SCENIC DESIGN AND TECHNICAL DIRECTION





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I am a curious and dedicated artist fascinated by the possibilities of materials. My work is informed by extensive experience as a technical director, carpenter and designer.

This packet will present selected samples of my work. My complete online portfolio is available here.

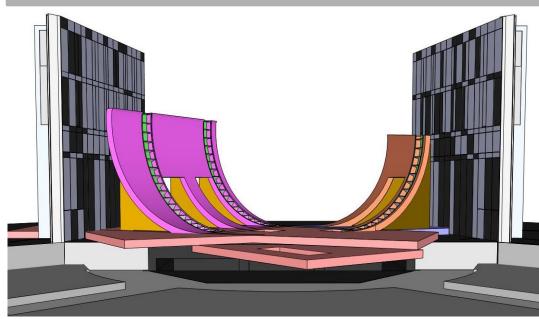
My website is currently not optimized for mobile, so please open links on a desktop or laptop for optimal viewing.



SHFFT

3-D MODELING, DRAFTING AND RENDERING





RECENT WORK

SELECTED DESIGN AND TECHNICAL DIRECTION

RECENT WORK



REMOTE 3D MODELER

Oregon Shakespeare Festival

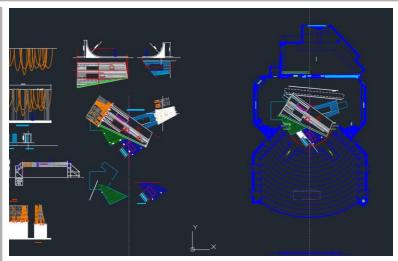
Peter and the Starcatcher Oregon Shakespeare Festival, 2020

Designer: Regina Garcia

Miss Garcia requested some assistance translating the curved elements of her white model and flattened CAD drafting into a 3D model that could be used to develop accurate plan views and elevations.

I'm based in Montana and she's based in Chicago, so we communicated by phone, email and video conferencing.

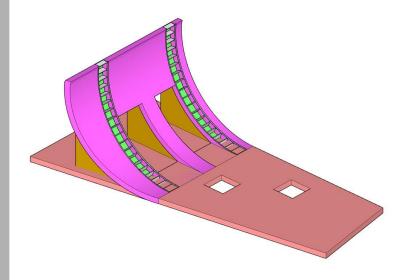
Using the provided CAD drafting and white model images, I built the models shown at right in SketchUp.

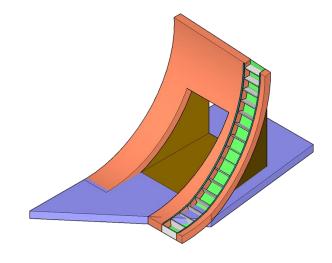


Screenshot of original CAD file provided by Regina Garcia



White model by Regina Garcia





Stage Right Curve: Exploded View created by Matthew Gibbons

Stage Left Curve: Isometric View created by Matthew Gibbons

REMOTE 3D MODELER

Oregon Shakespeare Festival (continued)

Peter and the Starcatcher

Designer: Regina Garcia

Oregon Shakespeare Festival, 2020

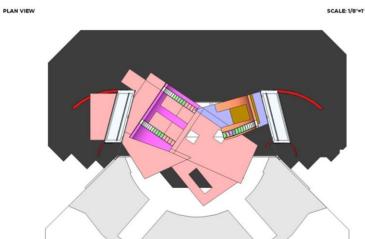
I aligned my Curve Models with Miss Garcia's original drafting, and revised their placement and dimensions based on her specifications.

Because OSF works primarily in AutoCAD, I exported the final materials as dwg files.

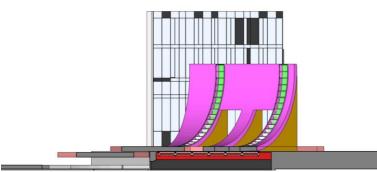
*3D Model of Angus **Bowmer Theater** provided by OSF



Perspective View of Curve Models in Angus Bowmer Theater 3D Model*

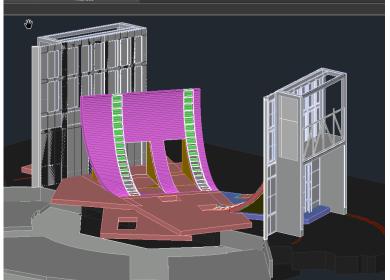


CENTER SECTION VIEW Looking Stage Right



SCALE: 1/4"=1"

