Instructions

Characters

You are creating *shadow* puppets, so make sure each puppet has some distinct physical feature that makes the character recognizable when its shadow is cast. You want each puppet to have its own unique shadow on the screen. Don't spend a lot of time painting your puppet since paint won't show up on the shadow. While you're creating the puppet, keep testing what kind of shadow it casts to make sure you achieve your desired results.

Script/Dialogue

Remember that you are writing a script for a shadow puppet play. All dialogue needs to be accompanied by the puppets' actions. Therefore, dialogue should be very clear and to the point. No Fluff. Also, scene changes should be smooth and uncomplicated so that puppets, props, and scenery can be easily and quickly removed from, and set up on, the stage. Finally, don't forget that your play must have a clear beginning, middle, and end.

Scenery

Choose scenery that is appropriate for the play, time period, and place. Keep it simple, and make sure that the scenery does not get in the way of the puppets' movements. Pick only the most relevant items to set the scene. For instance, if a scene takes place in a forest, you would only need one or two trees. A little goes a long way.

Shadows

Any good shadow play will contain shadows that are, for the most part, sharp. But just as any master puppeteer will experiment with the look and feel of shadows for a variety of effects, your plays must contain one example of each of the following:

- a blurry shadow
- a long shadow
- a short shadow

These effects must be used with *purpose* in the play. For example, a long shadow could be used to portray a looming ghost, a short shadow could depict a character who has been shrunk by a witch, and blurry shadows could portray a crowd in the background of a scene. In other words, don't just throw in a long shadow somewhere in the middle of the play and think you're finished. Every detail in theater exists for a purpose.

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