

2023

NM NIDA MAKES

SETS / COSTUME / PROPS
GRADUATING EXHIBITION

CONNOR PALMER / MAXIME ARMAND / ZALI KASSI
NATALIE DE PALO / JESS MCINTOSH / NINA PRICE
ERYN DOUGLAS / ARI GILBERT / DELAN WOODS
GAIA STEIN / MAVERICK DURKIN / TOMMASO PATELLI
MICHIRU ENCINAS / TANNE PATTERSON

We would like to acknowledge the traditional custodians of the lands on which we learn and tell stories, the Bidjigal people.

We pay our respects to Aboriginal and Torres Strait Islander elders past and present who have cared for land, water and story on these lands for generations. We also recognise the work and strength of the Aboriginal and Torres Strait Islander artists, workers and creatives within the NIDA Community.

Sovereignty was never ceded.

Always was, always will be Aboriginal land.

WELCOME!

Despite the uncertainties that characterized 2020, a cohort of young individuals persisted in pursuing admission to NIDA's 2021 Bachelor of Fine Arts programs in Costume, Set Construction and Technologies, and Props and Objects. Fast forward three years, and this group has not only achieved their aspirations but showcased their accomplishments at NIDA Makes 2023.

Their inaugural year at NIDA presented unique challenges, requiring a combination of in-person classes and remote learning. Negotiating this period involved meticulous planning to overcome restrictions, including daily COVID testing, mask-wearing, and social distancing. Undeterred by unexpected twists, their determination guided them through each obstacle, demonstrating not only resilience but also a keen appreciation for the invaluable experience of hands-on education at NIDA.

Over the years, this group matured both individually and as a cohesive unit, actively engaging in various productions and collaborative projects. Their involvement spanned operas, musicals, live cinema, traditional theatre, exhibitions, short films, and installations. Proficient in traditional and cutting-edge technologies, they embraced inclusive and sustainable practices, fostering collaboration within their cohort and across diverse NIDA BFA and MFA courses.

NIDA Makes serves as a culmination of their educational journey, offering a glimpse into their personal interests and applied experiences. The outcomes showcased in this graduation exhibition not only attest to their growth as professionals but also provide a solid foundation for their entry into the entertainment and arts industries. As they embark on their respective careers, we extend our best wishes and express gratitude for the pleasure of witnessing this unique group's development—both professionally and as compassionate individuals ready to confront any challenges that lie ahead.

Undoubtedly, their presence will be missed, and we look forward to maintaining connections within the NIDA community. It has been a privilege to guide this exceptional group, contributing to their growth not only in their chosen fields but, more importantly, as individuals poised to meet the complexities of the world with grace and resilience.

MARCELO ZAVALA-BAEZA, CORRINE HESKETT AND NICHOLAS DAY
COURSE LEADERS OF THE BACHELOR OF FINE ARTS PROGRAMS IN
PROPERTIES AND OBJECTS, COSTUME AND SCENIC CONSTRUCTION

WE ARE DELIGHTED TO WELCOME YOU TO THE 2023 NIDA MAKES EXHIBITION!

This showcase highlights a diverse collection of incredible work created by our fellow **Costume**, **Scenic Construction**, and **Properties and Objects** students. The graduating makers of 2023 have selected projects which reflect the expansive skillset and enormous creativity that has been cultivated throughout their NIDA journey. This year features intricate miniature models, life-size puppets, majestic ball gowns, immersive installations, gargantuan exoskeletons and even a Dalek. We invite you to explore the foyer and discover the creativity, passion, and countless hours of hard work that every student has dedicated to their craft.

Incorporating a pared-back industrial aesthetic, the sleek design of this exhibition is intended to elevate the costumes and objects in a coherent and accessible display. In showcasing this new generation of makers and storytellers, sustainability was also a clear focus. The raw materials used in the exhibition are all either recyclable, or able to be reused by future NIDA productions and student projects.

We would like to thank our fellow students, tutors, families, and the generous individuals who supported us over the last three years at NIDA, and who contributed to making this exhibition a reality.

We encourage you to explore the students' digital portfolios and websites, leave a message at the welcome wall for our graduating students and, most of all, enjoy NIDA Makes 2023!

