

Sustainable Consumption and Enhanced SDGs Utilizing Digital Techniques in Scenic Design

Dr. Samah Nassar

October University for Modern Sciences and Arts, Faculty of Arts and Design, Cairo, Egypt,
snassar@msa.edu.eg

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Abstract:

Quite possibly the most well-known types of amusement for individuals are a visit to the theatre. For quite a long-time individual have appreciated dramatization, satire, music, and different types of amusement. Truth be told, the historical backdrop of theatre can be followed back to the sixth century B.C. where the Antiquated Greeks were quick to introduce emotional introductions. The issues related to the topic will be discussed in the report how the theatres previously were facing issues and how can this be resolved using digital theatricals. The objective of the report is that points out the theatrical design. The aim of this research is to highlight an insight into how digital theatre performance and production can processes integrate sustainability literacy. This article describes the establishment and enhancement of theatre performance and green structures used to perform the work in two spaces. Free philosophies have so been employed across various times. Subjective techniques used in this examination incorporate practice drove inventive advancement strategies explicit to theatre and creation measures. In addition, the need for fundamental changes to digitalizing the theatrical design can quite beneficial the development goals for UN.

Keywords:

Sustainable, Consumption, Digital, Theatrical, Techniques

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