

## A GLOSSARY OF THEATRICAL TERMS

ACT:	The main division of a play. Most modern plays have two or three acts. There may be scenes within acts.
ACTOR:	A performer in a play; may be male or female, adult or child.
AD-LIB:	Making up a line not originally in a play. Done when an actor forgets a line or someone misses an entrance.
ANTAGONIST:	The adversary of the main character; provides the obstacle the protagonist tries to overcome.
ARENA STAGE:	Stage area placed in the center of a room with audience seating surrounding it; theatre in the round.
BREAK A LEG:	A superstitious good luck wish exchanged by actors. It is felt that saying "good luck" brings bad luck.
CHARACTER:	A person in a play created by the playwright and represented by an actor.
CLIMAX:	The moment of highest tension or suspense in a play; the turning point after which all action moves to a resolution.
COMEDY:	A humorous play which either offers a light, celebrational view of life or which makes its point through sharp ridicule and satire. Usually has a happy ending.
COSTUMES:	The clothes worn in a play; designed to fit the era, mood and personality of the characters.
CUE:	The last words or actions that come before another actor's speech; a light, sound or curtain signal.
DESIGNER:	A person who conceives and creates the plans for the scenery, costumes, lighting, sound makeup, hair styles, properties and other visual spectacle of a production.
DIALOGUE:	Conversation between two or more characters in a play.
DIRECTOR:	A person responsible for initiating the interpretation of the play, enhancing that interpretation with the concepts of the designers and making all final decisions on production values; tells the actors where to move and how best to communicate the interpretation of the play to the audience.
DOWNSTAGE:	Front area of the stage, nearest to the audience.
DRAMA:	The play script itself; the art of writing and staging plays; a literary art form different from poetry or other fiction.