Stage Right Section View of Curve Models in Angus Bowmer Theater 3D Model*



Stage Right Section View of Curve Models in Angus Bowmer Theater 3D Model*

CAD Export of finished model*

REMOTE 3D MODELER

Oregon Shakespeare Festival (continued)

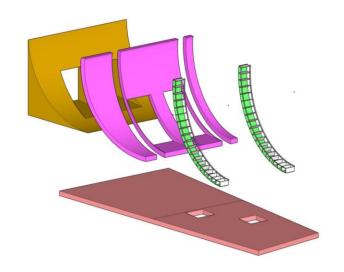
Peter and the Starcatcher

Designer: Regina Garcia

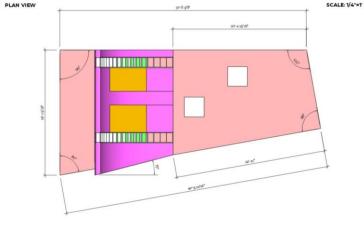
Oregon Shakespeare Festival, 2020

I also included dimensioned reference plates of the individual curves, so that the shop could easily reproduce any details that might be lost in the export process.

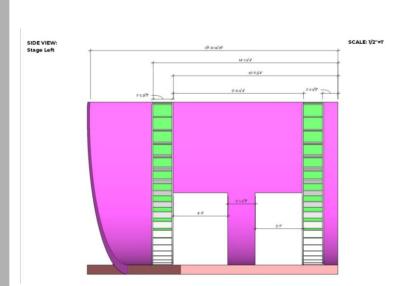
PDF sample files of these reference plate sets are available upon request.

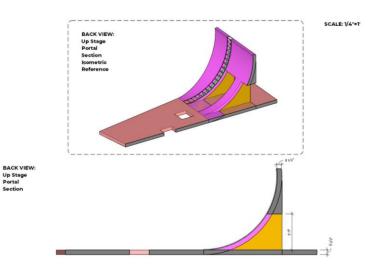


Stage Right Curve Plan View



SCALE: 1/4"=1"





Stage Right Curve On-Stage Side View

Stage Right Curve Exploded View

Stage Right Curve Up-Stage Sectional

CARPENTER/ CARPENTRY INSTRUCTOR

Summer Work

Freaky Friday

Trollwood Performing Arts School Mainstage Musical

Moorhead, MN May – July 2019

Scenic and Lighting Designer: Jack Mehler

Technical Director: Dwight Camillucci





Production Photo



Production Photo





Production Photo

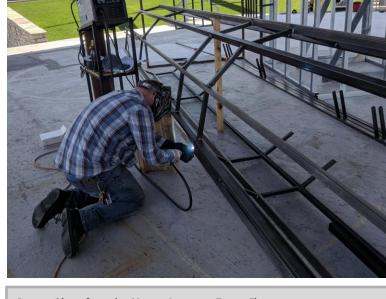
CARPENTER/ CARPENTRY INSTRUCTOR

Summer Work (cont'd)

Responsibilities:

- Serve as lead instructor for the Scenic Tech Theater Experience classes
- Teach, direct, assist and supervise all student and volunteer scenic crews during work sessions
- Contribute welding, carpentry, rigging, crew supervision and other labor as specified by the TD and ATD.





Process Photo



Process Photo featuring Master Carpenter Trevor Flocco



Process Photo

Finished Set Opening Night

SELECTED DESIGN AND TECHNICAL DIRECTION



James and the Giant Peach

Scenic Design and Technical Direction: Matthew Gibbons

Grandstreet Theatre 2017

DESIGN PROCESS:

- I always present specific and varied research.
- I build physical scale models if time permits.
- I generate both loose sketches and precise renderings to suit the teams' needs.

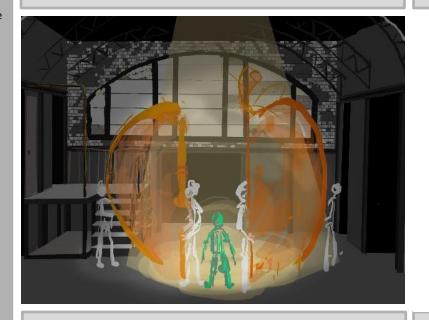
DESIGN CONCEPT:

The actors are themselves portraying performers presenting *James and the Giant Peach* in a warehouse space using re-purposed materials.

