

ARTISTIC FOR PERFORMING ARTS



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COLLABORATION: MANY MIND, ONE VISION

Director is at the centre of every project.
Designers are also part of the director's creative process.

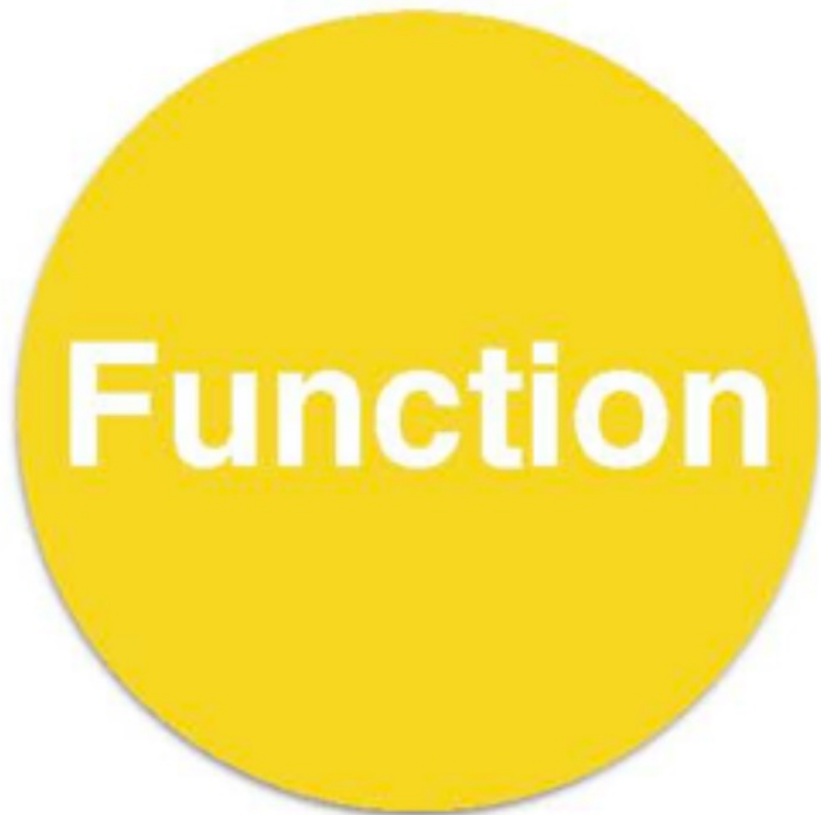
What is on the stage

Spectacle

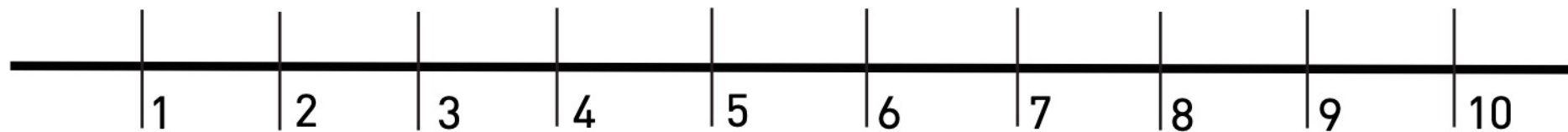
ENVIRONMENT FOR DRAMATIC ACTION

As scenic, costume and lighting designers, our principle job is to create the visible world of the play





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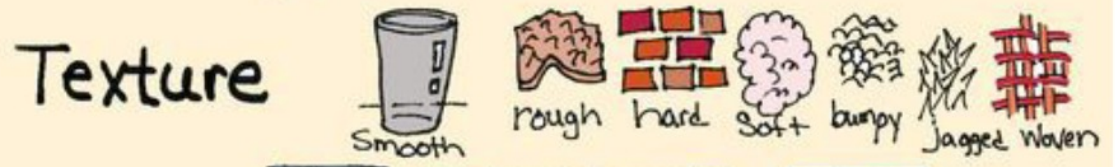
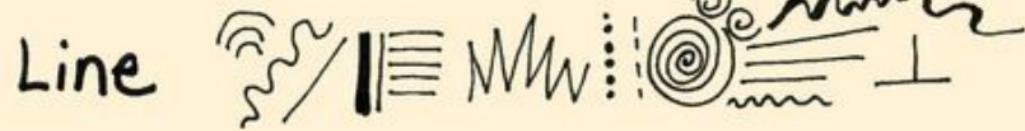


