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Glenese Hand



I have been working professionally for the last 15 years in the world of Prosthetics/Masks, Special Effects, & Makeup. A particular focus of mine is to bring a higher level of those techniques to the community at large by figuring out a means by which they can afford the look they never thought their budget would allow. It is my belief that learning is a life-long endeavor – my creativity lives in the art of experimentation & finding ways to use materials unconventionally to see if it might have a beneficial outcome. I strive to inspire that same penchant of individual creativity & self-esteem to all up-&-coming individuals (no matter what their age, ability, or background) not only through instruction, but through real-world collaborative experience(s).

FX/Prosthetics/Makeup Design & Fabrication **+ Instruction/Management Experiences**

G-Loggia Design Lab (Company Founder/Owner)

New Endeavor!

Mission – to define artistry as a calculated re-alignment from the everyday. Create, collaborate, & think outside-of-the-box by pushing the peripherals through design

Idea – by combining my freelance design endeavors with business intellect, this will be a collaborative work environment specializing in custom creations for a wide variety of media types & clients. Classes will be formatted in an atelier tradition for all ages & abilities. Focus is geared towards:

***Creatures + FX *Concept Art *Makeup *Photography + Imaging**

>For examples of current & past works, please visit my website: gldesignlab.com

Freelance Designer (Prosthetics, Masks, & Creature Creation; Special Effects/Gore/Blood Work; Makeup/Hair),

May 2002 – Present

Masks/Creatures/Fabrication & Technology Incorporation

Dark Seekers (TV series trailer/pitch, 2017) original concept design/fabrication for hybrid lycan-human werewolves; 5 distinct lead characters to include facial & body prosthetics, ventilated hair pieces, dentures & claws for action-packed series; Associate Producer

Predator the Musical (& version 2.0) Complete facial mask (Polyurethane Foam, Silicone, Acrylic) with fully-working mandibles; Bio-Helms of Resin/Fiberglass fabrication with infused aluminum & integrated laser tracking system; matching body armor & laser/light integrated weaponry units

Beauty & the Beast UPS for DownS, EDGE, Oak Lawn Park District Theatre Program, Rising Star Theatre Co. & others
***Prosthetics *Ventilated hair (head/body on lace &/or latex) *Wig Construction *Masks (Beast, Wolves; Steampunk Beast & Cogsworth pieces) plus Costume Design**

Makeup/Wig Dept. Head – Navy Fear at Navy Pier (JPM Productions, 3yr contract)

Design, application, & styling of makeup & wigs for all characters; instruction of crew & area leads; inventory requisition & maintenance; scheduling crew; liaison for media events & visitor HR; assist Company President with on-air applications; artist for *Indiana Pacers'* Monster Ball

Other Creations LED/laser integration (LilyPad, Conductive Threading, & E-Wire) for masks (nightmarish guinea pig; plague mask/sprite) & resin prosthetics (cyborg); Pig Troll prosthetics & masks (Silicone & Latex) plus Gibbon masks (including punched hair); Acrylics, Thermoplastics, & other creations for assorted projects with full/partial bridges, teeth, &/or caps for Vampires, Wolves, Werewolves, Alien varieties, giant Guinea Pig, Beasts plus Nails/Talons, Spikes/Spines & other random assortments of creature 'details'; specializing in 'moulage' techniques (blood, gore, injury/disease simulation), undead, & monsters/creatures

Body replicas & Gore/Blood FX – numerous werewolf mutilation victims (*pre-, during, & post- mutilation; TV series trailer/pitch upcoming 2017*); performer head crushed by a keg (*Paper Star Entertainment, short TBA*); will be prototyping an animatronic head (*summer 2017*); live "castration" & severed hand (*Titus: apokalypse, Bare Knuckle Productions*); Blood Design with integrated compressed air blood rigging (*Mr. Burns, Theatre Wit*); working "blood

transfusion" machine (*Dracula*, Defiant Theatre); recognized by the Prosthetic Association as being true to life & believable when necrotic toes fell off & with windburn/gangrene (*Terra Nova*, Backstage Theatre); Theatre Guignol-style blood work/appendages (*Princess Club*, Redmoon); Blood/Body parts FX design (*Little Shop of Horrors*); severed heads (various productions); instructor/designer/technician for hundreds of facial/head, teeth, appendages, torsos, (& more) castings &/or sculptings, & their associated moldings/pourings (various materials)

Spectacle/Puppetry/Props – 5yrs with Redmoon Theater hired as: puppetry & props fabrication/manipulation; construction crew (wood & metal), events technician/mechanic; makeup/FX designer, combat/movement choreographer, performer, director trainee; redesign/construction of oversized puppets (Bristol Renaissance Faire)

Other Prosthetics, Makeup, & Hair/Wigs

Theatre, Film/TV, Photography, Spectacle/Cons; publicity/marketing & individual clientele; materials & techniques vary

Selected Theatrical/live productions:

