

March 1 - May 23, 2024

Immersive Makers Workshop Series

Company: Third Rail Projects
Venue: Zoom
Location: n/a, NY

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Immersive Makers Workshop Series

with Tom Pearson

Spring Series – April 11 through May 30, 2024
Thursdays from 7:00PM* to 9:30PM Eastern Time (2.5 hrs each)

\$600 for all 8 Sessions

Drop ins and subsidized sign ups available in late March/early April. Third Rail Projects Gift Cards accepted.

ON ZOOM

Tom Pearson, co-founder/director of Third Rail Projects and director of the Global Performance Studio will be teaching some of his most popular sessions as an 8-part, two-month suite of offerings on Zoom. The series includes: Creative Cartographies, Scenario Development, Collaboration & Co-Creation, Frameworks, Sensory Design, Movement-based Practices, Conflict & Dramaturgy, Creative Practices.

These workshops are a deep dive into the techniques and practices Tom uses in his collaborative works for dance, theater, site-specific, and immersive productions. It offers explorations for mapping concepts and structures, scenario, and scene development, directing from the audience perspective, movement-based practices for site-specific and immersive theater, designing sensory environments, structuring creative practices, and working with designers, performers, artists, and audiences to co-create meaningful works. The series will cover an array of creative modalities and lean strongly towards site-specific and immersive collaborative processes.

Experience is not a requisite, only an interest in learning more about the multimedia components and multilayered processes Tom uses in his collaborations with Third Rail Projects, with other artists/communities around the world through the Global Performance Studio, and as a consultant and advisor. All creative backgrounds and disciplines welcome.

Spring syllabus:

April 11

Creative Cartographies:

World building, thought partnerships, idea mapping for immersive, site-specific and proscenium-based works.

April 18

Scenario Development:

Devising and directing interactive projects from audience point-of-view.

April 25

Collaboration & Co-Creation:

Personal and team style, collaborating with designers, performers, and audience as co-creators.

May 2

Frameworks:

Structures, stanzas, ceremony, and other frameworks for designing containers of legibility.

May 9

Sensory Design:

Environmental design, art, and ephemera as well as creating sensory maps that help 4-dimensional experiences.

May 16

Movement-based:

Choreography and image generation, site-specific leanings, soft bodies and hard surfaces, addressing longevity and repeat stress.

May 23

Conflict & Dramaturgy:

Finding meaning through archetypes, mythologies, and conflicts with self, scene partners, environment, and audience.

May 30

Creative Practices:

Ideation, iteration, daily practice, and self-care for art-makers, for individual projects and larger bodies of work.

<https://www.thirdrailprojects.com/edu>

Third Rail Projects

n/a n/a

n/a, NY, n/a

[https://ci.ovationtix.com/35034/production/1153739?
performanceId=11418207](https://ci.ovationtix.com/35034/production/1153739?performanceId=11418207)

Schedule

March 1, 2024: 7:00pm

April 11, 2024: 7:00pm

April 18, 2024: 7:00pm

April 25, 2024: 7:00pm

May 2, 2024: 7:00pm

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