

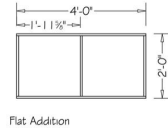
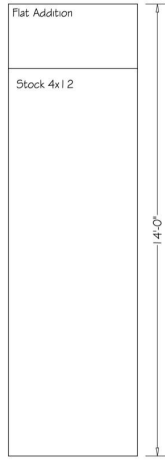
MATTHEW LAMERS

TECHNICAL PORTFOLIO

The School for Lies

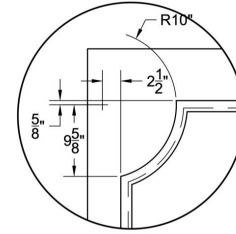
Assistant Technical Director
University of Minnesota, Duluth

Director: Lauren Roth
Scenic Designer: Emily Crawford
Lighting Designer: Ethan Hollinger
Costume Designer: Jeannie Hurley
Technical Director: Scott Boyle
Assistant Technical Director: Matthew Lamers

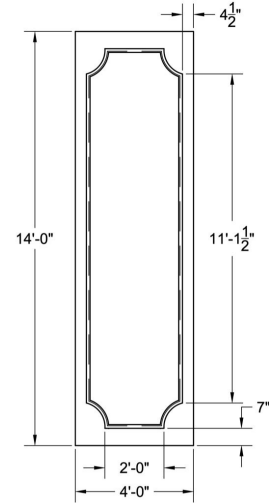


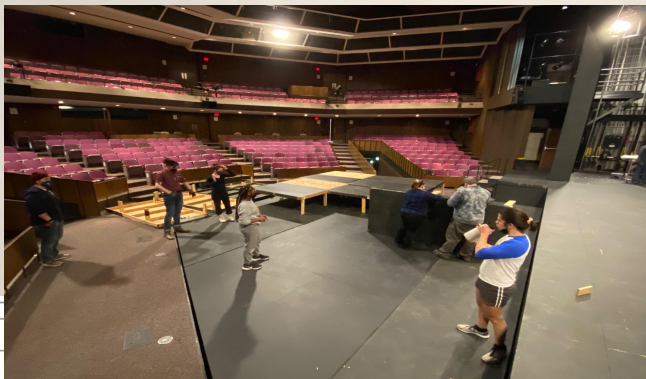
The design of the show called for 14 foot walls. Since our stock flats are only 10 feet tall, we had to create an extension for each wall. After attaching the extensions to our stock flats, they were painted. We marked where the trim would go so we knew where to place the pattern. This also helped place the trim later.

The trim was made out of sections of MDF with a router bit. It was then primed and spray painted gold. Using mitre cuts to overlap pieces and form corners, the trim was finished.



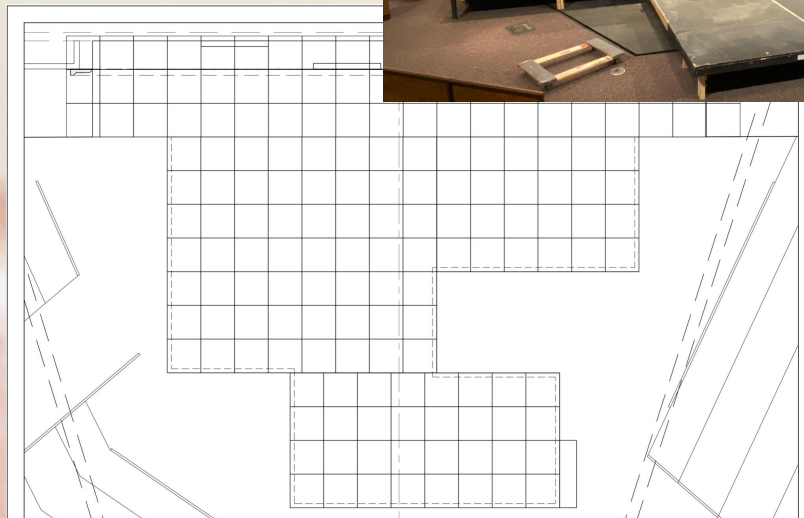
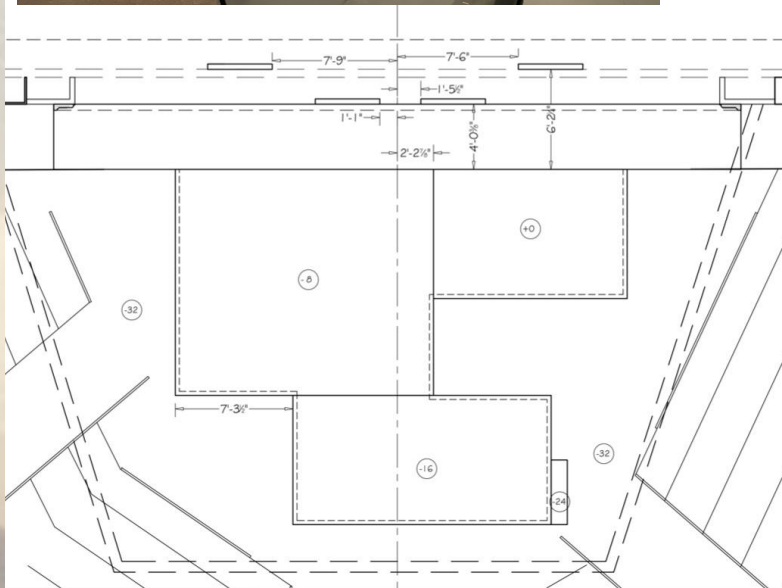
Moulding information
Scale: $\frac{1}{2}" = 1'-0"$
Detail Scale: $1 \frac{1}{2}" = 1'-0"$





