

AI POSSIBLE TOOLS FOR SCENOGRAPHIC DESIGN



Romain FOHR
Sorbonne University

Abstract: When we looked for works on Artificial Intelligence in the performing arts, we realized that the studies focused on language (with plays written with the assistance of ChatGPT) or on performers (and their avatars). The aim of our contribution is to examine the use of generative artificial intelligence in the design of scenography. While, at first sight, the tool may appear to be an object of laziness, it can also become a means of research in which time and the organization of work are modified. It becomes a means of rapid and flawless research into iconographic and dramaturgical sources, for example. We will be looking at the following topics: 2D image creation with Midjourney, Craiyon - DALL-E - Bing Image Creator - Text to Image - Runway AI Tools - ClipDrop - Adobe Firefly - Leonardo.Ai - does it make it possible to create a 3D set? Won't the increased productivity of a set designer soon redefine the successive stages (preparatory sketch, volume model, production of the 3D set) of this craft? What are the limits of this method of assistance with AI (for the technical and safety aspects) for such set designs today?