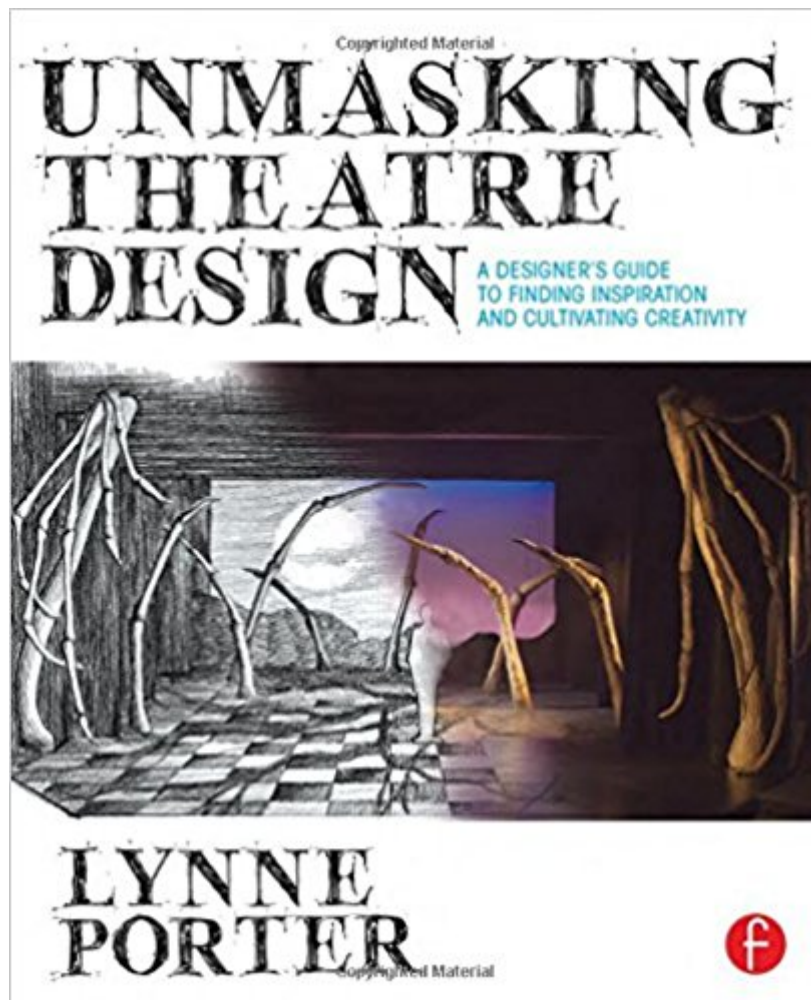




The book was found

Unmasking Theatre Design: A Designer's Guide To Finding Inspiration And Cultivating Creativity



Synopsis

Every great design has its beginnings in a great idea, whether your medium of choice is scenery, costume, lighting, sound, or projections. *Unmasking Theatre Design* shows you how to cultivate creative thinking skills through every step of theatre design - from the first play reading to the finished design presentation. This book reveals how creative designers think in order to create unique and appropriate works for individual productions, and will teach you how to comprehend the nature of the design task at hand, gather inspiration, generate potential ideas for a new design, and develop a finished look through renderings and models. The exercises presented in this book demystify the design process by providing you with specific actions that will help you get on track toward fully-formed designs. Revealing the inner workings of the design process, both theoretically and practically, *Unmasking Theatre Design* will jumpstart the creative processes of designers at all levels, from student to professionals, as you construct new production designs.

Book Information

Paperback: 320 pages

Publisher: Focal Press; 1 edition (December 17, 2014)

Language: English

ISBN-10: 0415738415

ISBN-13: 978-0415738415

Product Dimensions: 7.4 x 0.7 x 9.2 inches

Shipping Weight: 1.9 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 3 customer reviews

Best Sellers Rank: #116,911 in Books (See Top 100 in Books) #85 in Books > Arts &

Photography > Performing Arts > Theater > Stagecraft #317 in Books > Textbooks > Humanities > Performing Arts > Theater #9368 in Books > Humor & Entertainment

Customer Reviews

"I have read other design books and, while they are valuable, [Unmasking Theatre Design] is the first that I read from start to finish. The language and topics flowed wonderfully and I was fully engaged in what I was reading. I feel very strongly that [this] book is an asset to me as a designer and a resource that I will suggest to other designers in the future." - M.K. Hughes, Southern Illinois University

"Your book completely changed my perspective and approach to design, and I think this is going to do wonders for the way that I teach, and the way my students learn." - Julia Fisher, Theatre Teacher at Saint Martin de Porres High School

Lynne Porter is Resident Designer and Director of the Theatre Program at Fairfield University, where she has been teaching, administrating, and making theatre since 1995. She is also the Academic Director of Creative Life Residential College, a sophomore experience focused on inspiring the creative impulse. She regularly designs for the Bloomsburg Theatre Ensemble, where she is an Affiliated Artist of the Ensemble. She also designs with the Guerrilla Shakespeare Project in New York and various theatres from Maine to Georgia. Lynne is an associate member of the Shakespeare Theatre Association of America and a member of the United States Institute for Theatre Technology, as well as the Association for Theatre in Higher Education. She holds an MFA in scenic design from Indiana University.

