

11-25 June
Milton Court

**Production Arts
Graduate Exhibition 2024**



GUILDHALL
SCHOOL



Opera Double Bill: Respighi (Autumn 2023)



Much Ado About Nothing (Spring 2024)

Welcome



Welcome to the Production Arts Graduate Exhibition 2024

We hope you enjoy seeing the work of our graduating students, whether by talking with them, working with them or witnessing the fruits of their labours in the future. There will be plenty of opportunity for the latter.

Production Arts students at Guildhall study costume, design, lighting, production management, prop making, scenic art, scenic construction, show control, sound, stage automation, stage management, and video design and production. They apply their craft across theatre and opera productions, site specific work, concert performances, digital productions and live events. It's a truism that production artists and practitioners are normally hidden: working backstage, behind the scenes and in workshops and studios. But their work is everywhere in the shows, events and entertainment that we enjoy, and most of these would be nothing without them.

And what an exciting time to embark on a career in this field. Our students are about to enter an industry that has changed significantly, and not least over the last couple of years in a post-pandemic landscape. It is more hybrid, in its mix of genres, media and work processes. It has extended its scope, through the growth of digital production, the streaming industries and experiential, pop-up and festival work. And it has embarked on a process of cultural change, exploring ways to be more diverse, inclusive and equitable.

Today's third-years are a part of this dynamic future. I hope you agree, when you see their work, that they have every right to be confident in what's ahead for them as they leave Guildhall. We wish them well as they move on to become the theatre and performance makers of tomorrow.

Professor Andy Lavender
Vice Principal & Director of Production Arts

Graduates 2024



Shaunna Cheriton (She/Her)
BA Production Arts Costume
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I am passionate about costume in theatre, opera, film and TV, with experience as a Costume Assistant for *The Artist* at Theatre Royal Plymouth, and for *Spring Awakening* at the Royal Academy of Music. At Guildhall I've fulfilled Costume Assistant, Wardrobe Manager, Supervisor, Assistant Designer and Designer roles, gaining confidence in alterations, running wardrobe, breaking down and dyeing.



Olivia Fowler (She/They)
BA Production Arts Costume
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I am interested in costume, wardrobe and costume making roles in theatre and opera. At Guildhall I have undertaken the roles of Costume Supervisor, Wardrobe Manager, Assistant Costume Designer and Costume Assistant. This has allowed me to develop costume making, pattern-drafting, alterations, dyeing and running wardrobe skills.



Livia Mackenzie (She/Her)
BA Production Arts Costume
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I have been Sound Designer for two shows at Guildhall, which I have found a huge passion for, gaining further sound and video experience on placement at *Sunset Boulevard*, Savoy Theatre. I have been singing and songwriting since I was 11 and compose indie pop music. My graduation project explored and re-visited creative avenues like prop making, collage and free machine embroidery, deconstructing "home".



Johan Berendsen
BA Production Arts Design Realisation
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I am drawn to collaborative work and am keen to pursue design, scenic dressing and costume. External roles have included Assistant Costume Supervisor for *For Tonight* at the Adelphi Theatre, Covent Garden Scenic Dresser, and Wardrobe Assistant on the Paddington Bear Experience. I have a particular interest in the TV/film industry, and look forward to expanding my skill sets after graduation.



Emily Cave
BA Production Arts Design Realisation
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I am a versatile practitioner interested in scenic art and props opportunities, together with model making and design. Previously, I have undertaken roles as a maker and manager in scenic art, props and scenic construction as well as having experience in the National Theatre Scenic Art department.



Aleyna Feran
BA Production Arts Design Realisation
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I am a versatile creative individual, fluent in Turkish and English, and learning Japanese. Passionate about the art of crafting costume-based props, with experience in prop making, scenic art, carpentry and set dressing. I work with local theatres and am currently collaborating with a theatre in Yokohama. Inspired by exploration of diverse cultures and the analysis of intricate details in movies and music.



Abbie Hardcastle (She/Her)
BA Production Arts Design Realisation
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I am passionate about scenic art and prop making techniques across the industry. I have gained professional experience working at Opera North and Leeds Playhouse across a range of productions as well as a scenic art placement at the National Theatre. I also have a strong passion for rollerblading.



