hevelone: You mentioned the other day that you tried to think of scary words to put in your title, and I'm curious about why you settled on intuition, visualization and emotion.

tiala: When you're a scene designer, any kind of artist, how you decide one thing is better than another is really about quality, and you have to imagine what things are going to look like: you have to visualize them in your head, you have to make quality judgments. So much of it is just your gut reaction, your intuition, and the emotional value that people are going to get out of those images once it's produced. And artists have to be very keen observers-which is a lot about what this lecture will be about-very keen observers and making those decisions in no other way than just by your gut. It really is that basic.

hevelone: Do you feel like there have been times when you've had huge successes, and have there been times when you've had huge failures, or do you feel like it all comes out in the wash?

tiala: I don't recall a huge failure, and I'm very happy about that. I think there's always something that's good, something that's better, and something that might be even better. There are always degrees of success, but it so depends on your audience. I remember one time I designed a show. It was a brand new show. The playwright was part of it, and he really liked the set design. I sat beside him during opening night and we watched the show. At intermission I looked at him and I said, you know, I should have designed

and what sort of experiences you had that led to this calling.

tiala: Well, the love of it started way back in high school. I always loved theater, and thought I would be an actresse

this totally di erently. He said, no way, I really like this set, I think it's great. And I explained to him my new vision of it, and he thought for a moment and he said, 'you're right.' So it wasn't a failure, but there's always something better.

hevelone: Well, hopefully he took some of your suggestions to the next scene designer he had! I wanted to ask you how you got interested in set design