This found-object approach produced a steam-punk aesthetic for our Peach.



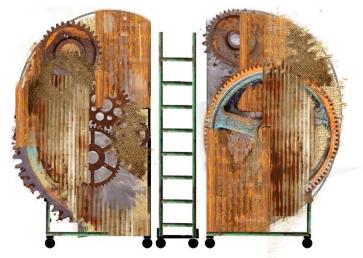
WAREHOUSE REFERENCE IMAGE



LOOSE DIGITAL RENDERING



WHITE MODEL



PRECISE DIGITAL RENDERING.

James and the Giant Peach (continued)

Find additional production photos here.

Find additional renderings <u>here.</u>





JAMES APPROACHES THE PEACH

JAMES ENTERS







PEACH HALF OFF-STAGE

THE PEACH GROWS

A PEACH IN THE SKY

The Cherry Orchard

Director: John Deboer Technical Direction: Brian Gregoire

Scenic Design: Matthew Gibbons Masquer Theatre 2011

DESIGN CONCEPT:

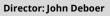
- Nature encroaching on architecture symbolizes the family's decline.
- The Russian white birch represents nature while a parquet floor conveys architecture.
- I also applied an elliptical floorplan to the pit to create a greater sense of scale and movement.
- The piece utilized a deep thrust staging in an intimate black box space, with the trees extending all the way to the grid.
- The finished set surrounded the audience with a strong, melancholy atmosphere.

Find more images here.





PRODUCTION PHOTOS





DEADFALL TO BE CONVERTED INTO RUSSIAN WHITE BIRCH TREES



Technical Director: Brian Gregoire

Scenic Design: Matthew Gibbons

University of Montana Graduate Program 2011, Masquer Theater

ASSISTANT DESIGN WORK

Grandstreet Theatre 2015-2017

Technical Director: Matthew Gibbons

Find production photos at the links below:

- My Fair Lady
- She Loves Me
- Into the Woods and A Midsummer Night's Dream



MY FAIR LADY, Grandstreet Theatre 2017 Scenic Design: Jeff Downing, Assistant Scenic Design: Matthew Gibbons



SHE LOVES ME, Grandstreet Theatre 2015 Scenic Design: Jeff Downing, Assistant Scenic Design: Matthew Gibbons









A MIDSUMMER NIGHT'S DREAM Assistant Scenic Design: Matthew Gibbons

Scenic Design: Jeff Downing Grandstreet Theatre 2015

DESIGN PROCESSASSISTANT SCENIC DESIGN

My Fair Lady

DESIGN CONCEPT:

An elaborate floor treatment based on the floral reference image shown at right.

DESIGN EXECUTION:

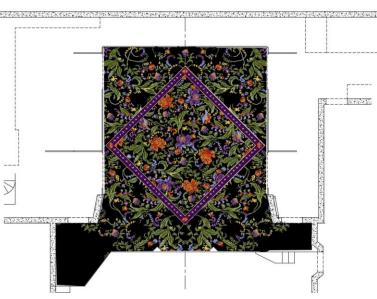
- I isolated the repeating elements in the reference image and added them to our ground plan.
- We played with layers, scale and orientation until the composition worked.
- Creating the proscenium inserts (see bottom right) required converting the low-resolution reference image into a big enough file that it could be printed at the scale we needed.
- Blotter paper proved the best printing material in terms of cost and visual quality.
- I used light duty command strips and painters' tape as fasteners to ensure we wouldn't damage the original wood paneling when we struck the prints.







PROCESS



FLOOR TREATMENT PAINT RENDERING BY MATTHEW GIBBONS



PROSCENIUM INSERTS INSTALLED BY MATTHEW GIBBONS

DESIGN PROCESS
ASSISTANT SCENIC DESIGN

My Fair Lady (continued)

DESIGN CONCEPT:

Seamless floral wall.

DESIGN EXECUTION:

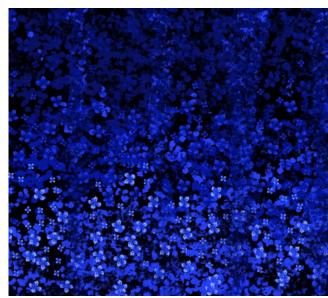
- We produced a series of 4' x 16' hard walls linked by narrow, irregular panels whose seams were further masked by blending the floral pattern.
- I used custom floral stamps to develop the paint treatment because it allowed an untrained scenic artist to work efficiently and effectively.