Lola King
BA Production Arts Design Realisation
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During my time at Guildhall, I focused on scenic art, learning practical skills in scenic processes. I have a strong passion for figurative painting and enjoy breaking down and ageing set pieces. Through my time on work experience at the Royal Opera House, the National Theatre and *Gladiator II*, I've deepened my love for scenic art. I'm excited to pursue a career in this field.



Katie Ranson

BA Production Arts Design Realisation

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Throughout my time at Guildhall, I have developed a keen interest in construction and production and project management. I have taken on scenic carpentry as well as production management roles, and love the combination of both areas. I like bridging creative and production departments, as well as managing teams, and enjoy CAD drawing.



Georgie Sunter

BA Production Arts Design Realisation

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I aim to work in prop making. My experience as a prop maker and coordinator at Guildhall has equipped me with a diverse set of technical skills, and provided me with the opportunity to develop into a skilled problem-solver and team-player.



Justin Anderson (He/Him)

BA Production Arts Stage Management

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Justin has a keen interest in all things music, touring and festivals, on top of a strong foundation in technical and creative production. Multifaceted across stage and performance craft, Justin hopes to further develop his expertise in creative development for music experiences.



Charlotte Antingham (She/Her)

BA Production Arts Stage Management

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Good communicator, skilled in cueing to and reading music, prop making, sewing and costume alterations, with driving licence and car. Very passionate and looking forward to a career as an ASM and DSM in opera, ballet, and Assistant Director film work – as well as looking to explore costume roles.



Artie Cook (They/Them)

BA Production Arts Stage Management

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I am interested in show calling, ASM and theatre-based costume roles, ideally London-based. I undertook a placement at *Mrs Doubtfire* as cast change ASM, and worked as a dresser on *Peaky Blinders: The Rise*. Experience at Guildhall as ASM, DSM, Costume Supervisor and SM for two Shakespeare productions.



Eleanor Franklin-Harper (She/Her)

BA Production Arts Stage Management

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I am pursuing a career in casting and acting agency work, completing a work placement at Heather Basten Casting working on TV and theatre projects. Guildhall credits include Stage Manager for *Shakespeare's Women*, a devised project by Final Year female Acting students, and Stage Manager on *Days of Significance*, Spring Opera Scenes and the Final Year Actors Showcase.



Eva Gaidoni (She/They)

BA Production Arts Stage Management

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I am keenly interested in deputy stage management and orchestral management, with a key focus on mental health and well-being. Proficient score reader, interested in music-based performance in opera, ballet and musical theatre.



Molly Hands (She/Her)

BA Production Arts Stage Management

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I am interested in stage management roles in politically inspired theatre, with a specific interest in working in and building inclusive spaces that allow for the amplification and advocacy of women's voices. I was recently ASM for *Gunter* at the Royal Court Theatre, a show focusing on the patriarchal abuse surrounding a 1604 witch trial.



Alec Schneider (He/They)
BA Production Arts Stage Management
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I am interested in show research and development processes and show creation from a brief. I gained experience doing this on work placement at The Circus Hub in Wellington, New Zealand. I am also keenly interested in stage managing for circus and interactive exhibition work. I would love to work with companies like Extraordinary Bodies.



Callum Wallace (He/Him)
BA Production Arts Stage Management
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Interested in stage management, especially within the fields of illusion and illusion design for theatre and immersive experiences. Skilled at cueing to music and prop-sourcing and excited to be stepping into a varied creative career. Professional experience includes *Stranger Things: The First Shadow* as assistant to the illusion designers, *Les Misérables* stage crew dep and *Jersey Boys* LX and Flys Dep.



Peter Adams (He/Him)
BA Production Arts Theatre Technology
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Skilled in technical management, LX, sound and video production roles. Experienced network engineer and repair technician. Proficient in ETC Eos, Chamsys, QLab, Fusion360 and AutoCAD, as well as many digital sound desks and RF systems. Experience in Resolume, D3, rigging solutions and system design/installation.



Sam Bernstein (He/Him)
BA Production Arts Theatre Technology
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Lighting design, programming and production electrics with an additional interest in camera work and film lighting. Experienced with ETC Eos desks, Vectorworks and Canon cinema cameras.