CONNOR PALMER AND TANNE PATTERSON
EXHIBITION DESIGNERS AND MAKERS, 2023

Maker Managers	Tanne Patterson Connor Palmer
Exhibition Makers	Emily Lilley Connor Newman Natalie De Palo
Assistant Makers	Lauren Ward Oliver Gregg Liam Bate
Graphic Designer	Zali Kassi
Video Designers	Natalie De Palo Michiru Encinas
Tutors	Marcelo Zavala-Baeza Corrine Heskett Nicholas Day Benjamin Parkins Jessie Spencer Isabella Cannavo Nik Lyons
Exhibition Consultant	Alexander Fry
In collaboration with	Maxime Armand Tommaso Patelli Eryn Douglas Delan Woods Nina Price Maverick Durkin Ari Gilbert Gaia Stein



MAXIME ARMAND

He/ Him

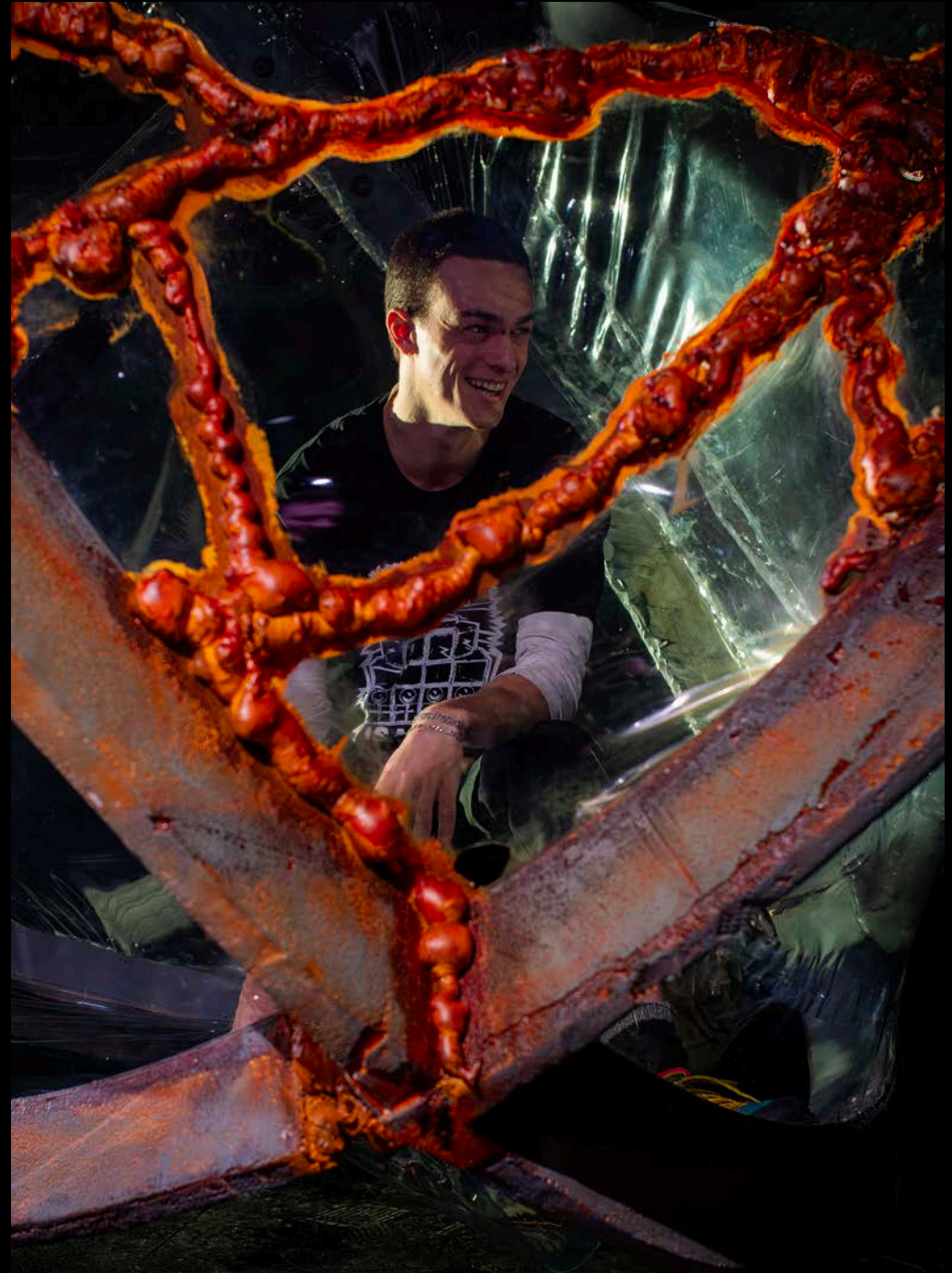
Bachelor of Fine Arts (Scenic Construction)

Maxime Armand is a talented up-and-coming Construction Manager and Builder in the Eora (Sydney) area. He has been sharpening his 3D CAD skills for the past 3 years, which has gone hand in hand with his outside the box construction method that brings natural and recycled elements onto the stage. Maxime has a passion for learning new skills, from welding all the way to juggling and electronics and will always push himself to do the best job at hand.

Maxime's 10 years of slackline experience brings him in the balance of new age technology and skill sets that are being lost to time. He is a committed set builder that has dreams of creating the best work possible.