PAINT ELEVATION BY MATTHEW GIBBONS



PROCESS

DESIGN PROCESS ASSISTANT SCENIC DESIGN

My Fair Lady (continued)

DESIGN CONCEPT

Custom chandelier to fly in during Ballroom Scene.

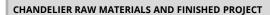
Paneled Scenic Wall.

DESIGN EXECUTION

- We used cheap, plastic wedding décor beading to create the chandelier. (I'm the technician pictured at right making final adjustments.)
- I produced the drafting, rendering and color samples for the Scenic Wall and Window Screen elements.

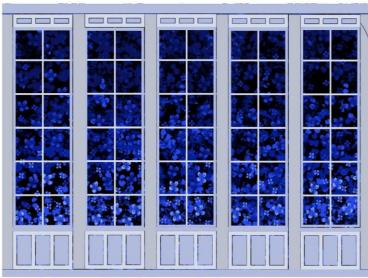
More production photos, process shots and renderings can be found here.







CHANDALIER RIGGED BY DEE SMITH III



PAINT ELEVATION FOR PANELED SCENIC WALL BY MATTHEW GIBBONS



NEARLY COMPLETE SET

TECHNICAL DIRECTION

MUSICALS

During my Grandstreet Theatre tenure, I drafted and built juke-box musicals, classics, new works, studio shows and everything in between.



SHREK Scenic Design: Jeff Downing

ALWAYS PATSY CLINE

Scenic Design: Jeff Downing Grandstreet Theatre 2016 Scenic Design: Jeff Downing Grandstreet Theatre 2013



- Always Patsy Cline
- Shrek
- Les Mis
- Next to Normal



LES MISERABLES

Scenic Design: Jeff Downing Grandstreet Theatre 2014



NEXT TO NORMAL

Scenic Design: Jeff Downing Grandstreet Theatre 2014

TECHNICAL DIRECTION

PLAYS

During my time at Grandstreet, I also drafted and built a diverse selection of plays.

Naturalistic interiors, abstract forms, and realistic environments enriched by theatrical flourishes kept me challenged and busy.



THE GIVER

Scenic Design: Jeff Downing Grandstreet Theatre 2017



RABBIT HOLE

Scenic Design: Jeff Downing Grandstreet Theatre 2015

Find galleries by show below:

- The Giver
- Rabbit Hole
- Baskerville
- Our Town



BASKERVILLE: A SHERLOCK HOLMES MYSTERY

Scenic Design: Jeff Downing Grandstreet Theatre 2015



OUR TOWN

Scenic Design: Jeff Downing Grandstreet Theatre 2015

TECHNICAL DIRECTION

STUDIO SHOWS

Lastly, I've also designed and built environments for intimate spaces.

These four shows were all produced in the Grandstreet Theatre Studio, a multi-purpose space that seated about 41 audience members.

I designed *Speech and Debate* and drafted and built the three other shows featured here.



SPEECH AND DEBATE Scenic Design: Matthew Gibbons

Director: Retta Leaphart Grandstreet Studio 2016



THE LAST 5 YEARS
Technical Direction: Matthew Gibbons

Scenic Design: Jeff Downing Grandstreet Studio 2016



SIDEWAYS STORIES FROM WAYSIDE SCHOOL Technical Direction: Matthew Gibbons

Scenic Design: Jeff Downing Grandstreet Studio 2015



BUYER AND CELLAR Technical Direction: Matthew Gibbons Scenic Design: Jeff Downing Grandstreet Studio 2017

Find more images from Speech and Debate here.

Find additional images from The Last 5 Years, Sideways Stories from Wayside School and Buyer and Cellar here.

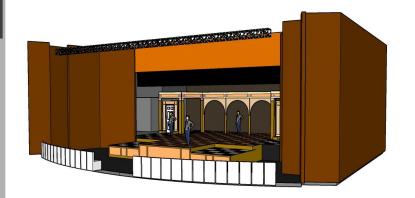
3D MODELING, DRAFTING AND RENDERING



3D MODELING

I've developed models for complete sets/venues, complex scenic elements, small space solutions and residential interior design.

Video walkthroughs of selected models are available here.