Reinterpretations of classic characters -- *The Addams Family: the musical*, *Nosferatu* (a live black & white silent film production), *Dracula* (quick change transformations of 25yr old performer to 92yr old & back again), *Wizard of Oz*, *Into the Woods*, *Beowulf*, *The Princess Bride*, *Cyrano*, *Robin Hood*; *Misery* (including the foot sawing scene)

Other companies -- *Darkness* (2K Games); *Chicago Opera Theater*; *Chicago BAR Association*

Hair/Wigs -- design/fabrication/creations; wig styling/cut/color & repair; hair punching & ventilated hair techniques

Selected Hi-Def TV Projects:

Frequency TV: *Out on a Limb* & other assorted programs (2004 – 2009) Design & apply cosmetic, specialty & prosthetic makeups for the Emmy-nominated comedy show; *FreqOut TV* (2016-2017) *Improv Olympics*;

Gore/FX, Zombies, Aliens, Mythological Creatures; Other applications -- Baldcaps, Crepe Hair, Sex Change, Likenesses

Selected Film Projects:

Morbius: the living vampire; *Sabretooth vs. Omega Red* (Play Dead Films) – Creature, Makeup/FX, & Blood Designer; *Zombie Island*: Makeup & FX Designer for a squadron of zombies (varying degrees of death types & decomposition)

Holy Knight: Medieval sword injury simulation

Pride & Prejudice & Zombies -- instructor (aging & wound simulation), designer/artist in creation of the book "Denizens of the Dark: The Church of England's Guide to Dimmers" featured prominently throughout the film

Company Founder/Owner, Manager/Producer + Design/Production/Tech positions;

Bare Knuckle Productions (various positions as listed)

January 2013-Fall 2015 (*currently on-hiatus*)

Makeup, Special FX, & Blood Designer; Violence Design

Prosthetics – oversized 'Bitch Tits' chest prosthetic worn during live fighting conditions (*Fight Club*); onstage live 'castration' & removal of replica penis; replica hand being sawed through & removed live plus appearance of both a missing hand & missing arm (at elbow) as a result of simulated rape & dismemberment (*TITUS: apocalypse*); transformation of lead character with full-body & head slip-pieces (*the <mutant> FLY*); fully-working hand with two missing fingers plus a mutilated eye/socket due to a barb-wire attack (*History of Violence*)

Blood FX – creation of various blood types (edible/non-edible, washable, hypo-allergenic) to be used across a variety of materials & techniques; on-skin application, blood bag delivery, rigged FX delivery via syringes & other tubing; constant bleeding of a character throughout an entire second act

Unique makeup instruction/applications – close-up realistic aging (30 year old performer to early 50's); tribal clan tattoos; 'street fight' bruising with associated appearance changes as they worsen/heal; scarring

Violence/FX Coordination & Choreography; Weapons/Props Design & Maintenance – live stage hanging of a performer to die via a safely engineered rig & harness technique to simulate a meat hook to the chest; various slight-of-hand torture techniques including a live power-drilling to a knee, cutting off of an ear, & numerous slit necks/slices/gun shot wounds; multi-cued stage violence & blood FX for iconic "shootout bloodbaths" (the final warehouse scene in *Reservoir Dogs*; tavern scene & theatre explosion for *Inglourious Bitches*)

Theatre/Set Design & Technical Director/Construction

Design, engineer, & construct a multi-functional two-level stage area with two viewing sections – one to simulate a widescreen view typical for movies (since that represented the typical format of our film inspirations) & one section which had head-on viewing typical to a tradition theatre setup; 38-44 person bleacher-style seating

sections; tech, bar, & lobby area; Design & construction of all sets to be seamlessly reinforced for safe violence staging with necessary rigging for FX purposes & quick transformations; Hardware/material acquisition along with necessary set dressing furniture & prop/weaponry items

Visual/Graphics Design & Publicity

Photographer/Editor & digital formatting for all print purposes including posters, postcards, business cards, t-shirts, patches, & all digital representation of show/company listings; writer for all publicity materials
>Recipient 2014 Best of Chicago Award, Performing Arts Group
>Visual examples of publicity, trailers, videos & production stills at: gldesignlab.com/bnp

Makeup & Prosthetics Design Program Coordinator & Full-Time Lecturer; Columbia College Chicago

Instructor: All levels of Makeup & Prosthetics courses; Theatre Foundations course

Fall 2013-Present

Redesigned curriculum & syllabi of current makeup/prosthetic classes

Makeup for the Performer -- fine-tuned coursework geared towards most commonly used techniques for performance makeup (corrective, character, & aging)

Stage Makeup II (Intro to Prosthetics) -- coursework restructured for smoother hands-on progression of techniques & materials (including face-casting & mold-making) with project integration geared towards all media types

Newly created courses & curriculum

Foundations of Makeup -- Fashion/Beauty based makeup theory & practice geared towards a new designer tract of Makeup Design & Artistry. Covered in this introductory course: developing your artistic 'style'; material research/acquisition, creating your kit; safety & sanitization; color theory & mixing; lighting concerns

