

Scenic events

curtain rises: \curvearrowright

curtain falls: \curvearrowleft

change of scene: \otimes

| gradual & sudden

lighting change: L

L | gradual L & sudden

L_c colour L_{B/b} brightness

L_e effect (also: L &)

other scenic effects (fog, fire): E | e

(video: V
text: T)

entries: \downarrow

exits: \uparrow

movement:

\longrightarrow constant

$- - \longrightarrow$ slow, intermitted

walking across stage
aimed, purposeful walk

$A \rightarrow B$ one character walking towards
another (ex.: $L_0 \rightarrow W$ = Loge
walking up to Wotan)

$A \leftrightarrow B$ closing in on one another

$AB \rightarrow$ walking together

$A \dashrightarrow$ $A \dashrightarrow B$ impulse for walk
but only a few steps

\curvearrowright other movements
high activity

running, turning,
chasing, dancing etc.

\frown turning away \smile turning towards

actions: A

actions producing sound: A

actions involving props:

P

P_x sword

P_→ Spear

P_o Ring

P_u Hammer

P_o Helm

P_Δ treasure

P_c clothes

others specified in commentary

costumes

C

gestures:

L

(if not specified, usually by the person singing)

ALL_hB

pointing at another character

posture:

f_l

standing up

f_n

sitting, kneeling, cowering

f_—

lying

interaction:

Y

-Y-

two people standing close

Y_o

looks, glances

Y_↓

touch: soft, friendly

Y touch: rough, hard

Y_x

kiss

Y_u hug

Y_#

pushing, fighting

characters' sounds:

↳ u	laughing	↳ n	crying
↳ o	screaming	↳ ø	shouting
↳ x	gasping	↳ xh	whispering
S↳	combined with singing		
S↳ ø	e.g.: more shouting than singing		

Performance Characteristics:

Tempo:

rit acc

~ M
slow fast

∩ tempo change

Dynamics:

X
ppp fff

mistakes

m/M

singing:

Sxh
es

strong speaking, accented consonants
particularly intense, expressive