PROJECTS

- 1. The Sphere**
Masterwork Project, 2023
- 2. Ping-Pong Ball Cannon**
3-Axis Project, 2022





@tommasopatelli

TOMMASO PATELLI

He/ Him

Bachelor of Fine Arts (Scenic Construction)

Tommaso Patelli is passionate about electronics and stage mechanics. He also has expertise in welding, CNC machines, robotics, and other metal and woodworking techniques. During his life, he has challenged himself via numerous different educations. From an Engineering Degree in Computer Science to a Diploma in Electronics and a Cert. 3 in Telecommunications. His eagerness to learn new techniques and skills makes him ready for any challenges.

PROJECTS

- 1. ExoskeleTom**
Masterwork Project, 2023
- 2. Portable CNC Machine**
3-Axis Project, 2022
- 3. Collapsible Stairs for Megadeck**
Technical Design Project, 2022





ERYN DOUGLAS

She/ Her

Bachelor of Fine Arts (Scenic Construction)

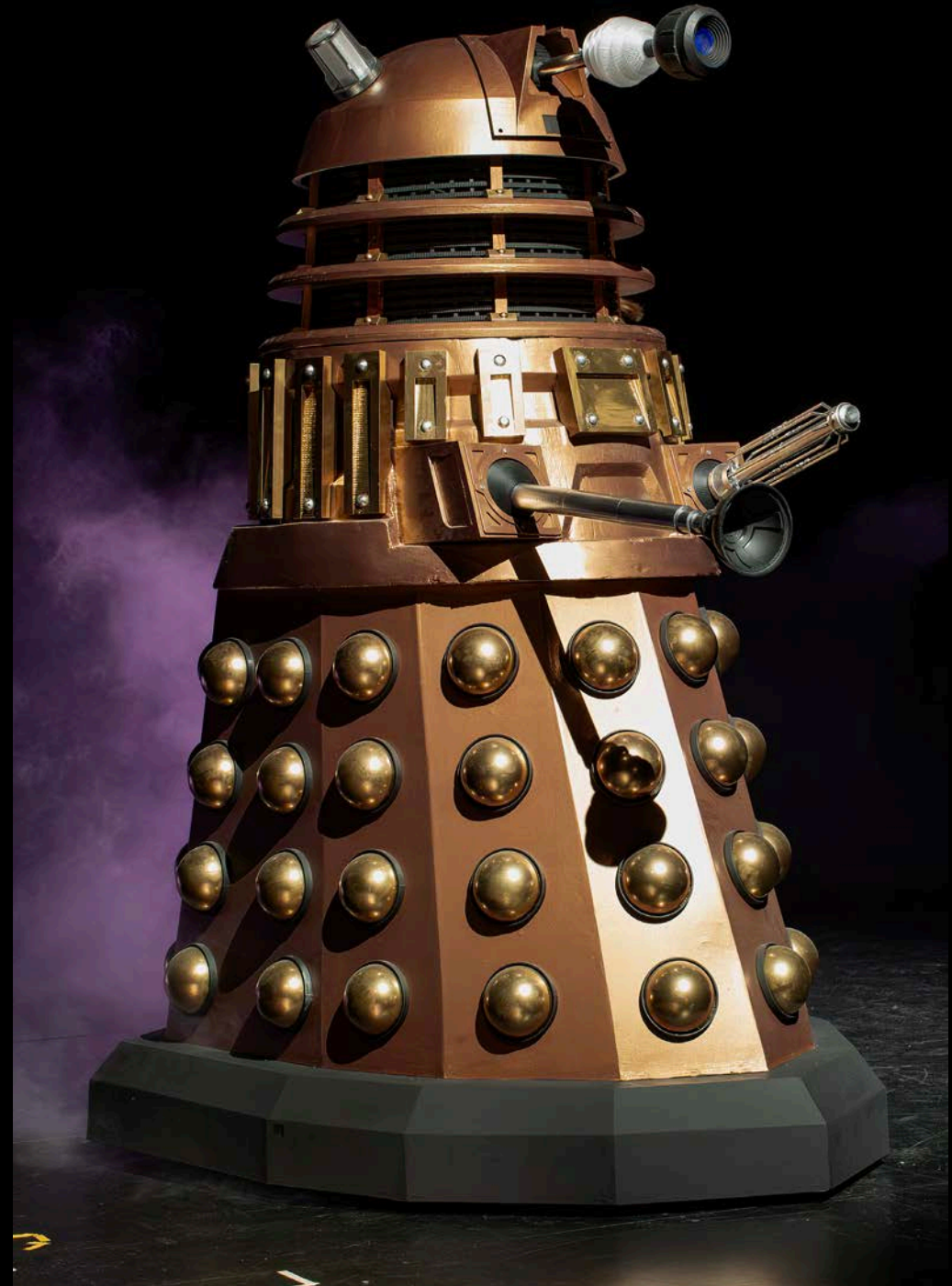
Eryn Douglas is a Sydney based Set builder and Mechanist. She has a variety of skills ranging from woodwork, metal work, welding and CNC operation. She is always ready to learn and eager to acquire new skills.

