

**STEP THREE:**

➤ Choose a physical center for your character.

After trying all the centers out, you will probably find that a particular center really seems to work for the character you are creating.

So now is the time to discard all other options, and make a choice.

There are two ways you can go about this:

1. Choose the center that seems most like the character you are creating
2. Choose the center that seems most unlike the character you are creating

If you choose the center that seems most LIKE your character, then you will be creating a character that is easy for your audience to get to know. They will see you, and feel they instantly know you and connect with you.

If you choose the center that seems most UNLIKE your character, then you will be creating a character with a lot of mystery. Your audience will hear what you say, and what others say about you, but how you *look* won't quite match up. There is something else about you that they don't know...that perhaps you have a secret.

Either choice can work, as long as you have a good reason for doing so. If you are playing the lead in a romantic comedy, it may not be the best choice for you to create a dark, mysterious character. In this type of role, you most likely want the audience to relate to you right away, and to feel that they know and like you. However, if you are playing a character in a murder mystery, it may create lots of interest for you to choose a physical center that is opposite of who you seem to be.

**\*HOT TIP\***

**Opposites can be very powerful.**

*If you are trying to create a character that is mysterious, secretive, and complex, make choices that seem to contradict each other.*

Here are a couple examples of how opposites could work:

- Perhaps you are a powerful CEO of a multi-national corporation. You may choose to play it chest-centered, but opposite of what one would expect. You are more like the shy 13-year-old, withdrawn and retreated in posture rather than outwardly confident.
- Or you are a prostitute who is very intelligent and head-centered rather than earthy and hip-centered.

Once again, use your creativity and judgment, that's what you were cast for!

Once you've decided on a center, play with how extreme or subtle you want to make it.

It could be very subtle like the philosopher, or it could also be extremely pronounced, such as the case of the very sexy woman or the man with the limp.

You can use the physical center for comic effect as well.

Sometimes the very pronounced and exaggerated movements make for wonderful comedy, or very memorable characters in dramatic pieces.

**\*HOT TIP\***

**Wherever your center is will determine where your hand gestures take place.**

*Hand gestures usually take place in the same general area as your physical center. They almost never rise higher than where your physical center is.*

Once you've made a selection, practice it a lot, until you get very comfortable with it. It should be second nature to you.

This will serve two purposes.

1. You will be able to leave your own personal mannerisms behind, since you will be moving, walking and gesturing differently than you do as you, the actor.
2. You will also be able to instantly get into character, when you adopt the movements of the character.