Advanced Prosthetics: Silicone Techniques -- Silicone materials have become common practice (especially for film) due to its translucency & skin-like appearance/density. Safe handling of hazardous materials & sanitization; advanced designs & time management; & collaborative projects are at the forefront with real-world simulations

Makeup Development & Design -- Design course for theatre, fashion/photography, & film/TV geared towards "telling a story" through visual representation. Business & production-based topics include: script analysis, introductory traditional/digital design & manipulation, budgetary concerns, artist branding & marketing combined with hands-on experience in pre-production conceptualization through application practices

Topics in Makeup -- a rotating specialty course (corresponding new curriculum & syllabi created as necessary)

**Injury Simulation* -- life-like recreations of researched gore/special effects/'moulage' techniques covering bruises, burns, diseases, & injuries/death; blood design & delivery; materials include waxes, latex, & gelatin

**Reimagining Classic Hollywood Monsters* -- comparison/contrast of old & new materials & techniques; real-world situations: budget, time, & material constraints for personal & collaborative design projects

**Mass Production* -- Pre-production aspects: research, design, & product pitch; material acquisition & budgeting. Production aspects: mold-making, high-volume prosthetics creation & application. On-set conditions & projects covering design & application "for the masses"

**Ventilating Hair* -- Basic knotting techniques of hair onto lace pieces. Projects cover design & styling of custom ventilated moustaches, goatees, sideburns, & eyebrows; plus creation of lace fronts for wigs

**Teeth* -- Acrylic & Plastic techniques for custom-fitting dentures & teeth additions

*Other Courses include: **Airbrush Techniques* **Foam Full Body Prosthetics* **Silicones for Beauty, Beast, & Beyond* **Specialized Production (on-set/on location)* **Horns, Nails, & More*

>For examples of student works please visit: gldesignlab.com/portfolios

Advances to the entire Makeup Program -- major enrollment growth by creating & instilling a complete overhaul of curriculum for relevancy across the various media types (Film/TV, Theatre, Photography, Fashion, Spectacle, etc...); continued development towards an interdisciplinary Makeup FX minor; Students of all levels are required to take daily project pictures & create/update personal websites to function as an online portfolio, as submission for research, & do in-person product pitches as relevant to the makeup artist career field

Other Duties -- Coordinator/Manager for Makeup & Prosthetics Design Program & Departmental Productions including scheduling, ordering, & publicity; Advisor & Supervisor/Mentor for all makeup student artists involved in courses & the myriad of departmental/interdepartmental projects plus the Makeup FX student organization

High School Institute – Makeup Instructor; *Columbia College Chicago*

Introductory Makeup Techniques

Summer, 2012-2016

Adjunct Faculty – Makeup Instructor; *Columbia College Chicago*

Stage Makeup I & Stage Makeup II/Prosthetics

2010 – 2013 (substitute teacher from 2003 – 2009)

Instructor/Presenter & Production Manager; *Esteem Development through Greater Expectations (EDGE)*

Makeup, Special Effects, Technical, Mask, Theatrical Combat, & Performance courses & workshops

Spring 2007 – December 2013

Skills, Duties, & Proficiencies

Materials + Techniques:

concept/technical design; sculpting/carving & fabrication; body replication, mold-making, & casting with alginates, latex, slip-casting, Polyurethane Foam, Baked Foam, Silicone (platinum & tin), Gelatin, Thermoplastics, plasters & wax; casting & incorporating Acrylics, Resins, & Fiberglass, LED/lasers; manipulation of materials & their properties; Airbrushing

Fabrication + Creation:

Woodworking/carpentry/construction/finishing skills & techniques; experience in metal work & MIG welding; machine & hand-sewing; jewelry experience

Research + Development:

Develop ideas through meticulous research & analysis of ‘character’, scenario &/or mood for various media & mediums; Communicate design ideas at production meetings; stimulate creative collaborative ideas through presentation of concise sketches, material requirements, & other technical knowledge & support

Managerial:

Organizing budgets, contracts, & scheduling; Calculate & manage procedural costs during pre-production while maintaining the targeted budget for design portions of all producers’ capital; Assure timely material & project deliveries (& transport/pick-ups as necessary); Self-budget time; Initiate individual & group ideas/goals & remaining vigilant with deadlines; Management between director/producer, performers, & design team(s); Mentorship/instruction of interns

Computers + Digital:

Photography & Digital Editing/Sculpting/Painting; Microsoft Word, Excel, PowerPoint; Search Engines; Dropbox & Basecamp

Personal:

Detail-oriented; Problem-solver; Leader using constructive criticism & patience

Education

Columbia College Chicago, 1998 – 2002

Bachelor’s degree (Honors) – Theatre: Acting concentration (with focuses in Makeup, Theatrical Combat, & Science)

References

Available upon request.