James Calliss (He/Him)
BA Production Arts Theatre Technology
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Interested in lighting programming opportunities in the live events, theatre and television sectors with a keen focus on programming on the GrandMA platform. Skilled in Depence, Capture and Vectorworks. With Guildhall experience in programming and as a production electrician, alongside freelance work.



David Csogor (He/Him)
BA Production Arts Theatre Technology
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Seeking work in theatre, opera or dance as an automation or lighting technician. Professional experience as Production Lighting Technician at the Royal Opera House and Sadler's Wells and Duty Technician at *Choir of Man*. Interested in production lighting, programming, rigging and automation using ETC Eos family LX consoles and TAIT eChameleon series interface.



Lwls Davies (She/Her)
BA Production Arts Theatre Technology
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I'm interested in stage rigging and automation. My graduation project was a robotic arm on a four-point performer flying system, increasing my knowledge of automation mechanics and exploring robotics. Experience in rigging and automation across operas and dramas, as a casual at the Young Vic and ASM at Depot Cardiff Castle and Black Deer Festival. Fluent English and Welsh speaker.



Nick Dyne (He/Him)
BA Production Arts Theatre Technology
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I have a real interest in rigging and especially event rigging. I thoroughly enjoy working at height and grid work and everything that comes with it. I have experience in and knowledge of using chain hoists in different configurations, temporary lifts, dead hanging equipment, Kinesys, TAIT Automation equipment and EChameleon.



A Comedy of Errors (Spring 2024)



Yerma (Autumn 2023)



Dead Man Walking (Spring 2023)



A Comedy of Errors (Spring 2024)



Oliver Hynds (He/Him)
BA Production Arts Theatre Technology
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I really like working on shows with music, live music shows, musicals and dance. As a keen Lighting Designer and Associate I have taken a particular interest in 3D modelling, drafting, and rendering with Vectorworks and Depence. I also enjoy programming with ETC Eos, MA 2/3, and am proficient with Adobe Suite. I am interested in working in music and theatre lighting design.



Josie Ireland (She/They)
BA Production Arts Theatre Technology
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Interested in lighting design and production management, particularly for immersive and interactive work. Experience in lighting, PM, SM, sound and video departments in a variety of theatre, opera and art venues across the UK and Australia. Passionate about access to the arts and safe spaces.



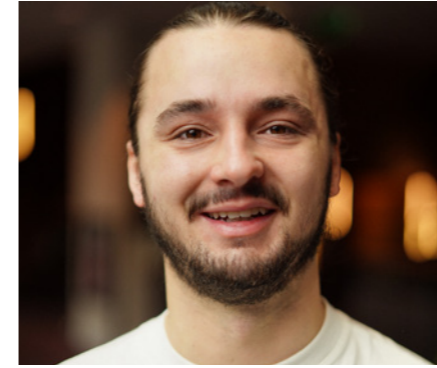
Joe McKenna (He/Him)
BA Production Arts Theatre Technology
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Interested in lighting, production management and pyrotechnics, with experience and training in all of those areas. Would like to expand further into pyro and other SFX areas across theatre, film and live events.



Charlotte Munro (She/Her)
BA Production Arts Theatre Technology
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Interested in lighting work in film and theatre. Professional experience: Lighting Dep work at *SIX: The Musical* (West End), *ABBA Voyage* and on placement with the electrical team for *Mission: Impossible*. At Guildhall I have undertaken roles in production management, camera operation and lighting for camera.



Finn Rowden (He/Him)
BA Production Arts Theatre Technology
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I love working as a Sound Engineer in live events; working with bands and on detailed events creating great sound and experiences for audiences. Proficient on dLive/DiGiCo/Yamaha, Dante Mastery, Soundgrid 101-301 and Layer 3 networks.



Eloise Soester-Gulliver (She/Her)
BA Production Arts Theatre Technology
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I am interested in working in automation and rigging. I would also like to manage teams and design custom solutions for automated sets, effects and moving scenery. I am Auto Dep at *Guys & Dolls* (Bridge Theatre) and covered Auto No.3 full time for 6 weeks at *Dear Evan Hansen* where I gained experience with TAIT eChameleon/Acrobat G6, covering the console when needed.



Jonathan Strutt (He/They)
BA Production Arts Theatre Technology
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Video designer and engineer with an interest in lighting, previsualisation and production management – across opera, theatre and live events. Key skills include 3D modelling, Unreal Engine, IPAF 3a, Adobe Creative Suite, ETC Eos Programming, Disguise D3 and Resolume operation.