As a student at NIDA, Eryn has had the opportunity to Construction Manage a number of shows. These experiences have taught her many valuable skills, such as the importance of time management and the ability to adapt quickly to change.

From a young age, Eryn has been familiar with the idea of construction drawings and plans, and how to translate them into practical objects. This makes it easy for her to understand a designer's drawing and visualise the final product when looking at a plan. This can be seen when looking at her Masterwork Project, where Eryn created a life-size replica of a Dalek from Dr Who.

PROJECTS

1. Dalek
Masterwork Project, 2023



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NATALIE DE PALO

They/ Them

Bachelor of Fine Arts (Costume)

Natalie De Palo is a costume maker who works to bring costume designs to life. With a strong connection to their Nonna and Nonno, a seamstress and a tailor, Natalie's creative passion was discovered at an early age. They would often have sleepovers with their grandparents to work on different sewing projects which led to making costumes together.

After continuing this passion throughout home and school, Natalie decided that their passion for costume was more than a hobby, leading to studying at NIDA for a BFA in Costume. In the costume world Natalie has focused on all parts of the costume making process; designing, patterning, making, and art finishing. Their creations range from period ball gowns to menswear trousers and jackets made from traditional techniques, and even stretch wear and implementing unique art finishing and prop elements into costumes.

PROJECTS

- 1. Transhuman**
Practice Based Research Project, 2023
- 2. Lovett - Designed by James Stibilj**
NIDA Production of 'Sweeney Todd', 2023
- 3. Jacket - Designed by Jade McElroy**
NIDA Production of 'How I Learned to Drive', 2022

- 4. 1840's Evening Gown**
Jane Eyre Project, 2022
- 5. 1930's Bias**
The Bias Project, 2022



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MAVERICK DURKIN

They/ Them

Bachelor of Fine Arts (Costume)

Maverick Durkin is an Indigenous and Romani costume maker and artist. Maverick learnt to knit and crochet when they were 5 and has never not been making something since then, learning many crafts including woodwork, quilting, jewelry making, and face painting.

When they were 10 they saw 'Wicked the Musical' and when Elphaba flew they knew then that they wanted to make costumes. Prior to NIDA they volunteered with semi-professional theatre companies where they fell in love with the energy and camaraderie of live theatre. At NIDA they have honed their dressmaking and tailoring skills, particularly enjoying specialty costumes and exploring new techniques, and hopes to make costumes for musicals and musicians. Maverick loves to create costumes that tell a story and prides themselves on putting the actor at ease during the making process.

PROJECTS

- 1. How a Narrative is told through a single Garment**
Practice Based Research Project, 2023
- 2. Girlfriend Dress - Designed by Jessie Seymour**
NIDA Production of 'The Writer', 2023
- 3. Papagena's Dress**
NIDA Production of 'The Magic Flute', 2022
- 4. 1840's Evening Gown**
Jane Eyre Project, 2022
- 5. 1930's Bias**
The Bias Project, 2022





DELAN WOODS

He/ They

Bachelor of Fine Arts (Costume)

Delan Woods is a passionate, multidisciplinary artist based in Sydney.

While his main passions revolve around costuming, he enjoys learning new things and problem solving most of all. That, and he finds blending the lines between gender roles in costuming almost as fun as blending the lines between costume, props, and art. His interest spans all the way from art finishing and specialty costuming to period garment fabrication and tailoring.

Making is an intrinsic part of Delan's identity, and from his experiences in productions has found a natural proficiency for supervision as well as design. In his career he hopes to continue making weird and spectacular things alongside facilitating the passions and stories of other creatives through costume.

PROJECTS

- 1. Cyber Dandy**
Practice Based Research Project, 2023
 - 2. Dylan Jumpsuit - Designed by Taylah Miller**
NIDA Production of 'Kindness', 2023
 - 3. Whizzer Tailored Pants and Jacket -**
NIDA Production of 'Falsettos', 2022
-
- 4. 1840's Evening Gown**
Jane Eyre Project, 2022
 - 5. 1930's Bias**
The Bias Project, 2022



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NINA PRICE

They/ Them

Bachelor of Fine Arts (Costume)

Nina is a sydney-based artist exploring the intersection of art, science, and costuming, with a background in sculpture and prop making they aspire to work within and without the realms of traditional specialty costume.

