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KEY=PLEASE - GWENDOLYN BRAEDON

Playwriting: A Short Step-by-Step Group-Oriented Unit <u>Lulu.com</u> **Romeo to Go A Short Comedy Due to budget cuts there will only be a single session of Drama One for the entire school year -- and the class will only last 20 minutes. To make matters worse, the students are required to perform an entire Shakespeare play for a schoolwide assembly during a time slot of only 10 minutes. Under the direction of the egomaniacal Mrs. Gunnysack, the beginner students must pull together for the fastest, cleanest, lowest-budget rendition of Romeo and Juliet the world has ever seen, complete with a makeshift balcony, interpretive dance fight sequences, and an Elizabethan hip-hop dance party that would even make P. Diddy shake his tailfeather with Shakespearean pride. Assorted Hits: Music, Murder, Mayhem and the Mob** <u>Xlibris Corporation</u> **Setting: New York City, the 1980s, the music business and the underworld. Meet Savannah, the sassy, sexy heroine of Assorted Hits: Music, Murder, Mayhem and the Mob©. A girl who fi nds herself in a bit of trouble after aiming her pearl-handled .22 caliber in the direction of Leonardo Ingrasio Pasquale (better known in the music biz as LIP), owner of AlBea Records and Savannah's boss of several years. (Once, she would have taken a bullet for LIP. Now she put three in him.) After pulling the trigger, her adventures really begin. Surrounded by a cast of characters that includes the suave and oh-so-manly Jimmy Big Balls (Bs to his friends), who loves Savannah like a daughter and has friends in important (read: connected) places to keep her from harm. The Chuppah Boys, record company types who are so busy kissing ass that they are constantly in need of Chapstick and in danger of missing the next big thing. I.C. Greenfi elds, the lawyer extraordinaire who can work both a courtroom and a press junket at the same time. Through it all Savannah fi nds herself on the ride of her life, dishing out attitude and sex appeal in generous doses. There's the mystery man, whose involvement in her defense reveals juicy tidbits from LIP's past. The oldworld parents, who raised Savannah née Shoshanna Sneider in Brooklyn to be a good Orthodox Jewish girl. This is the story of Savannah in all her glory. With street-smart savvy, music business mojo and leopard skin stilettos, she's the girl behind the gun, behind the scenes and in front of the jury. It's a story you don't want to miss, because this is only the beginning. Drugs Are Bad Brad comes home from school one day to find his parents waiting for him, deeply concerned. They have found a secret that Brad stashed away in his underwear drawer: an algebra book. That's right -- Brad has been studying behind their backs, instead of following his parents' strict insistence on sex, drugs, and rock & roll. What unfolds is a parody of all those insufferable after-school specials that made us who we are today. Killadelphia Vol 2: Burn Baby Burn** <u>Image Comics</u> **Continuing the critically acclaimed, sold-out series from breakout star RODNEY BARNES, the writer behind such hit shows as Wu-Tang: An American Saga and STARZ's American Gods, and the artist who redefined SPAWN, JASON SHAWN ALEXANDER! Adams' battle to reshape the United States in his own twisted vision might have been thwarted for now, giving Jimmy Sangster a moment of respite, but the war for a new America rages on! Now, as Abigail steps out of the shadows, she unleashes a new violent terror upon the city some have renamed Killadelphia. But this time, it's about creating as widespread a web of fear imaginable as she rips the beating heart from the city itself. Can Jimmy stop her, or will history repeat and force him to meet the same fate as his father? Collects KILLADELPHIA #7-12 and the pulse-pounding werewolf saga, ELYSIUM GARDENS. All in the Timing Fourteen Plays** <u>Vintage</u> **The world according to David Ives is a very add place, and his plays constitute a virtual stress test of the English language -- and of the audience's capacity for disorientation and delight. Ives's characters plunge into black holes called "Philadelphias," where the simplest desires are hilariously thwarted. Chimps named Milton, Swift, and Kafka are locked in a room and made to re-create Hamlet. And a con man peddles courses in a dubious language in which "hello" translates as "velcro" and "fraud" comes out as "freud." At once enchanting and perplexing, incisively intelligent and side-splittingly