Abstract

With this chapter, the authors intend to express that the modus operandi of design combining design and craftwork, is a creative act of fantasy, contributing towards the effective improvement of the shows produced by professional theatre companies. This strategy is based on the methodological contribution of design skills and craftwork in new productive contexts. Also, design may improve the relationship between those constructions and context, exploring semiotics and ancestral constructive systems from the context of reference. This approach allows scenic design for theatre subordinated to a specific cultural context. To support this, the authors present case studies employing this creative methodological focus on the Western world, since the beginning of the twentieth century to the present time. With this philosophy in mind, this article aims to demonstrate and validate that creative approaches connecting design and craftwork enhance knowledge transfer and emotion experiences for society.

Keywords: Design Skills, Craftwork Culture, Creativity, Theatre, Design Experience