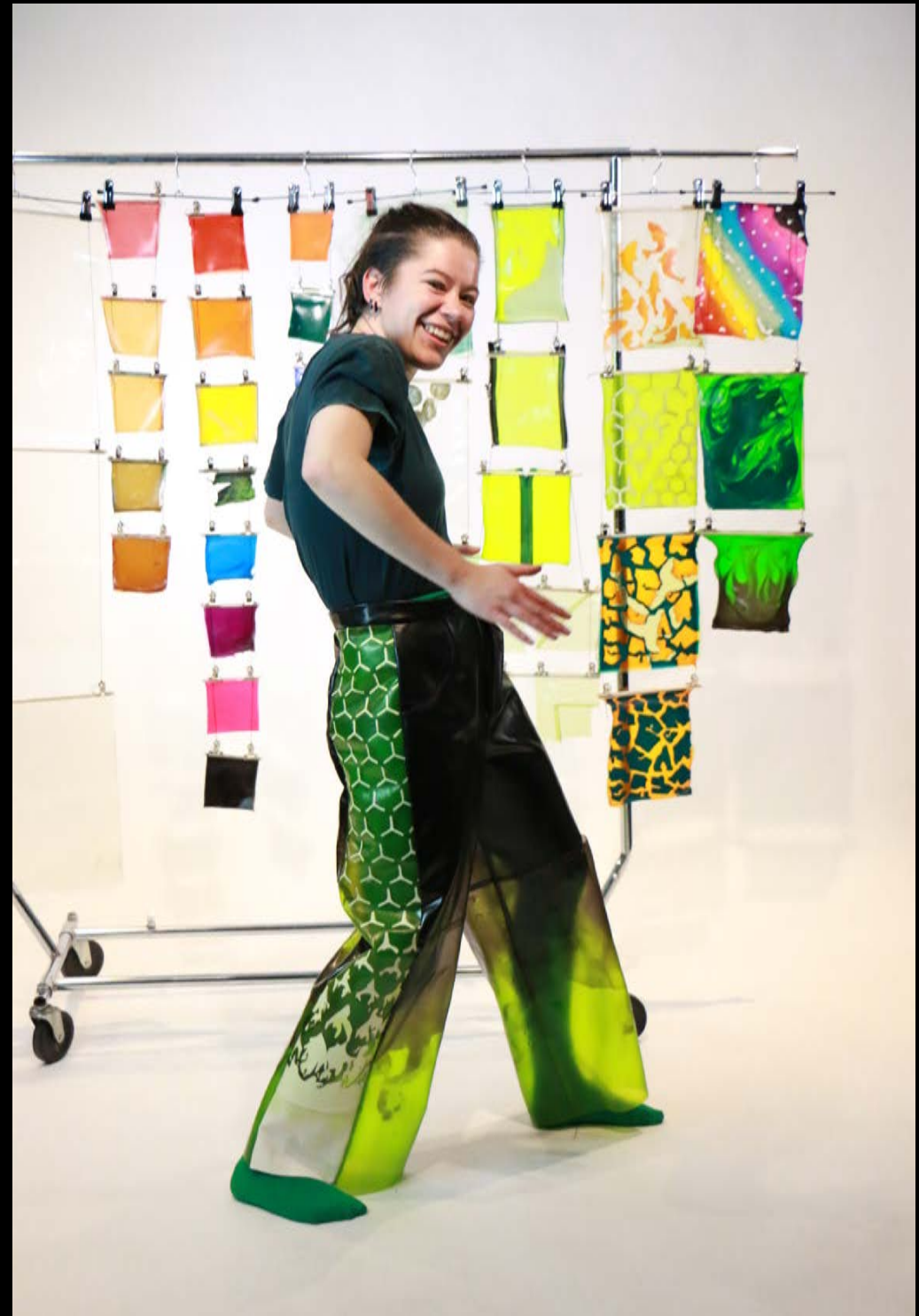
Nina has a natural aptitude for collaboration and supervision and loves nothing more than bringing to life creative and inspiring designs and concepts. In particular, they have a knack of truly understanding a design and the processes behind it. Above all, Nina loves to make things, anything and everything, but particularly the impractical. Making the impossible, possible.

Their work explores the ways that as practitioners we can incorporate our environment into our art and our practice as a whole. Nina's art traverses many modes of costume innovation, from ecologically regenerative textile fabrication, to the intersection of props, costume, tailoring and art finishing.

PROJECTS

- 1. Algea Bioplastic**
Masterwork Project, 2023
- 2. Tailored Jacket - Designed by Jessie Seymour**
NIDA Production of 'The Writer', 2023
- 3. Dancewear**
Dancewear Project, 2022

- 4. 1840's Evening Gown**
Jane Eyre Project, 2022
- 5. 1930's Bias**
The Bias Project, 2022





MICHIRU ENCINAS

She/ Her

Bachelor of Fine Arts (Costume)

Michiru Encinas is a final year BFA (Costume) student who has costume supervised for the NIDA productions Kindness (2023), Sandaime Richard (2023), and Prem Patr (2022).

Michiru undertook a four-week millinery placement at Opera Australia in January, and a two-week placement at Australian Ballet in December. She has worked as a dresser outside of NIDA for Cruel Intentions (2022), Cinderella (2022-2023) and The Rocky Horror Show (2023). For her final year research project, Michiru explored traditional and contemporary kimono making techniques to make a kimono for theatre. She enjoyed learning about this traditional artform and connecting to her heritage through the process. Michiru is interested in working in film, theatre, millinery, dance, and further researching kimono making and traditional Japanese costumes.

