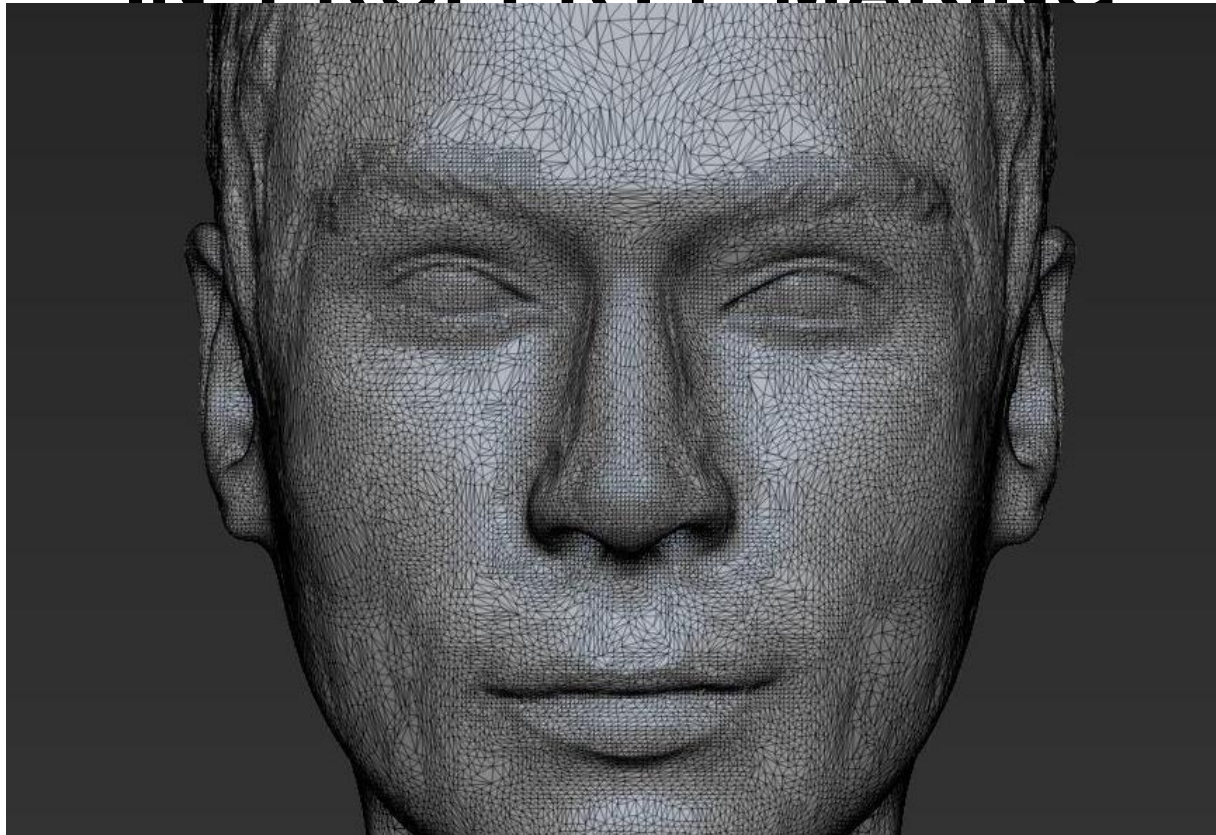


THE APPLICATION OF DIGITAL FABRICATION TOOLS AND

IN PROPERTY MAKING



CONTENTS

1. Property Making : History and Origins

A brief history of prop making

2. Property Making at HKAPA: Traditional and Modern Practices

How digital fabrication can enhance traditional practices

3. Prop Making : An Academic Subject

Practitioners and Academics, and the need for both in the emerging technologies





Adam Bain

SENIOR LECTURER - PROPERTY MAKING
(THEATRE DESIGN)

