What is the process of creating a visual language for performance? How does this language create value for the audience? And how does the designer understand its rules and structure?

The role of edges and finishes as signifiers in scenic construction, the inherent meaning of different materials when theatrically presented, and the designer’s desire for control will receive special attention.

Luke Hegel-Cantarella
Assistant Professor & Head, Scenic Design, UCIrvine

Tues 13April2010 3:30-5:00 p.m. 135HIB

UCI Design Alliance and the Department of Planning, Policy, & Design present:

Prof Hegel-Cantarella will explore these issues and show images of his own work and other contemporary scenic designers.