

Stanford



Nina Ball

Lecturer

Theater and Performance Studies

Bio

BIO

Nina Ball (she/ her) is an award winning scenic designer whose professional work has been seen at American Conservatory Theater, Oregon Shakespeare Festival, California Shakespeare Theater, Shotgun Players, San Francisco Playhouse, Marin Theatre Company, Aurora Theatre Company, Center Repertory Theatre, UC Berkeley TDPS, TheatreFIRST, The Cutting Ball Theater, San Jose Repertory Theatre, San Francisco Mime Troupe, and Z Space, among many others. She has been a company member at Shotgun Players in Berkeley since 2009 as well as TheatreFIRST (also in Berkeley) since 2018.

Recent awards include a Theatre Bay Area award for "The Nether" at San Francisco Playhouse; San Francisco Bay Area Critic Circle awards for her designs of "My Fair Lady" at San Francisco Playhouse and "Metamorphosis" at the Aurora; a Shellie award for "Mirandolina" at Center REP; a Broadway World San Francisco Award for "Care of Trees" at Shotgun Players and an Arty Award for her design of "Eurydice" at Solano College Theatre. In addition to theatre, Ms. Ball is also a production designer and has worked on numerous film, TV and commercial productions locally and in LA.

Ms. Ball holds a bachelor degree in biology with an emphasis in marine ecology from UC Santa Cruz and studied visual art and photography at the Fashion Institute of Technology (FIT) in New York City. She received her masters degree in scenic design with a costume design secondary from San Francisco State University.

She is also a lecturer at UC Berkeley where she teaches Design for Performance in the Theatre Dance and Performance Studies department.

Ms. Ball is a member of United Scenic Artists, Local 829.

ninaball.com

ACADEMIC APPOINTMENTS

- Lecturer, Theater and Performance Studies

Teaching

COURSES

2025-26

- Prop Design for Stage and Screen: TAPS 134S (Spr)

- Set Design: TAPS 133 (Aut)

2024-25

- Production Design for Film and TV: TAPS 134F (Spr)
- Scenic Design and Model Building- With 3D Printers and Glowforge: TAPS 135D (Win)
- Scenic Painting: TAPS 134P (Aut)

2023-24

- Drawing the Body- Rendering for Costume and Fashion: TAPS 134E (Spr)
- Dressing the Set: Property Design for Stage and Screen: TAPS 134S (Aut)
- Set Design: TAPS 133 (Win)

2022-23

- 3D Model Building- With 3D Printers and Glowforge: TAPS 135D (Win)
- Drawing and Storyboarding for Theater and Film: TAPS 134D (Aut)
- Projection Design: TAPS 136J (Spr)