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**Concept interior design in modern scenography**

*Analyzing the major trends Ukrainian scenography end of XX - XXI century. With*

*examples of specific performances, the author notes the strong influence of other arts*

*involved theater process. Against the background of global cultural processes,*

*Ukrainian design experience had a powerful influence on modern scenography*

*beginning of.*

In contemporary visual culture, synthesis of the arts takes on new forms, embodied

in the boldest design concepts. In particular, the new Ukrainian scenography, referring to

the illustrative naturalistic trend, based on the principles of interior design. Most clearly,

this trend was in the design of the performance of small scenes. After all, the chamber stage

artist creates an environment that would meet the most dramatic problems and disclose

director accented characters characters. Scenographic decision should base on practical

impossibility "over-" limited space, thus causing an imbalance and disharmony proportions

incompatible solutions [1].

The play "Sirena and Victoria" on the product Galina A. (2013) Kiev Academic

Theater of young audience Linden on the small stage, fully sustained in the tradition of

modern design kitsch. Director-producer - V. Gyrych, stage designer - K. Kravets. Lately

design course design stage event is particularly popular. It differs from traditional

associative naturalistic design as focused solely on visual perception, devoid of any

philosophical and semantic load. Set design stylized luxury apartment. Stage space has a

triangular shape, placed on the walls of a huge canvas with reproductions of the painting

"Danae" middle stage - piano, revised on the bar rack, which is a lot of bottles and glasses

and dishes of snacks. Lighting greenish-orange, like a bottle of alcohol. The compositional

center around which the action is deployed, two, piano and a chair with a table that is

somewhat remote. Рipal, immutable attribute wealthy middle-class apartment, antique

furniture, carpet on the floor of a magnificent cascade fall rich drapes... Luxury borders on

kitsch. All design gives the impression of wealth, which is presented so defiantly that

immediately arise the question "who is the owner of the apartment?" "Social environment

from which he came?", "How gained this wealth?". During the action appears another

feature decoration: the fragments of paintings hidden cabinets with props and hidden

corridor, which the actors move in different episodes. From there, there are the characters

of the second plan - the next bride, Victoria shove sirens and siren friends and colleagues.

Regulated by the emergence of new characters and their moods swings duplicated due to

changes in lighting: bright red, yellow and blue flares complement the appearance of each.

In addition, every siren image transformed: she changes wigs and clothes, turning it on

business businesswoman, then the seductive "grandmother-berry" is a hospitable hostess.

The end of the play is based on emphasizing the loneliness of the individual in society - all

the characters wander the stage, talking on a cell phone against the backdrop of the sky,

they are countless stars and planets travel the universe, clearly following their orbits.

10.3.26

Sometimes their orbits intersect, sometimes-individual stars and galaxies goals collide,

exploding or absorbing one another, but often for their existence and are secluded. The

feature of this show is the real involvement of elements of the interior - input and internal

doors. This not only guided the audience on a visual flow of gaming space, but also on

their sense of external and internal space.

Well-known Kyiv artist and stage designer Vakarchuk working on the design of

chamber performances involving design correctly interpreting gaming space. Consider

setting "Shynday" (2013) author and director Ivan Afanasyev on the stage of the Kyiv

Youth Theater. The play combines naturalistic principles and metaphorical design, basic

conceptual solution based on the principles of interior design. According to the director

plan, all components subject to the principle of imitation of Japanese art. The scenery

contains elements of shadow projection design: a large white backdrop was carried over

streetlights and landscape lights. Space planning audience interpreted the principle

contemplation of two angles, similar to the already mentioned play "Sirena and Victoria".

Japanese ornaments become like improvised screens to windows. Planning decorations

made in a way that uses real inputs and outputs to a small room scene. Plane steps outlined

square of carpet on the floor, within which the actors move. Lighting not only change the

visual perception of the performance, but also philosophical subtext - of the sublime,

euphoric mood for drug hysteria. Making performance demonstrates the ability to work

with Vakarchuk Chamber stage without creating dissonance scale. It uses symbolic detail,

gives much attention to design elements of design. Overall, for Vakarchuk typical

household illustrative, complemented iconic elements, certain eclecticism environment,

make images of characters at the same time close to the action, and abstracted reality

beyond time and space. Performances on the historical and contemporary themes are

equally close to the modern perception of the audience, the use of new materials and

technologies form a complex, indivisible space for action. The artist often refers to the

principles of design, including introducing artificial decoration items, consumer goods.

