



# TIPS AND TRICKS FOR ACT DEVELOPMENT

Paper Doll Militia's guide to devising original aerial acts



## GET OUT AND SEE ART

Keep yourself inspired by seeing live performance on a regular basis. It's helpful to watch videos of performers who you admire as well, but nothing replaces what you will learn from going to see live performance. Expand your horizons by taking in all kinds of performance forms, including theatre, dance, music, performance art, physical theatre, circus, and other contemporary performance forms.



## IN THE STUDIO

Give yourself clear tasks and goals for each rehearsal session. Spread your time evenly between skills work and theatrical technique. This will show up in your end product. For more guidance on theatrical technique, stay tuned for Paper Doll Militia's Vertical Theatre Method workshops and upcoming book.



## RESEARCH AND DEVELOPMENT

Allow for time exploring and experimenting with options before choosing your set path in the research and development phase. This is the time to dream big and try things without censoring your ideas. Take artistic risks, try new things, without the pressure of deciding whether or not it will make it into the final piece.



## MATERIAL GATHERING

Video yourself during all research, take good notes and document the material you want to put in your tool bag and eventually integrate into your act. This is the "Material Gathering" phase.



## THE DEVISING PROCESS

In the devising process, you will start to make directorial decisions about what to include in your piece. Allow for a period of feeling awkward or messy. Even the best aerialists cannot expect to be performance ready while in the process of creation. Try to keep from judging from an audience's perspective during this stage.



## THE FINAL PHASE

Once you have refined the skills and concepts of your piece, try them out in front of an audience and ask for feedback from your peers. You will learn more about the act through doing this. Reflect on what you've learned and never stop challenging yourself.