The School for Lies

Assistant Technical Director
University of Minnesota, Duluth

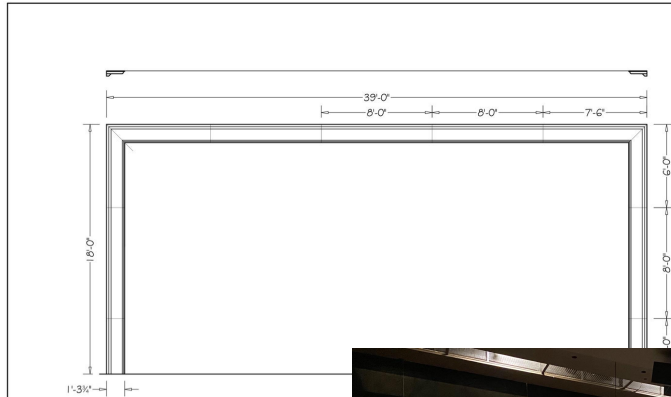


The platforms and the walls were then installed in the theater.

After everything was in place, we installed a checkered styled marbled floor.

The School for Lies

Assistant Technical Director
University of Minnesota, Duluth



NOTES:
FALSE PROSCENIUM IS RIGGED TO FLY
NOTE THE PROSCENIUM IS 8' SKINNIER



After the platforms were checked, we began the installation of the false proscenium. It is made out of segmented pieces and was used in a previous UMD Theatre production. We modified one of the horizontal pieces to fit when the stage plugs were installed.

Chandeliers and LED tape were then installed to complete the look.

