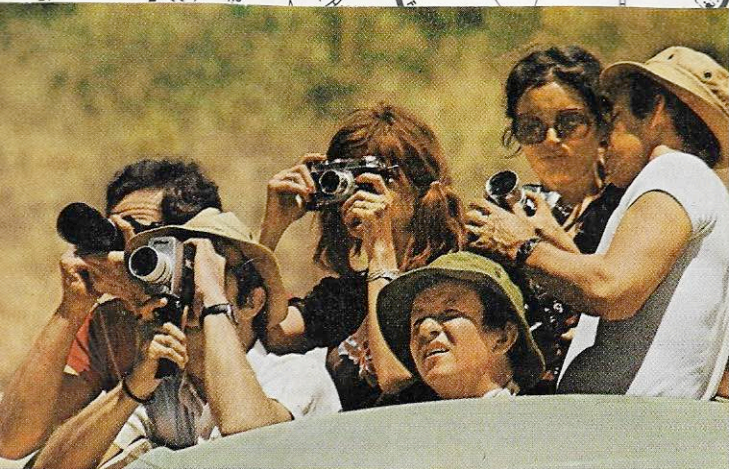
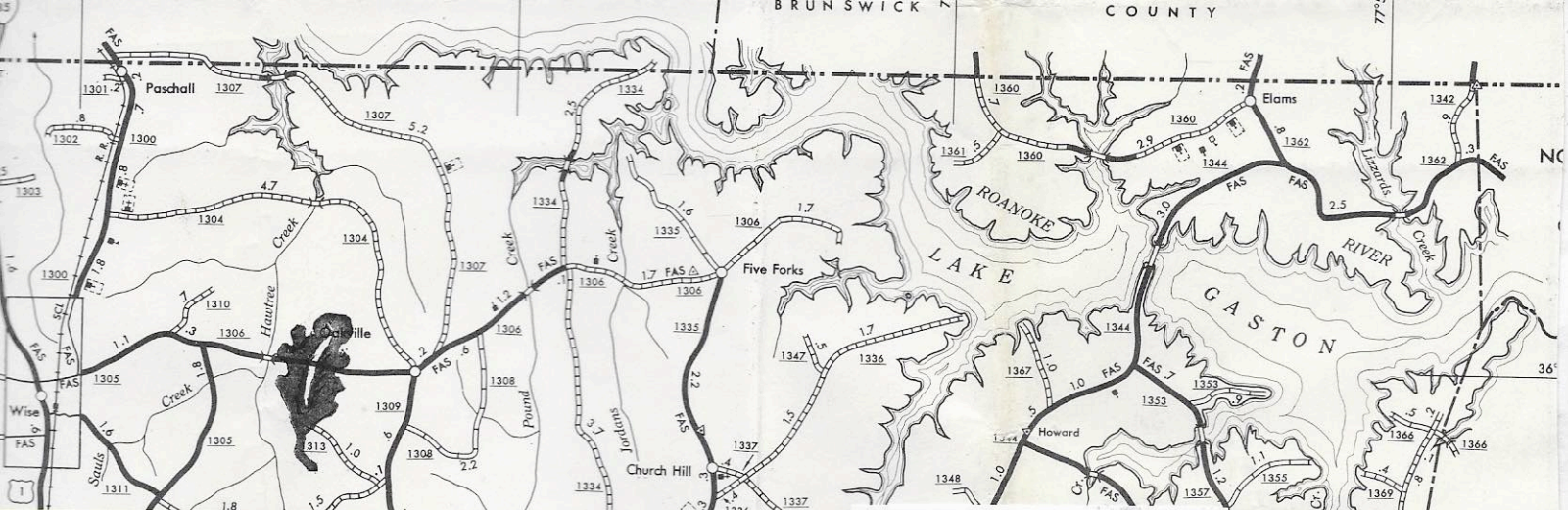
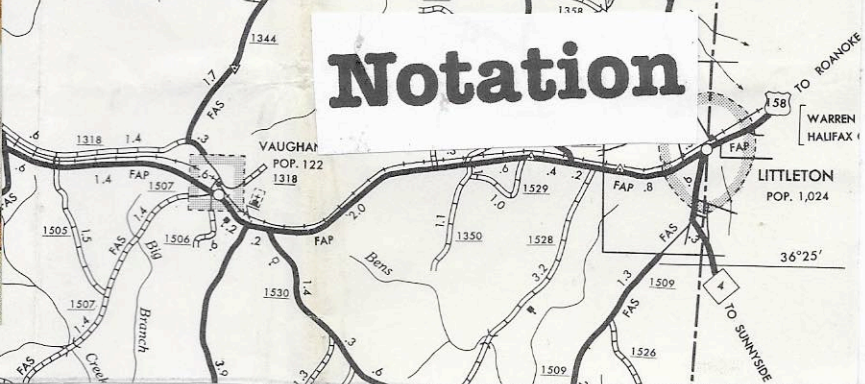




Blocking Notation



Why do mortals fall in love?

