

What Is Scenography

What is Scenography?

Pamela Howard's *What is Scenography?* has become a classic text in contemporary theatre design and performance practice. In this second edition, the author expands on her holistic analysis of scenography as comprising space, text, research, art, performers, directors and spectators, to examine the changing nature of scenography in the twenty-first century. The book includes: case studies and anecdotes from Howard's own celebrated career illustrations of her own recent work, including black and white illustrations throughout and an eight page colour section an updated 'world view' of scenography, with definitions from the world's most famous and influential scenographers A direct and personal response to the question of how to define scenography by one of the world's leading practitioners, *What is Scenography?* continues to shape the work of visual theatremakers throughout the world.

The Cambridge Introduction to Scenography

Scenography – the manipulation and orchestration of the performance environment – is an increasingly popular and key area in performance studies. This book introduces the reader to the purpose, identity and scope of scenography and its theories and concepts. Settings and structures, light, projected images, sound, costumes and props are considered in relation to performing bodies, text, space and the role of the audience. Concentrating on scenographic developments in the twentieth century, the Introduction examines how these continue to evolve in the twenty-first century. Scenographic principles are clearly explained through practical examples and their theoretical context. Although acknowledging the many different ways in which design shapes the creation of scenography, the book is not exclusively concerned with the role of the theatre designer. In order to map out the wider territory and potential of scenography, the theories of pioneering scenographers are discussed alongside the work of directors, writers and visual artists.

Ecoscenography

This ground-breaking book is the first to bring an ecological focus to theatre and performance design, both in scholarship and in practice. Ecoscenography weaves environmental philosophies and practices across genres and fields to provide a captivating vision for the future of sustainable theatre production. The book forefronts leading designers that are driving this emerging field into the mainstream through their relational and reciprocal engagement with place, audiences, materials, and processes. Beyond its radical philosophy and framework, Ecoscenography makes a compelling case for pursuing an ecological ethic in theatre and performance design, not only as a moral imperative, but for the extraordinary possibilities that it offers for more-than-human engagement. Based on her personal insights as a leading ecological researcher and practitioner, Beer offers a rich resource for scholars, students and practitioners alike, opening up new processes and aesthetics of theatrical design that enhance the environmental and social advocacy of the field.

What is Scenography?

Scenography is becoming a universally used term in professional theatre practice & education, but what is it? This text presents a re-evaluation of the traditional role of theatre designers, pointing towards a more holistic approach to making theatre.

Scenographic Imagination

In this enlarged and thoroughly revised third edition of his widely used text, Darwin Reid Payne explores the principles and philosophies that shape the visual elements of theatre. Payne sets out to discover who scenographers are and to define their responsibilities. He sees scenographers as not merely craftspersons but artists with "a special vision that spans all the arts." Such artists are in a position to "extend and amplify underlying meanings of the production." The proper goal of beginning scenographers, according to Payne, is one day to be able to approach the job as artists in full command of their craft. Payne seeks to instill in beginning scenographers a basic core of knowledge: an understanding of theatre history and the development of drama; a knowledge of art history and an understanding of periods and styles of architecture, painting, sculpture, furnishings, and costume; and a familiarity with the principles, techniques, and materials of pictorial and three-dimensional design. This new edition contains 248 illustrations, 38 more than the second edition. Payne's goal, certainly, is to teach students what to do and how to do it; equally important, however, is Payne's view that scenographers must know why. To Payne, "Scenography is an art whose scope is nothing less than the whole world outside the theatre." Scenographers must read not only in their own field but in others as well. Payne has incorporated into his text many suggestions for outside readings, quoting passages and even entire chapters from important works. Stressing research, Payne argues that without knowledge of the literature of their own and related arts, scenographers cannot grow. And that is the emphasis of this book: to present aspiring scenographers with an approach and a set of concepts that will enable them to grow. Toward that end, Payne establishes five priorities, the first of which is to develop in students what he calls "time vision," or the ability to "see" the historical past as a living place with living inhabitants. The second priority is to bring about an awareness that allows students to "see" beneath the surface of objects and events. Third, students must be helped to recognize and appreciate the difference between the "concept of space as it exists outside the theatre and the concept of space as it is used within the theatre." The fourth priority is to ingrain in students an understanding of the importance of imagery to the scenographer, and the final priority is to teach those technical skills necessary to carry out the concepts of the scenographer.