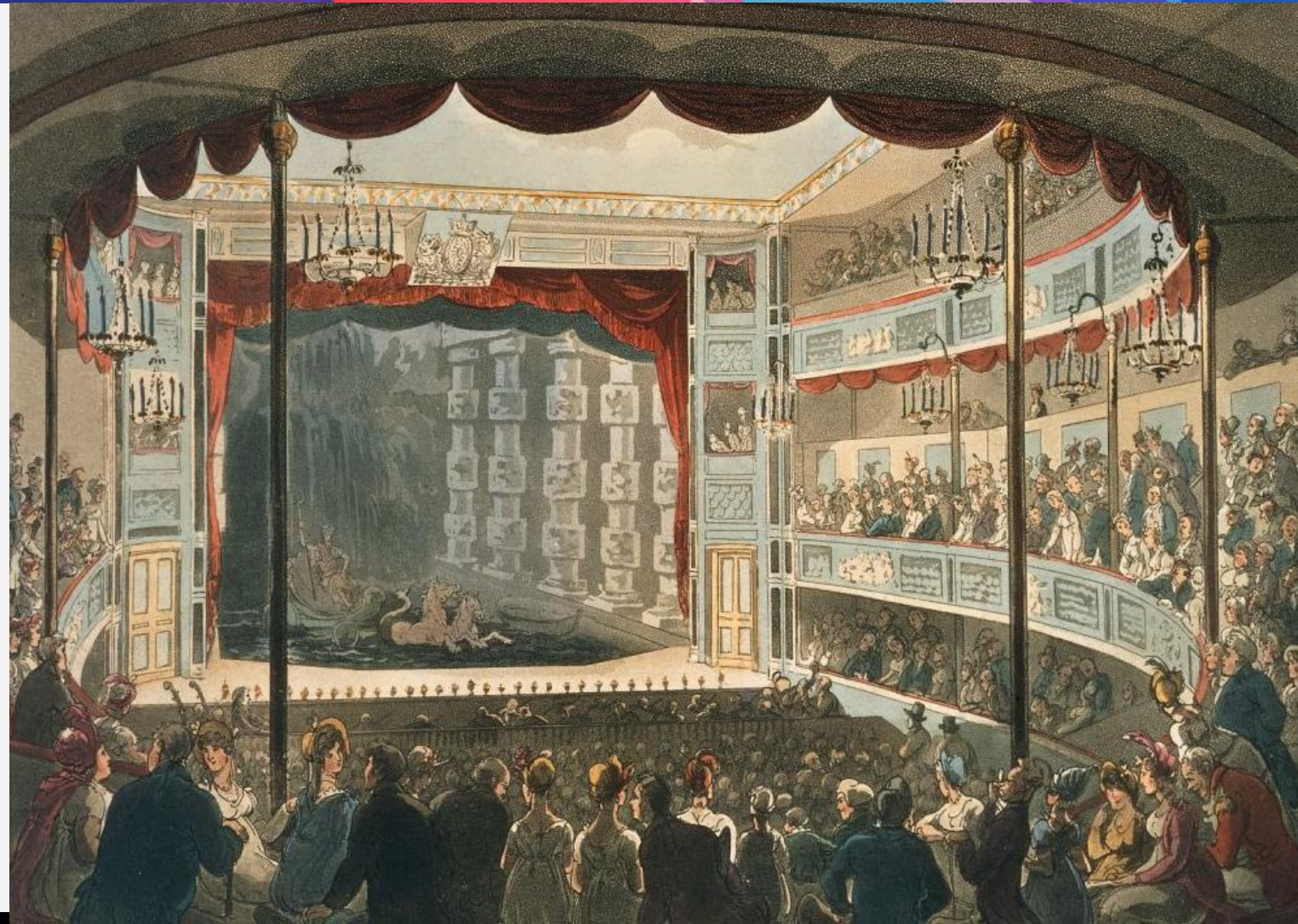
Prop maker for
Theatre, Film and Television

- Molding
- Casting
- Sculpting
- Carpentry
- Metallurgy
- Upholstery
- Furniture Making
- Replication

HISTORY AND ORIGINS

19th Century Theatre

The rise of melodramas, operas, and ballets in the 19th century led to a demand for more elaborate and visually striking props. The use of new materials like papier-mâché and plaster, along with advancements in stage machinery, allowed prop makers to create more intricate and realistic pieces than ever before.



HISTORY AND ORIGINS

20th Century Film

The advent of cinema in the early 20th century brought a new dimension to prop making, as filmmakers required props that could withstand the scrutiny of close-up shots. Prop making studios began to emerge, employing skilled craftsmen who specialized in various areas, such as woodworking, metalworking, sculpting, and painting.



HISTORY AND ORIGINS

21st Century Prop Making:

Today, prop making has evolved to incorporate a mix of traditional techniques and cutting-edge technology, such as computer-aided design (CAD), 3D printing, and advanced materials. Props can range from simple everyday items to highly complex animatronics, prosthetics, and special effects, depending on the requirements of the client.

Prop makers are integral to theatre, film, television, theme parks, character/concept development for animation, themed events, and window displays.



SUMMARY

- Industry Growth
- Emerging Technologies
- Need for Specialists
- Traditional Practices Remain