Three Musketeers

Unrealized Class Project

Original Scenic Designer: Curtis Phillips
3D Modeled by Matthew Lamers

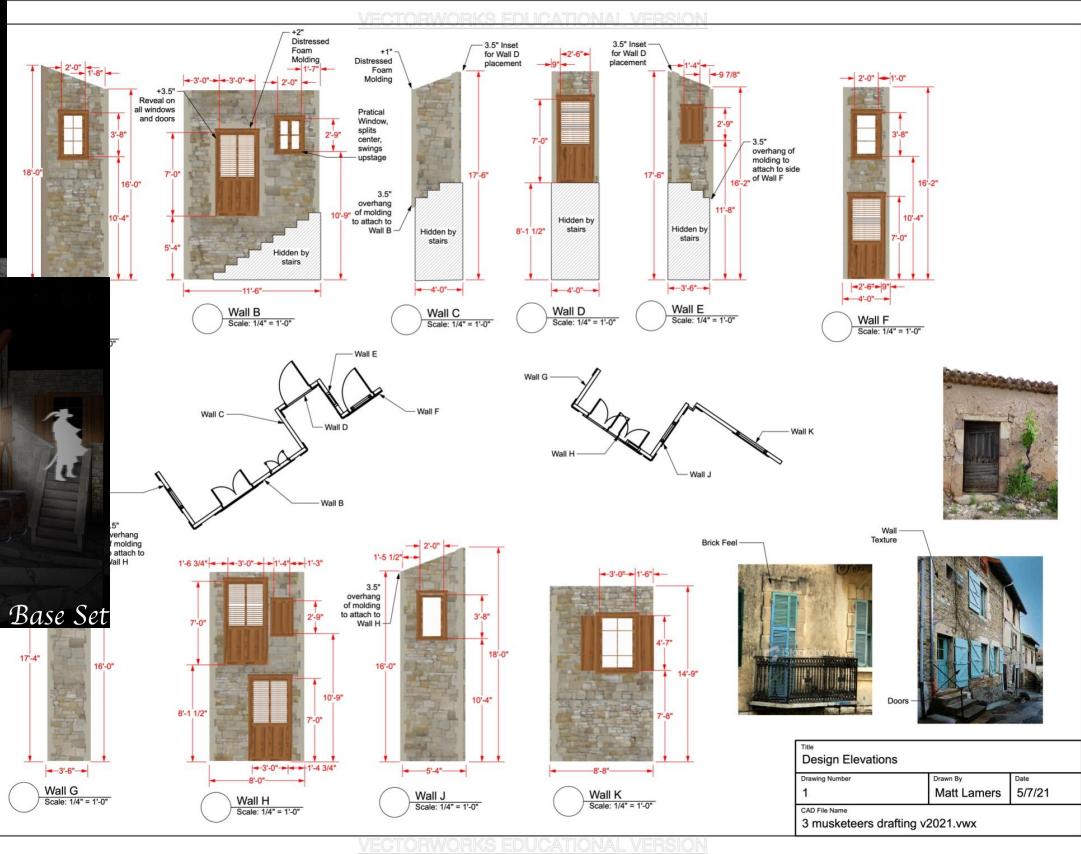


THREE MUSKETEERS

Directed by William Payne
Des. Matthew Lamers

Base Set

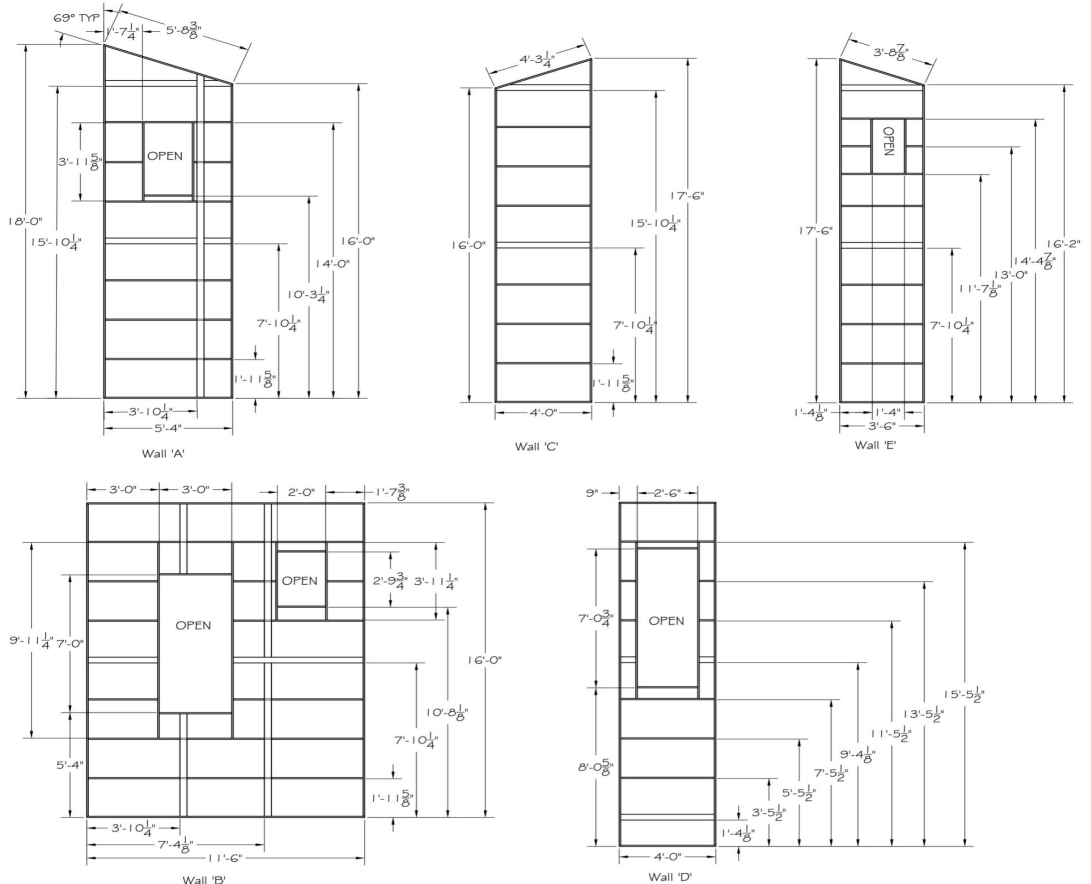
This project was a practice for 3D modeling in Vectorworks. The professor and designer gave me the original ground plan and photos of the set to help create the model. After creating the model, we created design elevations and a quick rendering.