Scenography as New Ideology in Contemporary Curating: The Notion of Staging in Exhibitions

Scenography has been acting as a transformative force to reform the traditional exhibitionary complex. This has led to an unprecedented intersection where scenography meets contemporary curating, which further informs a radical ideological shift in the frontier of the exhibition scene. This book aims to exploit a new land of discussion to look into this intersection between scenographic practice and contemporary curating, its merge and the subsequent revolution it has caused. By seeing museums and exhibition spaces as metaphorical stages, it fundamentally reconfigures the infrastructure of curating practices, in terms of a shift in authorship, architectural embodiment of ideas, field of experience, layered narrative, dramaturgy and the hybrid expressions of new media. Three case studies will demonstrate scenography's wide-ranging methodologies in dealing with contemporary issues. Cases include: BMW Museum (Reopened in 2008), Cultures of the World (Opened in 2010) and Leonardo's Last Supper: A Vision by Peter Greenaway (2008, 2010). The discussion cuts through major discourses, both responding to the rise of the experience economy and the expanding notion of curating, in parallel.

Theatre and Performance Design

Theatre and Performance Design: A Reader in Scenography is an essential resource for those interested in the visual composition of performance and related scenographic practices. Theatre and performance studies, cultural theory, fine art, philosophy and the social sciences are brought together in one volume to examine the principle forces that inform understanding of theatre and performance design. The volume is organised thematically in five sections: looking, the experience of seeing space and place the designer: the scenographic bodies in space making meaning This major collection of key writings provides a much needed critical and contextual framework for the analysis of theatre and performance design. By locating this study within the broader field of scenography – the term increasingly used to describe a more integrated reading of

performance – this unique anthology recognises the role played by all the elements of production in the creation of meaning. Contributors include Josef Svoboda, Richard Foreman, Roland Barthes, Oscar Schlemmer, Maurice Merleau-Ponty, Richard Schechner, Jonathan Crary, Elizabeth Wilson, Henri Lefebvre, Adolph Appia and Herbert Blau.

Digital Scenography in Opera in the Twenty-First Century

Digital Scenography in Opera in the Twenty-First Century is the first definitive study of the use of digital scenography in Western opera production.

Scenography Expanded

Scenography Expanded is a foundational text offering readers a thorough introduction to contemporary performance design, both in and beyond the theatre. It examines the potential of the visual, spatial, technological, material and environmental aspects of performance to create and shape performative encounters. It analyses examples of scenography as sites of imaginative exchange and transformative experience and it discusses the social, political and ethical dimensions of performance design. The international range of contributors includes Arnold Aronson, Christopher Baugh, Maaïke Bleeker, Thea Brejzek, Ethel Brooks, Jane Collins, Stephen Di Benedetto, Dorita Hannah, Kathleen Irwin, Marcela I. Oteíza, David Shearing, Nebojša Tabaković and Melissa Trimingham. The extended introduction by Joslin McKinney and Scott Palmer defines the characteristics of 21st-century scenography and examines the scope and potentials of this new field. Across five sections, the volume provides examples and case studies which richly illustrate the scope of contemporary scenographic practice and the various ways in which it is used in global cultural contexts. These include mainstream theatre practice, experimental theatre, installation and live art, performance in the city, large-scale events and popular entertainments, and performances by and for specific communities. -- from back cover.

The Scenography of Josef Svoboda

Josef Svoboda, of Czechoslovakia, is probably the most innovative designer in the theatre today. Every year, throughout a 'season' of twelve months, Svoboda totally designs--'scenographs,' as he prefers to call his work--productions for the legitimate theatre, for operas and ballets and occasionally for films, not only in his native country, but also in England, Scandinavia, Germany, Italy and elsewhere in Europe. In this country he is best known for the series of multiscreen films shown in the Czechoslovak pavillion at Expo 67 in Montreal and for the stark, marvellously evocative sets for the Metropolitan Opera's opening-night production of Carmen in 1972. The major part of this study is devoted to detailed, professional considerations of some sixty key productions, described largely in Svoboda's own words, transcribed and translated from tape-recorded interviews with the author. More than two hundred black-and-white photographs visually reinforce Mr. Burian's explication of the development of Svoboda's methods. Svoboda's scenography emerges as total design, a synthesis of traditional methods and technical innovations that provide a dynamic atmosphere as well as the physical setting.--Back cover.

Contemporary Scenography

"This interdisciplinary and practically focused volume builds on contributions made to the international conference on The art of scenography: epistemes and aesthetics that took place in Munich in November 2016."--Page xx.

