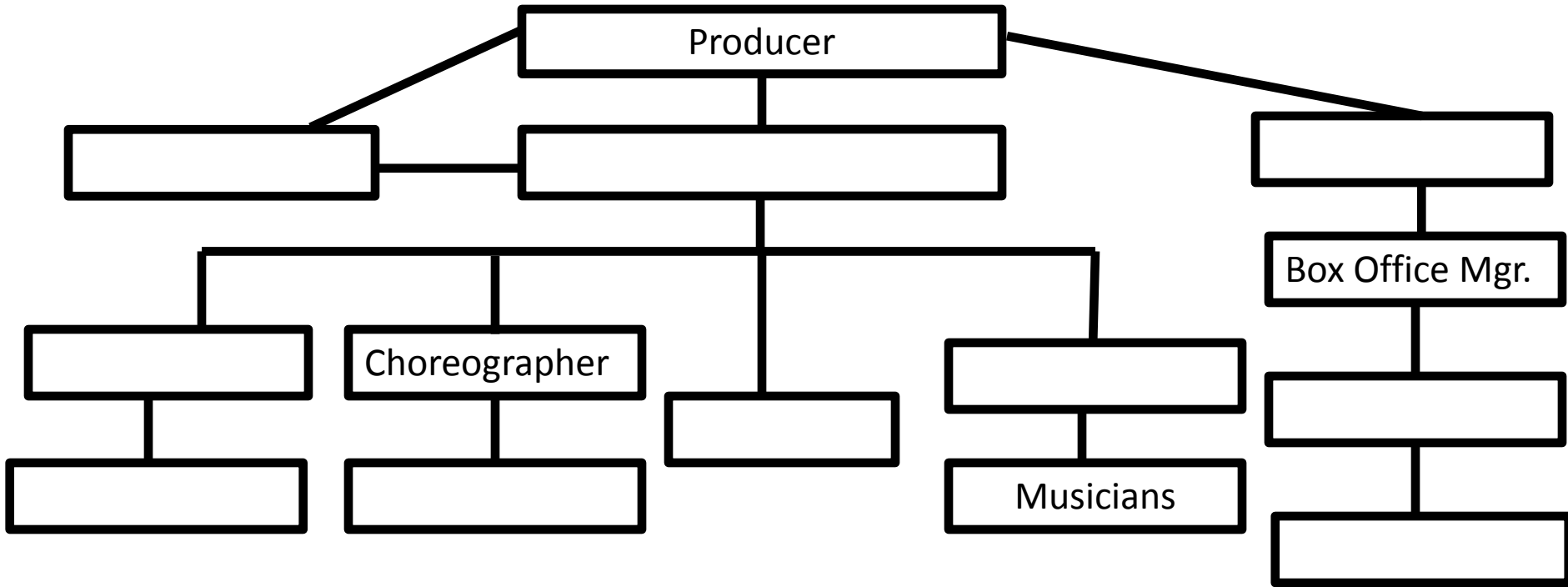
# What are these Set Vocabulary terms ?



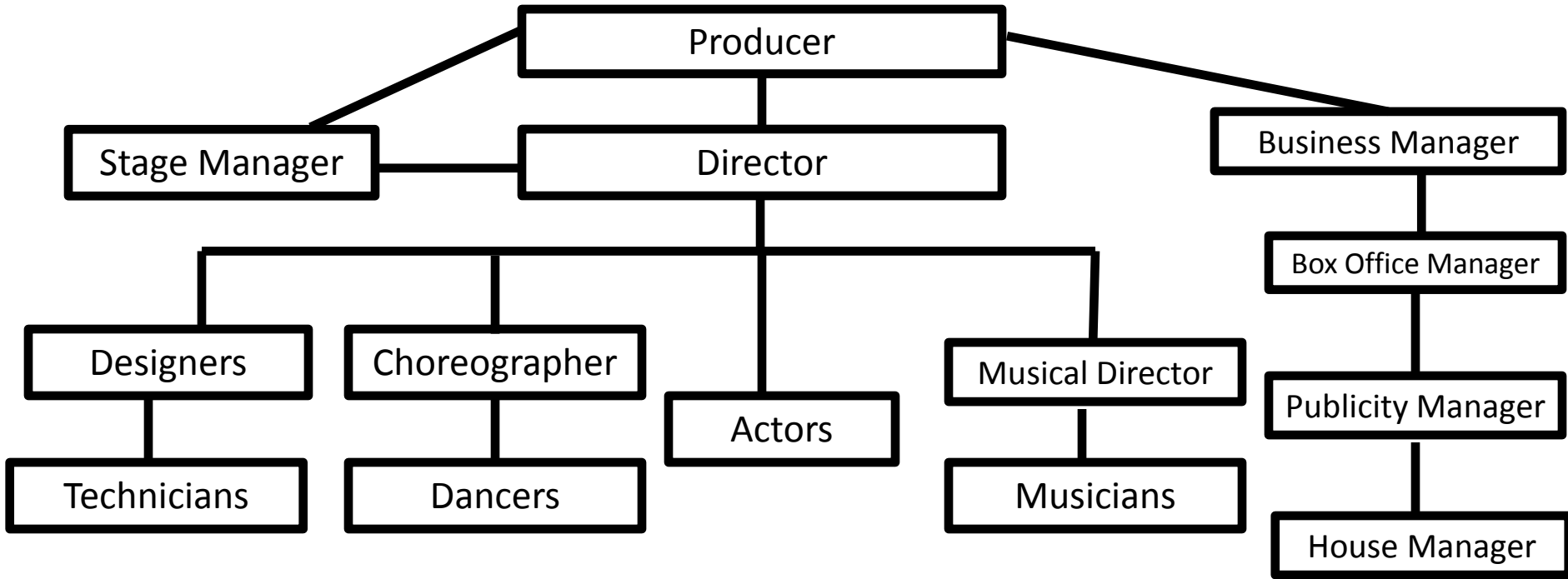
# What are these Set Vocabulary terms ?