funny, this original paperback edition of Ives's plays includes "Sure Thing," "Words, Words, Words," "The Universal Language," "Variations on the Death of Trotsky," "The Philadelphia," "Long Ago and Far Away," "Foreplay, or The Art of the Fugue," "Seven Menus," "Mere Mortals," "English Made Simple," "A Singular Kinda Guy," "Speed-the-Play," "Ancient History," and "Philip Glass Buys a Loaf of Bread." Art A Play** <u>Macmillan</u> **The Tony Award-winning play that focuses on the meaning of art (in the form of a solid white painting) as well as the meaning of friendship, to both the man who bought the painting and the two friends who come to see it." Crazytown Crazytown is a low-tech evening of comedy designed to be performed by a cast of four, but expandable to over 70 actors. Take a tour of the most messed up town in America, from the police interrogation room where the nicest guy in town is issued a strange ultimatum, to the elementary school for a heated political debate on critical issues like tater tots. Welcome to Crazytown, where our motto is: Welcome to Crazytown. Actor's Choice Scenes for Teens** <u>Playscripts Incorporated</u> **"Collection of scenes from the Playscripts, Inc. catalog of plays, representing a variety of American playwrights. The source material for each scene may be found on the Playscripts website, where nearly the entire text of every play can be read for free. Intended for teenage actors"--Provided by publisher. Random Acts of Comedy 15 Hit One-Act Plays for Student Actors** <u>Playscripts Incorporated</u> **Home of the most popular one-act plays for student actors, Playscripts, Inc. presents 15 of their very best**

short comedies. From a blind dating debacle to a silly Shakespeare spoof, from a fairy tale farce to a self-hating satire, this anthology contains hilarious large-cast plays that have delighted thousands of audiences around the world. Includes: The Audition by Don Zolidis; Law & Order: Fairy Tale Unit by Jonathan Rand; 13 Ways to Screw Up Your College Interview by Ian McWethy; Darcy's Cinematic Life by Christa Crewdson; The Whole Shebang by Rich Orloff; A Funny Thing Happened on the Way to Fifth Period by Jason Pizzarello; Small World by Tracey Scott Wilson; The Absolute Most Cliched Elevator Play in the History of the Entire Universe by Werner Trieschmann; The Seussification of Romeo and Juliet by Peter Bloedel; Show and Spell by Julia Brownell; Cut by Ed Monk; Check Please by Jonathan Rand; Aliens vs. Cheerleaders by Qui Nguyen; The Brothers Grimm Spectaculathon (one-act) by Don Zolidis; and 15 Reasons Not To Be in a Play by Alan Haehnel Playwriting For Dummies John Wiley & Sons The easy way to craft, polish, and get your play on stage Getting a play written and produced is a daunting process. Fromcrystallizing story ideas, formatting the script, understanding theroles of the director stagecraft people, to marketing and financingyour project, and incorporating professional insights on writing,there are plenty of ins and outs that every aspiring playwrightneeds to know. But where can you turn for guidance? Playwriting For Dummies helps any writer at any stage ofthe process hone their craft and create the most dramatic andeffective pieces. Guides you through every process of playwriting?fromsoliloquies, church skits, and one act plays to big Broadwaymusicals Advice on moving your script to the public stage Guidance on navigating loopholes If you're an aspiring playwright looking to begin the process,or have already penned a masterpiece and need trusted advice tobring it into the spotlight, Playwriting For Dummies has youcovered. face2face Starter Teacher's Book with DVD Cambridge University Press face2face Second edition is the flexible, easy-to-teach, 6-level course (A1 to C1) for busy teachers who want to get their adult and young adult learners to communicate with confidence. face2face is the flexible, easy-to-teach General English course that helps adults and young adults to speak and listen with confidence. The Teacher's Book offers detailed teaching notes for every lesson, keys to exercises, and extra teaching notes. It also guides teachers through the Student's Book DVD-ROM, and relates face2face to CEF levels and English Profile. Additionally, busy teachers will find here progress tests, photocopiable communicative activities and extra reading worksheets. The free DVD in the Teacher's Book offers classroom videos integrated with the Real World sections in the Student's Book, as well as the entire content of the Teacher's Book. Raindance