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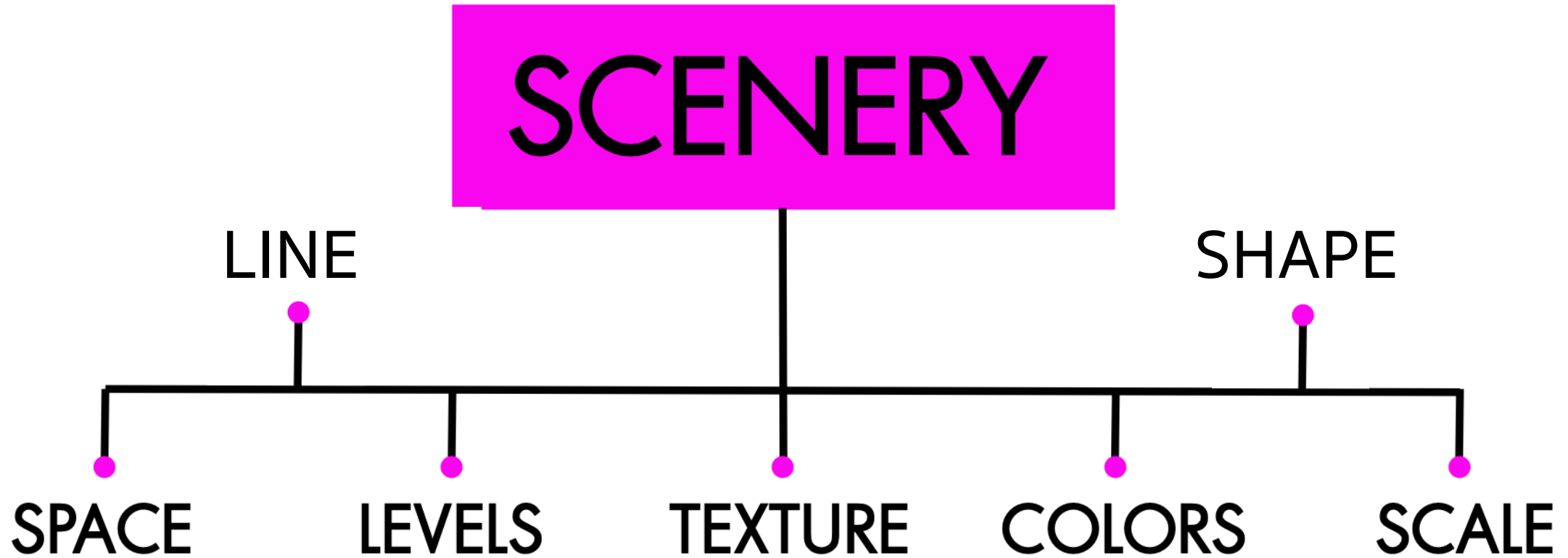
ความชัดเจน
Realistic