MELPOMENE

Oh, there are many reasons why mortals it is lust. For others, it is companionship. Fernando Valley, it is simply because the conditioning. But we shall make them fa lethal way known. We shall make them c

CALLIOPE

Girl, you are a menace! © & 2

MELPOMENE

Off we do go! Let us hide and complete c

CALLIOPE

Giggle!

MELPOMENE

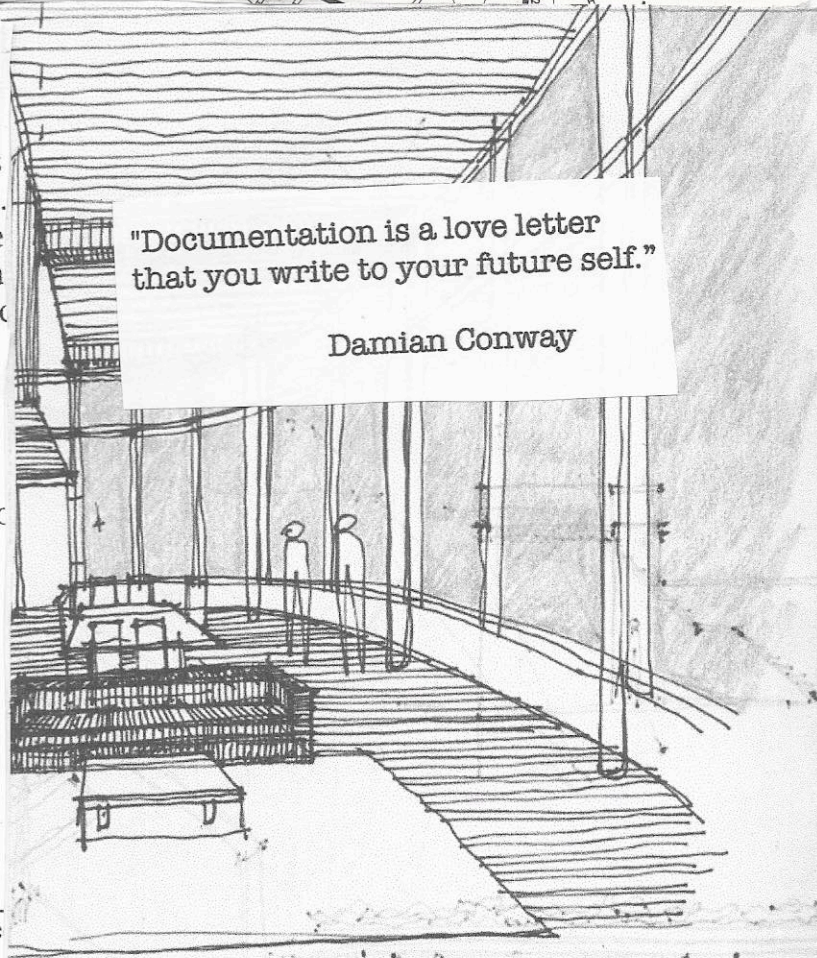
No! Let us not giggle! Let us cackle!

