

Charles Eddie Moncrief III is a Birmingham based scenic designer, specializing in theatre, opera, and other forms of live performance. He holds a Bachelor of Fine Arts in Scenic Design from the University of Alabama at Birmingham (2013) and a Masters of Fine Arts in Scenic Design from the University of Alabama.

From a young age, Charles had strong interests in architecture, sculpture, visual arts and live performance. He combined these passions and began to pursue theatrical scenic design, receiving first-place awards in the David Weiss Scenic Design Competition at KCACTF in both 2010 and 2012. As well as numerous additional accolades for his design work. While focusing on scenic design, Charles has continued to hone his artistic skills, from scenic painting to foam sculpting to creating scenic renderings and editing digital art in Adobe Photoshop. Charles additionally has a strong secondary interest in costume design.

Currently, Charles is in his third year as the Scenic Design professor at Alabama State University. His courses include Intro to Theatre, Stage Craft, Scenic Design, Advanced Scenic Design, Scenic Painting, Advanced Scenic Art (3D carving and sculpting), Drawing and Rendering, Basic Photoshop Rendering, and Advanced Digital Rendering for Theatrical Design.

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