ความลึกลับ
Non-Realistic

Elements of Design



The Designer's Expressive Tools



LINE



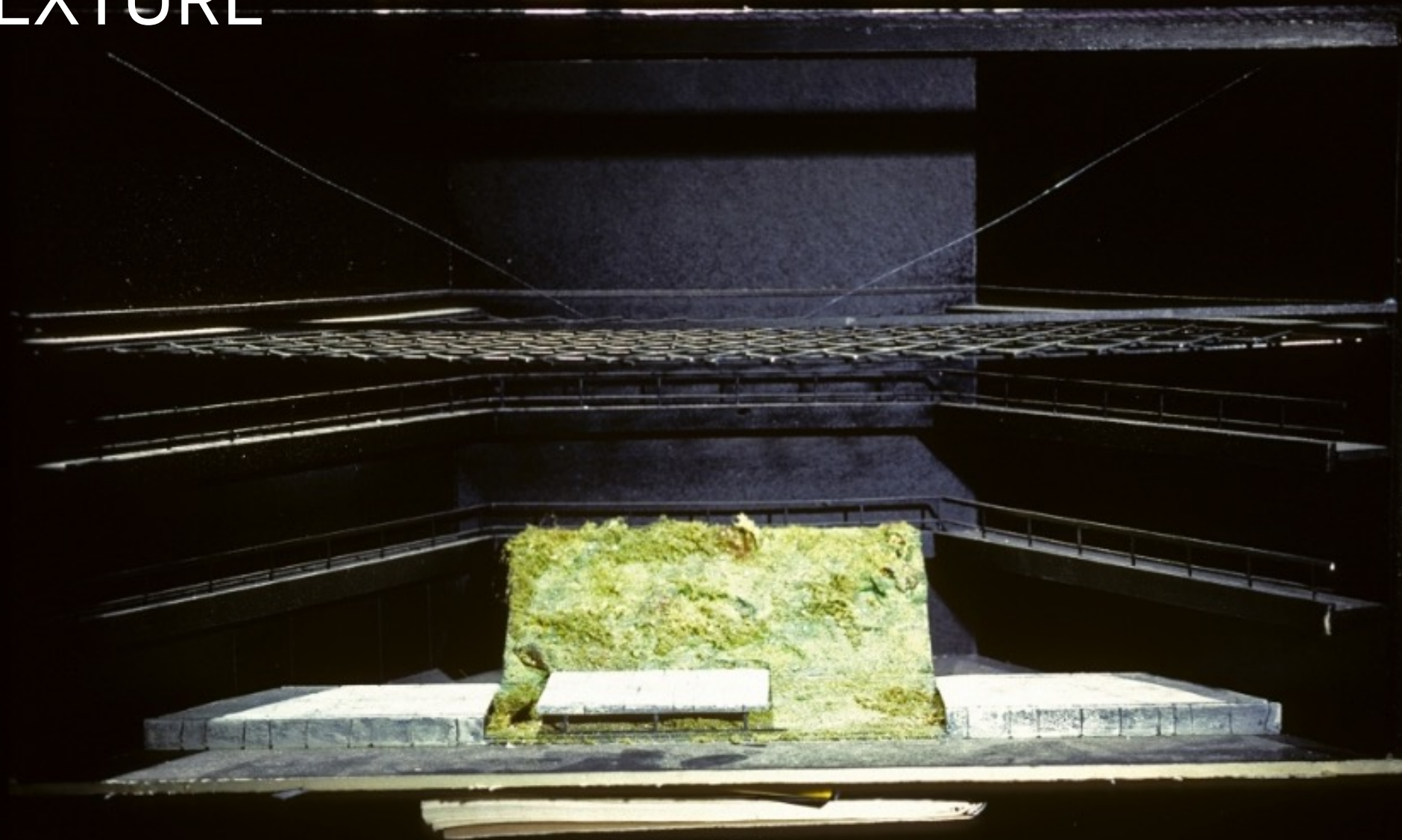
SHAPE



COLOR



TEXTURE



Space for Performing Arts

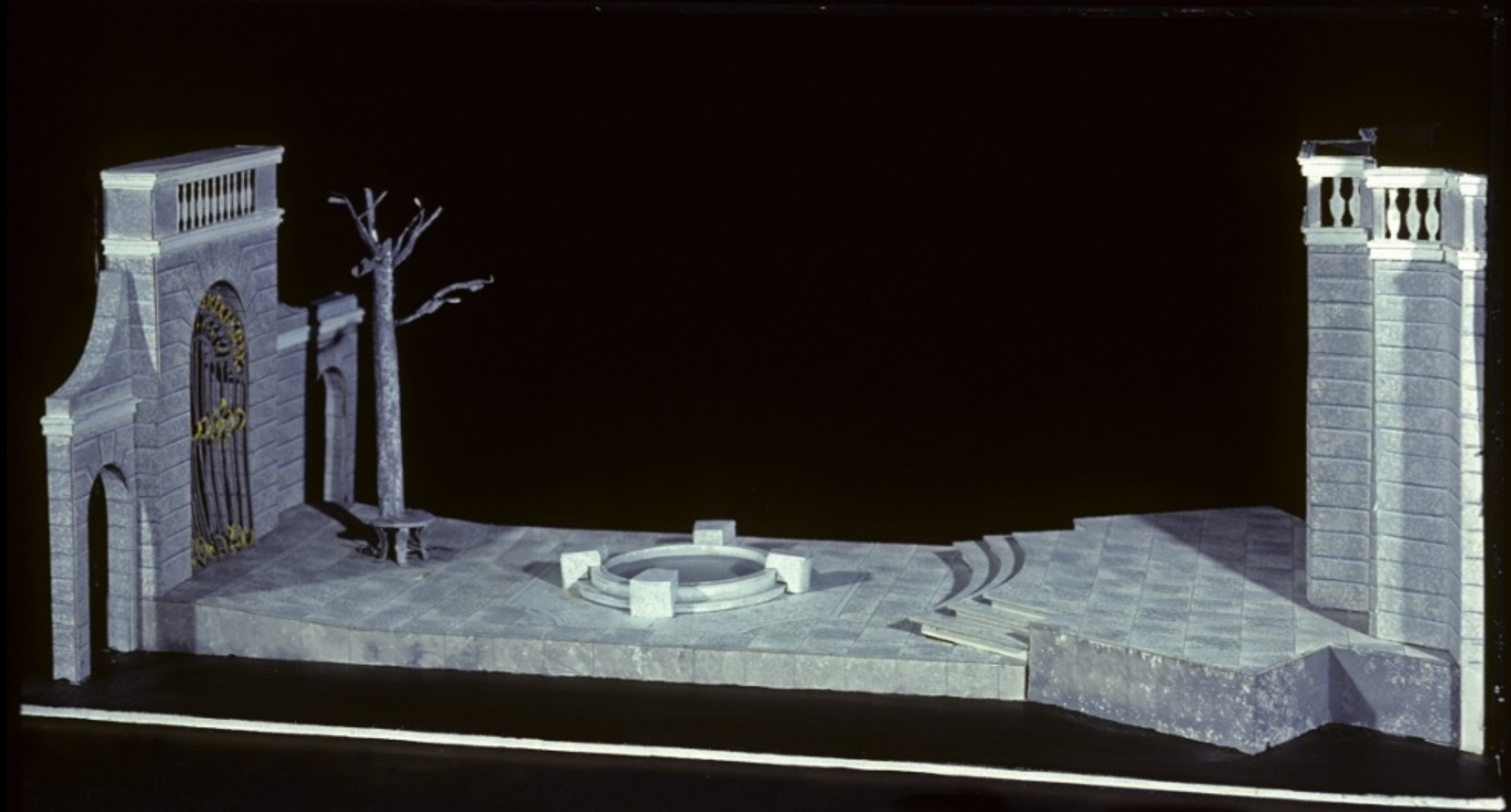


ACTION



**ENVIRON
MENT**

SPACE



The Designer's Expressive Tools

COSTUME

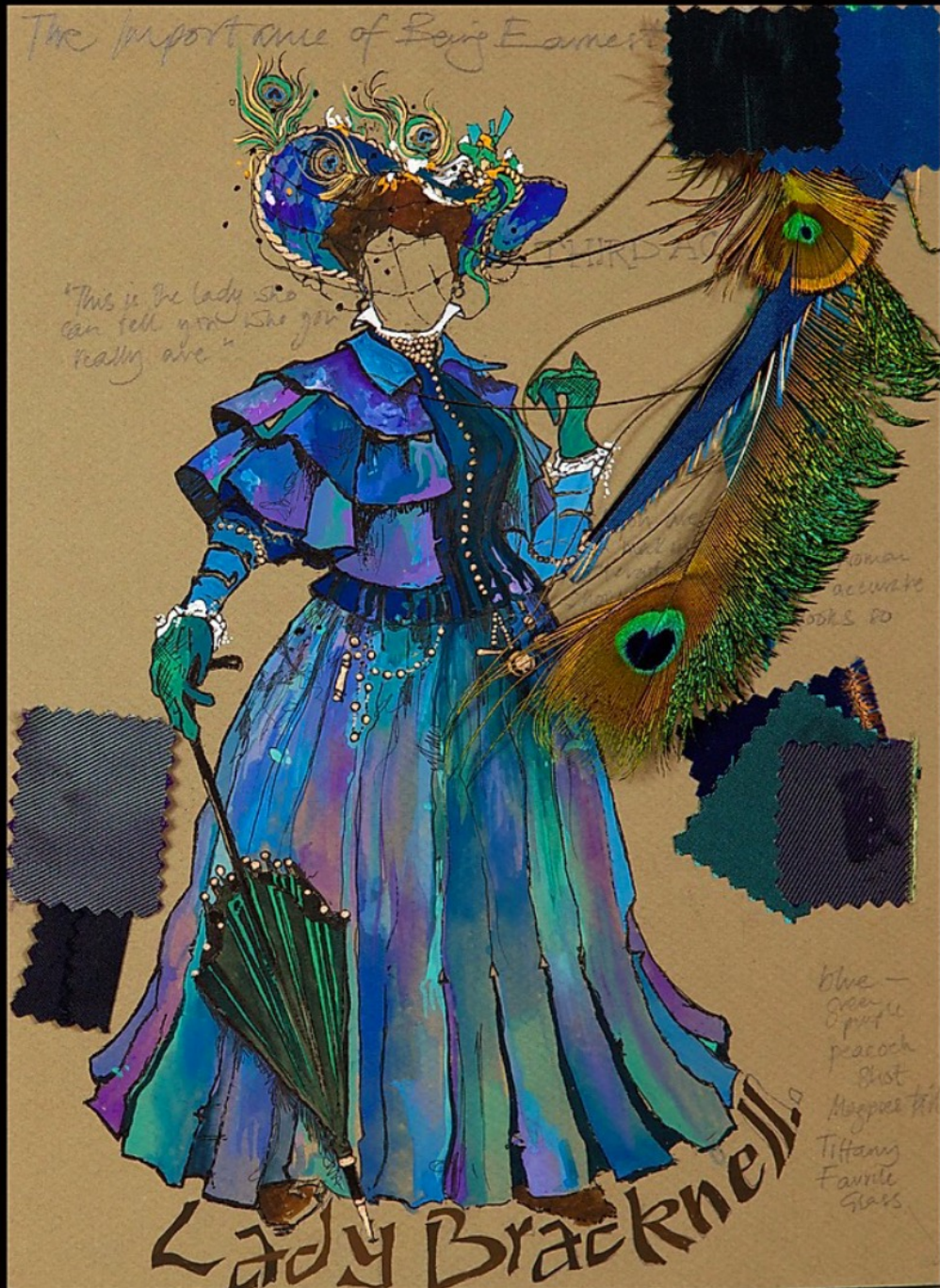
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graph TD; COSTUME[COSTUME] --- SILHOUETTE[SILHOUETTE]; COSTUME --- COLORS[COLORS]; COSTUME --- TEXTURE[TEXTURE]; COSTUME --- ACCENT[ACCENT];
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SILHOUETTE

COLORS

TEXTURE

ACCENT





FANTINE

