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**Sensuous Scenography: A multidisciplinary approach to understanding the material experience of live performance.**

Theatrical form is an expression of contemporary thought processes; the world changes, and so too do our ways of representing it. Virtual technology has transformed modes of creating and viewing art, thrusting the art world into a state of flux where live art events often occur in unfamiliar environments where the spectator may not be able to judge the work by utilizing conventional analytical modes. One extreme is where artists create performance in remote environments such as Second Life; however, another extreme is where cutting-edge artists create events that exploit the live social nature of performance in innovative ways. They are conscious of the ways that the spectator's perceptual experience is part of an artistic encounter. Examples abound, from site-specific installations that take advantage of architectural spaces and local smells, to performances that use food or effluvia to trigger visceral sensations within the viewer. These artworks demand that spectators become increasingly aware of their perceptions to engage with their expression. How are the senses utilized in the composition of a theatrical event to create an in-between state of experience and awareness? How do attentive spectators experience sensory stimulation? What are the ways that sensory data is restructured by cognitive thought to contribute to conventional means of visual or cultural analysis? I will explore how application of theories drawn from cognitive science and physiology affect live art practice and the theatre spectator's experience of performance.