# Fill in the blanks



# How many did you get correct?



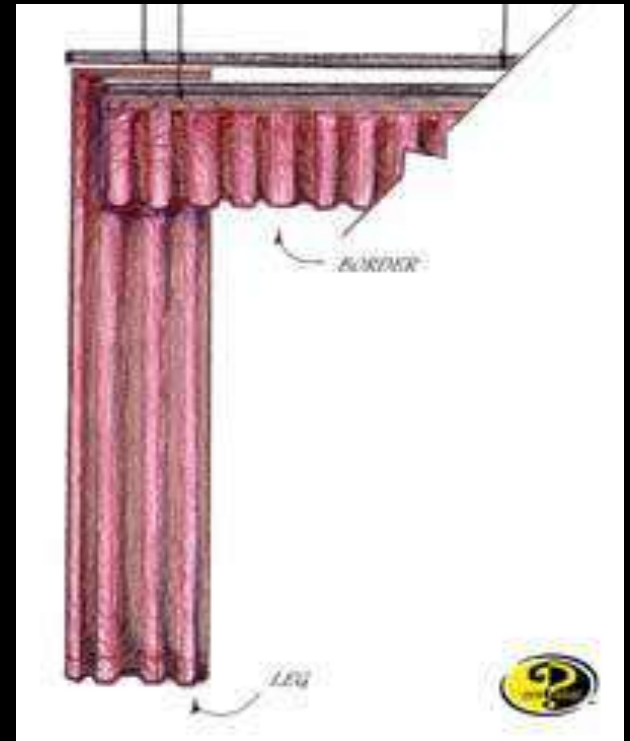
# Apron

The area of the stage directly in front of the Act Curtain.



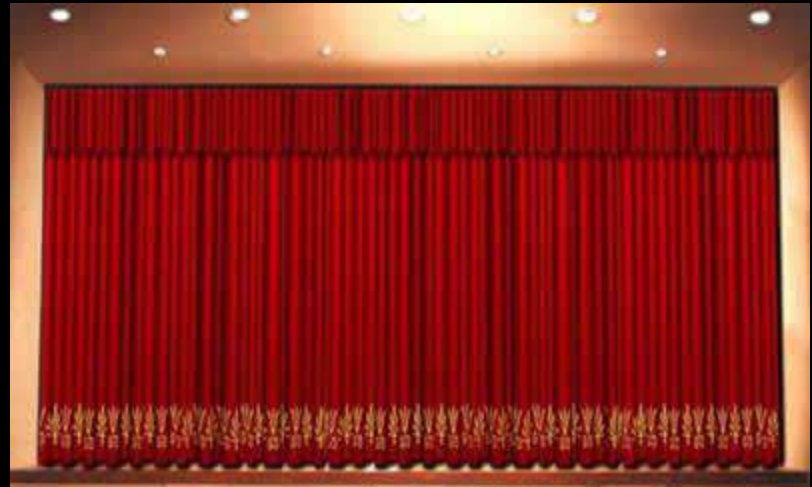
# Legs

Curtains hung extreme left and right for the purpose of masking back/off stage.



# Valance/Border/ Grand Drape

The cloth hung downstage of the main curtain and used to change the height of the proscenium opening.



# Act Curtain

A curtain used at the beginning of, during, and at the end of a production



# Wings

Space on either side of the stage area, behind the proscenium where actors wait for their cue to enter the acting area.

(in between the legs)



# Cyclorama

A backdrop  
used to  
simulate the  
sky



# “In One”

Space from left to  
right stage  
between  
valance/border and  
first legs.

(the area where  
you can see the  
acting happening)



# House

The area of a theatre where the audience sits.



## Traps (trapdoor)

Removable sections of the stage floor, for access to under stage.



# Batten

A long pipe or pole from which scenery, lights and curtains are suspended.



# Offstage

Toward the sides of the stage away from the center and out of view of audience.



