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

**DEFINING A VISUAL LANGUAGE FOR THE STAGE**

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

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

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 it’s 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.


[Diagram of IBM Flowchart Template]
Flowcharts still in use!!! (from http://webaccess.msu.edu/review-process/flow-chart.html)
Argo UML Visual Tool (from argouml.org)