Macbeth Metahuman Script

Six Hyper-Reality Movements for Opening Macbeth (Act 1, Scene 1)

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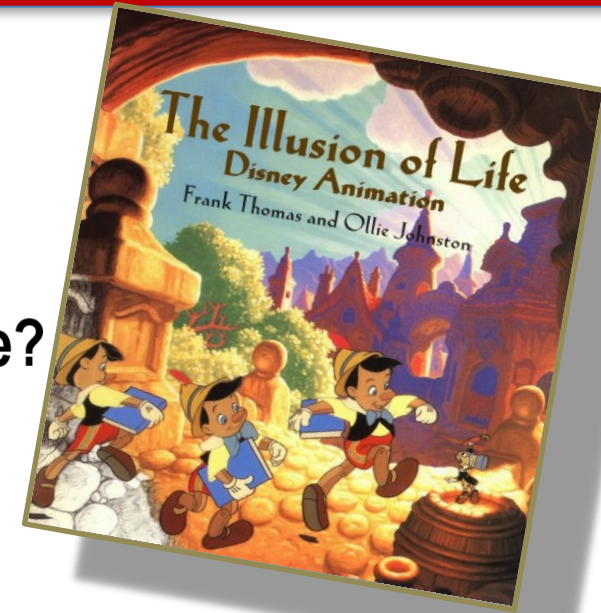
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- **Craig's Uber-Marionette concept applied to Metahumans.**

- **Hickman's Hyper-Reality concept based on stage magic principles.**

- **Barba's Theatre Anthropology that explores the performer's craft, and Devised Theatre that develops a play from theatrical moments (Kaufman's Moment Work).**

- **Disney's 12 animation principles developed from studying performers since the 1930s, an early form of performance capture, applied full-circle back to acting for mocap.**

Disney's 12 Principles Applied to Performance Capture Acting

1) Timing = speed / what is the energy of your character's movement?
2) Squash/Stretch = volume / compress and extend your character's body.
3) Slow In/Slow Out = inertia / how does gravity effect your character?
4) Arcs = trajectories / How does the limbs of your character naturally move?
5) Solid Drawing = volume / emphasize and isolate clear character poses.
6) Follow Through = momentum / continue a character act to completion.
7) Anticipation = indicating / emphasize an action through contrasting movement.
8) Exaggeration = gesture / project your performance through the technology.
9) Staging = framing action / think about where the spectator may be.
10) Secondary Action = visual interest / support the dominant action with accents or ticks.
11) Appeal = stage presence / being "on" or activated in your whole body.
12) Straight Ahead/Pose to Pose = improvising vs blocking to "hit your mark".

- Live actor performs two Metahuman super-puppets through Livelink.
- Craig's witches represent the Three Fates in Greek mythology, and this adaptation also interprets them as three Elementals in the form of a murder of crows based on Craig's bird costume designs.
- Elements inform each witch's character/personality in their performed gesture, facial expressions, voice acting, and media FX.
- **Witch 1** represents *Rain* (tears, tragic, sadness), **Witch 2** is *Thunder* (dark, slow, ominous and smoldering), and **Witch 3** is *Lightning* (bright, sharp, quick to anger).
- The virtual world reflects Craig's vast geometric set designs, on a barren Scottish heath, with standing stones reflecting Craig's vertical structures like symbolic figures watching from the fog.
- The central standing stone will seem to show a dynamic digital shadow from a hidden Metahuman controlled through **Witch 1**'s mocap suit and Livelink connection, creating a Hyper-Reality effect.
- There are Six Hyper-Reality Effects that move the scene forward.