Writers' Lab Write + Sell the Hot Screenplay CRC Press If you're looking for a straightforward, practical, no-nonsense guide to scriptwriting that will hold your hand right the way through the process, read on! The Raindance Writers' Lab guides you through the tools that enable you to execute a strong treatment for a feature and be well on the way to the first draft of your script. Written by the creator of the Raindance Film Festival himself, Elliot Grove uses a hands-on approach to screenwriting based on his many years of experience teaching the subject for Raindance training. He uses step-by-step processes illustrated with diagrams and charts to lend a visual structure to the teaching. Techniques are related to real-life examples throughout, from low budget to blockbuster films. The Companion Website contains interviews with British writers and directors as well as a handy series of legal contracts, video clips and writing exercises. In this brand new 2nd edition, Grove expands on his story structure theory, as well as how to write for the internet and short films. The website also contains sample scripts and legal contracts, a writing exercise illustrated with a video clip, a folder full of useful hyperlinks for research, and a demo version of Final Draft screenwriting software. The Playwright's Companion 1989 A Submission Guide to Theatres & Contests in the U.S.A. Feedback Theatre Books The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration McGraw Hill Professional Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in The Big Book of Conflict-Resolution Games delivers everything you need to make your workplace more efficient, effective, and engaged. Law and Order Fairy Tale Unit In the fairy tale criminal justice system, the characters from fairy tales and nursery rhymes are represented by two separate yet equally ridiculous groups: the fairy tale police who investigate fairy tale crime, and the fairy tale district attorneys who prosecute the fairy tale offenders. These are their stories. Laugh Lines Short Comic Plays Vintage This one-of-a-kind anthology features thirty-six hilarious short plays by major American playwrights and emerging new voices, all guaranteed to send readers and audiences into peals of laughter. From the surrealistic wit of Steve Martin's "The Zig-Zag Woman" to the biting political satire of Steven Dietz's "The Spot," from Christopher Durang's wonderfully loopy "Wanda's Visit" to Shel Silverstein's supremely twisted "The Best Daddy," there's something in here to make everyone laugh. There are plays for casts of all sizes, from monologues to large ensembles, with diverse and challenging roles for actors of every age and type. Even the titles are funny: Mark O'Donnell's "There Shall Be No Bottom (a bad play for worse actors)," Elaine May's "The Way of All Fish," and Alan Ball's "Your Mother's Butt." A bonanza for theatergoers, performers, and comedy fans, Laugh Lines will bring down the house. From the Trade Paperback edition. The Least Offensive Play in the Whole Darn World A Comedy in One Act Want to perform a classic play too offensive for your high school? Then the ScriptCleaner5000 is the product for you! Sit back and relax as Cynocorp representatives Shelly and Tom present sample scenes from plays that have been treated with this exciting new technology. Wipe away that dirty David Mamet profanity! Violence in Shakespeare? Gone. And what about those pesky sex scenes? The ScriptCleaner5000 has got you covered! Dramatics Salt, Fat, Acid, Heat

Mastering the Elements of Good Cooking Simon and Schuster **Whether you've never picked up a knife or you're an accomplished chef, there are only four basic factors that determine how good your food will taste. Salt, Fat, Acid, and Heat are the four cardinal directions of cooking, and they will guide you as you choose which ingredients to use and how to cook them, and they will tell you why last minute adjustments will ensure that food tastes exactly as it should. This book will change the way you think about cooking and eating, and help you find your bearings in any kitchen, with any ingredients, while cooking any meal. -- Playwright's companion: 1995: a practical guide to script opportunities in the U.S.A.** Feedback Theatre Books **Unity from Zero to Proficiency (Intermediate) A step-by-step guide to coding your first FPS in C# with Unity.