

# G O G O L I Á D A

A puppet show designed, realized and performed by the students of the Department of Scenography of the Hungarian University of Fine Arts. The play is based on Gogol's, the great Russian writer's short stories.



Jurányi Productive Community Incubator House has been the home of our program for more than 5 years. This house opened 5 years ago and it is the base of contemporary artist groups of music, dance, theatre and visual arts. Opened in 2013 by transforming an abandoned high school building, the house is a permanent place for contemporary theatre and visual art exhibitions, also place for events and lots of artistic and community programs.

Our program got the main stage for a week at the Jurányi House. Our students has this main rehearsal week to install their stage- animation and puppet designs. That is a very intensive work for them because they organize the transportation, install the stage design, synchronize the sound- and light, and install puppets to the stage. During this time they solve a lot of emerging problems. These adventures enrich their professional experiences and brace their community involvement.

HUNGARIAN UNIVERSITY OF FINE ARTS  
Department of Scenography

Contact details:

1062 Budapest, Andrássy út 69-71., Hungary  
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Contact person:

Proskó É.Kiss [proskaeikiss@gmail.com](mailto:proskaeikiss@gmail.com)

Fields of study and specialisation:

Stage design  
Costume design  
Puppet design

Degrees and certificates:

B.A. - Production Designer – bachelor of arts (for theatre and film)  
M.A. - Set- and Costume Production Designer – master of arts (for theatre)  
Postgraduation Course – DLA- Doctor of Liberal Arts

Programs for international students:

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Our program is a complex, practice oriented course which engages the work of one bachelor and two master classes at the university and involves young directors, writers and artists from other universities as well. Every year some Erasmus students also join to the program. Because of this, we could led it in bilingual: in Hungarian and in English as well.

This program successfully combines three courses at the Department of Scenography: puppet design, media design and animation. We have organized it from 2013 at our Scenography Department, and during this time more than six productions have been created.

We built our program with the aim that every students can take part as a designer with equal rights in planning and making professional decisions. The three parts, the puppet-, the media- and the stage design were equally important in the creative process. In addition to the design, the implementation of their plans were the responsibility of the students. Their design plans were affected by the implementation, in many cases this made fundamental changes to the originally conceived plans.





# The electronic gadget collector's room

My name is Laurence, an electronic gadget collector. It all began ten years ago, when I started composing an opera about robots. At that time, I wanted to discover the electronic world as much as I can to make sure the music of the opera is realistic. This was a nostalgic feeling for me, as I used to help my father with repairing electronic devices. First, I collected old electronic stuff in my practice room to create something new from them. Later I started working on combining classical music with computers. My aim was to listen a whole symphonic orchestra in my basement without musicians.

**Betti Tóth-Király**

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06209762078



## Education

2018 - Hungarian University of Fine Arts General Set Designer: BA  
2016-2018 Athéné Training School: Dressmaker

2011-2016 Körösi Csoma Sándor Primary and Secondary School

## Exhibitions:

Prague Quadrennial, Student Exhibition

Prague, 2019.

FUGA - Architectural Exhibition  
Budapest, 2019.

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Judit Csánádi  
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Piroska Ékiss  
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György Csik  
set and costume designer, senior lecturer, [csik-gyorgy@mke.hu](mailto:csik-gyorgy@mke.hu)

Gabriella Kiss  
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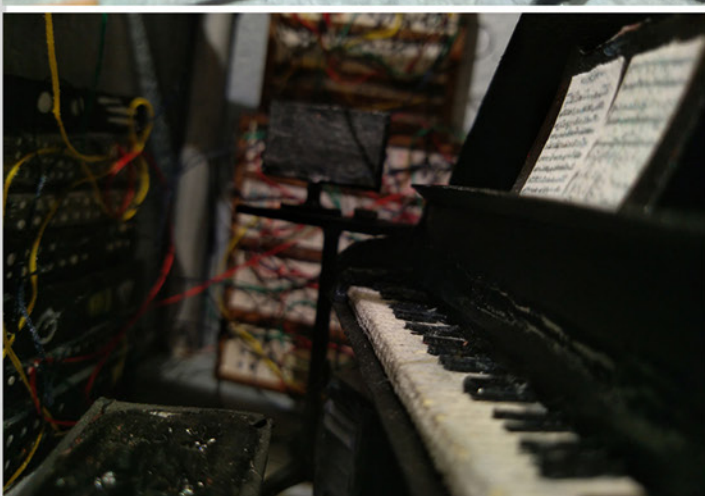


2nd semester of BA, Set design  
The Collector's room

Description: Each student imagine a Collector with different collection passion. The exercise is to build the character of the Collector, design the room/flat/space where she/he lives and which shows in detail the Collector's passion and her/his life.

