

Pandora: The First Woman Created by the Gods

Porscha Shaw

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Committee:

Tim Bond

Valerie Curtis Newton

Jeffrey Frace

Scott Hafso

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Porscha Shaw

University of Washington

Abstract

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Porscha Shaw

Chair of the Supervisory Committee:

Tim Bond

UW Drama

This project was created to revisit the array of tools that I was trained with using the story of Pandora as a vehicle. The tools I focused on were my speech, voice, and compositional imagery. With this fusion I was able to create a beautiful cacophony of art.

Porscha Shaw

School of Drama Faculty

Thesis (Solo Show)

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Pandora: The First Greek Woman Created by the Gods

“The theatre, which is in no thing, but makes use of everything—gestures, sounds, words, screams, light, darkness—rediscovers itself at precisely the point where the mind requires a language to express its manifestations. To break through language in order to touch life is to create or recreate the theatre.”-

Antonin Artaud

When beginning the process of creating Pandora I knew I wanted to revisit, highlight, and encapsulate my 3 years of training into one show while using composition as my tool guide. Composition allowed for me to have a steady base and throw in as many elements as I wanted. Within our six-person class each individual has accumulated their own style and personal aesthetic. My aesthetic leaned toward drama, heightened text, abstract text, and movement. Moving forward with this project I knew that my thesis would contain all of my text along with various training tools and would be combined using composition skills. This was all I had to start and its exactly what I needed.

The Story: The launch of my Composition was deciding what narrative I would use as a base jumping off point. One of my artistic fuels is, wondering where the historical miscommunication that women are evil, seductive, and sinful creatures came from. I often research the first women of different cultures to see if the bible's story of Eve is the same story in other cultures. I knew that I wanted to investigate the story of Pandora's box last year but I didn't and researched Lilith instead. I revisited Pandora this year and realized that she was a first women creation! I didn't know so I lucked out with that! I also quickly realized that unlike the story of Eve the details about what happened with Pandora are not as well-known. Zeus ordered Hephaestus and Artemis to create Pandora in an effort to punish Prometheus for giving fire to the human race. Once Pandora was completed she would be given to Epimetheus the brother of Prometheus to marry. On their wedding day Zeus would give Pandora a gift (a large vase) that when opened would release seven evils and hope into the world. Pandora was completely unaware of this and just thought the Gods had given her a wedding gift so she opened it and became the blame for sending darkness into the world. Although it was two male Gods who had power and abused it, the women is remembered with the fault. It's not Zeus' Box its Pandora's and I wanted to highlight that.

The Text: Now that I had my base I needed to select my text. Pandora has an outline built inside the story. She unleashes seven evils and hope into the world hatred, greed, death, sickness, strife, famine, passion, hope and I have quite a repertoire of text that supports most of these topics. I collected all of my favorite text that I had worked on in school and began to skim through them and decide which ones fit well enough. This was the quickest part of the process. I had a lot of options but the ones I chose hit the nail on the head for me. However, I did have an issue figuring out text was going to support hope and I didn't know until the very last minute.

The Tools: When configuring Pandora, I used a plethora of tools that I accumulated in Grad School. Physical Action Score was the tool I used the most. PAS was taught to us in Voice class as a way to clarify our intended action beneath the text we speak. You pick a physical gesture that mimics your action and you repeat that physical action while speaking. For Instance, in my Medea text her first line is "Annihilation. The word is pure music Annihilation." In those lines Medea wants to destroy Jason so my physical action was using a hammer to smash a pumpkin. Suzuki statues was a tool I used to clarify the transition from one physical action score to another. Statues is basically what it sounds like. You freeze in a physical image that represents what you're either feeling, doing, or wanting to convey. I used these as transitions because I thought it was clear to go from constantly moving to a slight freeze to indicate change. Speech Articulation and Voice breathing were two tools that were interconnected in my piece. There was a lot of quick speaking so I needed to work on my articulators and my breath flow. I did a lot of "Peter Piper" warm ups and the Voice progression so that my air was flowing and my lips teeth and tongue were ready for the hard work they were about to do. Lastly, I used composition as a way to organize the shows order. Composition was a class we took that allowed for our creativity to be on a larger scale and it organized our thoughts for us. You get to create an outline for yourself and see what comes out of that. My outline required me to have one moment of reversed speaking or moving, one moment of surprise, one scream, one laugh, and one fall.

In conclusion, I wanted to create something that showed me as an artist the level of complexity I could create within a story on my own. I took my personal passions and flushed it out using my training. I was able to meditate on my artistic progression from how I started school to how I finished. I created a piece of art that was all my own and now I know what I can bring to any future production that isn't all mine. I have a well of creativity inside me and Grad school has helped me tap into it.