THE FIRST
THE SECOND
THE THIRD
THE FOURTH
THE FIFTH
THE SIXTH
THE SEVENTH
THE EIGHTH
THE NINTH
THE TENTH
THE ELEVENTH
THE TWELFTH
THE THIRTEENTH
THE FOURTEENTH
THE FIFTEENTH
THE SIXTEENTH
THE SEVENTEENTH
THE EIGHTEENTH
THE NINETEENTH
THE TWENTIETH

The Designer's Expressive Tools

LIGHTING

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graph TD; LIGHTING[LIGHTING] --- ANGLE[ANGLE]; LIGHTING --- QUALITY[QUALITY]; LIGHTING --- COLORS[COLORS]; LIGHTING --- TEXTURE[TEXTURE]; LIGHTING --- INTENSITY[INTENSITY];
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ANGLE

QUALITY

COLORS

TEXTURE

INTENSITY



Balance

A distribution of visual weight on either side of the vertical axis. Symmetrical balance uses the same characteristics. Asymmetrical uses different but equally weighted features.

Contrast

The arrangement of opposite elements (light vs. dark, rough vs. smooth, small vs large, etc...) in a composition so as to create visual interest.

Emphasis

Used to make certain parts of an Artwork stand out. It creates the center of interest or focal point. It is the place in which an Artist draws your eye to first.

Movement

How the eye moves through the composition; leading the attention of the viewer from one aspect of the work to another. Can create the illusion of action.