At the end of the semester a fully detailed model has to be made about the living space of the imagined personality and passion.

The aim of this exercise is to stir the imagination, research and realize the connection between the characters and their territory. It is also really important to improve the skill and culture of model-making ability.



# ROAMING IN THE MAZE OF UNDERWORLD

The following mock-up is based on the „free space composition inspired by a chosen Roman building” topic. The inspiration here is the Colosseum, and for me the Hypogeum is the most exciting part of it. The maze-like elements of the mock-up represent a particular system of the gladiators’ and animals’ anxiety, who are waiting for their death to come.



**Juhos-Kiss  
Csenge**

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## Education

Hungarian University of  
Fine Arts , General Set  
Design BA  
2018-2019

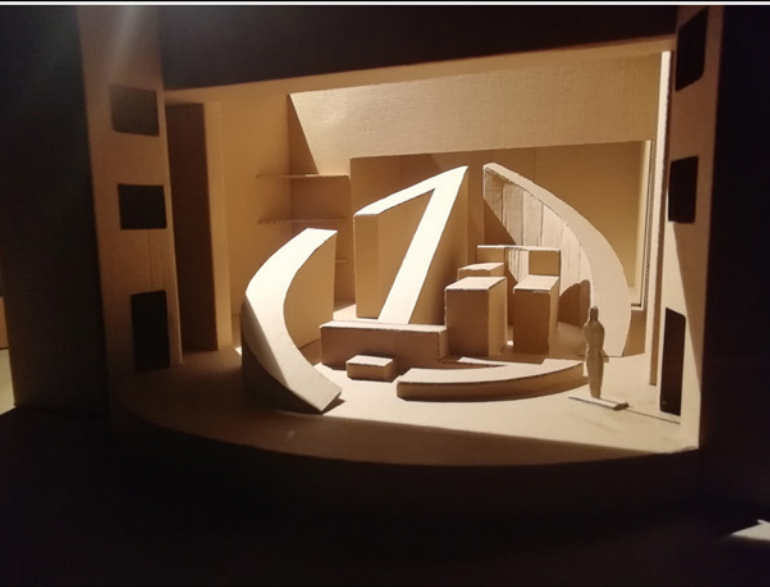
Secondary School of Fine  
and Applied Arts  
2012-2017

## Professional Experience

Ready Or Not  
Costume designer  
assistant  
Dir.: Schwechte Mihály  
2018

## Exhibition

Prague Quadriennial  
2019- student installation  
MÚPA, Traffic Safety day  
2019  
Piazza di Francesco Café,  
Imagined Harmony  
2018



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### Set design BA

Based on the analysis of a chosen antique  
building the students have to create a space  
composition onto stage. The analysis covers  
the plan, façades and sections of the antique  
building. During this procedure our students  
understand the proposal and intellectuality of  
the chosen building and its historical period.  
At the end of the semester a paper model is  
prepared in 1:50 proportion about the  
imagined space composition into a model stage  
box of a theatre of Budapest.

The aim of this exercise is to take  
possession of basic skills of design, including  
research, collection, systematization, proposals  
and technical drawings. It is also really  
important for us to make to understand the  
system of the chosen building and to start to  
practice the procedure of model making.

# TO SEE AND TO BE SEEN

In today's world, where everything is getting faster and faster, people can't concentrate on everything. Because of this, the presence of visibility clothes became more needed. You have to see and to be seen to reduce the chance of accidents. I made many plans for variable clothes and supplementaries for the young adults. In this state of life, people want to express themselves, they try to be unique. With self-designed jumpers and coats, they have the opportunity for that. For me, the most interesting target was the world of business. When you have to be elegant all day, you can't just put on a yellow vest. My aim was to design more fashionable and wearable solutions for this part of society. The result was nothing more complicated, but holes: I inserted visibility textiles in classical clothes, which can appear and disappear with a zipper. The concept was to keep a suit/coat elegant, but make it's owner visible at the same time.

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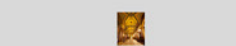
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Set design BA

In every semester, the students' overall mission is to participate in competitions. They are encouraged to broaden their minds in the borderlines of their major profession. The aim is to learn how to solve different problems quickly, to assess contemporary art, and try out real life situations.

In 2019, there was a competition in our department for redesigned visibility clothes. The aim was to create more wearable pieces for every gender, age and condition.