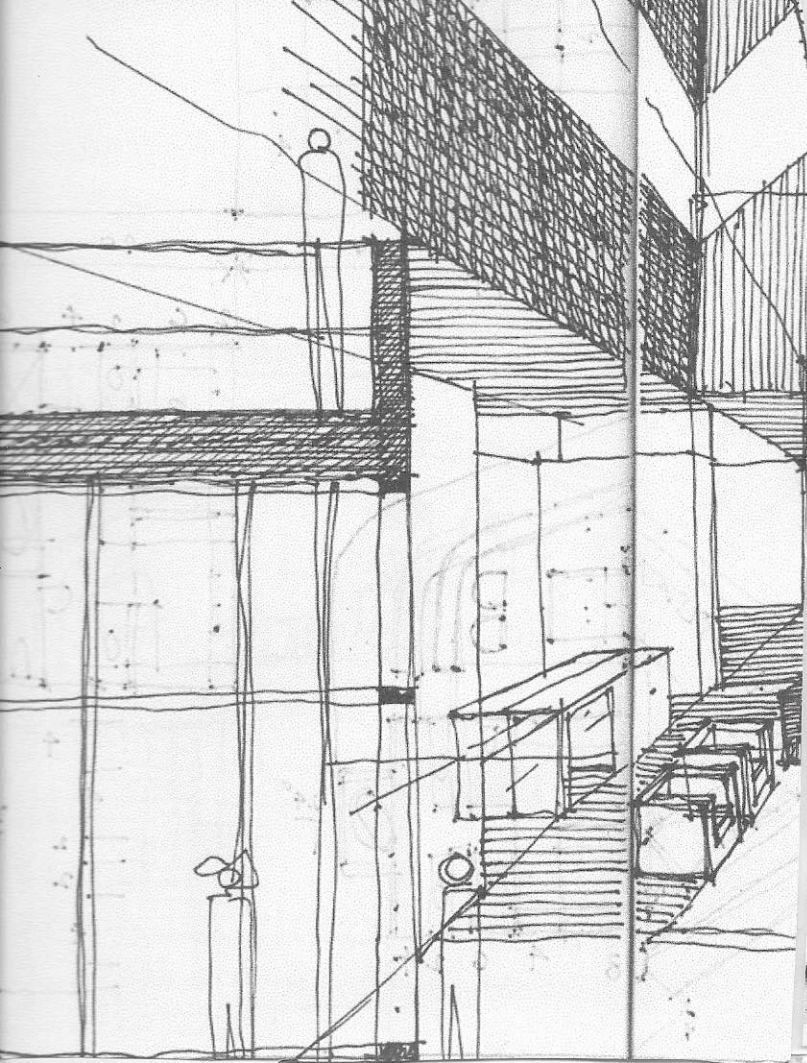
CALLIOPE

How about I giggle and you cackle?

"Documentation is a love letter that you write to your future self."

Damian Conway





(M) X DCS
 fall in love, For some,
 For a few in the San
 other one has air
 ll in love in the most
 complete one another.



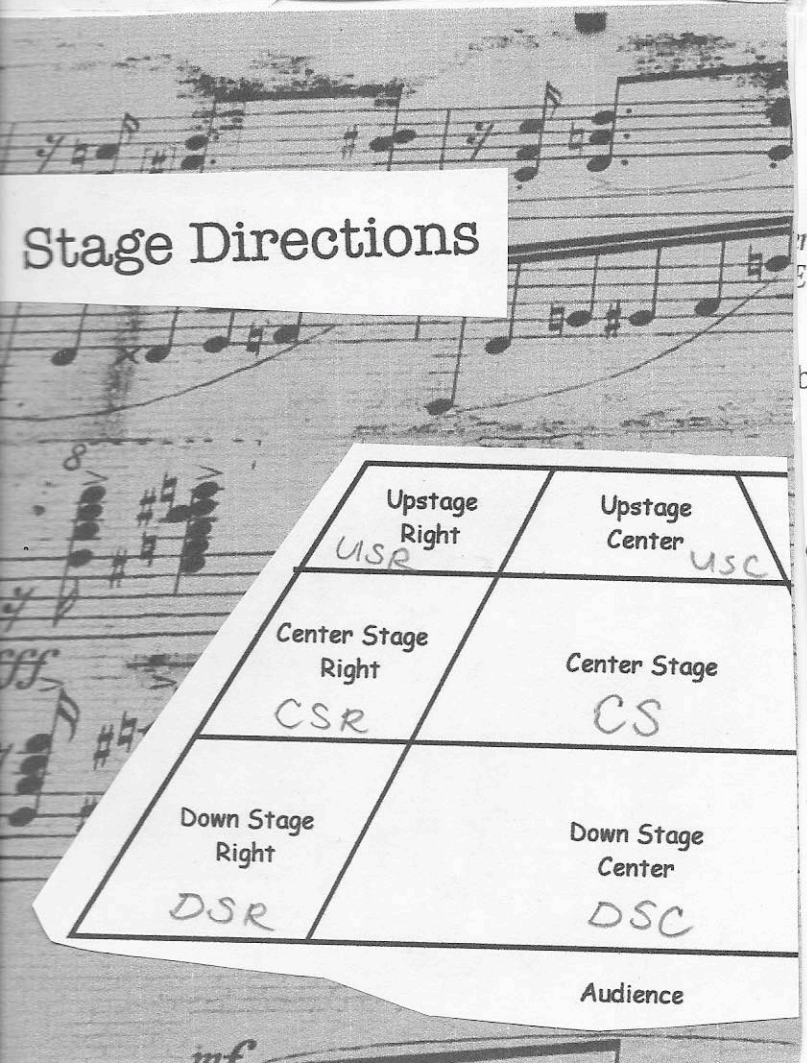
our evil mission.