The Model as Performance

The Model as Performance investigates the history and development of the scale model from the Renaissance

to the present. Employing a scenographic perspective and a performative paradigm, it explores what the model can do and how it is used in theatre and architecture. The volume provides a comprehensive historical context and theoretical framework for theatre scholars, scenographers, artists and architects interested in the model's reality-producing capacity and its recent emergence in contemporary art practice and exhibition. Introducing a typology of the scale model beyond the iterative and the representative model, the authors identify the autonomous model as a provocative construction between past and present, idea and reality, that challenges and redefines the relationship between object, viewer and environment. The Model as Performance was shortlisted for the best Performance Design & Scenography Publication Award at the Prague Quadrennial (PQ) 2019.

An Introduction to Theatre Design

This introduction to theatre design explains the theories, strategies, and tools of practical design work for the undergraduate student. Through its numerous illustrated case studies and analysis of key terms, students will build an understanding of the design process and be able to: identify the fundamentals of theatre design and scenography recognize the role of individual design areas such as scenery, costume, lighting and sound develop both conceptual and analytical thinking Communicate their own understanding of complex design work trace the traditions of stage design, from Sebastiano Serlio to Julie Taymor. Demonstrating the dynamics of good design through the work of influential designers, Stephen Di Benedetto also looks in depth at script analysis, stylistic considerations and the importance of collaboration to the designer's craft. This is an essential guide for students and teachers of theatre design. Readers will form not only a strong ability to explain and understand the process of design, but also the basic skills required to conceive and realise designs of their own.

Making the Scene

A lively, beautifully illustrated history of theatrical stage design from ancient Greek times to the present, coauthored by the world's leading authority, Oscar G. Brockett.

Costume in Performance

Winner of Best Performance Design and Scenography Publication Award, Prague Quadrennial 2019 This beautifully illustrated book conveys the centrality of costume to live performance. Finding associations between contemporary practices and historical manifestations, costume is explored in six thematic chapters, examining the transformative ritual of costuming; choruses as reflective of society; the grotesque, transgressive costume; the female sublime as emancipation; costume as sculptural art in motion; and the here-and-now as history. Viewing the material costume as a crucial aspect in the preparation, presentation and reception of live performance, the book brings together costumed performances through history. These range from ancient Greece to modern experimental productions, from medieval theatre to modernist dance, from the 'fashion plays' to contemporary Shakespeare, marking developments in both culture and performance. Revealing the relationship between dress, the body and human existence, and acknowledging a global as well as an Anglo and Eurocentric perspective, this book shows costume's ability to cross both geographical and disciplinary borders. Through it, we come to question the extent to which the material costume actually co-authors the performance itself, speaking of embodied histories, states of being and never-before imagined futures, which come to life in the temporary space of the performance. With a contribution by Melissa Trimingham, University of Kent, UK

Liquid Spaces

"The foundation of a meaningful relationship between artist and audience, museum and visitor is based upon an unforgettable experience. This book shows the many different ways in which this desired effect can be achieved." --Publisher.

Looking Into the Abyss

Engaging essays by an internationally prominent historian and theorist of theater set design

The Art of Light on Stage

The Art of Light on Stage is the first history of theatre lighting design to bring the story right up to date. In this extraordinary volume, award-winning designer Yaron Abulafia explores the poetics of light, charting the evolution of lighting design against the background of contemporary performance. The book looks at the material and the conceptual; the technological and the transcendental. Never before has theatre design been so vividly and excitingly illuminated. The book examines the evolution of lighting design in contemporary theatre through an exploration of two fundamental issues: 1. What gave rise to the new directions in lighting design in contemporary theatre? 2. How can these new directions be viewed within the context of lighting design history? The study then focuses on the phenomenological and semiotic aspects of the medium for light – the role of light as a performer, as the medium of visual perception and as a stimulus for imaginative representations – in selected contemporary theatre productions by Robert Wilson, Romeo Castellucci, Heiner Goebbels, Jossi Wieler and David Zinder. This ground-breaking book will be required reading for anyone concerned with the future of performance.