PROJECTS

- 1. 'Urashima Taro' Kimono**
Practice Based Research Project, 2023
- 2. Jumpsuit - Designed by Taylah Miller**
NIDA Production of 'Kindness', 2023
- 3. Tailoring Jacket and Pants - Designed by Meg Anderson**
NIDA Production of 'The Seagull', 2022
- 4. 1840's Evening Gown**
Jane Eyre Project, 2022
- 5. 1930's Bias**
The Bias Project, 2022



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GAIA STEIN

She/ Her

Bachelor of Fine Arts (Properties & Objects)

Gaia is a passionate and dedicated prop maker, puppeteer, and scenic artist. Her artistic journey has been marked by an impressive array of skills, as showcased in her body of work. Through her studies, Gaia has honed her practical skills, refining the art of sculpting, moulding and casting, puppet making, and scenic art.

What sets Gaia apart is her unwavering love for prop-making. Gaia's commitment to her craft shines through in every project she undertakes, as she strives to bring her artistic visions to life with impeccable attention to detail and a deep understanding of storytelling.

With Gaia's boundless creativity and technical expertise, she is continuously pushing the boundaries of her craft, and always seeking new challenges and opportunities for growth. Whether it's constructing intricate props, breathing life into enchanting puppets, fabricating blood, or painting convincing scenic finishes, Gaia's work is a testament to her unwavering passion for her art.

PROJECTS

- 1. Redwood Apothecarium**
Practice Based Research Project, 2023
- 2. Ramington Calliwell**
Puppet Short Film, 2022
- 3. "Number 11"**
Miniature Model for Film, 2022

- 4. Haddaway - Props Master/ Scenic Artist**
Puppet Short Film, 2022
- 5. The Drover - Skirt, Jewellery and Scenic Finishing**
Warrior Project, 2021



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ARI GILBERT

He/ Him

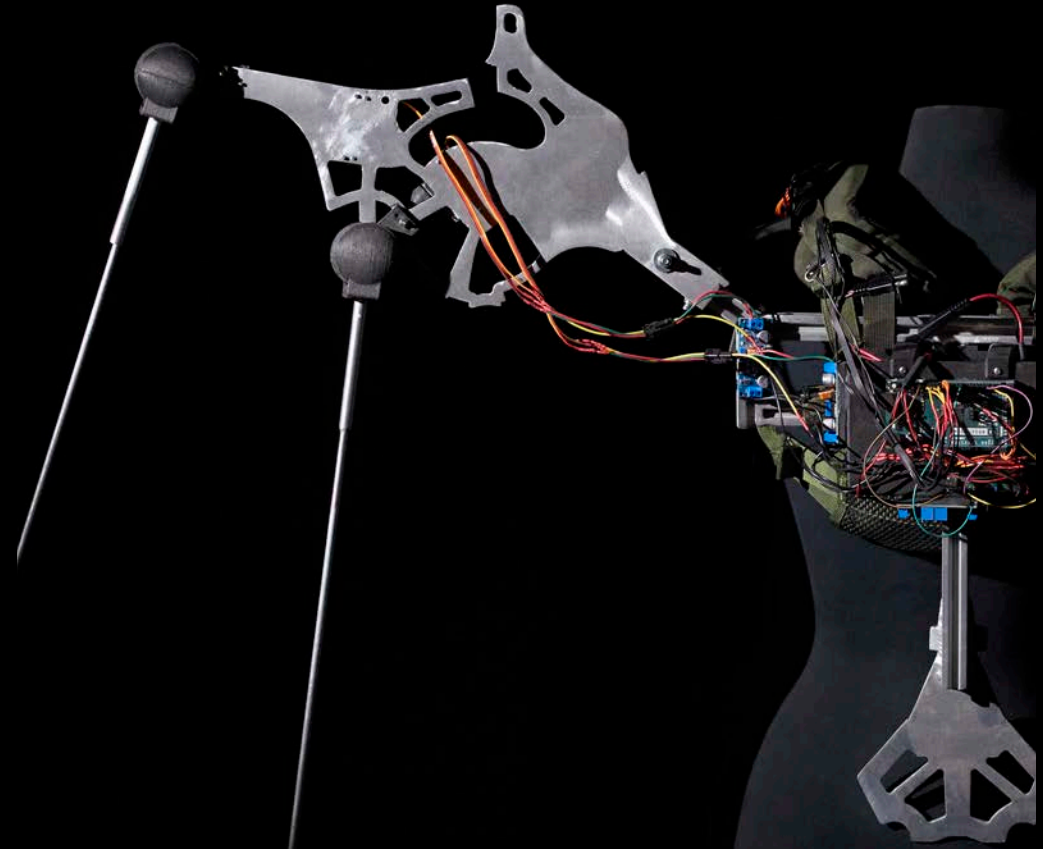
Bachelor of Fine Arts (Properties & Objects)

Ari Gilbert is a maker whose focus isn't just on static objects; rather, he's passionate about creating props that, quote, "do stuff". As a lifelong fan of fantasy, scifi, and all their associated subgenres, he finds a great deal of satisfaction in being able to take something unreal, or that only exists in the 2D space, and turning it into something you can actually physically hold and use.