Pattern

The repetition of specific visual elements such as a unit of shape or form. A method used to organize surfaces in a consistent regular manner.

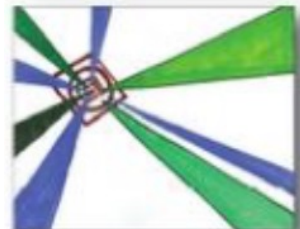
Rhythm

Regular repetition of, or alternation in elements to create cohesiveness and interest.

Unity

Visually pleasing agreement among the elements in a design; It is the feeling that everything in the work of Art works together and looks like it fits.

Principles of Design



BALANCE



HARMONY



VARIETY



UNITY



WORLD OF PLAY

What is the gener

Where

When

How/ Style

What else is happening

Who

Theme

Mood or Emotional tone

Specific Requirements

Process of Design

Analysis — **Title**

Key Visual
RESEARCH

What Where When Who Why

Synthesis

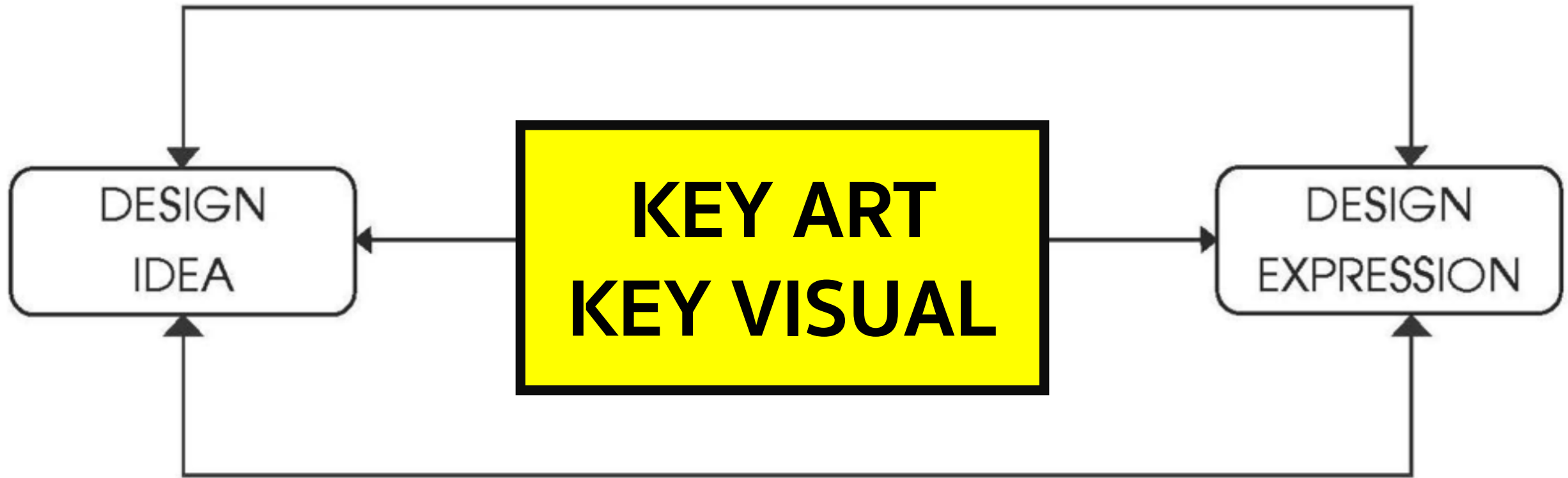
Sketch / Storyboard

Model

Complete



ARTISTIC FOR PERFORMING ARTS



Dail **M** for Murder









Did M For Murder
Mystery in the Past

My Sadako and Her Paper Cranes







My Sadako and Her Paper Cranes

A museum exhibit titled "My Sadako and Her Paper Cranes". The exhibit is set in a dark room with several mannequins dressed in various styles of clothing, including a brown dress, a white shirt and pants, a white kimono, and a light-colored coat. A large projection screen in the background displays a scene with people, possibly related to the story of Sadako. The floor is dark, and there are some cylindrical objects and rectangular blocks scattered around. The overall atmosphere is somber and educational.

My Sadako and Her Paper Cranes