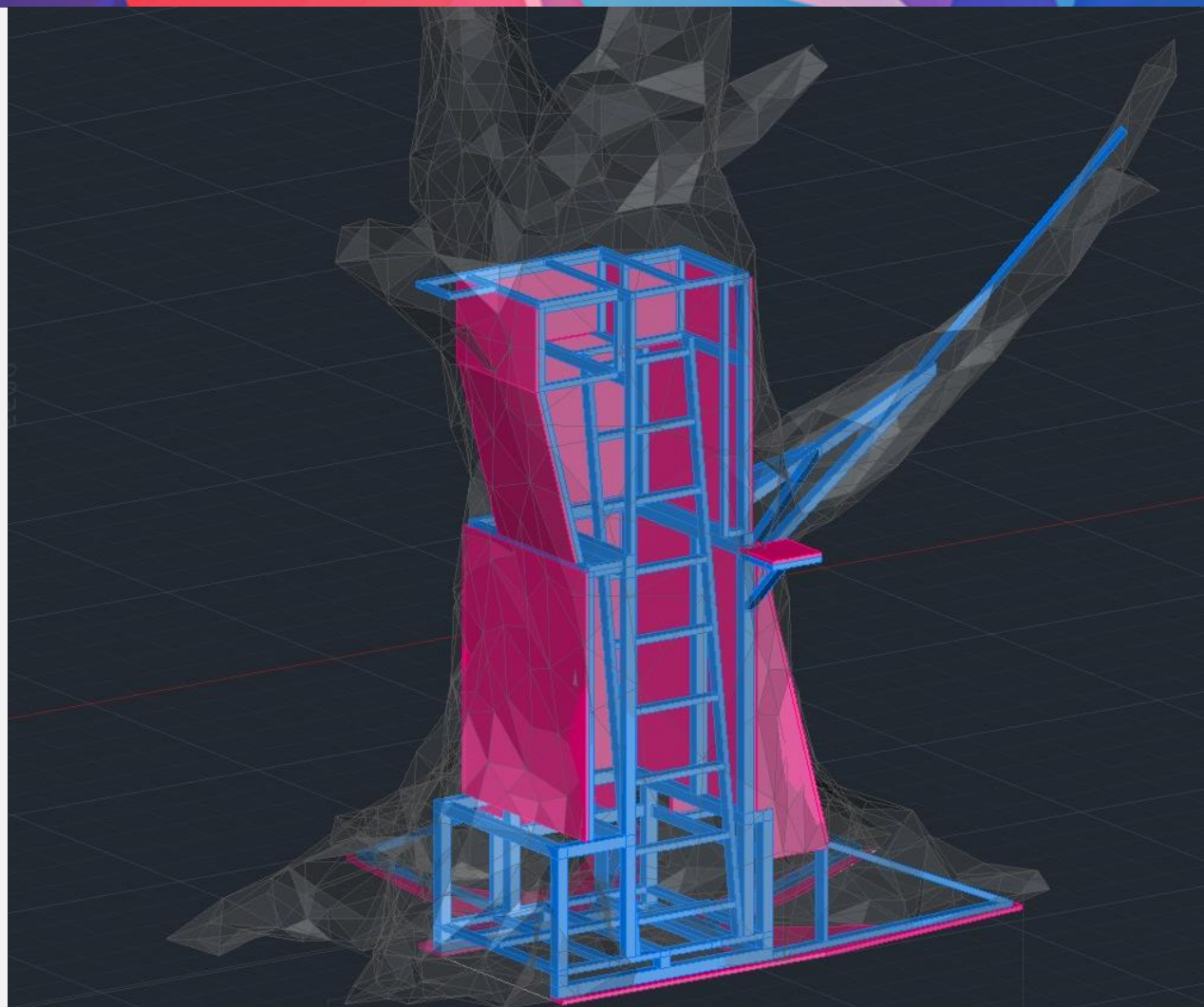
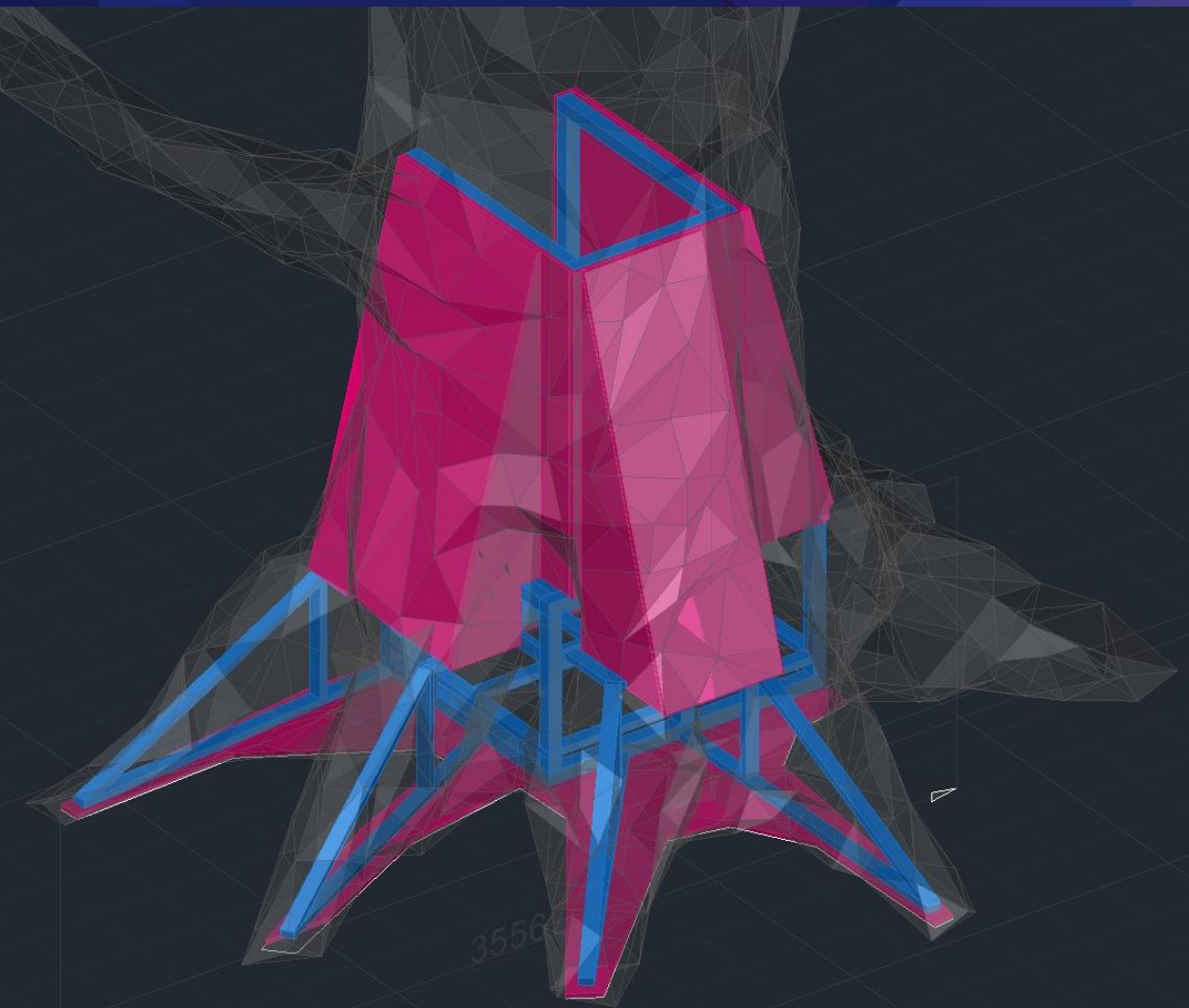
TRADITIONAL AND MODERN PRACTICES



