SCENIC DESIGN PORTFOLIO

MARIA PAULA CORREA MUÑOZ

Architect | *Scenic designer*

mariapcmunoz99@gmail.com
+57 3142558424
mariapaulacorream.com

LOS RITUALES SECRETOS

The secret rituals

Realized production

Author: Pedro Miguel Rozo

Set Designer, Director & Producer
Bogotá, 2026

Years after the death of their son, neither of them has managed to let go of the rituals that bring them comfort. She cooks for someone who will never arrive, while he attends a funeral that is not his son's, seeking to say goodbye to someone who disappeared from his life long ago. At the end of the day, each confronts their loss in solitude.

Concept
Courtesy of Pain — Duality
A satire of false kindness: gestures meant to comfort that keep grief from healing. The design splits each character in two, what they feel and what they show.

Whole on the outside, broken within:
two masked figures share a room around a grief they never name, and that slowly consumes them.

Emotional Landscape
Suspicion · Grief · Shame · Regret · Guilt · White Lies · Ritual · Hostility · Loneliness · Emptiness · Complicity

Phase 1 · Filters. *Phase 2 · The Box of Consciousness* *Phase 3 · The Veil*

Evolution of the Scenographic Proposal

Phase 1 used color filters, like gels on stage lights, as masks: a manipulated view of the characters from outside, while something different happens within.
Phase 2 separated the two worlds. A translucent box contained two actors as the characters' consciousness, while two others played reality on the floor; as the play advanced, the box descended onto the kitchen and the coffin, the objects through which each character channels their grief.
Phase 3 adapted this idea to the available budget, time and crew: the box became a veil for prerecorded video of the characters' consciousness, playing simultaneously with the live performance.

Ground Plan

Centerline section

Scenography diagram

Scenic installation

Material selection

Lighting storyboard

Objetct design

Fabrication detail

Scene 1 - 8:15 am

Scene 4 - The mortuary

Scene 9 - Back home

A LA VUELTA DE TU/MI ESQUINA

Around Your/My Corner

Realized production

Dance performance
Performers: Sara Correa and Yenzer

Set Designer & Producer
Bogotá, 2025

An interdisciplinary performance that explores the relationship between the body, the city, and human connections. Through dance, physical theatre, acrobatic movement, illustration, projections, and object manipulation, two characters inhabit 2D and 3D urban landscapes, revealing how relationships, like architecture, are continuously built and transformed through encounters and separations. The piece invites us to reimagine the city as a shared space of connection and belonging.

The concept explores the city as a constantly evolving landscape, drawing from everyday scenes and the traditional residential architecture of Bogotá.

Through the language of drawing, the proposal captures the passage of time across familiar façades, revealing how they transform through daily inhabitation.

Gorund Plan

Phase 2 Exploration placed on unconventional venues. Expansion of the modular proposal.

1
The corner is drawn

Doors, windows and cornices appear line by line, building the street around the dancers.

2
The corner shifts

Façades replace one another in time with the music, turning the same two walls into different corners of Bogotá.

3
Color arrives

Color fills the façades, and the walls become a place to climb and lean on.

4
Time passes

Cracks, stains and faded paint age the façades as the relationship changes.

WATCH PERFORMANCE

CONTRACORRIENTE

Realized production

Ballet Triádico Research Group

Lighting design & coordinator,
Scenic exploration
Bogotá, 2025

An interdisciplinary ensemble reinterpreting Schlemmer's Triadic Ballet through Colombian cultural forms.

Designed the lighting: a color palette for each character and moment, and the position of every instrument. Called the cues live during performance, and led the crew that installed the scenic design.

WATCH PERFORMANCE

Contracorriente - Color Score scenes 1-4

Scene A 2.1 - Lighting coordination

Scene B 7.1 - Water scene

Scenic elements

VIBRANERGY

Designed with:
Sebastian Vaca, Laura Pedraza, Daniela Arguello

Architecture Competition Entry

Design Team,
Concept Development &
Visual Representation
Bogotá, 2023

An urban art and design proposal for Mannheim. Inspired by the city's musical heritage and by fire as the origin of human gathering, its interactive sculptures turn wind and movement into sound and clean energy.

Concept development and render view 3D model

Implantation axonometric

Render view 3D model

Bamboo wall detail

Bamboo wall detail

Construction system axonometric

THE NEW CABIN

Designed with:
Laura Pedraza & Daniela Baquero

Architecture Competition Entry

Design Team, Concept Development & Visual Representation
Bogotá, 2020

A compact retreat from city life, designed for short or extended stays and remote work. Rooted in vernacular architecture, it uses bamboo, bahareque and passive strategies to open everyday life to the landscape.

DRAWING & MAKING

Architectural Sketching

Architectural Scale Models

Linocut Print