

- Director- a person dedicated to the overall organization and orchestration of production elements, from script selection to design choices, from assisting performers in building a character to movement about the space.
- Directorial vision- the idea or message to communicate to watchers-but also the way that they then correspond with designers as they all bring their work together
- Dramatic (symbolic)- the timeframe in which the story of the play takes place; limited by playwright; can be expanded or compressed; can move from present to past to future.
- Drop- a large pointed background literally hung from the grid and then dropped to the floor.
- Embellishment- trims can be anything from fringe, lace, and ruffles to fancy buttons, zippers, and snaps.
- Emotional recall- remembering a moment of a particular feeling from past circumstances and then focusing on an aspect of it on what the character is going through, as in sensory recall.
- Euripides- 480-406 BCE. Writing style was more experimental used theatre as a "transgressive" art form; antiwar write.
- Evocation- the artwork attempts to evoke or elicit a response from the viewer.
- Exposition- the dialog that describes the backstory, those events that occurred before the start of the play that the audience must know
- Expression- what the artist or artwork wishes to express
- Fabric- woven or knitted fibers
- Follow spot- beam of light used to follow
- Fourth Wall- fake wall actors build to separate from the audience
- Fresnel- soft-edged spotlight, produces wide beam
- Front elevation- scenic environment drawn "full face"
- Front of house personnel- those who greet you at the door or get you to your seat
- Gel- colored filter that changes the color of the lights
- Ground Plan- a "bird's-eye view" of the space, scenic elements, and architecture and includes the outline of the walls, placement of furniture, location of the door and windows, and suggested entrance and exit points.
- Hamartia (tragic flaw)- the aspect of the Tragic Hero's character or personality or behavior pattern that causes their "downfall".
- Hard covered flat- a piece of scenery covered with thin plywood called launa or Philippine mahogany.
- Konstantin Stanislavski- Russian actor in the 1920's. performers create an "inner life"
- Language- the aesthetic quality of the words spoken by the characters
- Leg- are tall, relatively skinny
- Light cues- what is simply called change in light.
- Light plot- overhead view of the position for each lighting instrument
- Line- starting point of any design as it creates a silhouette in the performance space. Refers not only to the cut of a garment, but also to the pattern/grain of a given fabric.
- LLD's- more efficient and last longer.
- Magic if- the givens circumstances that allow a performer to imagine themselves in the same physical, emotional, and spiritual life as the character they are portraying.
- Mass- in design, one must consider how bulky or heavy a setting is.