TRADITIONAL AND MODERN PRACTICES

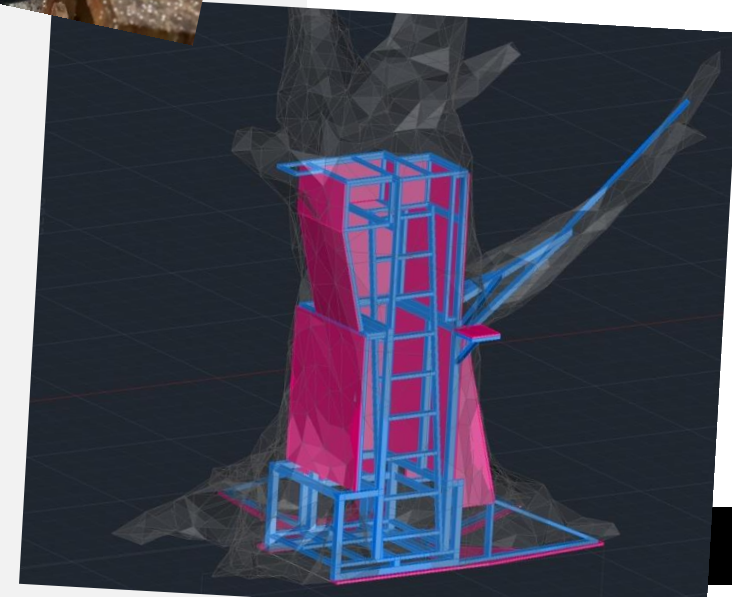
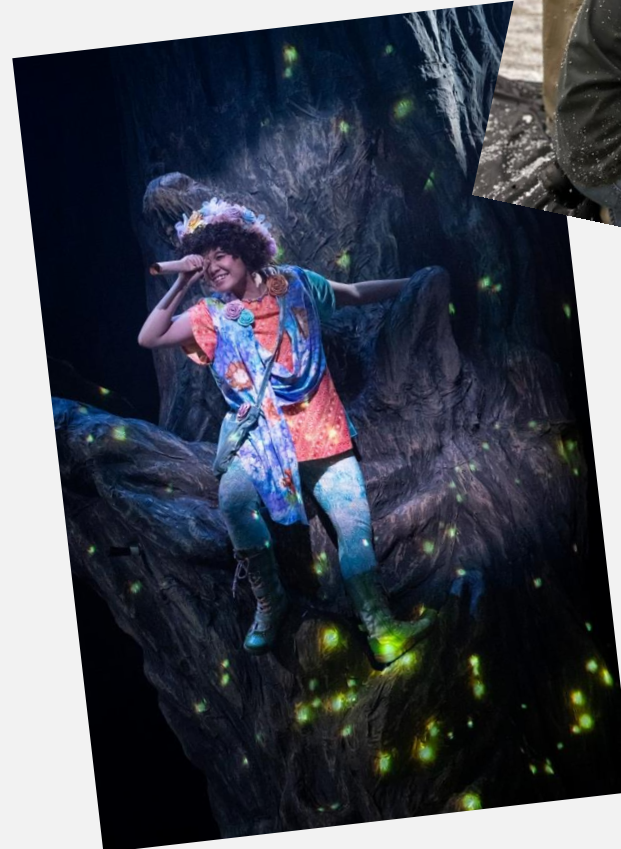