Ari's interests are similarly broad within the realm of science, tech, art, and their intersection; he has a deep enthusiasm for learning and is always wanting to play around with new skills, processes, and materials. Ari enjoys figuring out ways to optimize his prop-making process, constantly seeking ways to make it more efficient and effective, or even just more fun! He's hoping to join the world of special effects upon completing his studies at NIDA, and can't wait to see where it takes him.

PROJECTS

- 1. Animatronic Wings**
Practice Based Research Project, 2023
 - 2. Sweeney Todd Barber Chair**
Sweeney Todd: The Demon Barber of Fleet Street, 2023
 - 3. Kaiju Mask**
One Day Mask Project, 2021
-
- 4. Haddaway - Best Boy/ Gaffer**
Puppet Short Film, 2022
 - 5. The Drover - Axe, Bracers and Leather Elements**
Warrior Project, 2021



@akkeriprops



JESS MCINTOSH

She/ Her

Bachelor of Fine Arts (Properties & Objects)

Jess is a passionate creator and props maker based in Sydney. Full of creativity and a hands-on approach, she has carved out her niche in the world of character work, moulding and casting, and specialty costumes.

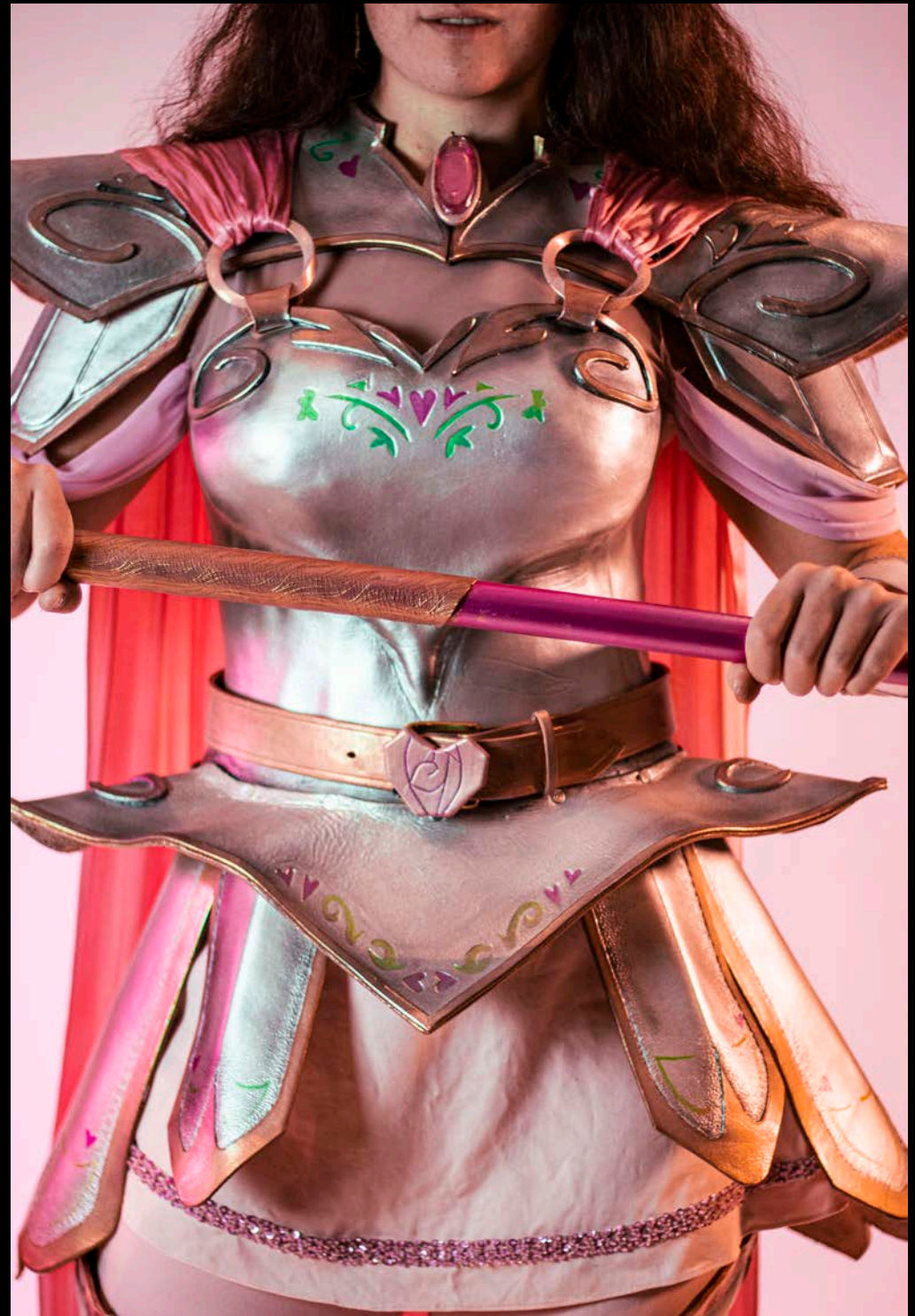
Her expertise lies in moulding and casting, a skill that allows her to recreate even the most intricate details of beloved characters' weapons, accessories, and more. She takes pride in bringing these iconic pieces to life with precision and care.