** Patrick Felicia **Newly Edited and Updated Version (Third Edition) for Unity 2019 Learn C# with Unity, and create a full FPS game without the headaches Without this book, most people spend too long trying to learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes twelve chapters that painlessly teach you the necessary skills to create an FPS game and to learn intermediate C# and Unity techniques. What you will learn After completing this book, you will be able to: - Use Unity's built-in methods. - Use Rigidbody physics to propel airborne objects. - Use a Finite State Machine to create intelligent NPCs. - Manage 3D animations for the NPCs. - Create NPCs who can chase the player. - Create and manage weapons and ammunition for the player. - Create a 2D scrolling shooter. - Create a card-guessing game. - Create a 2D puzzle game. Content and structure of this book The content of the books is as follows: - In Chapter 1, you will learn key C# programming concepts such as variables, variable types, polymorphism, or constructors. - In Chapter 2, you will code and compile your first script in C#. - In Chapter 3, you will create a simple 3D game where the user has to reach the end of the level by avoiding projectiles from intelligent robots. - In Chapter 4, you will create a gun and a grenade launcher that the player can use to defeat enemies. - In Chapter 5, you will start to use Mecanim and NavMesh navigation to control an animated character that detects, follows, or attacks the player. - In Chapter 6, you will combine the skills that you have acquired in the previous chapters to create a fully functional level where the player needs to escape a level full of armed NPCs. You will also learn how to generate a game level dynamically from your code. - In Chapter 7, you will create a simple 2D scrolling shooter. - In Chapter 8, you will improve your game by adding explosions and a scrolling background. - In Chapter 9, you will add intelligent spaceships that attack the player. - In Chapter 10, you will include a shield to the player's spaceship, along with other interesting features (e.g., sound FX, a scoring system, etc). - In Chapter 11, you will create a card-guessing game. - In Chapter 12, you will create a 2D puzzle game. - Chapter 13 summarizes the topics covered in the book. If you want to create FPS games, 2D Shooters, Card Games and Puzzles with Unity using a tried-and-tested method: download this book now! Cruise** Bloomsbury Publishing **Set in London's Soho in the 1980s, Cruise tells the story of what should have been Michael Spencer's last night on Earth. Diagnosed with HIV in 1984, he's told by doctors that he has just four years to live, so as the clock runs down, Michael decides to go out in style. As he parties and bids final farewells to his friends, the clock strikes zero and Michael... survives. With the gift of life, how can he go on living? Jack Holden's debut play Cruise is a kaleidoscopic new monologue celebrating queer culture and paying tribute to a generation of gay men lost to the AIDS crisis. This edition was published to coincide with its West End production in May 2021. The Good Doctor A New Comedy with Music** Samuel French, Inc. **A collection of vignettes including an old woman who storms a bank and upbraids the manager for his gout and lack of money, a father who takes his son to a house for sex only to relent at the last moment, a grafty seducer who realizes it is the married woman who is in command, the tale of a man who offers to drown himself for three rubles, etc. In Extremis The Life and Death of the War Correspondent Marie Colvin** Farrar, Straus and Giroux **A New York Times Book Review Editors' Choice. Long-listed for the Andrew Carnegie Medal for Excellence. Named a Best Book of 2018 by Esquire and Foreign Policy. An Amazon Best Book of November, the Guardian Bookshop Book of November, and one of the Evening Standard's Books to Read in November "Now, thanks to Hilsum's deeply reported and passionately written book, [Marie Colvin] has the full accounting that she deserves." --Joshua Hammer, The New York Times The inspiring and devastating biography of Marie Colvin, the foremost war reporter of her generation, who was killed in Syria in 2012, and whose life story also forms the basis of the feature film A Private War, starring Rosamund Pike as Colvin. When Marie Colvin was killed in an artillery attack in Homs, Syria, in 2012, at age fifty-six, the world lost a fearless and iconoclastic war correspondent who covered the most significant global calamities of her lifetime. In Extremis, written by her fellow reporter Lindsey Hilsum, is a thrilling investigation into Colvin's epic life and tragic death based