- **Witch 1 enters from stage left carrying a two-faced skull with glowing coals in the open crown. Witch 1 walks to center stage a couple of feet in front of the LED wall showing the barren and dark Scottish heath scene. Upon setting the skull on center stage close to the audience, explosions occur in the wall scene and physical lights, and witch 1 notices their shadow on central standing stone. After playing with their digital shadow and breaking the 4th wall, Witch 1 does a rolling gesture towards the left standing stone to conjure some fog and says first line "When shall we meet again?" to the empty landscape like someone hidden is there.**

- **Witch 2 Metahuman steps out of the fog fluidly and says in a rolling deep voice, "In thunder,…". Witch 1 spins around and does a fast gesture towards the right standing stone to trigger a lightning strike and Witch 3 Metahuman drops into scene with a flourish and says "lightning,…" in a sharp high voice, making live Witch 1 jump back towards center stage. Then Witch 1 gestures upward to hit third trigger and pulls down a cloud and rain effect, while saying their line "or in rain?".**

- **Witch 1 continues downward gesture to indicate a tear falling down like the rain and points at several positions near the feet of Witch 1, triggering thorned plants to grow, causing Witch 2 to grab the stalk and raise it like a spear, saying "When the hurlyburly's done". Witch 1 reacts by pulling their hand back to trigger a raised shadow sword and a final pose. All three instantly strike a pose to create a battle scene vignette on the wall of shadows (Boal's Image Theatre), but Witch 3 is huddled in a ball.**

- **Witch 1 notices that the Witch 3 is not standing in a dynamic pose that fits the vignette while saying "When the battle's…", so Witch 1 swings their sword arm down to hit a low trigger "lost…" while Witch 3 jumps up in a frightened-fighting pose and also triggering the Witch 2 to pull back their spear and release it with a loud thunk sound. Witch 1 immediately goes limp with arms dropping and the shadow showing them being impaled, and Witch 2 says "…or won.".**

- **Witch 1 comes out of pose and quickly reaches with their right hand towards the horizon like they are grabbing the rising sun, hitting a trigger to make the Witch 3 start their line "That…" As Witch 1 moves their right arm in an arc overhead to appear to drag the sun across the sky, while Witch 2 slowly finishes their line while tracking the sun overhead "…will be ere set of sun.". For this effect, the sun rises and sets both virtually in the wall and and on the physical set using DMX IBL lights, with witches 2 and 3 reacting and following sun across the sky (one scared and one exhilarated), and the shadows moving till the stage goes back to twilight darkness at the end of the gesture, except for the firelight.**

- **Witch 1 finishes their arm movement from stage right to stage left, turning cross-body to face the Witch 2. Then the 1st witch does a sweeping gesture with their arm while asking the question "Where the place?" to trigger the Witch 2 response "…upon the heath", and pointing to the glowing skull filled with LED lights at center stage.**

- **Witch 1 reaches into top of the skull on ground to scoop up hot coals (LED lights) in one hand, hitting trigger to start Witch 3 trembling response "There..." who tracks the 1st witch's hand fearfully with her eyes along with 2nd witch "…to meet with…". Then 1st witch quickly throws glowing coals high at 3rd witch (variation: throw low), hitting trigger to have 3rd witch duck (or jump) and yell "Macbeth!" in fear and hot anger (followed by a hiss like an angry cat).**

- **Witch 1** drops to a cat pose, hitting low trigger, and arching back as a cat call is heard and the other witches chant together **"I come, Graymalkin".** Shadow of a cat on the wall has twitching tail. **Witch 2** goes into a frog pose and shoots out their tongue grabbing a bug to trigger frog sound and other witches chanting **" Paddock calls – anon."** while becoming increasingly agitated and looking around expectantly.

- **Witch 1** raises up to their knees facing audience, and raising their arms over their head, trigger a crown in their shadow's hands on the central standing stone as they chant **"fair is foul"...** then 1st witch pantomimes putting the shadow crown on their head while the others chant **"and foul is fair"** and bow to shadow crown.

- As fog begins to rise and swirl in the LED wall and on the physical stage, on "fair" the **1st witch** swings their arms down to the ground, hitting a trigger to make shadow wings come out and the other witches jump up, using their virtual wings to start flying. There should be vertical contrast in the real and virtual movements on stage.

- **Witch 1** stays down while the other two witches fly up in the wall like swimming. **Witch 2** transforms to bubbling thunderclouds as she speaks **"Hover through the fog..."** and **Witch 3** says sharply **"...and filthy air."**, and with a lighting flash is gone and the stage abruptly goes dark. End of scene.