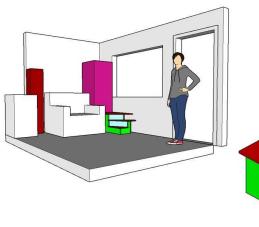
"FIGARO" SCENIC DESIGN

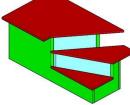
Capital High School 2019

ROLLING DOOR UNIT, "MY FAIR LADY"

Grandstreet Theatre 2018







INSTRUMENT STORAGE Capital High School 2019

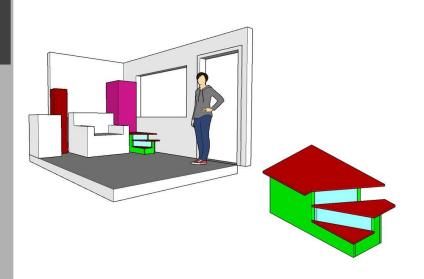
CUSTOM PET WINDOW SEAT

Personal Project 2019

3D MODELING FOR SMALL SPACES

The piece at right was conceived to accommodate an aging pet in a very small kitchen/living room.

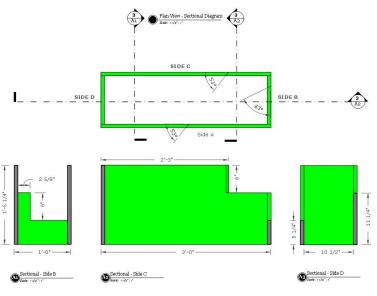
Design, modeling, drafting and build by Matthew Gibbons.

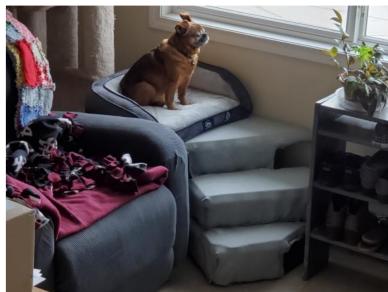


- 6"--

ISOMETRIC VIEWS OF WINDOW SEAT ISOLATED AND IN THE SPACE

CONSTRUCTION DRAWINGS OF WINDOW SEAT



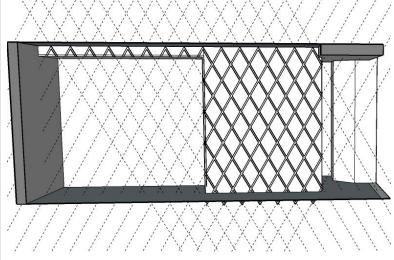


CONSTRUCTION DRAWINGS OF WINDOW SEAT

FINISHED WINDOW SEAT

3D MODELING FOR INTERIOR DESIGN

I designed, drafted and executed this patterned accent wall for a residential rental unit.





RENDERING BY MATTHEW GIBBONS

LAYOUT BY MATTHEW GIBBONS





PAINTED BY MATTHEW GIBBONS

FINISHED WALL

SCALE MODELS

Time and resources permitting, I like to produce physical scale models.

When I'm trying to communicate scenic information to the whole team simultaneously and catch potential issues, nothing works better than building a real model.

Find production photos at the links below:

The Cherry Orchard

<u>Tarzai</u>





WHITE MODEL



TARZAN Scenic Design: Matthew Gibbons

Director: Marianne Adams Masquer Theater 2018



THE CHERRY ORCHARD
Scenic Design: Matthew Gibbons

Director: John Deboer Masquer Theater 2011

PAINTED SCALE MODEL

DRAFTING

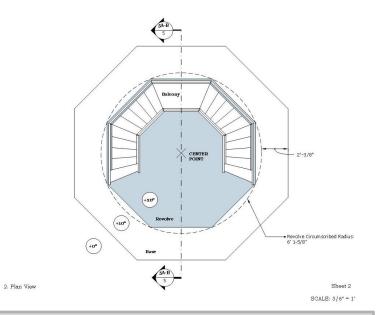
I work primarily in AutoCAD and Google SketchUp/LayOut.

The drawings at right were produced in SketchUp Pro. I prefer this program because edits to the 3-D model are automatically reflected in the Layout file. This allows me to edit construction documents extremely efficiently.

