

THE MASTER ACTOR

OBJECTIVE

Human beings are hardwired to create meaningful goals and pursue them. In every role you play, your character desperately wants to win something and is fighting tooth and nail to get it.

There are 3 types of Objectives;

1. Super Objective

This is what your character must have by the end of the play/script.

2. Scene Objective

This is what your character must have by the end of the scene.

3. Beat Objectives

These are mini Objectives your character must win that will lead them to accomplishing their Scene Objective.

Objectives are always framed in *active* terms.

~What must my character have by the end of the scene?

~Why must my character have it?

~How do I specifically know I have won it?

~What happens to my character if they fail to achieve it?