

A Few Mime Terms

Resistance - The term for the firmness or solidity of an object in an opposition of outside force.

Consistency - Objects that are mimed must remain the same size.

Isolation - The separation of body parts for individual development and expression.

Inclination - Leaning to the front, sides, or rear.

REMEMBER - almost every body movement begins w/ the chest.

Key Elements in Mime

Exaggerated Action

- Every action should be bigger than real life in order to make events crystal clear to your audience
- 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 your scene

Exaggerated Emotions

- Use BIG facial expressions (think of clowns)
- Remember to use your whole body to show the emotion (ie. Jump for joy, cringe in fear)

Exaggerated Energy

- 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)

Precision

- 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
- Vague, limp, rapid or sloppy actions are easily misinterpreted c. Remember, the audience cannot see the imaginary object you're manipulating, so a cell phone looks exactly like a TV remote or a calculator if your actions are not exact

Expectations of Reality

- 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!
- Objects must not teleport into your hands. Everything must come from somewhere AND must be put somewhere when you are done with it

Consistency

- Once you create an object on stage, it stays where you put it
- 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