Three Musketeers

Unrealized Class Project

The second part of the project was specialized for each student. Since I was studying to be a technical director, I was assigned to create draftings of all of the walls in the set. The draftings to the right is a sample of the overall collection.



YOU'RE A GOOD MAN

CHARLIE BROWN

Assistant Technical Director
Stillwater Community Theatre

Director: Grif Sadow

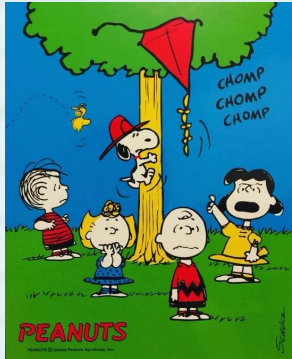
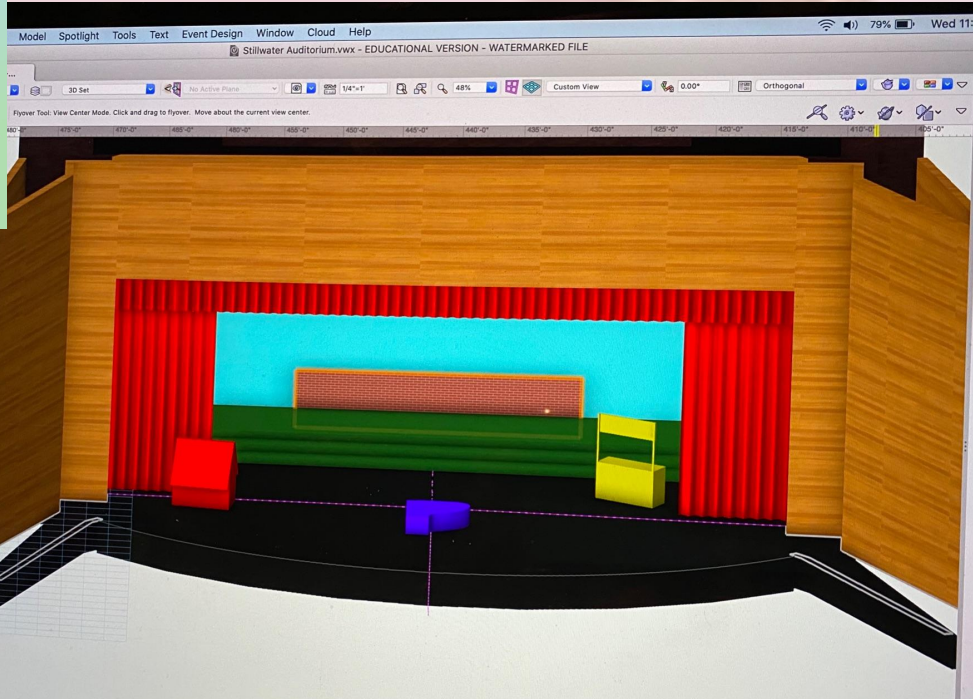
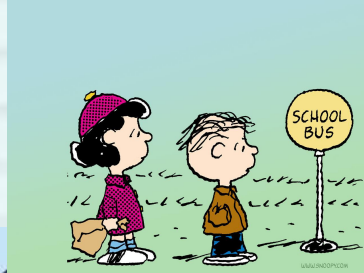
Scenic Designer: Brian McTier, Matthew Lamers

Lighting Designer: Brian McTier

Costume Designer: Grif Sadow

Technical Director: Brian McTier

Assistant Technical Director: Matthew Lamers



In this production I served as both ATD and co-scenic designer. Above is research imagery for the set and to the left is a preliminary 3D scenic model.

YOU'RE A GOOD MAN

CHARLIE BROWN

Assistant Technical Director
Stillwater Community Theatre



Time was not on our side for this production. With this constraint, we designed the set as we built it. We were able to source some smaller pieces from another community theatre. Other pieces were created to help the actors feel child sized in their "world."