Jess believes that her work is not just about creating tangible objects; it's about the transformative power of art and storytelling. She believes that speciality costume allows viewers to connect with their favourite characters on a deeper level and bring joy to fellow fans.

PROJECTS

- 1. The Lover Knight**
Practice Based Research Project, 2023
- 2. "The Perfect Gift"**
Miniature Model for Film, 2022
- 3. Chinese Ming Dynasty Fly Whisk and Ritual Staff**
Cultural Artefact, 2021

- 4. Haddaway - First Assistant Director/ Set Dresser**
Puppet Short Film, 2022
- 5. The Drover - Chest Armour and Backpack**
Warrior Project, 2021



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TANNE PATTERSON

He/ Him

Bachelor of Fine Arts (Properties & Objects)

Tanne Patterson is an aspiring props maker who discovered his passion for the craft during his early years by avidly watching behind-the-scenes features of his favourite films.

Tanne completed formal education at the National Institute of Dramatic Art (NIDA) to refine his skills and become a dedicated props maker. He aspires to venture into the dynamic world of film production, eager to immerse himself in new challenges and learning opportunities and fulfil his dream.

Tanne looks to not only bring movie magic to life through his props but also to add a unique and memorable touch to every production he becomes a part of.

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PROJECTS

- 1. "You Built A Time Machine... Out Of A Volkswagon Beetle?"**
Practice Based Research Project, 2023
 - 2. The Dancing Bear**
Polysculpture, 2022
 - 3. The Chaise Lounge**
Furniture Project, 2021
-
- 4. Haddaway - Director of Photography/ Storyboard Artist**
Puppet Short Film, 2022
 - 5. The Drover - Boots and Respirator**
Warrior Project, 2021





ZALI KASSI

Bachelor of Fine Arts (Properties & Objects)

Zali is a Sydney-based artist and maker raised on the Central Coast, who has always been interested in the realms of visual arts and film. Zali's fascination with drawing and making began at an early age, as she experimented with colours and forms, gradually honing her skills as an illustrator and maker. This foundation in the visual arts became the cornerstone of her artistic identity.

However, Zali's artistic journey didn't stop there, at the age of 10 she discovered the wide world of film. Already enjoying the behind-the-scenes disk of her 'Walking With Dinosaurs' DVD, she was excited to learn this same concept applied to every movie ever made. Here she discovered an entirely new dimension to her artistic expression in prop-making.

Zali enjoys blurring the boundaries between visual arts and prop-making, after graduating she hopes to work in theatre whilst exploring the area of prosthetics for film and television.

PROJECTS

- 1. Baudrillard's Hyperreality**
Practice Based Research Project, 2023
- 2. "O&E"**
Miniature Model for Film, 2022
- 3. Self Portrait in the style of Del Kathryn Barton**
Portraiture Project, 2021

- 4. Haddaway - Director/ Storyboard Artist**
Puppet Short Film, 2022
- 5. The Drover - Gloves, Knee/ Elbow Pads and Hoe**
Warrior Project, 2021



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CONNOR PALMER

He/ Him

Bachelor of Fine Arts (Properties & Objects)

Connor is a dedicated props maker with a passion for realising creative ideas from object design to fabrication and finishing. After working for five years in television art departments, Connor studied at the National Institute of Dramatic Art (NIDA) to further develop his skills as a maker. His training has integrated digital modelling skills, working with plant equipment, power tools and hand tools. Upon graduation, Connor aspires to work in theatre and film production in the inspiring world of props and practical effects.

PROJECTS

- 1. Deadaleum 3D Zoetrope**
Practice Based Research Project, 2023
- 2. Haluz Replica Rocking Chair**
Furniture Project, 2021
- 3. Tessen Japanese Iron Fan**
Cultural Artefacts, 2021

- 4. Haddaway - Producer/ Editor**
Puppet Short Film, 2022
- 5. The Drover - Mole Trap Weapon and Goggles**
Warrior Project, 2021



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of Dramatic Art

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Australian Government

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