on exclusive access to her intimate diaries from age thirteen to her death, interviews with people from every corner of her life, and impeccable research. After growing up in a middle-class Catholic family on Long Island, Colvin studied with the legendary journalist John Hersey at Yale, and eventually started working for The Sunday Times of London, where she gained a reputation for bravery and compassion as she told the stories of victims of the major conflicts of our time. She lost sight in one eye while in Sri Lanka covering the civil war, interviewed Gaddafi and Arafat many times, and repeatedly risked her life covering conflicts in Chechnya, East Timor, Kosovo, and the Middle East. Colvin lived her personal life in extremis, too: bold, driven, and complex, she was married twice, took many lovers, drank and smoked, and rejected society's expectations for women. Despite PTSD, she refused to give up reporting. Like her hero Martha Gellhorn, Colvin was committed to bearing witness to the horrifying truths of war, and to shining a light on the profound suffering of ordinary people caught in the midst of conflict. Lindsey Hilsum's In Extremis is a devastating and revelatory biography of one of the greatest war correspondents of her generation. Remember This The Lesson of Jan Karski** Georgetown University Press **Remembering the lessons of Jan Karski, who risked his life to share the truth with the world Richly illustrated with stills from the black-and-white film adaptation of the acclaimed stage play, Remember This: The Lesson of Jan Karski tells the story of World War II hero, Holocaust witness, and Georgetown University professor Jan Karski. A messenger of truth, Karski risked his life to carry his harrowing reports of the Holocaust from war-torn Poland to the Allied nations and, ultimately, the Oval Office, only to be ignored and disbelieved. Despite the West's unwillingness to act, Karski continued to tell others about the atrocities he saw, and,**

after a period of silence, would do so for the remainder of his life. This play carries forward his legacy of bearing witness so that future generations might be inspired to follow his example and "shake the conscience of the world." Accompanying the text of the stage play in this volume are essays and conversations from leading diplomats, thinkers, artists, and writers who reckon with Karski's legacy, including Secretary of State Madeleine Albright, Ambassador Stuart Eizenstat, award-winning author Aminatta Forna, best-selling author Azar Nafisi, President Emeritus of Georgetown Leo J. O'Donovan, SJ, Ambassador Samantha Power, Ambassador Cynthia P. Schneider, historian Timothy Snyder, Academy AwardTM nominated actor David Strathairn, and best-selling author Deborah Tannen. A Strange Loop Theatre Communications Group **Winner of the 2020 Pulitzer Prize for Drama** "To watch this show is to enter, by some urgent, bawdy magic, an ecstatic and infinitely more colorful version of the famous surreal lithograph by M. C. Escher: the hand that lifts from the page, becoming almost real, then draws another hand, which returns the favor. Which came first? A Strange Loop is complex, teasing, thrilling." —Vinson Cunningham, New Yorker Usher is a Black, queer writer, working a day job he hates while writing his original musical: a piece about a Black, queer writer, working a day job he hates while writing his original musical. This blistering musical follows a young artist at war with a host of demons—not least of which are the punishing thoughts in his own head—in an attempt to understand his own strange loop. She Kills Monsters Concord Theatricals **Revised 2016 Edition. She Kills Monsters tells the story of Agnes Evans as she leaves her childhood home in Ohio following the death of her teenage sister, Tilly. When Agnes finds Tilly's Dungeons & Dragons notebook, however, she finds herself catapulted into a journey of discovery and action-packed adventure in the imaginary world that was her sister's refuge. In this high-octane dramatic comedy laden with homicidal fairies, nasty ogres, and '90s pop culture, acclaimed playwright Qui Nguyen offers a heart-pounding homage to the geek and warrior within us all.