

# CHAPTER ELEVEN

Realism is a style that attempts to depict life on stage as it actually lived by audience members.

Realism shows everyday events, and tells a story in a way that makes it appear logical and believable.

Rules were invented designed to make sure that realist plays were believable including the three unities of time, place, and action.

Unity of time: action of a play should take place in the time it took for the performance

Unity of place: rule dictated  
that the action should take  
place in one location

Unity of action: play should  
only tell one story, therefore,  
no subplots

Romanticism is a style depicting idealized concepts of the way people should be, and realism emerged as a reaction to Romanticism.

Naturalism is a style more about content where realism is more about form.

Realistic plots typically move forward in a direct chronology from one event to the next.

Realist characters operate from psychological motives and instincts, and their language is colloquial, informal, and filled with slang where appropriate.

Nearly all realistic plays are representational, therefore, we in the audience are distant and unattached observers.

In realism, the world is a place that obeys natural laws of cause-and-effect.