

Alice Through The Proscenium: An Exploration of Scenic Set Design in Contemporary Productions



Alice Through the Proscenium: more scenic set design

by Clare Floyd DeVries

★★★★☆ 4.8 out of 5

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Lewis Carroll's beloved children's classic, Alice's Adventures in Wonderland, has captivated generations of readers with its whimsical characters, fantastical creatures, and surreal landscapes. In recent years, the tale has been adapted for the stage numerous times, inspiring scenic designers to reimagine Carroll's imaginative world in captivating and innovative ways.

This article explores the scenic set design in contemporary productions of Alice Through The Looking Glass, the sequel to Alice's Adventures in Wonderland. By examining specific productions, we will uncover the inventive use of set design elements such as projections, scale, and

interactive technology to create immersive and visually stunning theatrical experiences that enhance the audience's imaginative journey.

The Use of Projections

Projections have become an increasingly popular tool for scenic designers in contemporary theatre productions, and *Alice Through The Looking Glass* is no exception. Projections can be used to create a variety of effects, from creating realistic backgrounds to abstract and fantastical worlds. In some productions, projections have been used to create the entire scenic environment, while in others they have been used to supplement traditional set pieces.

One of the most effective uses of projections in *Alice Through The Looking Glass* is in the scene where Alice falls down the rabbit hole. In the 2014 Broadway production, directed by Michael Arden, projections were used to create a dizzying and disorienting effect as Alice fell through a seemingly endless void. The projections were combined with sound effects and strobe lighting to create a truly immersive experience for the audience.



The Use of Scale

Another important element of scenic design in Alice Through the Looking Glass is the use of scale. In Carroll's novel, Alice encounters a variety of characters and creatures who are either much larger or much smaller than herself. Scenic designers have used this to create some truly memorable and visually striking stage moments.

In the 2012 Royal Shakespeare Company production, directed by Dominic Cooke, the set was designed to create a sense of scale and disorientation. The actors playing the various characters were all different sizes, and the set pieces were designed to be either oversized or undersized. This

created a surreal and dreamlike atmosphere that perfectly captured the spirit of Carroll's novel.



The use of scale in the 2012 Royal Shakespeare Company production of Alice Through The Looking Glass created a surreal and dreamlike atmosphere.

The Use of Interactive Technology

In recent years, scenic designers have increasingly begun to use interactive technology in their work. This technology can be used to create a variety of effects, from changing the lighting and sound to allowing the audience to interact with the set itself.

The 2019 production of Alice Through The Looking Glass at the National Theatre, directed by Blanche McIntyre, made use of interactive technology to create a truly immersive experience for the audience. The set was designed to respond to the actors' movements, and the lighting and sound changed in real time to reflect the action on stage. This created a sense of

wonder and magic that transported the audience to the fantastical world of Carroll's novel.



The scenic set design in contemporary productions of Alice Through The Looking Glass is a testament to the creativity and innovation of scenic designers. By using a variety of techniques, including projections, scale, and interactive technology, designers have created visually stunning and immersive theatrical experiences that bring the fantastical world of Carroll's novel to life. These productions not only entertain audiences but also provide a unique opportunity to explore the themes of identity, imagination, and the nature of reality.



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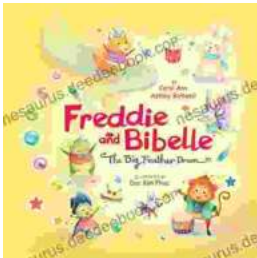
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