** The Negro Motorist Green Book 1940 Edition Colchis Books **The idea of "The Green Book" is to give the Motorist and Tourist a Guide not only of the Hotels and Tourist Homes in all of the large cities, but other classifications that will be found useful wherever he may be. Also facts and information that the Negro Motorist can use and depend upon. There are thousands of places that the public doesn't know about and aren't listed. Perhaps you know of some? If so send in their names and addresses and the kind of business, so that we might pass it along to the rest of your fellow Motorists. You will find it handy on your travels, whether at home or in some other state, and is up to date. Each year we are compiling new lists as some of these places move, or go out of business and new business places are started giving added employment to members of our race.** Trifles Noises Off Bloomsbury Publishing "As finely worked as a Swiss watch and as funny as the human condition permits..the zigzag brilliance of the text as the clunky lines of the farce-within-a-farce rub against the sharp dialogue of reality" Guardian A play-within-a-play following a touring theatre company who are rehearsing and performing a comedy called Nothing On, results in a riotous double-bill of comedic craft and dramatic skill. Hurtling along at breakneck speed it shows the backstage antics as they stumble through the dress-rehearsal at Weston-super-Mare, then on to a disastrous matinee at Ashton-under-Lyne, followed by a total meltdown in Stockton-on-Tees. Michael Frayn's irresistible, multi-award-winning backstage farce has been enjoyed by millions of people worldwide since it premiered in 1982 and has been hailed as one of the greatest British comedies ever written. Winner of both Olivier and Evening Standard Awards for Best Comedy. This edition features a new introduction by Michael Blakemore. Diary of a Mad Playwright Hal Leonard Corporation **Originally published: New York: Dutton, 1989. Boys' Life Boys' Life is the official youth magazine for the Boy Scouts of America. Published since 1911, it contains a proven mix of news, nature, sports, history, fiction, science, comics, and Scouting.** The Selected Letters of Tennessee Williams, 1920-1945 New Directions Publishing **Tennessee Williams wrote to family, friends and fellow artists with equal measures of piety, wit, and astute self-knowledge. Presented with a running commentary to separate Williams' often hilarious, but sometimes devious, counter-reality from the truth, the letters form a kind of autobiography.** The Ultimate Guide to 2D games with Unity Build your favorite 2D Games easily with Unity (Ultimage Guide) Patrick Felicia **Get started with 2D Games and Unity without the headaches Without my book, most people spend too long trying to create 2D games and learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes 15 chapters that painlessly teach you the necessary skills to master C# with Unity and to create 2D interactive games. What you will learn After completing this book, you will be able to: - Code in C#. - Understand and apply C# concepts. - Create 2D games. - Create a wide range of 2D games including a 2D platformer, a shooter, a word-guessing game, a memory game, a card game, and a puzzle. - Create and use C# variables and methods for your game. - Include intelligent NPCs that chase the player. - Manage collisions, key inputs, and colliders. - Create an update a user interface. - Load new scenes from the code, based on events in your games. Content and structure of this book The content of each chapter is as follows: - Chapters 1, 2, 3, 4, and 5 will show you how to create a platformer game with most of the features that you usually find in this genre. - Chapters 6, 7, 8, 9, and 10 will show you how to create a shooter game with a moving space ship controlled by the player, a scrolling background, missiles, moving asteroids, and much more. - Chapter 11 will show you how to create a word guessing game where the player needs to guess a word, picked at random. - Chapter 12 will show you how to create a memory game based on the famous "Simon Game". - Chapter 13 will show you how to create a card-guessing game where the player needs to memorize the location of cards on a board and to also match identical cards in order to win. - Chapter 14 will show you how to create a puzzle where the player has to move and combine puzzle pieces to complete the puzzle. If you want to start coding in C# and create your own 2D games with Unity using a tried-and-tested method: download this book now** All My Sons Drama in Three Acts Dramatists Play Service Inc **Presents the classic play, first produced in 1947, about guilt, responsibility, and the relationship between fathers and sons in the aftermath of a World War II corruption case.** The Sound of Music Hal Leonard Corporation **(Vocal Score). Vocal score with 15 songs from one of musical theatre's masterpieces. Includes: Climb Ev'ry Mountain * Do-Re-Mi * Edelweiss * The Lonely Goatherd * Maria * My Favorite Things * Sixteen Going on Seventeen * So Long, Farewell * The Sound of Music * and more!** The Secret Garden Рипол Классик **«Таинственный сад» – любимая классика для читателей всех возрастов,**