TRADITIONAL AND MODERN PRACTICES



SUMMARY

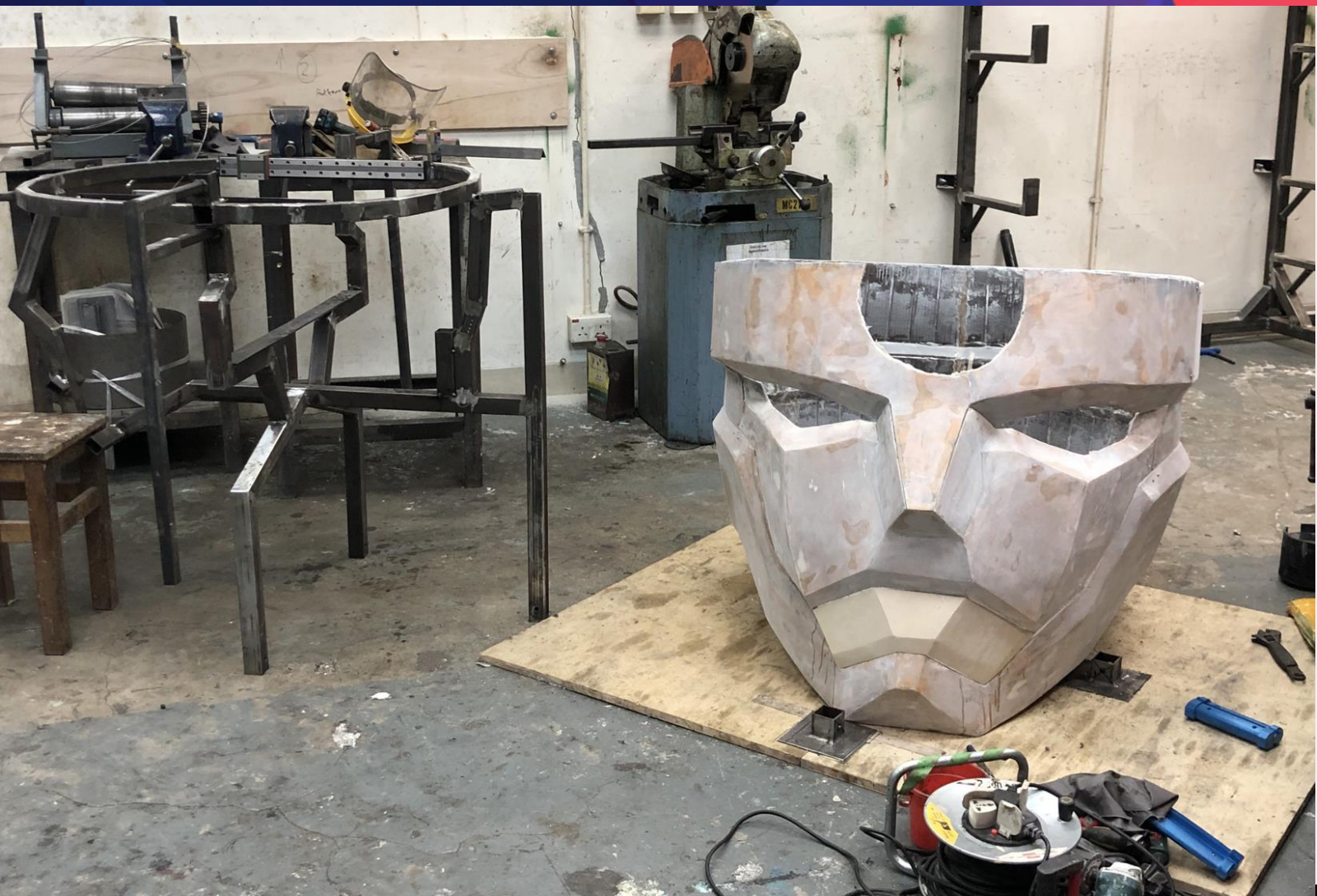
- Economy of Materials
- Rapid Production
- Fun without Fear



