Scenario: Introduction

This is a brief introduction to using *Scenario*. Details on each of the features mentioned can be obtained by accessing "help" files from within the program.

Introduction:

Scenario is a program that allows you to "block" a selected scene from one of Shakespeare's great tragedies. Blocking a play is one of the first activities of the Director. He or she decides where characters should move during the scene, where any props should be placed, and what kinds of actions the actors should be taking.

Blocking involves sketching movements and the general direction of the scene. Later the actors will flesh out their roles in collaboration with each other and the Director. Scenario does not "animate" the characters: instead it allows you to **comment** on the kinds of decisions you would make as the Director of the scene you have chosen in a special "Comment" box available from the "Direct" palette.

Getting started

Follow these steps to start blocking a scene from one of the three plays.

1. Double click on the icon for Scenario to start the program.

2. Select the play you want to work with, from the **Play** menu.

3. In the Project Information dialog box, enter the details of your project. If you cannot see the dialog box, choose New Project from the **File** menu to display it. Into it you should enter:
    - your name
    - the name of the person who will review your project
    - a summary of your aims in the project (you may choose to enter this later, when you have finished).
4. Import the script of the scene you have chosen to block. In the main window, you will see a Script button; click on this, and the Script window will appear on the screen. Then select Import Script from the **File** menu, and choose the file that contains the script you want: for example, "Act1Sc1" or "Act1Sc1.rtf" is the script for Act 1 Scene 1.
    - If you do not see a list of the scripts, you can navigate to it in the usual way: you will find them in directories (folders) inside the "Scenario" directory. For example the scripts for *Hamlet* are in a folder called Scripts in the folder Hamlet in the folder Plays in the folder Scenario (that is, Scenario:Plays\Hamlet\Scripts\Act1Sc1)
5. Select a section of the script to work with in the script text box. It is usually best to work with small segments of the scene, creating it step by step.
    - Select the text you want to keep with the mouse, then choose **Crop Text (Keep Selected)** from the **Edit** menu, and you will see just the passage you selected.

The program will remember the whole script when you move to the next frame.

6. Create your first "frame" by choosing the necessary characters from the Director's palette. If you don't see the palette, click on the button **Direct** at the bottom of the stage in the main window.

7. You can now drag the characters around the stage, and manipulate many of them by changing the way they face, or making them sit or lie down.

8. You may wish to add props or a sound from the Director's palette.

9. You can comment on the reasons for the choices you have made in blocking this section of the scene by entering text in the Notes window. Click on the button **Notes** at the bottom of the main window to open the window.

10. When you have created the frame to your satisfaction, click on the forward button at the bottom of the main window, and the program will create a new frame. Characters will be in the same spot ready to move, and the full script will be loaded ready for you to make your next selection.

11. Save your work when you have finished (you will find the Save command in the usual place in the **File** menu). Give your file a descriptive name, using your name as a part, so that your Reviewer knows who it is from.
    - Scenario will put a ".shk" on the end of your file name if you don't include one, so that users of the Windows version of the program can open the files easily. The file name **MUST** end with .shk even if you are using a Macintosh, or the program will not be able to open it later.
12. If you want to send your .shk file to a reviewer, you can put it on a portable disc or send it as an attachment to an email.

"Missing" characters or props

Some of the plays have a large number of roles. In the original performances, some of the minor characters would have been "doubled": a single actor would have played more than one role, because Shakespeare's company was usually limited to about sixteen actors.

In *Scenario*, the number of characters has similarly been limited, partly to keep the menus simple and manageable. You can, however, use some of the minor characters for more than one role, just as they did in the original theatre. Here is a list of some of the possibilities for each play.

Props obscuring a character

If one of the larger props obscures the person you want to sit in it, try moving it towards the back of the stage. As soon as it is closer to the back wall of the stage, the character behind it will reappear.

Romeo and Juliet		***Hamlet***		***Macbeth***	
Character	*Use as "Double"*	*Character*	*Use as "Double"*	*Character*	*Use as "Double"*
Servants	Peter, Benvolio, Gregory, or Sampson	Barnardo	Use the Soldiers	Mentieth	the Nobleman
Maskers		Marcellus		Caithness	
Torch-bearers		Fransisco		Siward	
Citizens		Fortinbras		Attendants	Fleance, Doctor, or Donalbain
Friar John	Old Man	Councillors	Rosencrantz and Guildenstern	Servants	
Page	Gregory	Cornelius		Sargeant	a Soldier
		Voltemand		Messenger	Porter
		Reynaldo		Lords	Nobleman, Fleance
		Gentleman		Ladie(s)	Lady MacDuff
		Osric		Lady Macduff's Son	Boy
		Ambassador		Gentlewoman	Lady MacDuff
		Lords		Seyton	Donalbain
		Captain	a Soldier		
		Players	Servant, Laertes		
		Lucianus (a player)	Laertes		
		Messenger	Servant		
		Sailors	Soldiers		
		"Clown"	the Gravedigger		