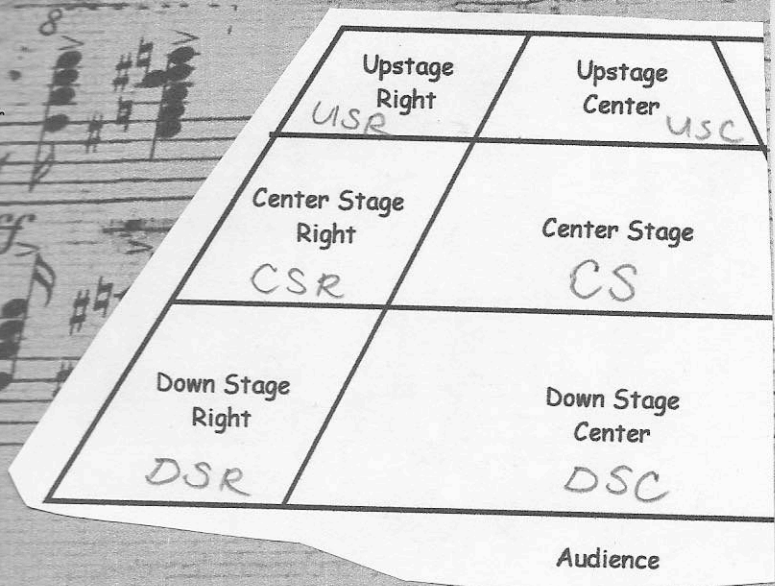
om

41

Example 2:



Stage Directions

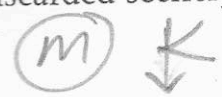


"Xanadu" Theater.
 ry and odd stage
 E walks in.)

bandoned auditorium.

of inspiration. What

his discarded scenery.



where once and for
 ortal Sonny. We shall

Example 1:

Scene 6

(Inside the Pan-Pacific Auditorium. The A big, empty deserted theater. Old scene props are scattered about. MELPOMENE

MELPOMENE

Calliope! Calliope? Follow me into this al

(CALLIOPE enters.)

(C) X 2 DSR

CALLIOPE

Now, Sister, I am confused. We're Muses are we doing in a theater?

MELPOMENE

Come along to the center of stage, past th

CALLIOPE

(licking her lips)

Oh, scenery!

(M) R

MELPOMENE

Calliope! No chewing the scenery! This is all we shall put a curse on Kira and her n make them fall in love.

CALLIOPE

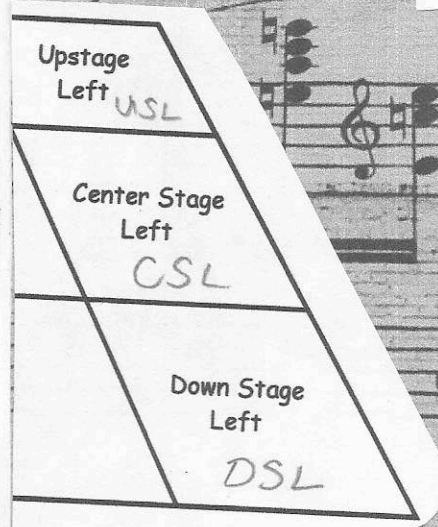
U = upstage

C = centerstage

D = downstage

L = left

R = right



Characters

(B) = Bill
(circled letter of character's name)

P → = push

T → = take

G → = give

↑ R = rise

⋈ = lie down

↳ = look

↔ = look at each other

⊥ = stop

∞ = turn



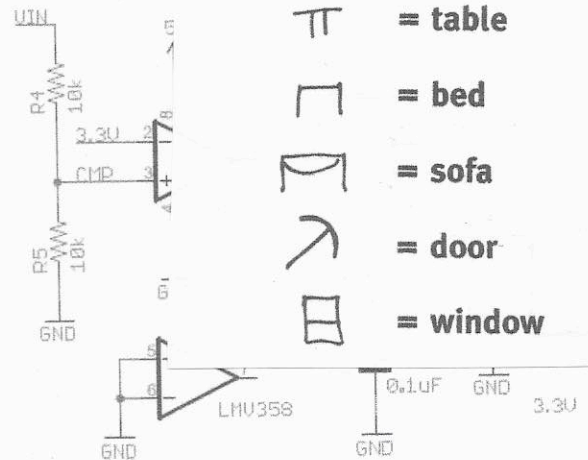
Movement

ent = enter
 X = cross
 2 = to
 \$ = stand
 \$ = sit
 K = kneel



Objects

Comparator



h = chair
 π = table
 □ = bed
 M = sofa
 ↗ = door
 □ = window

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 Design by:
 M.Banzi, D.Cuartielles, T.Igoe, G.Martino, D.Mellis, J.Lindblom

More Movement

by = business
 pu = pick up
 st = step

@ = at
 bf = before
 fr = from
 O = around

// = lean
 < = speak
 ... = pause
 ~ = path of cross
 w/ = with

