LAURA WINGROVE

PUPPETEER, PERFORMER, VISUAL ARTIST AND ANIMATOR

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PROFILE

A multidisciplinary freelance artist creating work across visual and performance mediums. She combines her extensive design, animation and performance experience to create, operate and maintain characterful puppets.

PUPPETRY AND PERFORMANCE

PUPPETEER

Frankie (Head Puppeteer) REFLECTIONS ON: LOVE, 2022

Squirrel Puppet GIRL SCOUTS VS ALIENS (Children's Physical Theatre Show) Assembly George Square, Edinburgh Fringe, 2019

ACTOR

THEATRE

Main Cast, Frankie / Dylan / Logan / Pat / Lab Technician, THE STRANGER THINGS EXPERIENCE (Immersive Theatre), Netflix / Fever, 2022-2023

Lead, Sydney Daintree, GIRL SCOUTS VS ALIENS (Children's Physical Theatre Show) Assembly George Square, Edinburgh Fringe, 2019

Lead, Sydney, GIRL SCOUTS VS ALIENS, Etcetera Theatre, Camden Fringe, 2018 VIDEO GAMES

Lead, Mary Fawkes, STEIN, Dimension Studios, 2018 (Motion Capture & Performance)

VOICE ACTING Lead, Narrator, TILLY AND LUNA (Children's Television Pilot), 2015

TELEVISION

Supporting, Kid Creator, THE FROG KITE, ABC Australia's CREATURE FEATURES, 2003

PUPPET BUILDING, REPAIR AND PUPPETRY DIRECTION

Frankie Puppet, REFLECTIONS ON: LOVE, The George, 2022 Including mouth mechanism rebuilding, repainting, colour matching, assistant puppetry direction, hairstyling and general structural repair.

Squirrel Puppet (building and operation) and Puppetry Direction GIRL SCOUTS VS ALIENS (Children's Physical Theatre Show) Assembly George Square, Edinburgh Fringe, 2019 Including design, stitching, repair, testing and maintenance throughout the EdFringe run, as well as puppetry direction for all puppets and working closely with other actors. Florence Puppet, 2010 Student Showcase, KCA Theatre Creation of a muppet-style foam and fabric puppet, with live-hand body. Including foam-carving, design, repair, and testing.

Make-Up, Hair and Costume Assistant, 'Seussical', KCA Theatre, 2010 Including face painting, assistant hair styling, assisting to dress performers in full body costumes and managing repair and maintenance lists

TECHNICAL SKILLS

Hand and electric foam carving, mechanism repair, design, maintenance, hand stitching, painting, glue applications, machine sewing, synthetic hair styling, assisting with larger and bulky puppets and costumes, prop-making and paint colour matching.

EDUCATION

FOUNDATION ACTING COURSE, MOUNTVIEW DRAMA SCHOOL, 2020-21

BACHELOR OF DESIGN (FIRST) IN ANIMATION AND ILLUSTRATION, UTS- 2015 Graduated from the University of Technology, Sydney in 2015. Studied drawing, anatomy, puppet-building, painting, design, performance world building, art theory, puppetry and observational drawing, as well as technical programs and methods

ADVANCED PUPPETRY COURSE AT LITTLE ANGEL PUPPET THEATRE, SEPTEMBER - DECEMBER 2022

STUDYING AERIAL HOOP AT FORGOTTEN CIRCUS SCHOOL SEPTEMBER 2019 - PRESENT

OTHER RELEVANT EXPERIENCE AND SKILLS

FREELANCE ARTIST, DESIGNER AND ANIMATOR- 2016-PRESENT Creating props, videos and illustrative work, both for clients and as personal pieces. Clients include Retrosweat, playwright Heathcote Williams, Millennials: A New Musical and housing support charity Spectrum Centre Camden.

COLOUR DESIGNER, TITLE DESIGNER AND ANIMATOR, 'MOUNTAIN" MUSIC VIDEO FOR BAND MAMA JERK – 2020

Collaborated with animator and director Harrison Fleming to design colour palettes and animated opening titles for Mama Jerk and the Lady Fingers' music video 'Mountain'. The music video was independently created and financed, but competed with large-scale productions at London International Animation Festival and the British Animation Awards.

CREATION OF 'MEMPHIS DREAMS' BODY OF WORK - 2021

A body of work that spans large-scale painted canvases and printed digital artworks, showcasing playful themes of nostalgia and the subconscious. To be exhibited in 2022, and can be viewed here www.laurawingrove.com/memphis-dreams

PART-TIME HEAD OF DESIGN FOR RETROSWEAT - 2021- PRESENT

I also work part-time for Retrosweat, an Australian theatrical exercise company. Responsible for creating all visual and animated content, digitally animating over filmed elements, creating nostalgic graphics, props, costume elements and handdrawn animated elements.

DESIGN TUTOR. UTS GALUWA INDIGENOUS DESIGN EXPERIENCE – 2015 Assisted with 2D and stop-motion animation workshops and acted as a mentor to Indigenous Australian students interested in future creative work. Involved repairing, managing, maintaining and storing student's stop motion puppets.

SKILLS

Skilled with acrylic paints, colour palette creation and colour-matching. Highly technologically proficient in After Effects, Photoshop, Illustrator, InDesign, Premiere, Lightroom and Dragonframe (Stop-Motion Software). Knowledge of 3D design programs like Maya. Highly organised and personable, skilled at building great team relationships. Friendly, hard-working and a great problem solver.