Education  
Hungarian University of Fine Arts, General Set Designer BA 2018-2019  
Tóparti Secondary School, graphics specification 2013-2018

Professional Experience  
Adventures in Tunduri  
Puppet and stage design  
Dir.: Gábor Bódog  
Árnyas Mesék Társulat, Lovasberény 2019  
Toldi (Atlantis program)  
Costume design of the dream-allegory scene  
Vörösmarty Színház, Székesfehérvár 2018  
Lúdas Matyi (Atlantis program)  
Set design of the prology  
Vörösmarty Színház, Székesfehérvár 2017  
The miraculous mandarin  
Set design  
Átrium Film-Színház 2016

Exhibitions  
FACT-festival, Budapest 2019  
Prague Quadrennial 2019- student installations  
Múpa, Traffic Safety day 2019  
Bartók újrátöltve! Déak17 Gallery, Budapest 2016



# KORNÉL HAMVAI - Month of executioners

The play brings us back to the gallows of Paris, 1794. The main character is Roch, the Longwy-based executioner, who comes across the great opportunity to become the main executioner in the town of Feurs. Fort hat, he has to travel afar, abandon his beloved wife, children and hometown. Following the storyline, we meet many real historical characters, including Napoleon Bonaparte and Lavosier, while busy guillotine blades fall by the hands of famous executioners. Meanwhile Roch gets completely lost in the sleepless city of Paris, as well as in his old and new personal relationships.

For my diploma project, I created set and puppet design concepts. My most important motif and inspiration was Roch, the main character, and his incapability to function in an environment, that gives him so many opportunities to do so. Yet, he fails on more levels. Not only as an executioner, but as a husband and a lover as well. He simply cannot find his place in the big city and slowly gets trapped in it. My intention was to share this trapped feeling with the audience as well. Surround them with the setting, placing them on a revolving stage in the middle of the theatre room. I use a repeating, geometric cobweb motif, that darts every element of the setting. Of that, I created a life sized textile installation. I worked with human sized body-puppets, that show both human and animalistic features. They connect to the atmosphere, with bare-boned limbs, lifeless expressions and with an overall death-stunched mood.

Pajor Patrícia

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Osaehn0@gmail.com



## Education:

2018	2017
Hungarian University of Fine Arts Master Set Designer, MA	AvantGarde! Set and costume designer - with Anett Herman
2017-2017 Hungarian University of Fine Arts General Set Designer, BA	Dir: Jutka Szokol, Jakab Tárnóczi, Márk Tárnoki, Bence Varga Odry Stage, MÚPA
2012-2014 Vajda János Gymsnasium Biology specification	The Lieutenant of Inishmore Set and costume designer - with Anett Herman Dir: Péter Forgács Odry Stage
Professional Experience	Dialog Scene Workshop - Alice in Wonderland Set and costume designer - with Anett Herman Dir: Bence Varga Budapest Music Centre
2018 La Donna Serpente Set designer - with Anett Herman Dir: Bence Varga Open air stage, Szentendre	George & Cole Set and costume designer - with Anett Herman Dir: Eszter Novák Odry Stage
A Gálvölgyi Set designer - with Anett Herman Dir: Dániel Dicső Játékszín theatre	World of the Musical Stage II Set and costume designer - with Anett Herman Dir: Jutka Szokol, Zsófia Kukk, Jakab Tárnóczi, Márk Tárnoki, Bence Varga MÚPA
Platform Shift - Nightmare Set and costume designer Dir: Vidovszky György Italy, Bertinoro, Czech Republic - Ceske Budejovice Hungary	2016 Gogoliáda puppet designer, puppetier Dir: Zita Szenteckzi, Péter Varsányi Jurányi Production House
The Beggar's Opera Set and costume designer - with Anett Herman Dir: Eszter Novák Kassa-Trip, ship stage	Exhibitions: Best of Diploma Budapest, MKE - 2017 POSZT - Pécs, 2017 REOK - Szeged, Best of Diploma picks - 2017 FACT - Budapest, 2017 Wild Art Exhibition - Budapest, 2017 Trail, to the land of puppets - Pécs, 2015 Prague Quadriennial- student installations - 2015
The Matchmaker Set and costume designer - with Anett Herman Dir: Tibor Cizmádia Budaörsi Latinovits Theatre	
The Nyíregyháza Street Set and costume designer - with Anett Herman Dir: Eszter Novák Adriana	



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Gabriella Kiss

stage designer, lecturer, [kiss.gabriella@mkie.hu](mailto:kiss.gabriella@mkie.hu)

6th semester of BA:  
Diploma semester, Set- and puppet design for theatre

Description: Set and puppet design of a contemporary drama onto a stage of a Hungarian theatre. Diploma work is a documentation of this set design work, including technical drawings, visuals, budget calculation and a model in required proportion.

The aim of this exercise is to understand and practice the process and method of set and puppet design. Create an original conception for the scenery, plan all the requirement, draw technical and shop drawings, make the high quality model and puppet of the imagined visualization.