Photo by Brian McTier

FIREPLACE BUILD

Commission Work



I was commissioned to create a moving fireplace for an escape room in Duluth, MN. The company wanted me to create the structure of the fireplace and they would add the stone work afterwards. They also wanted the fireplace to look like people would need to crawl through the fireplace instead of being able to move it. I also helped create the locking system that kept the fireplace from moving.

Stupid F***ing Bird

Properties Coordinator
University of Minnesota, Duluth

Director: Lauren Roth
Scenic Designer: Elyssa Munch
Lighting Designer: Sam Brown
Costume Designer: Jeannie Hurley
Technical Director: Scott Boyle
Properties Coordinator: Matthew Lamers

Item	Location	Cost	Qty	Cost Per Items	Online Purchase Link
Life Savers Hard Candy	Walmart	\$2.50	1	\$2.50	
Freshness Gauranteed Mini Pecan Pie 4 in	Walmart	\$1.00	14	\$14.00	
Great Value Roasted and Salted Pecans	Walmart	\$5	1	\$5	
Bananas	Walmart	\$0.15	15	\$2.25	
Raspberries, 12oz	Walmart	\$6	5	\$30	
Great Value Creamy Peanut Butter, 18oz	Walmart	\$2	1	\$2	
Great Value Powdered Sugar	Walmart	\$2	2	\$4	
Bag of Apples	Walmart	\$5	2	\$10	
Bag of Oranges, 5lbs	Walmart	\$8	1	\$8	
Fake Seagull	Amazon	\$27	1	\$27	https://www.amazon.com/gp/product/B000000000
3x5 Sticky Notes	Amazon	\$14.50	1	\$14.50	https://www.amazon.com/gp/product/B000000000
Hand Shake Blender	Amazon	\$12	1	\$12	https://www.amazon.com/gp/product/B000000000
GoodCook PROfreshionals Fruit and Veggie Swivel Peeler, Red	Walmart	\$4	1	\$4	
Plastic Lettters for Birthday Headband	Amazon	\$21	1	\$21	https://www.amazon.com/gp/product/B000000000
33.8 fl oz Vita Coconut Water	Walmart	\$4.50	2	\$9.00	
Total Cost				\$165.25	
FAKE CAKE					
Light Weight Spackle (White)					
Apple Barrel Multi-surface Craft Paint, Milk Chocolate, 2 fl oz					
Floral Foam 1" x 9.8"	Walmart	\$4.50	2	\$9.00	

A budget sheet containing the list of consumable props and items to create props that needed to be purchased.

<i>SFB Props Bible</i>									
Act/Sc/Pg	Prop	Who	Description	Location	Build/Borrow/Buy/Pull	Status	Notes		
1.1.12	"Stuff for his play"	Con			Pull		What will this look like? Talk with Elyssa		
1.2.13	Change of clothes and/or makeup	Nina			Pull				
1.3.15	5 Chairs	Set Dressing			Pull/Borrow/Buy		Folding Chairs? Wooden Chairs? Might not need chairs bas if needed?		
1.4.17	Stuff to "run" show	Con			Pull		Eaten on stage by Sorn		
1.6.23	Tropical Fruit Lifesavers/Single "white" lifesaver	Sorn			Buy		Ripped to shreds (Consumable)		
1.7.24	Script	Con			Build		Do we want? WE WANT		
1.7.26	Picture of Chekov	Set Dressing			Build		Plates and such if eaten on stage?		
1.9.31	Pie (Pecan?)	Con and Dev					Says "Meet me. Noon 30. The Place. Con."		
1.12.35	Bloody Bird-Filled Sack	Con	With feet sticking out if not bloody feather/wing		Build		Legs sticking out?		
Act 2 (Kitchen)	Kitchen setup depending on scenic design	Set Dressing			Pull		Need to meet with Elyssa		
2.15.42	Glasses with drink	Trig and Mash			Pull/Build				
2.15.42	Ukulele	Mash			Pull/Borrow/Buy				
2.15.44	Pencil and Paper	Trig			Pull				
2.15.45	Bag of Pecans	Dev			Build/Buy				
2.16.46	Blender	Con			Pull/Borrow/Buy		Will need to purchase working blender if used onstage		
2.16.46	Fruit/"Protein Powder"	Con			Buy		Depends on Smoothie Recipe/Actor's Dietary Restrictions		
2.16.46	Frozen Coconut Water Cubes	Con			Buy		Depends on Smoothie Recipe/Actor's Dietary Restrictions		
2.18.50	Glass	Sorn			Pull				
2.18.50	Ingredients for cocktail	Sorn			Buy		Actor's allergies?		
2.18.51	Radio	Set Dressing			Pull		Scenic Design?		
2.19.51	Apple	Trig			Buy				
2.19.51	Couch	Set Dressing			Pull				
3.23.59	Decorations for Party	Set Dressing			Pull/Build/Borrow/Buy		Talk to Elyssa		
3.23.59	Drink (not a craft beer, PBR or Coors)	Con			Pull				
3.23.59	Bass/Glockenspiel/Uke	Dev			Pull/Borrow/Buy		Instrument based on actor casted		
3.25.69	Birthday Cake	Mash	Fake		Pull/Make/Borrow/Buy				
3.29.77	Gun	Con			Pull				