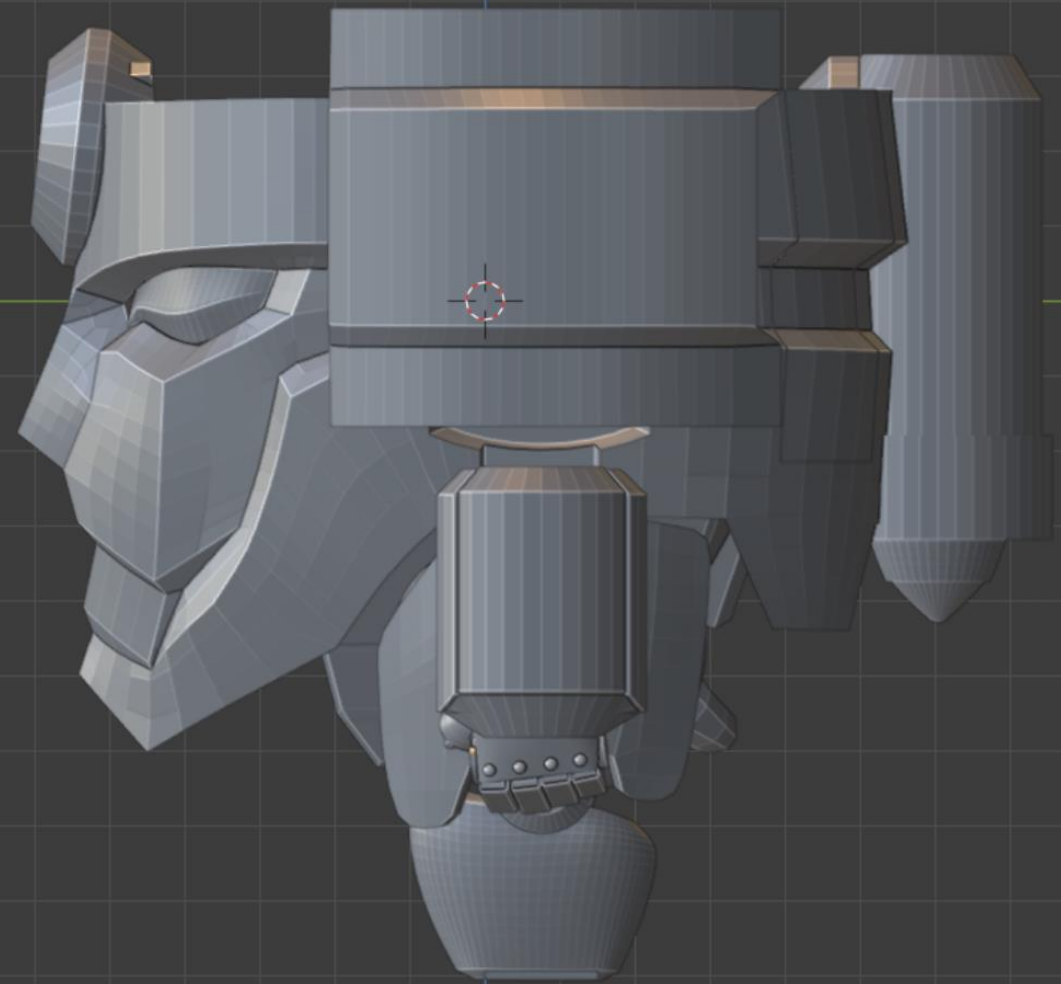
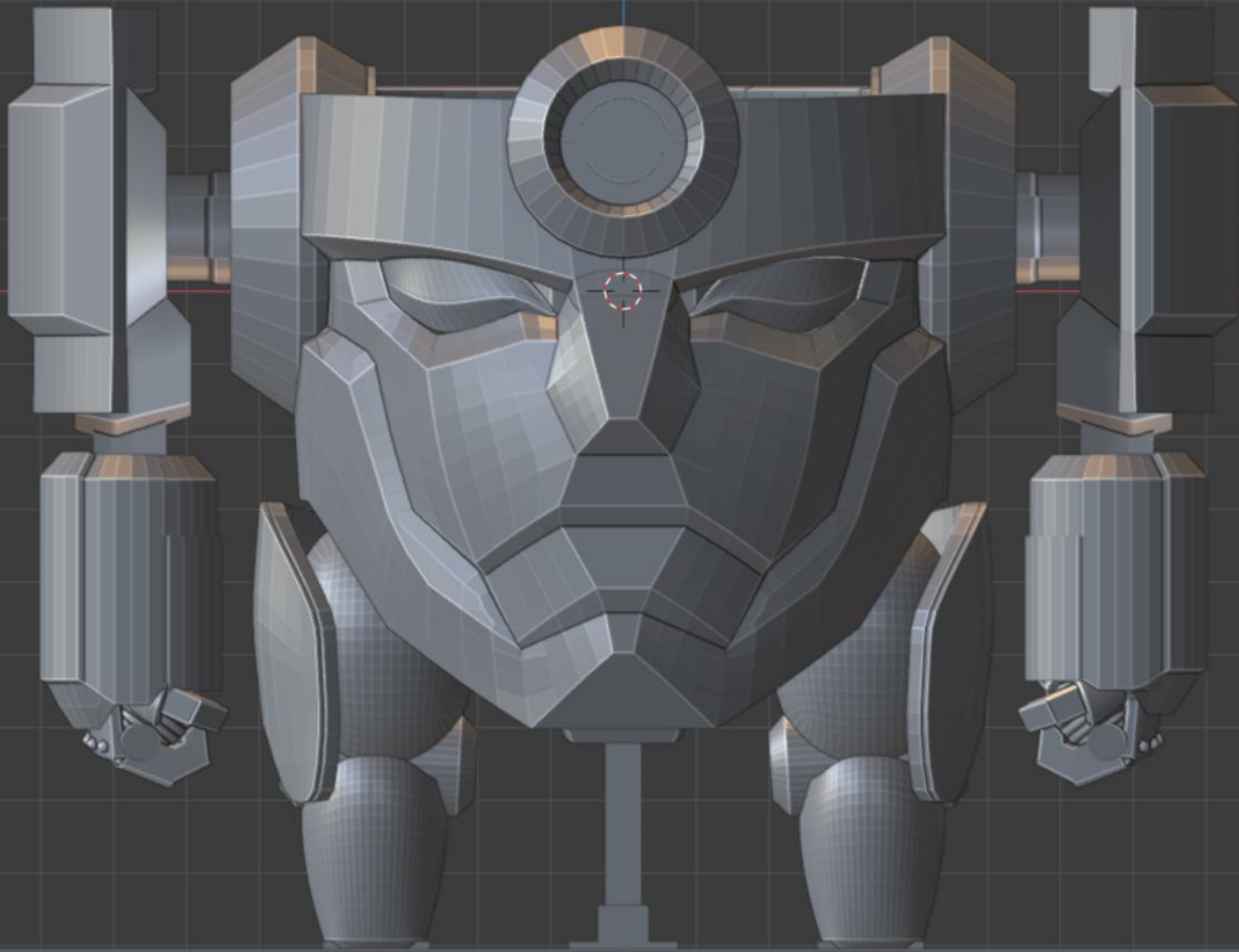
TRADITIONAL AND MODERN PRACTICES