This book will not disappoint! If you are interested in learning HOW designers think, and how their design process works, this book is for you! It is packed full of color illustrations, and one whole chapter covers Ms. Porter's entire design process - sketches and models and all - for a professional set she designed. I was so immediately in love with this book - and it changed my teaching so dramatically - that I had to write to Ms. Porter and tell her just how much her book impacted me. An excerpt of my note to her is below: I am a theatre teacher at a high-school in Cleveland, and one quarter of my class is devoted to theatre design. Last year (my first year teaching), my design unit was pretty terrible. I have a lot of experience with acting and playwriting, but less experience with design, so I felt very uncertain teaching my students, and the big project I had them do was confusing and less helpful than I wanted it to be. This year, I wanted to completely redo my design unit, but I wasn't sure where to start. So I went to a library and asked a librarian for help finding some books on design. The first book he found for me was your book, and I checked it out (along with about 30 other books). Yours was the first I opened, and I spent the rest of my free time that school day reading it, and finished it that evening at home. I immediately scrapped everything I had planned, and created a whole new unit based around the ideas in your book. I know understood - as I hadn't before - HOW designers think, and how they go about the process of design. I also understood now how this process mirrored the creative process that is necessary in every kind of creation and invention. As I experimented with the project I created for my students, I myself found a new interest for design, and a new belief that I could be creative in this way. Your book completely changed my perspective and approach to design, and I think this is going to do wonders for the way that I teach, and the way my students learn. Thank you, thank you, thank you. I am so grateful for the clear and logical way you explain the design process, as well as the loads of pictures and models to

illustrate every concept. Your chapter on your Dracula process was particularly exciting and illuminating. My students will be exploring and analyzing your Dracula process as they work through their own design process. Again and again, thank you. I am so grateful for the work that you put in to help your fellow design teachers.

This book is not as "flashy" as some other introduction to theatre design textbooks. I have used other texts for post-secondary Freshman level design classes and I am excited to have adopted this book this semester. It has made me completely rethink how I approach this course. This book focuses on what is really important for ALL theatre artists; how to generate ideas and how to develop a useful and productive creative process. Let's be honest, most of the students we teach will not be "professional" theatre designers either because they are only taking this class as a required course for the major or because it is extremely difficult to make it in the professional world as a theatrical designer. This book focuses on creative problem solving which is not only important in the theatre but it is also essential in other fields and in life as well. Great pictures, great chapters documenting the author's process on her design of Deitz's Dracula. You are crazy not to check this book out for adoption in your basic design course.

Inspiring!

[Download to continue reading...](#)

Unmasking Theatre Design: A Designer's Guide to Finding Inspiration and Cultivating Creativity The Non-Designer's Design Book (Non Designer's Design Book) Summary - Creativity, Inc.: By Ed Catmull - Overcoming the Unseen Forces That Stand in the Way of True Inspiration (Creativity, Inc: A Complete Summary ... Book, Paperback, Hardcover, Summary Book 1) Finding Truth: 5 Principles for Unmasking Atheism, Secularism, and Other God Substitutes The Fashion Designer's Sketchbook: Inspiration, Design Development and Presentation (Required Reading Range) The Architecture Of Light (2nd Edition): A textbook of procedures and practices for the Architect, Interior Designer and Lighting Designer. The Architecture Of Light: A textbook of procedures and practices for the Architect, Interior Designer and Lighting Designer. The Fashion Designer's Handbook & Fashion Kit: Learn to Sew and Become a Designer in 33 Fabulous Projects High Note 2018 Illustrated Orders of the Animals 18-Month Designer Wall Calendar: Unique, Beautifully Crafted, Featuring Unique, Original, Designer Art by Kelzuki (CHG0297) Gay Dating Success: Finding Real Love and Intimacy In a Straight World (Real Love, Sex, Finding Women, Finding Men Book 1) The Science and Inventions Creativity Book: Games, Models to Make, High-Tech Craft Paper, Stickers,

and Stencils (Creativity Books) Animal Creativity and Innovation (Explorations in Creativity Research) The Everything Guide To Writing Children's Books: From Cultivating an Idea to Finding the Right Publisher All You Need to Launch a Successful Career The Everything Guide To Writing Children's Books: From Cultivating an Idea to Finding the Right Publisher All You Need to Launch a Successful Career (Everything®) The Everything Guide To Writing Children's Books: From Cultivating an Idea to Finding the Right Publisher All You Need to Launch a Successful Career (Everything (Language & Writing)) The Fashion File: Advice, Tips, and Inspiration from the Costume Designer of Mad Men Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Inspiration for Great Songwriting: for pop, rock & roll, jazz, blues, Broadway, and country songwriters: A Cheat Sheet Book about Creativity with Form, Lyrics, Music, and More Kitchen Creativity: Unlocking Culinary Genius#151;with Wisdom, Inspiration, and Ideas from the World's Most Creative Chefs The Non-Designer's Design Book: Design and Typographic Principles for the Visual Novice

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)