The props bible for the show. This document helps track props when they appear on stage, who is using the prop, whether I have to build, borrow, buy, or pull the prop and some notes pertaining to each item.

Stupid F***ing Bird

Properties Coordinator
University of Minnesota, Duluth

To adapt the counter, we had to remove four inches from the height, add a new place to attach casters, and attach a handle bar. After removing the plywood that covered the bottom shelf, I removed the excess metal from the frame of the island and welded it back together. I then created a notch in the frame of the island so the casters had somewhere to attach to.

Photo by Alexander Messenger

The completed
kitchen island.

The original counter with the
inspiration image for the final product
above it.



Stupid F***ing Bird

Properties Coordinator
University of Minnesota, Duluth



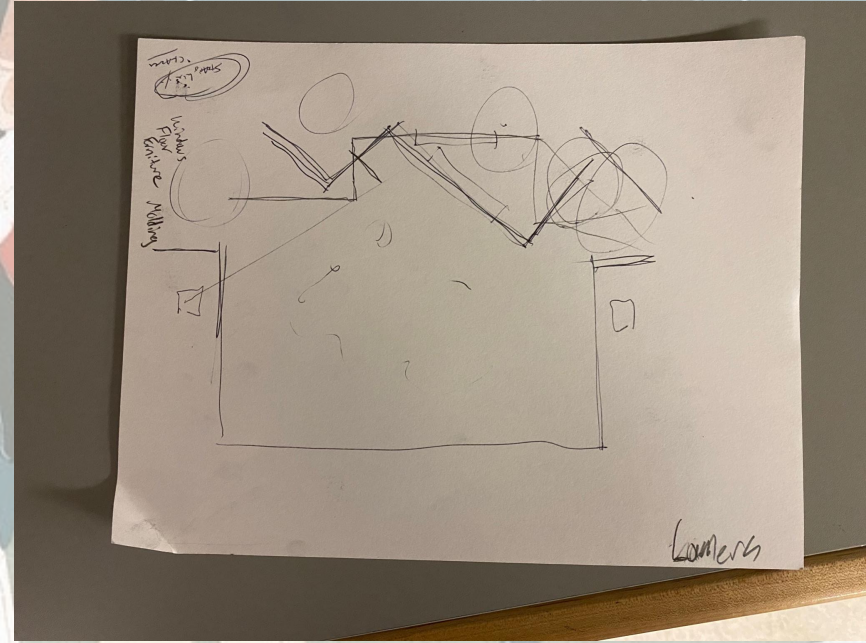
Photo by Alexander Messenger



Although most of the food is eaten, there are some instances where it is not. The cake that Mash brings on for Sorn in Act 3 is one example. To make the cake, I glued two pieces of circular floral foam together. Then, I mixed brown paint with normal joint compound and spread it on the foam like frosting. Then I decorated the cake.

