

ERIC MARCHETTA

Scenic & Themed Entertainment Design

CONTACT

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EDUCATION

2010 - 2013

SUNY AT PURCHASE COLLEGE

BFA in Theatre Design/Technology,
concentration in Scenic Design

2009

PRATT INSTITUTE

Major in Architecture

DESIGN INTERESTS

Live Entertainment & Parades
Scenic, Costume & Lighting Design
Theatre & Opera
Attraction Design & Theme Parks
Architecture & Interior Design

AWARDS &

NOMINATIONS

2024

BROADWAYWORLD AWARD NOMINATION:
BEST SCENIC DESIGN (WINNER TBD)
LADY DAY AT EMERSON'S BAR & GRILL

2023

BROADWAYWORLD AWARD WINNER:
BEST SCENIC DESIGN
SPRING AWAKENING

2015

PAPER MILL PLAYHOUSE
RISING STAR AWARD NOMINATION:
OUTSTANDING SCENIC ACHIEVEMENT
SOPHISTICATED LADIES

SOFTWARE

Autodesk AutoCAD & Revit
Adobe Photoshop & Illustrator
CorelCAD & CorelDraw
Microsoft Office
Bluebeam
Sketchup (Knowledgeable)
Rhinoceros (Knowledgeable)

REFERENCES

Nicola Rossini
Sr. Technical Program Manager
AOA
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424-234-6700

Rick Pomer
Head of Creative
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Janeece Freeman-Clark
Founding Artistic Director
Vanguard Theatre Company
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PROFESSIONAL EXPERIENCE

DISNEY LIVE ENTERTAINMENT - ART DIRECTOR (JULY 2023 - PRESENT):

Art Director responsible for concepts of special events and theme park entertainment. Work closely with Illustrators to create proposal artwork presented to project Show Director, Producer, and Technical Director with final client approval. During production, collaborate with CAD team on packages for scene shops, and Illustrators for print vendors. Ensure scope of work remains within budget. Attend production and milestone meetings while visiting scene shops to ensure design integrity is achieved during construction. Present during site visits and installs for all projects to provide scenic supervision. Maintain trusting relationships with vendors for scenery, printing, and prop rentals. Types of projects art directed range from designs for new theme park entertainment, designs for original concepts of special events, and adopting existing projects in progress and leading them to completion.

HIGHLIGHTED PROJECTS:

NYE Celebration at EPCOT	Disney Live Entertainment/EPCOT	December 2024
Festival of the Holidays at EPCOT	Disney Live Entertainment/EPCOT	November 2024
This Is Magic: Dream Lounge	Disney Live Entertainment/Contemporary Resort	June 2024
Asha, from WISH. Character Meet & Greet	Disney Live Entertainment/EPCOT	November 2023
Disney Cruise Line: The Disney Treasure Reveal	Disney Live Entertainment/Disney Cruise Line	August 2023

THEATRE SCENIC DESIGN - PRINCIPAL SCENIC DESIGNER (MAY 2013 - PRESENT):

Creative design lead, and visionary responsible for developing the aesthetic and functionality of all theatrical scenic elements throughout the design process. Initially conduct script analysis and image research, then develop sketches, renderings and ground plans for Director's blocking purposes. Develop design drawings in AutoCAD, and create color elevations for paint shop. During install and tech rehearsals, collaborate with the Lighting Designer and Director on scene transitions and execute additional notes before opening night. Attend all production and milestone meetings, as well as scene shop visits throughout the build and paint process for fabrication and color supervision. Designed productions for various theatres in NYC and elsewhere, as well as competitive award-winning high school theatre programs.

HIGHLIGHTED PROJECTS:

Tuck Everlasting	Vanguard Theatre Company	December 2024
Lady Day at Emerson's Bar & Grill	Vanguard Theatre Company	November 2023
Spring Awakening	Vanguard Theatre Company	June 2023
Into the Breeches!	Ocala Civic Theatre	January 2023
Rent	Vanguard Theatre Company	July 2022
Sophisticated Ladies	Union High School Performing Arts Company	March 2015

NASSAL - TECHNICAL DESIGNER (JANUARY 2022 - SEPTEMBER 2022):

Technical Designer responsible for developing Revit drawing packages of preliminary scope for overall restaurant, restroom, and retail program for an unannounced themed land for future Universal's Epic Universe theme park. Created fabrication shop drawings per creative design for Universal's Great Movie Escape: Back to the Future at CityWalk, Orlando. Drawings were of technical solutions for show ceilings, and scenic props for the experience. Created cut files for CNC and determined materials, and hardware for fabrication.

HIGHLIGHTED PROJECTS:

Universal's Great Movie Escape: BTTF	Nassal/Universal Art & Design	February 2022 - April 2022
Epic Universe: Super Nintendo World	Nassal/Universal Creative	May 2022 - September 2022

UNIVERSAL CREATIVE - ASSOCIATE SHOW SET DESIGNER (OCT. 2017 - SEPT. 2019):

Designer responsible for creating show set packages in blue sky, concept, and schematic design phases for future Universal's Epic Universe theme park in Orlando. Developed concepts and story ideas for attractions and area development through hand sketching, AutoCAD, and Photoshop. Detailed multiple views of scenic elements for several scenes within an attraction, and adapted existing designs from other existing international Universal Parks & Resorts properties for new domestic theme park in Orlando.

HIGHLIGHTED PROJECTS:

Epic Universe: How To Train Your Dragon	Universal Creative	October 2017 - October 2018
(Unannounced IP Land)	Universal Creative	November 2018 - May 2019
(Unannounced IP Attraction)	Universal Creative	June 2019
Epic Universe: Super Nintendo World	Universal Creative	July 2019 - September 2019

MACY'S PARADE STUDIO - ENTERTAINMENT DESIGNER (MARCH 2015 - JULY 2017):

Designer responsible for developing concepts, and design & fabrication drawings for floats and balloons in Macy's Thanksgiving Day Parade and other projects. Concept designs executed through grayscale and color renderings, and additional responsibilities included making physical scaled models of floats and drawings for balloon model sculpt. Collaborated with Universal Art & Design and designed balloons for seasonal events. Provided additional support and coordination for Macy's Flower Shows in NYC and Chicago flagship stores through detailed design and fabrication drawings, scene shop approvals, and on-site load-ins. Assisted in scenic art as well.

HIGHLIGHTED PROJECTS:

Universal's Holiday Parade Ft. Macy's	Macy's Parade Studio/Universal Art & Design	2016 - 2017
Macy's Thanksgiving Day Parade	Macy's Parade Studio	March 2015 - July 2017
Macy's Flower Show: NYC & Chicago	Macy's Parade Studio	March 2015 - July 2017

KADAN PRODUCTIONS - PROJECT MANAGER (JUNE 2013 - MARCH 2014):

Responsible for ensuring creative design remained within budget and schedule constraints for show elements and scenery for NYC Fashion Week shows with Tommy Hilfiger, Armani, Hermes, Chanel, Dion Lee, other designer brands and special events. Created estimate and bid packages, and developed detailed scenic fabrication drawings in AutoCAD. Oversaw quality and accuracy of scenery construction with shop foreman, and responsible for all equipment necessary for on-site assembly. Assisted in scenic art for fashion shows as well.