Arthur White (He/Him)
BA Production Arts Theatre Technology
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I am a lighting technician with a particular interest and specialism in production electrics, operating and programming GrandMA3, Avolite Titan and ETC. After my wonderful three years at Guildhall I would love to go on tour as either part of an LX team or as a Tech Swing.



Benjamin Yeo
BA Production Arts Theatre Technology
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Interested in Production Electrician and Programming for Theatre. Professional experience includes: Followspot Dep *Come From Away*, *Life of Pi*, Stage Crew/Flys Dep *Life of Pi* and *Oklahoma*, Automation Dep *Œ Juliet*, *Ain't Too Proud*, *Mrs Doubtfire* and *Moulin Rouge*. I also freelance for ETC Eos courses.



Sophie Bramley (She/Her)
BA Video Design for Live Performance
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A video designer specialising in Unreal Engine, I focus on virtual production, immersive theatre, live events and previsualisation, blending video with environment dynamics to enhance engagement. Known for strong aesthetics, troubleshooting and conceptual thinking, I have previously worked with Punchdrunk and Luke Halls Studios.



Ethan Harris (He/Him)
BA Video Design for Live Performance
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My passion is video engineering and design in theatre and live events. My collaborative approach translates creative team needs into robust, inventive, easy to manage solutions. My design passions lie in exploring perception, perspective, storytelling and interactivity. Technical skills include PC and networking, rigging, lighting, D3, Adobe AE, Houdini, Resolume and Isadora.



Farah Ishaq (She/Her)
BA Video Design for Live Performance
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Passionate concept artist with a Masters degree in Fine Art. Adept in Adobe Suite, Houdini, Resolume Arena, Touchdesigner and D3. Skilled in set design, projection mapping and light pixel art. Seeking enriching roles in live performance, especially video mapping to music, and theatre/production design. AuDHD, inspired by daydreams and UX design.



Reinis Melihovs (He/Him)
BA Video Design for Live Performance
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I am a video design artist passionate about helping people express their stories through visual media. I enjoy exploring and learning about different cultures and art history, and always seek new ways to improve my craft. I use various technologies, including AI, Unreal Engine, Disguise and Volume Capture, to bring out the best in my work.



Daniel Ong Ker Yau (He/Him)
BA Video Design for Live Performance
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I am passionate about the captivating concept of merging the digital media medium with the tangible world. Using Adobe, Unreal Engine, Disguise D3, Cinema 4D, Houdini, Resolume, Touch Designer and my extensive motion graphic expertise, I breathe life into innovative concepts in projection mapping, virtual production and interactive experiences.



Production Arts at Guildhall

The Production Arts department at Guildhall School has long been recognised as providing some of the most innovative vocational theatre training in the UK and beyond.

The School boasts technical and performance facilities which are among the best in the world. The teaching is practical and production-based; students work on public productions and live events with professional directors, designers and conductors, participating in the creation of acclaimed dramas, musicals, operas and other live events.

Our training is expanding to include a new BA (Hons) Performance Design, launching in 2025, enabling students to develop the practical and imaginative skills to create designs for stage, performances and live events.

The department is deeply committed to making backstage careers accessible to all and inspiring young people's passion for production arts. We are thrilled that Get Backstage, the programme co-run with and funded by the Access & Participation department, which introduces state-educated young people aged 15–17 to backstage careers with hands-on training and behind-the-scenes access to West End theatres, was recently awarded the HELOA Best Practice Access, Outreach & Student Recruitment Award 2024.



Guildhall School is provided by the City of London Corporation.

Our courses

BA (Hons) Production Arts

Costume, Design Realisation, Stage Management, Theatre Technology

BA (Hons) Digital Design & Production

BA (Hons) Performance Design (from 2025)

MA Collaborative Performance Making

For more information, please visit gsmd.ac.uk/production_arts



Explore full profiles, interviews and examples of work from our final year students via this QR code.

Portrait of Andy Lavender by Paul Cochrane. Production photography by David Monteith-Hodge. Moving Screens Project photo by Farah Ishaq. Student portraits by Dave Buttle Photography. James Calliss portrait by Peter Adams. Eleanor Franklin-Harper portrait by Nadia Burns.