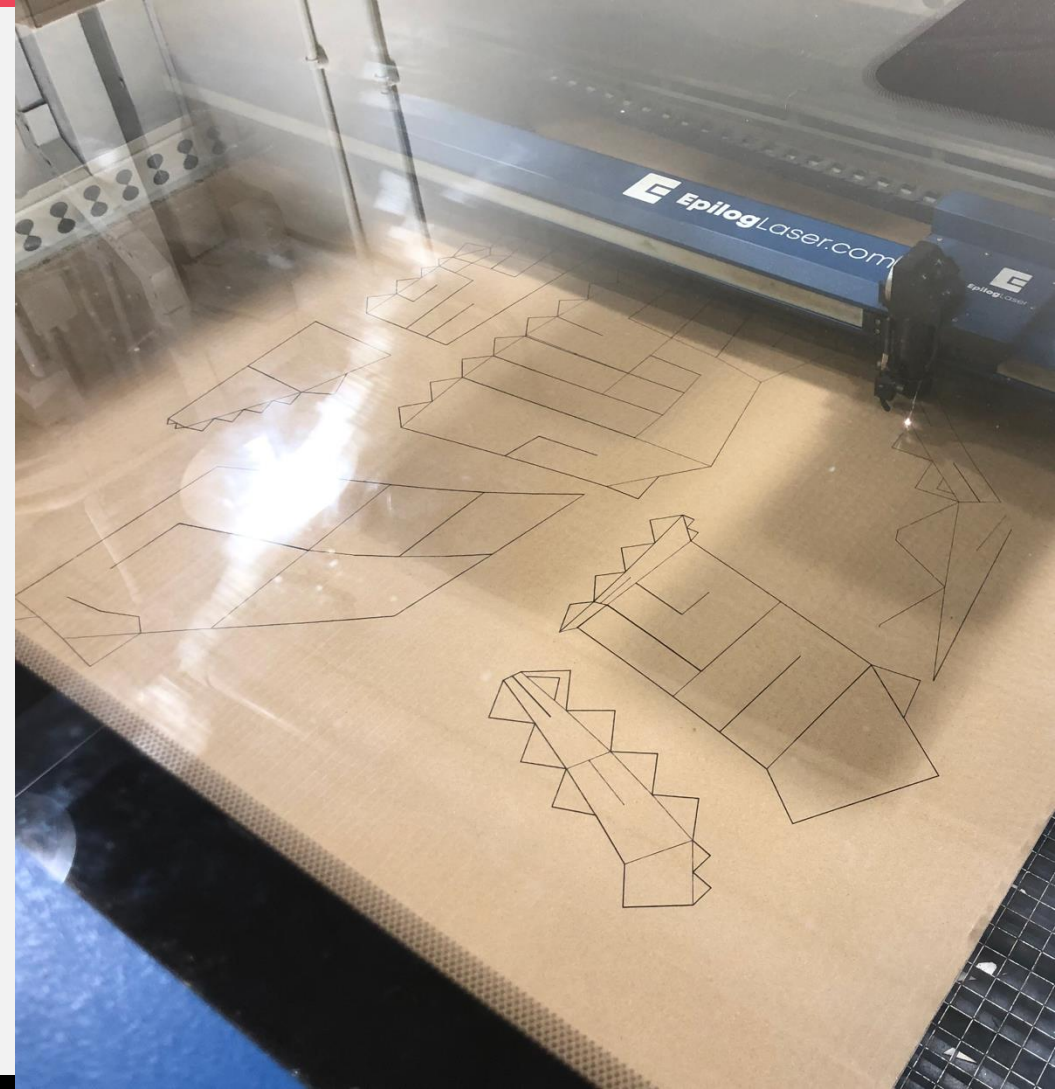
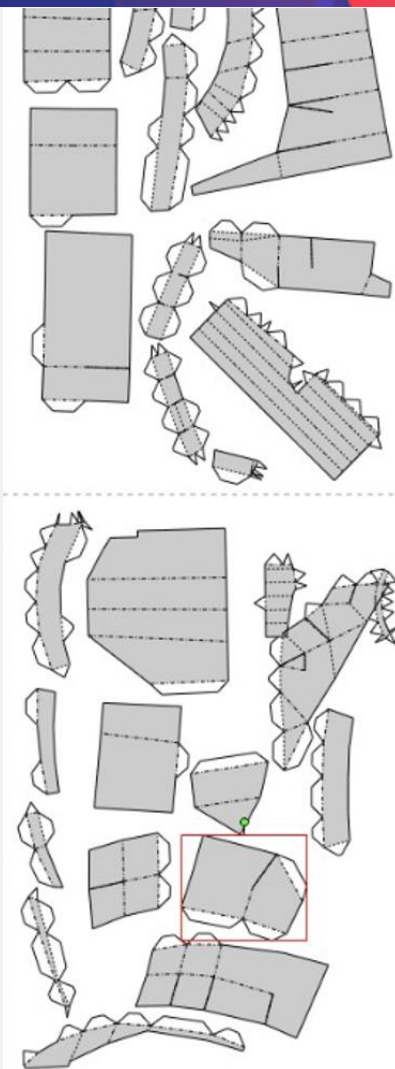