Consuming Scenography

Consuming Scenography offers an insight into contemporary scenographic practice beyond the theatre. It explores the ways in which scenography is used to create a global cultural impact and accelerate profits in the site-specific context of themed shopping malls. It analyses the effect of the architectural, aesthetic, spatial, material and sensory aspects of design through their performative encounters with consumers in order to offer a better understanding of performance design. In the first part the author explores the spatial seduction of an enclosed market space and traces the origins of scenographic temporality in permanent architectonic spaces for trade and commerce, from early Roman arched markets and Oriental bazaars, to 19th century arcades and department stores, though to modern-day shopping malls. The second section addresses the site-specific theatricality of the shopping mall, considering the exploitation of performative aspects of scenography in the creation of corporate identity. It engages with how casual shoppers are modified and transformed into spectators, sales personnel into performers, and shop-filled alleys into stages in themed malls. In the final section, the author investigates the consumption of scenographic experience and scenography's sensory influence on consumers through their immersion in themed shopping malls. Considering a variety of case studies of themed shopping malls, including the Ibn Battuta Mall in Dubai, Terminal 21 in Bangkok, the Villaggio in Doha and Montecasino in Johannesburg, as well as further examples from Europe, USA and Asia - this book provides a wide-ranging critical examination of the ways in which scenographic thinking and practices are exploited in wider cultural contexts for impact, branding, and higher profits

Performance Design

Explores the speculative and projective acts of designing performance and performing design. This work offers a range of performative expressions across disciplines, where design artefacts - objects, gestures, images, occasions and environments - are aligned to performance through notions of embodiment, action and event.

Shakespeare and the Force of Modern Performance

This book analyses how Shakespeare is recreated in historical performance.

The Aesthetics of Atmospheres

Interest in sensory atmospheres and architectural and urban ambiances has been growing for over 30 years. A key figure in this field is acclaimed German philosopher Gernot Böhme whose influential conception of what atmospheres are and how they function has been only partially available to the English-speaking public. This translation of key essays along with an original introduction charts the development of Gernot Böhme's philosophy of atmospheres and how it can be applied in various contexts such as scenography, commodity aesthetics, advertising, architecture, design, and art. The phenomenological analysis of atmospheres has proved very fruitful and its most important, and successful, application has been within aesthetics. The material background of this success may be seen in the ubiquitous aestheticization of our lifeworld, or from another perspective, of the staging of everything, every event and performance. The theory of atmospheres becoming an aesthetic theory thus reveals the theatrical, not to say manipulative, character of politics, commerce, of the event-society. But, taken as a positive theory of certain phenomena, it offers new perspectives on architecture, design, and art. It made the spatial and the experience of space and places a central subject and hence rehabilitated the ephemeral in the arts. Taking its numerous impacts in many fields together, it initiated a new humanism: the individual as a living person and his or her perspective are taken seriously, and this fosters the ongoing democratization of culture, in particular the possibility for everybody to participate in art and its works.

Shakespeare, Technicity, Theatre

This urgent and provocative study explores contemporary Shakespeare performance to bring a sense of theatre as technology into view. Rather than merely using technologies, the theatre's distinctively intermedial character is essential to its complex technicity; the changing function of gesture and costume, of written documents in the making of performance, of light and sound, and of the interplay of live and recorded acting complicate the sense of theatre as a medium. In a series of probing discussions, Worthen interrogates the interaction of live and mediated acting onstage, the impact of written media from the handwritten scroll to the small-screen app in acting as a techn?, the work of Original Practices as an interactive modern theatre technology, the economies of theatrical immersion, and the consequences of an emerging algorithmic theatre, providing a richly theoretical reading of the stakes of theatre as an always-emerging technology.

Essential Guide to Stage Management, Lighting, and Sound

This resource provides a very practical approach to staging dramatic productions. Short and concise subsections cover the components of stage management, lighting and sound. Several charts, checklists, flowcharts, drawings and photographs are used to illustrate the main concepts and provide examples for better organization. Each chapter also contains several tasks that students can use for practice to see if they have learned the necessary skills. This is an excellent resource that teachers and students will find useful.

What is Scenography?

"Pamela Howard's ground-breaking What is Scenography? was the first book to set out the bold new approaches to designing and directing for theatre which had dazzled audiences in Europe during the previous decades. It did us all a service by enriching the scope of how we understand the aesthetics of the stage. The lavish new materials (drawings, colour photos, new production analysis) included in this second edition make it even more essential for anyone interested in new developments in theatre." - David Bradby "To write, design, organize, manage, sculpt, educate, paint, research and above all, to passionately live the life of the performance is what Pamela has done throughout her whole career and, in one way or another, it is reflected here in this book: the universality of stage design, its elements and its soul." - Ramon Ivars "Gives an excellent sense of scenography and a window on a life in the theatre - which is fascinating. ...A superb book." - Professor Arnold Aronson, Columbia University, USA "Pamela Howard is the precise definition of what a scenographer of today should be: a multiple artist. Her vast experience with space, her rare and acute

