



The Tempest, Cork, Ireland



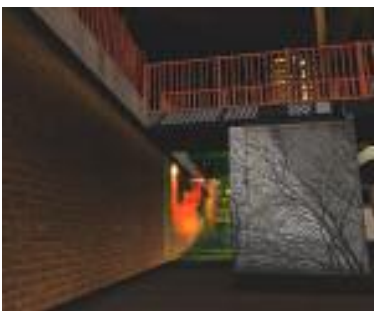
The Tempest, Cork, Ireland



The Merchant of Venice, Cork, Ireland



The Merchant of Venice, Cork, Ireland



The Living Image-VR Installation



Projections. Theater aan de lissel

Roma Patel roma@digitalsetdesign.com | www.digitalsetdesign.com

Scenographer & Digital Artist

I am especially interested in collaborative and multidisciplinary productions. My work includes set and projection designs for theatre, design for dance, site specific theatre, art direction and visualisation for film and digital installation art.

Education

Birmingham Institute of Art and Design, UCE 1998-2000
Masters in Scenography

Wimbledon School of Art 1995-1998
BA (Hons) Technical Arts Design (Set design for film, television, theatre)

Morley College, London 1993 -1994
Foundation Course in Art and Design

Projects & Commissions

May 2006- Present (ongoing till June 2008)

Curator & Artist, London International Festival of Theatre (LIFT), I am part of a team of international curators, or Seekers, who will be central to the development of the Lift's 'New Parliament' contributing to its design, protocols and programme. In collaboration with Lift I will also select, and where practical, produce work for Lift across all their activities.

February 2006-June 2006

Scenographer, Corcadorca Theatre Company
'The Tempest' was a large scale site- specific theatre production staged on a Pond at Fitzgerald's Park in Cork, Ireland. (June 2006)

January 2006 – March 2006

Set & Projection Designer, Kompany Malakhi, Bristol
'A Hip Hopstory' was a Dance Performance that toured the UK between March and May 2006

February 2005- June 2005

Scenographer, Corcadorca Theatre Company & City of Culture, Ireland
'The Merchant of Venice'. It was a modern dress, site specific promenade production, taking place at different locations throughout Cork City. It was nominated for best production in the Irish Times Theatre award for 2005. (June 2005)

February 2005- May 2005

Visualisation Artist, Desperate Optimists, London
To research and build 3D real-time models of the film location and sets for both PC and Mac

October 2004–February 2005

Video Projection Artist, The Library Theatre, Manchester
To design, film, edit and produce video projections for the plays - *Merlin and the Cave of Dreams* (December'04 – January'05) and *The Real Thing* (February – March '05)

August–September 2004

Art director & visualisation artist, Desperate Optimists Ltd, London
Produced the visualisations, organised and sourced all the properties for the set design and dressing for *Civic Life*, a short single take 9 min film.

January 2003- June 2004

Curator & Artist

London International Festival of Theatre (LIFT) in association with the London Science Museum's Dana Centre. (17th - 28th May 2004)
In my role as project curator of *The Living Image* a virtual reality installation-I found the co-artists, organised the workshops, and researched all of the technological elements and co-managed the general running of the project. As an Artist I collaborated with site specific and video artists to create the installation.

August - September 2002

Video Projection Artist

Theater aan de IJssel, Zwolle, Netherlands

I designed and produced the interactive video projections and 3D animations for 'Twijfel of Velangen', a play by Bas Smallembroek.

December 2001- February 2002

3D Visualisation Artist, LetsLook BV, The Hague

I built the 3D computer models for a major landscape design for the Westergasfabriek Park, Amsterdam (architect Kathryn Gustafson).

July – August 2001

Scenographer , Post Office Theatre Company, London

Set Designer for *The Far Side* a new play written by Courttia Newland, directed by Riggs O'Hara and performed at The Tricycle Theatre, Kilburn, London

April– July 2001

Scenographer, London International Festival of Theatre , Riverside Studio 2, London, I designed the set, costumes and the stage projections for *Skeletons of Fish*, LIFT 2001 International biannual Theatre Festival. The directors were K.A. Mason, & J. Jones,.