Strangest Kind of Romance

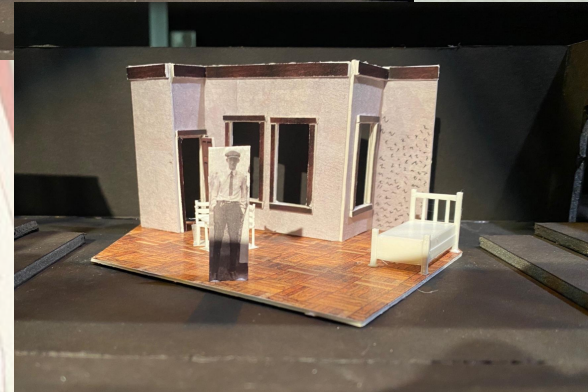
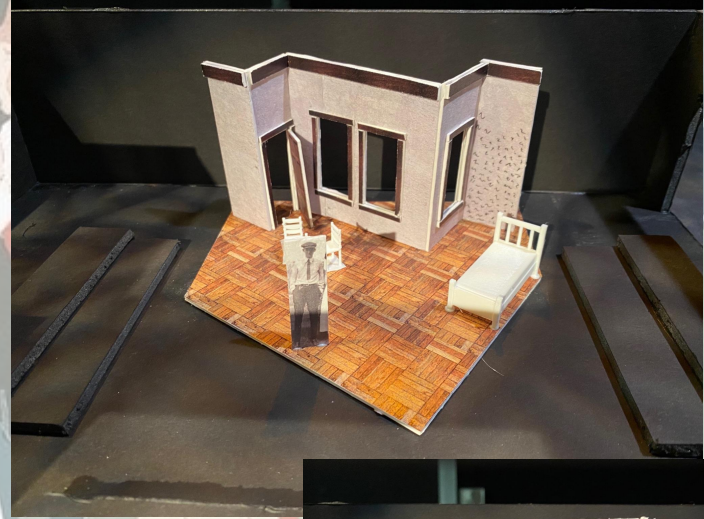
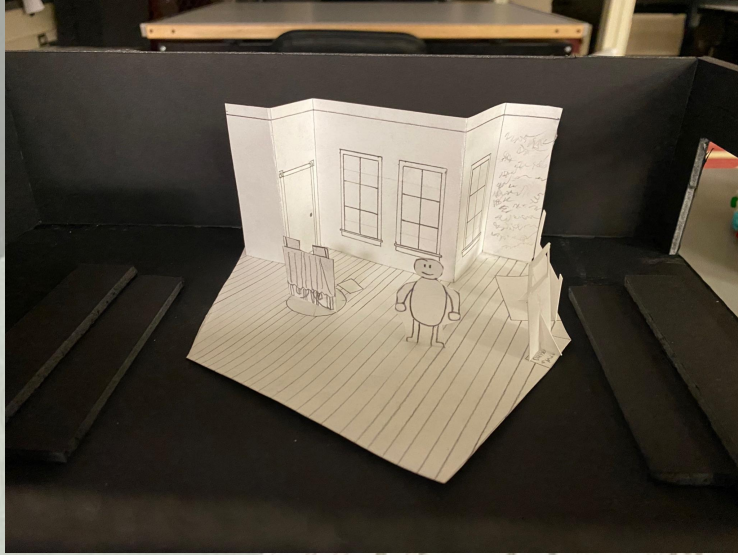
Unrealized Class Project



This project was a practice in scenic design work going from research imagery to 3D model. The concept I created was a neutral apartment for the show, *Strangest Kind of Romance*. After finding research imagery, I sketched a simple ground plan.

Strangest Kind of Romance

Unrealized Class Project

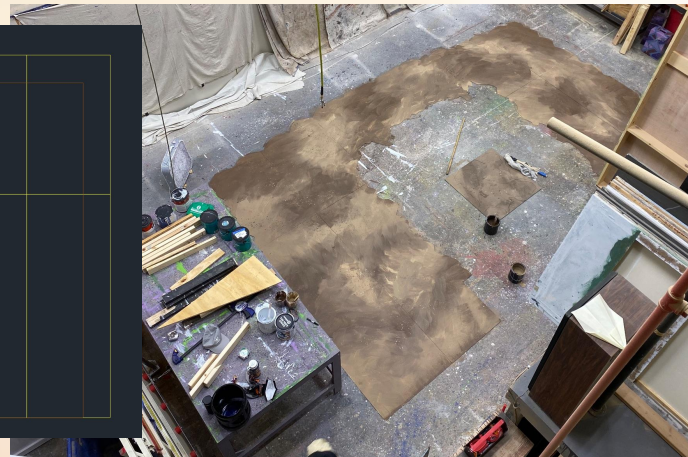
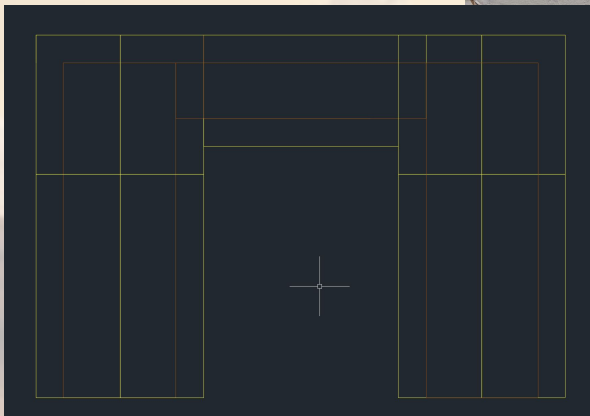


After creating the ground plan, I created a scaled white paper model to fit the black box theatre on campus. Afterwards, I sourced textures and created a color 3D model.