power of reflection, her workshops worldwide, her masterful control of drawing and painting and her ability to interconnect scenography with other artistic expressions qualify her to discuss with great authority what \"space for staging\" should be in the coming decades of this millennium.\" - Jose Carlos Serroni Pamela Howard's *What is Scenography?* has become a classic text in contemporary theatre design and performance practice. In this second edition, the author expands on her holistic analysis of scenography as comprising space, text, research, art, performers, directors and spectators, to examine the changing nature of scenography in the twenty-first century. The book includes: case studies and anecdotes from Howard's own celebrated career illustrations of her own recent work, in full colour throughout an updated 'world view' of scenography, with definitions from the world's most famous and influential scenographers A direct and personal response to the question of how to define scenography by one of the world's leading practitioners, *What is Scenography?* continues to shape the work of visual theatremakers throughout the world.

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First Published in 2004. Routledge is an imprint of Taylor & Francis, an informa company.

The Dramatic Imagination

Emphasising the artistry behind the decisions made by theatrical sound designers, this guide is for anyone seeking to understand the nature of sound and how to apply it to the stage. Through tried-and-tested advice and lessons in practical application, *The Art of Theatrical Sound Design* allows developing artists to apply psychology, physiology, sociology, anthropology and all aspects of sound phenomenology to theatrical sound design. Structured in three parts, the book explores, theoretically, how human beings perceive the vibration of sound; offers exercises to develop support for storytelling by creating an emotional journey for the audience; considers how to collaborate and communicate as a theatre artist; and discusses how to create a cohesive sound design for the stage.

The Art of Theatrical Sound Design

Costume is an active agent for performance-making; it is a material object that embodies ideas shaped through collaborative creative work. A new focus in recent years on research in the area of costume has connected this practice in vital and new ways with theories of the body and embodiment, design practices, artistic and other forms of collaboration. Costume, like fashion and dress, is now viewed as an area of dynamic social significance and not simply as passive reflector of a pre-conceived social state or practice. This book offers new approaches to the study of costume, as well as fresh insights into the better-understood frames of historical, theoretical, practice-based and archival research into costume for performance. This anthology draws on the experience of a global group of established researchers as well as emerging voices. Below is a list of just some of the things it achieves: 1. Introduces diverse perspectives, innovative new research methods and approaches for researching design and the costumed body in performance. 2. Contributes towards a new understanding of how costume actually 'performs' in time and space. 3. Offers new insights into existing practices, as well as creating a space of connection between practitioners and researchers from design, the humanities and social sciences.

Performance Costume

A lavishly illustrated record of the work of major theatre designers from across the world; designers whose work has shaped and defined some of the most successful and important productions of the past thirty years.

World Scenography, 1975-1990

Packed full of drama games, ideas and suggestions, *Drama Menu* is a unique new resource for drama

teachers.

Drama Menu

"There is an actual, living relationship between the spaces of the body and the spaces the body moves through; human living tissue does not abruptly stop at the skin, exercises with space are built on the assumption that human beings and space are both alive." Here are the exercises which began as radical departures from standard actor training etiquette and which stand now as classic means through which the performer discovers his or her true power of transformation. Available for the first time in fifteen years, the new expanded edition of *Environmental Theater* offers a new generation of theater artists the gospel according to Richard Schechner, the guru whose principles and influence have survived a quarter-century of reaction and debate.

Environmental Theater

World Scenography 1990-2005 is the second volume in a series of large-format, lavishly illustrated books documenting for posterity a collection of significant and influential theatrical set, costume, and lighting designs. This volume covers 1990-2005 and presents designs for 409 productions from 55 countries representing the work of hundreds of designers as researched by a group of more than 100 dedicated volunteers from around the globe. Like all performance-based art, stage design is ephemeral. If it is not recorded, it disappears. And if the designs are not contextualized through scholarship, their meanings will become obscure. *World Scenography* provides an outstanding visual and contextual record of the art of designing for the stage. The *World Scenography* series is an official project of OISTAT, the International Organization of Scenographers, Theatre Architects and Technicians.

World Scenography, 1990-2005

What quality of space can foster the 'rising to another level' which is the ultimate aim of theatre? How can one overcome the obstacles -- cultural, spatial, material, technical -- which impede the sharing of experience which is the unique prerogative of performance? Peter Brook has consciously engaged these questions since turning his back on conventional theatre buildings in the late 1960s. This book tells the story of the journey of exploration into the fundamental character of theatre space he has undertaken with his collaborators over the last thirty years.

The Open Circle

Engaging essays by an internationally prominent historian and theorist of theater set design

Scenography in Action

TD & T.

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