

Scenography

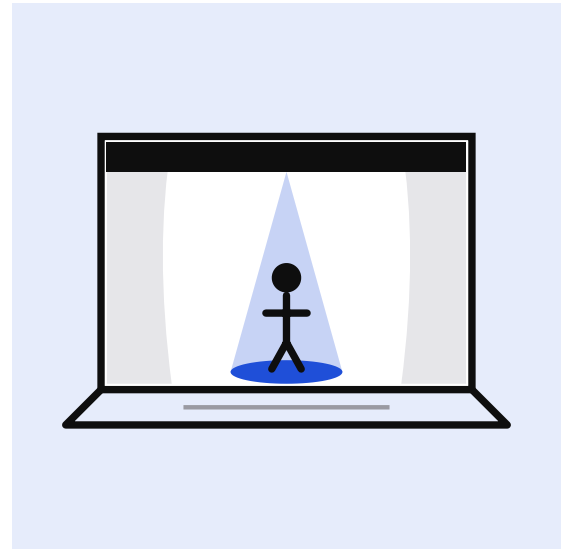
Designs and coordinates the environment of a performance (set, light, images, sound, costumes and objects) to support those who perform and those who watch.

In Spanish

Diseño escénico

Origin

An age-old theatrical practice; reference introduction by McKinney and Butterworth (2009)



What problem it addresses

On stage everything is seen at once and changes over time. If space, light and costumes are designed separately, the work loses its meaning.

Principles

One environment

Space, light, sound, costumes and objects are designed together, not one after another.

With the bodies on stage

The design is tested with the performers, who move through it and use it.

From the seats

What matters is what the audience sees and feels from where they sit.

Applications in design

✓ Use it like this

Make a model or rehearse in the real space before building.

✗ Avoid

Decorating the background without thinking about how the bodies on stage will use it.

👁 Don't fall for it

Look at the stage from different seats, not just from the center.

Connections

Related to

■ Exhibition design

■ Lighting design

■ Fashion design

■ Costume design

■ Sound design

Authors and works

2009

Joslin McKinney and Philip Butterworth

Describe scenography as the organization of the whole environment of a performance and bring together ideas from 20th- and 21st-century designers, directors and visual artists.

Sources

Secondary sources

- McKinney, J., & Butterworth, P. (2009). The Cambridge introduction to scenography. Cambridge University Press.

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