January - June 2001

Resident Artist, Wellington College, Berkshire, During my residency I worked with A' Level art students using multimedia software for creating artwork and presentations.

July – October 2000

3D Visualisation Artist, W11 Opera Company, London

I built a 3D model of a gothic church, and modelled sets and storyboard for 'Go Fish' an Opera, directed by Jason Young, St James Norlands Church.

September – November 2000

Set Designer ,

Confederate Theatre Company,

I designed and painted the stage set for 'Electra', director R.McCarthy, The Courtyard

August –October 1998

Theatre co- designer

NITRO, formerly known as The Black Theatre Co-operative

I designed the costumes and organised the building and installation of the set with Iona McLeish on 'Tricksters Payback' a touring production first seen at the Theatre Warehouse

April - June 1997

Scenery Designer,

London International Festival of Theatre

I worked with a team of designers for 'Utshob', a large scale site-specific performance at Trinity Buoy Wharf, London. I designed and organised the building of several 4 meter high sculpted archways.



Production Photo, "Skeletons of Fish"



Costume Drawing, LIFT2001



Computer Model of the set, LIFT 2001



Model of St James Church, W11 Opera



CG Model of the set & Tricycle Theatre



Visualisation for Virtual TV Set



"A pLACE tO pLAY"- MA Scenography

Academic Experience

June 2005- present

Nottingham Trent University

Part-time Lecturer, I deliver lectures and seminars to undergraduates in Multimedia and Theatre, Film & Television Design.

December 2004- March 2005

Loughborough University

Visiting Lecturer -Series of Lecture on Multimedia in the Arts – Projection design as scenography, organising multi media projects, virtual reality and art installation.

November 2002 – June 2006

Theatre Design, Rose Bruford College, Kent

Visiting Lecturer, I prepared and taught workshops and tutorials in computer-aided modelling for set and costume design to undergraduate theatre design students.

October 2000 –June 2005

Design for Performance, Central St Martins College of Art and Design, London.

I was a visiting lecturer for 5 years and I taught 1st & 2nd year undergraduate students.

My duties included teaching workshops (on how computers can be used for storyboarding and costume design.)

Research out puts

Publications

Chapter

R.Patel, *Collaborative Explorations - examining the boundaries of scenographic practice*. In A Oddey, C.A. White ed, 2006, *The Potentials of Spaces: International Scenography and Performance for the 21st Century*, Intellect Books

Magazine Article

R. Patel & Pjotr van Schothorst, *Interactive 3D Stage Design*, December 2001
3D Artist Magazine (issue 46) pp 32

Conference Papers and Symposiums

Digital Design Seminars for 2D<3D Exhibition, Society of British Theatre Designers
An exhibition of British Theatre and Performance Designs at the Theatre Museum, London until May 2005. Other venues included Millennium Galleries, Sheffield, Tullie House, Carlisle, Plymouth Art Gallery and Museum and The Lowry. The *Digital Design Seminars* were presented to local students and theatre professionals

TaPRA (Theatre and Performance Research Association) Conference, Paper '*Changing Spaces: envisioning Shakespeare in the City*', 8-10 September 2005, Manchester University. UK

Loughborough University, Different Directions, Symposia 1- Scenography & Performance
Paper -*Collaborative Explorations - examining the boundaries of scenographic practice*, 2
2nd - 4th July 2004, Loughborough, UK

DTHG Scenography Congress, - Paper, *The computer as a tool for the scenographer*
15-18th May 2003, Berlin, Germany,

Scenography 2001 Congress, Paper- *Techniques of integrating computer technology within the set designer's practice* , 15-18 May 2001, HFF, Babelsberg, , Germany

University of Kent, Digital Scenography Conference, Paper and exhibition - '*A Place to Play*', *the computer and scenographer*, July, 2000, Kent: University of Kent