жемчужина творчества Фрэнсис Ходжсон Бернетт, роман о заново открытой радости жизни и магии силы. Мэри Леннокс, жестокое и испорченное дитя высшего света, потеряв родителей в Индии, возвращается в Англию, на воспитание к дяде-затворнику в его поместье. Однако дядя находится в постоянных отъездах, и Мэри начинает исследовать округу, в ходе чего делает много открытий, в том числе находит удивительный маленький сад, огороженный стеной, вход в который почему-то запрещен. Отыскав ключ и потайную дверцу, девочка попадает внутрь. Но чьи тайны хранит этот загадочный садик? И нужно ли знать то, что находится под запретом?.. Впрочем, это не единственный секрет в поместье... How to Read a Play Script Analysis for Directors Routledge The work done on a play before the first rehearsal, the first group reading or even the before the cast have met, can be crucial to the success of a production. Directors and dramaturgs must know how to analyze, understand and interpret a play or performance text if they hope to bring it to life on the stage. This book provides a broad range of tools and methods that can be used when reading a text, including: Lessons from the past. What can we learn from Aristotle, Stanislavsky, Meyerhold, Vakhtangov, Brecht and Harold Clurman? This section establishes the models and methods that underpin much of a director's work today. A survey of current practices in Western theatre. A combination of research, interviews and observation of practical work addresses the main stages in understanding a play, such as getting to know characters, sharing ideas, mapping the action and grappling with language. A workbook, setting out twenty one ways of breaking down a play, from the general to the particular. Contributions, reflections and interjections from a host of successful directors make this the ideal starting point for anyone who wants to direct a play, or even devise one of their own. This wide range of different approaches, options and techniques allows each reader to create their own brand of play analysis. Unity from Zero to Proficiency (Advanced) Create multiplayer games and procedural levels, and boost game performances: a step-by-step guide Patrick Felicia Newly Edited and Updated Version (Third Edition) for Unity 2019 Create multiplayer games and procedural levels and boost game performances without the headaches Without this book, most people spend too long trying to learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes six chapters that painlessly teach you the necessary skills to extract data from files, create procedural levels, connect to a database, create a network game and optimize your code for a faster and more engaging game. What you will learn After completing this book, you will be able to: - Create levels procedurally with C#, save yourself time, and speed-up the level design process. - Create levels randomly so that they are different every time the scene is loaded and add re-playability to your game. - Read XML files using C# and use the data within to create levels. - Create a space simulation using XML and C# and make your scene customizable. - Connect to a database from Unity to save and retrieve the player's score. - Create a simple network tank game with projectiles and explosions. - Create a Simon game. - Optimize your code and your project's structure Content and structure of this book The content of the books is as follows: - In Chapter 1, you will create indoors and outdoors levels from your code. - In Chapter 2, you will set-up your own database and write data from/to the database through Unity to save and update the player's score. - In Chapter 3, you will create a simple (but fun) network tank game. - In Chapter 4, you will design and implement your version of the Simon game, whereby the player has to memorize an increasing sequence of colors and sounds. - In Chapter 5, you will learn advanced techniques to boost the performance of your game, and to make your code and project easily maintainable. - Chapter 6 provides answers to frequently asked questions. If you want to start creating multi-player games and procedural levels using a tried-and-tested method: download this book now!