FIREBRINGER

Technical Director
Stage 2 Theatre Company

Director: Naomi Brecht
Scenic Designer: Andrew Norfolk, Maren Friemann
Lighting Designer: Andrew Norfolk
Costume Designer: Mikela Anderson, Rianna Ryan
Technical Director: Matthew Lamers

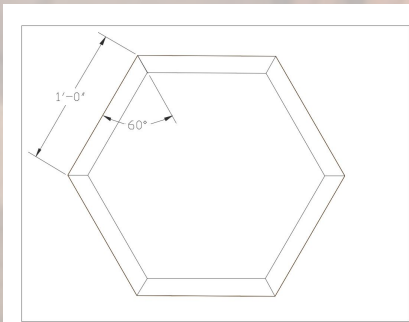
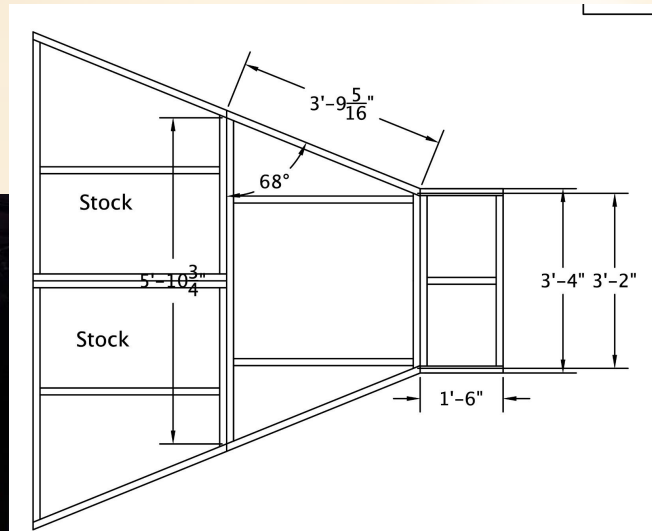
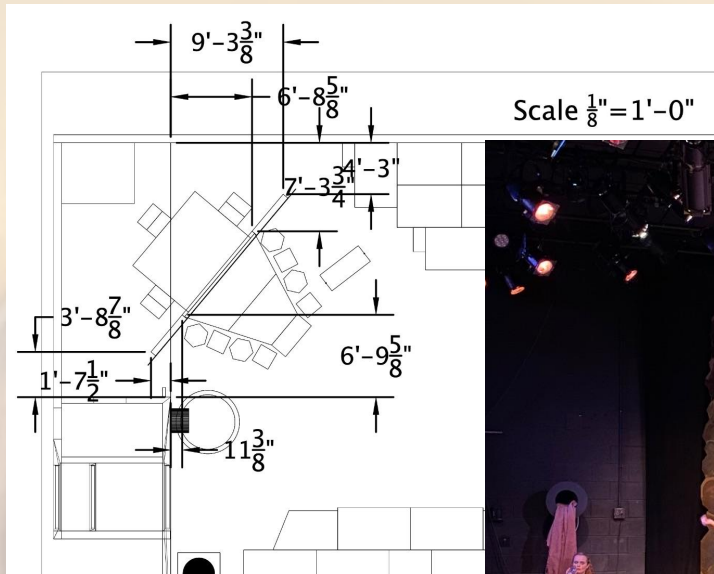


With limited time in the Dudley Theatre due to UMD's production of *Flying Solo*, the set had to be built in pieces so that it could be stored out of the way and assembled in a quick fashion so actors could get in the space as fast as possible. The proscenium (pictured above) was made in 9 sections that were then attached to a selection of UMD's stock flats.

Stage 2's production of *Firebringer* was abnormal. With the director's vision of reusing items, normal building techniques could not be used very often. In most cases, items were put next to each other and then assembled to make what is needed. In the picture on the left, these three items are about to be connected to become a tree trunk.

FIREBRINGER

Technical Director
Stage 2 Theatre Company



A collection of construction drawings and an image of the completed set.