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# Emma Rowlands

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## // BIOGRAPHY

I am in my last year of my training at Mountview and have developed a full range of knowledge and experience in scenic art, prop making and construction. My passion is working through the build of a design and also working on the scenic elements of the production, seeing the process through to its end result. I have a good understanding of set and costume design. I want to expand my knowledge in this line of work throughout my career and explore TV and Film as well.

## // TRAINING

BA (HONS) IN THEATRE PRODUCTION ARTS

## // MOUNTVIEW EXPERIENCE

| ROLE                                     | PRODUCTION                                 | DIRECTOR           |
|--|--|--------------------|
| Deputy Lead Carpenter                    | Twelfth Night                              | Andrew Jarvis      |
| Carpenter/ Scenic Artist                 | Dirty Rotten Scoundrels                    | Julie Atherton     |
| Carpenter                                | The Comedy of Errors                       | Nick Hart          |
| Set & Costume Designer                   | Catalyst Festival: An Almost Perfect Thing | Daniel Austin-Boyd |
| Costume Designer                         | Catalyst Festival: Pareidolia              | Kennedy Bloomer    |
| Assistant Designer                       | As You Like It                             | Bronagh Lagan      |
| Deputy Lead Scenic Artist and Prop Maker | A Midsummer Night's Dream                  | Steven Grihault    |
| Scenic Artist                            | Into The Woods                             | Adam Welsh         |

## // FURTHER CREDITS

| ROLE          | PRODUCTION (Company/Venue) | DIRECTOR        |
|---------------|----------------------------|-----------------|
| Scenic Artist | Chimera (Coleg Landrillo)  | Jacqueline Owen |

## // SKILLS

**Prop Making** – poly carving, sculpting, fiber glassing, use of silicone, life casting, flocking, use of plasterzote, plaster

**Scenic Art** – cloth painting, texturing, floor painting, colour matching, fine art, scenic painting techniques

**Design Skills** – carpentry, basic welding, auto cad drawings

**Set Design and Model Making**

**Costume Design**

**Get In and Get Out Experience** – laying Dance Floor, rigging and de-rigging lanterns, re-wiring plugs

**Basic Hand and Machine sewing skills**

**Basic Photoshop skills**

**Basic Q-Lab and WSYWIG skills**