

**HERBERT JHRERING**

Although I say my question intelligibly once again, why did you use a sword which is visible? Was your suggestive power insufficient for showing such sights?

**MARCEL MARCEAU**

We used the sword as an important moment of a drama. In this case, a sword was also an actor.

**HERBERT JHRERING**

Does it mean that the sword became an actor by motion?

**MARCEL MARCEAU**

Yes. Here, it was the very difficult problem of production. That is, the confrontation of light and shadow was made for "a duel of darkness.

"A candle is burned and it is made a situation to be stolen in the thing in the place where the visitor is sleeping. The problem started when the hotel master showed the visitor a sword and a candle. This is the signal that "an important role will be played." The candle is light. When the master steals in to the visitor's room, the fire of the candle goes out suddenly. However, it is not dark on the stage. Therefore, darkness appears symbolically according to suggestive power. However, as for the impression of the sword, feelings become strange at this moment.

Although the visitor, who awoke, feels immediately that there is someone, He can not see in the darkness. Then, he takes a saber, and two swords begin to fight. It clarifies the two people's existence. One person is trembling with fear and one person has a murderous intent.

Both of the enemy's appearances are observed.

**HERBERT JHRERING**

The Existence of the sword specifies that an enemy is not seen in the darkness, doesn't it?

**MARCEL MARCEAU**

You can see that the two swords touch each other, and sometimes separate suddenly. It is tense. The swords sometimes collide. Then, the sound of a sword can be heard and the effect of the enemy's feeling of fear is given. The traveler dropped the sword during the duel, and when the hotel master stepped on the sword on the floor, the fighting was already finished. Since the master had two swords, he has more power very much rather than the traveler. We used the sword, in order to carry the feeling of adventure into such a play.

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