In the context of a combination of decorative elements in a single synthetic track,

stage space should consider the next play, namely performance "Edith Piaf. Confession

"(2012) Kyiv theater-school" Іmage" Directed by A. Myhnevych, artist and stage designer

- S. Trykolenko. Decided to play solo performances in the format. In the play based on

"indifferent handsome" Jean Cocteau (written specifically for Edith Piaf) which was first

staged in the theater "Buff-Paryzen" in 1940. Then the role of Edith Piaf performed very

same singer. In the interpretation of the director on stage is close interweaving of videos

and photos from the life of Edith Piaf and directly acting. Although the show decided to

mono version, it seems the audience present at the scene, and other characters. Some

personal compositional center decoration enable actor implement dialogues with imaginary

interlocutors. This effect is achieved through directing the applied successfully receiving

verbal scenery - interaction with the audience and the use of sound on stage. Edith talking

on the phone and her dialogue with interlocutors conventional sounds so vividly and

emotionally, as if they are spacious auditorium. When the plot should appear Emile, the

scene heard a loud noise and ringing key steps. Lively conversation with him without any

response, fueling feelings and provoke a real scandal. In addition, this silence is a catalyst

for future "flash nerves" and "confession." The basic idea of staging - a time that, on the

one hand, driving the singer snare waiting and suffering, and on the other she was his

unshakable character. All the objects that surround the singer are certain characters heyday

10.3.27

of her work - the mid-twentieth century. In general, the present modest performance typical

of rationalism interior pre-war period, even the red carpet - the brightest spot on the stage,

evenly covered with a black veil chair, player , projector, small table. This right is

associated with the "era Piaf" - the time when the humble appearance of great talent hidden

and inflexible will to work. Staging performances was dictated by the need to create a

scene interior of the hotel, which would at the same time, gave the impression of Intimacy

Street. In developing this project, S. Trykolenko guided primarily emotional state and Edith

major problems inherent in the play [2].

The atmosphere of expectation has been achieved with a large number of clocks

showing different time. These clocks varying shapes and sizes, have their own importance

in the play. The dominant place is disproportionately large, wall clock covered with posters

of the Edith Piaf. On its front wall fixed mirror, in which the singer looks and through

which talks to his inner world. Custom posters display its achievements - it is not just a

woman who is waiting for her lover, she celebrity, which, in fact, this time holding; and it

has the right to demand answers. The main subject of the conflict - the newspaper at which

hid from Emil frank conversation. Guided by the fact that this newspaper is clearly not the

first in their life together, artist decided to pile on the stage packs of newspapers and lay the

tablecloth with newspaper print. This well placed print and shade floor lamp when it is lit,

newspaper pictures clearly discarded. Edith hate that Emile distract from her, his

mistresses, his newspaper and even his dreams. Clock - a subject of constant contemplation

and, at the same time, it’s suffering. She cannot throw these items out of your life, because

they associate it with Emily. Instead, objects that are of the world, limited player of plates,

windows curtained with white curtains, and a bottle of alcohol. White curtains at a back

stage function screen, which video series. Screen edged punching above and below as

recognizable symbol photography and film. The performance is accompanied by the songs

of Edith Piaf records that sound a phonogram and which actor sing along. Her emotions

eagerly displayed on Emil and the telephone interlocutors, one-way or another

knowledgeable of their problems. It is in telephone conversations revealed the scale of

emotional dependence on Emile. She is ready to endure any humiliation just to keep him

near himself. This application narrative scenery on the overall naturalistic decision

completes the visual perception of psychological action audience.

**Conclusions**

Considered performances demonstrate the features of the application of the

principles of design on the theatrical stage: the artist not only develops the concept of

image-conventional elements, and creates interior design, employing relevant to the

chosen decision directing style.

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10.3.28