# Backstage

Area of a theatre that is behind the stage and is out of view of the audience.



# What do you need to start an improv scene?

-Audience suggestions/ideas/unknown topics

# What is an “offer” ?

Giving new information/When someone  
defines the reality of the scene

# What are ways you could 'define the reality of a scene' ?

Give someone a name

Identify a relationship

Use space object work to create 'props' or  
explain the setting

# What is “blocking”?

When an actor does not accept another actor's offer

# What are 'Character motivations' ?

The objectives the actor believes the character seeks.

Important because they move the scene along/make it believable

Being a costume designer usually involves  
researching, designing and  
building the actual items from  
conception.

The four types of costumes that are used in theatrical design are Historical, fantastic, dance, and modern.

Name the type of costume this would be:

**dance**



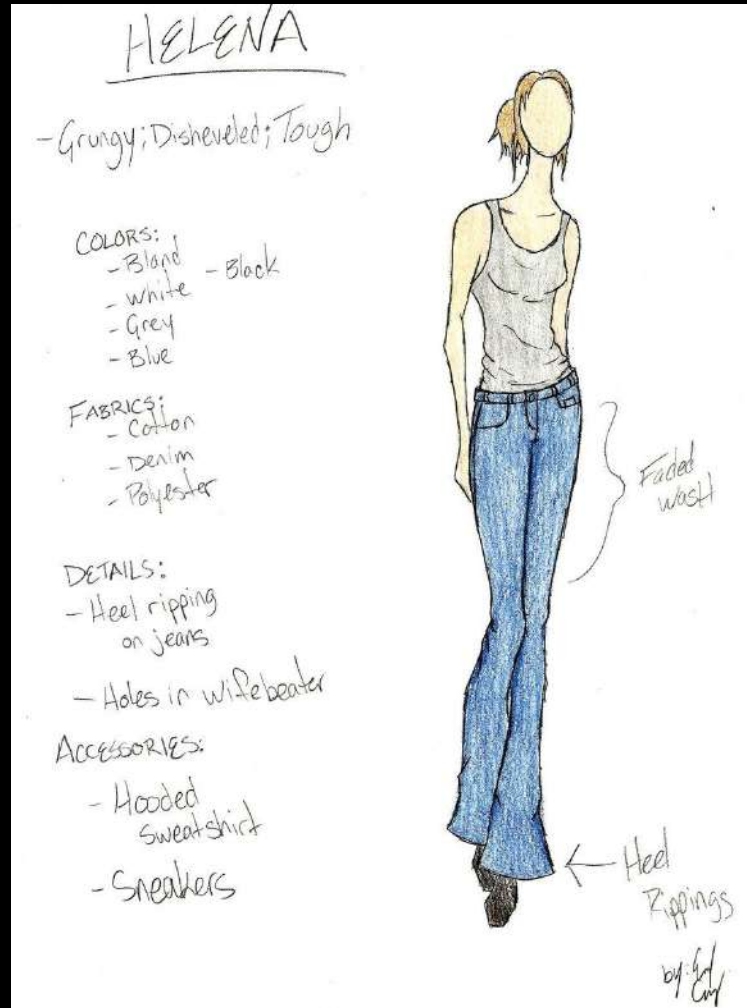
Name the type of costume this would be:

fantastic



Name the type of costume this would be:

modern



Name the type of costume this would be:

**Historical**



Designs are first sketched out and  
approved, by the director.

The leading characters will  
have more detail and design to make them  
stand out

**Theatrical scenery** is that which is used  
as a setting for a theatrical  
production.

**Scenic design** (also known as stage design, set design or production design) is the creation of theatrical scenery.

Scenic designers are responsible for creating  
Scale models of the scenery, renderings,  
and paint elevations.

Flats, short for Scenery Flats,  
are flat pieces of theatrical scenery which are  
painted and positioned on stage so as to give  
the appearance of buildings or  
other backgrounds.

A fly system is a system of lines, counterweights and pulleys.



# The Miracle Worker: Plot Diagram

## SETTING

→ At the Keller's house in Tuscumbia, Alabama – 1880's

## CLIMAX

## FALLING ACTION

## RIISING ACTION

## RESOLUTION

1) First scene in the play when Kate and Keller realize Helen is deaf and blind (when she is a baby)

1

2) Kate and Aunt Ev try to convince Keller to write to Anagnos for help

2

4) Helen locks Annie in her room

4

6) Annie lives with Helen in the Garden House

6

8) Helen says "wah-wah" at the pump for the first time and understands what it means (first communication)

8

9) Helen signs other words with Annie, Kate and Keller - she is excited she can communicate

9

7) Helen throws a fit At her welcome back dinner

7

5) Breakfast scene - Helen folds her napkin

5

3) Annie arrives at the Keller house

3

10) Annie tells Helen she loves her "forever and ever" - Annie realizes she actually loves Helen - Helen has conquered her disabilities

10