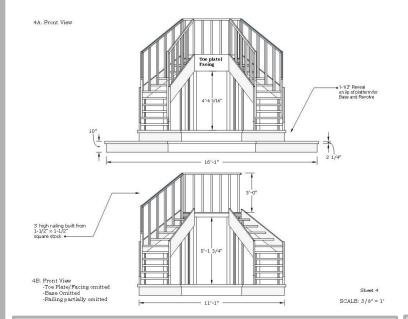
I'm used to producing my own as-built drafting and developing ground plans and elevations using those drawings.

Find more drafting images <u>here</u>.

Find video of the functioning revolve featured in the drafting at right here.

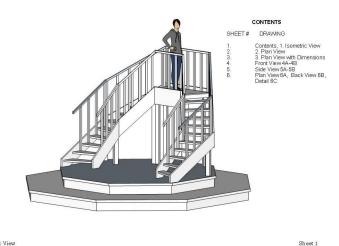


PLAN VIEW



FRONT VIEW

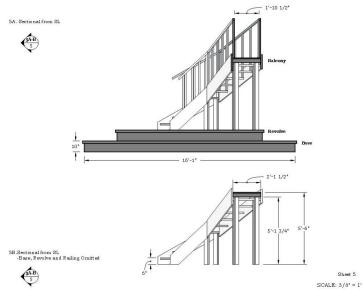
"Woods" - "Midsummer" Platform Base, Revolve, Balcony



SCALE: 3/8" = 1"

1. Isometric View

ISOMETRIC VIEW



SECTIONAL VIEWS

RENDERING

Conceptual

Rock of Ages

Grandstreet Theatre

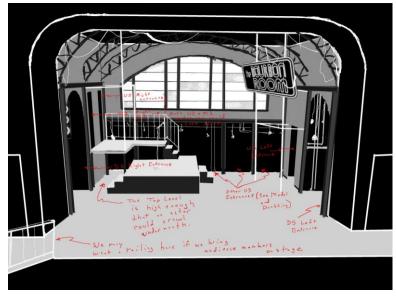
Helena, MT 2017

Scenic Design: Matthew Gibbons

Technical Director: Matthew Gibbons

I use Photoshop and a graphics tablet to produce loose, expressive renderings that both describe the environment and storyboard specific moments.

Find *Rock of Ages* production photos here.





ROUGH SKETCH



POLISHED RENDERING



STRIP CLUB STORYBOARD

ROCKER STORYBOARD

RENDERING

Paint Elevations

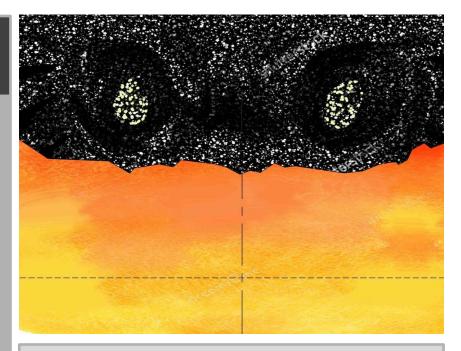
I use Photoshop, SketchUp and AutoCAD in combination to produce clear, easily measured paint elevations.

Find production photos at the links below:

The Lion King, Jr.

She Loves Me.

Speech and Debate



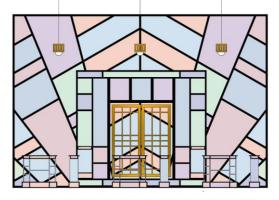
MUFASA STAR DROP ELEVATION

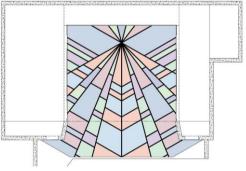
THE LION KING, JR, Grandstreet Theatre 2017

Director: Marianne Adams

Scenic Design and Technical Direction: Matthew Gibbons

Puppet Design: Retta Leaphart, Ryne Sorenson





SCENIC WALL AND FLOORPLAN ELEVATIONS

SHE LOVES ME, Grandstreet Theatre 2015 Scenic Design: Jeff Downing, Assistant Scenic Design: Matthew Gibbons



SPEECH AND DEBATE Scenic Design: Matthew Gibbons Director: Retta Leaphart Grandstreet Studio 2016 Thanks for taking the time look at my work. If you feel I'm a good fit for your organization, please reach out using the contact information below.

https://www.gibbonsdesign.org/design

(406) 788 9049

matthewjackgibbons@gmail.com

My Resume and CV are available <u>here</u>. Have a great day.



