

CARLOS MANNNS. SCENOGRAF & SET DESIGNER

My interest is crossing boundaries of architecture, art and culture to deliver hi quality designs for theater and film productions. I work side by side with directors through creative processes: from early concept to storyboards, coordinating with art team and crew. I develop visual styles that manifest in the design and further build of sets and scenographies in the creation of compelling worlds for the enjoyment of the audience.



- Set Designer at *Maskiskrevet*, Short Film, 2021. Director: Michael Worthman.
- Production Designer at *Community, Los Palmas*, Short film, 2021. Director: Cameron J. Laing. Responsible for Storyboard; chase scene planning and execution; general directing assistance.
- Set Designer at *CheckPoint Charlie*, Film, 2020. Director: Kaan Arici. Design Production. Responsible for set design and building coordination.
- Scenograf at *The Waiting Room*, theatre play at Huset, Spaces Festival, CBS. 2019. Director : Piper McKenzie. Responsible for the visual concept, stage design and build, scenography and lighting projects, logistics and team coordination.
- Scenograf at *An Inspector Calls*, Theater play at CTC Festival, Krudttønden, 2019. Director: Jack Wake-Walker. Responsible for Stage Design and build; logistics and team coordination.
- Scenograf at *The Waiting Room* theater play, part of the Fringe Festival in CTC Copenhagen Theater Circle, March - June 2018. Stage Designer, Responsible including logistics, scenography and lighting project and construction.
- Builder Assistant at *Ursuppen*, Permanent Project by artist Rene Schmidt, Roskilde festival, June 2018.
- Carpenter. Volunteer work at Roskilde Festival. Part of the Dream City Team. Responsible for new construction and repair of buildings in Dream City. May 2018 - July 2018.
- Carpenter Internship at Thomas Dambo. Building of TømmerKæmper, 2017.