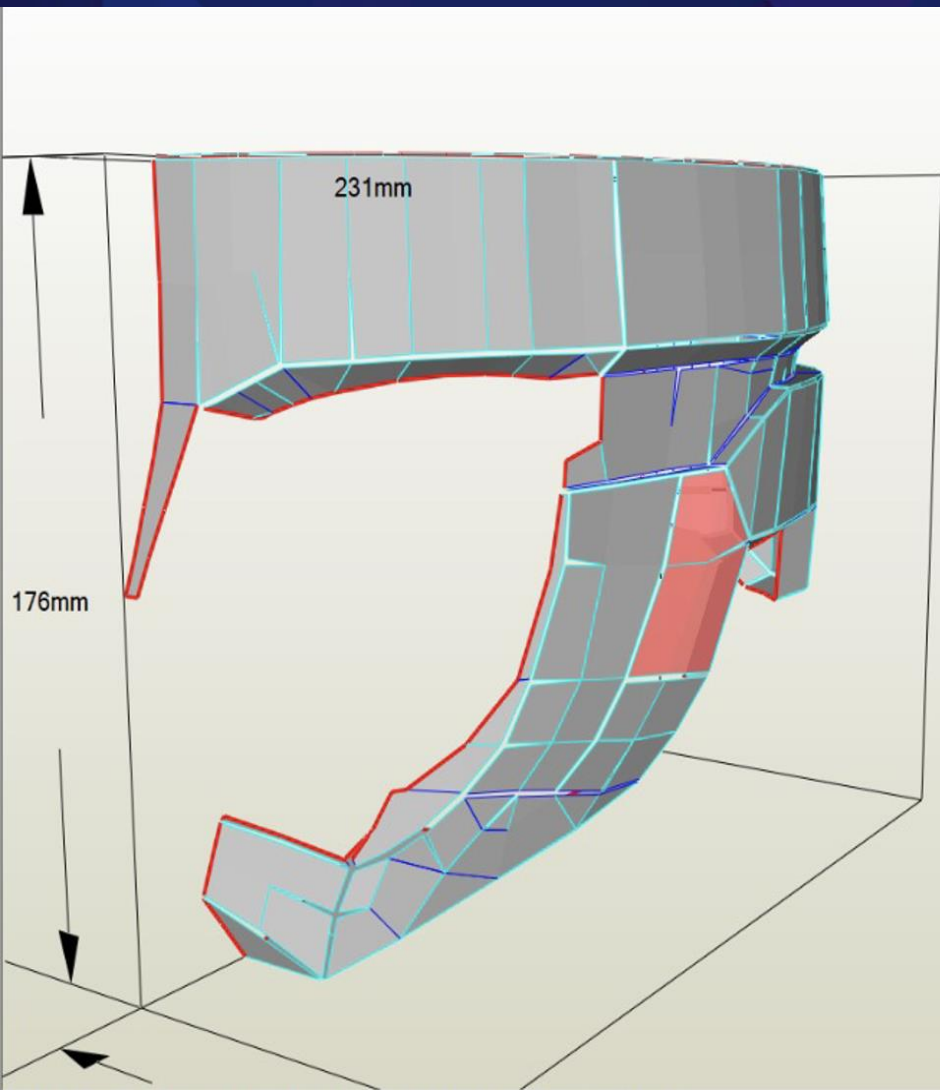
TRADITIONAL AND MODERN PRACTICES



TRADITIONAL AND MODERN PRACTICES

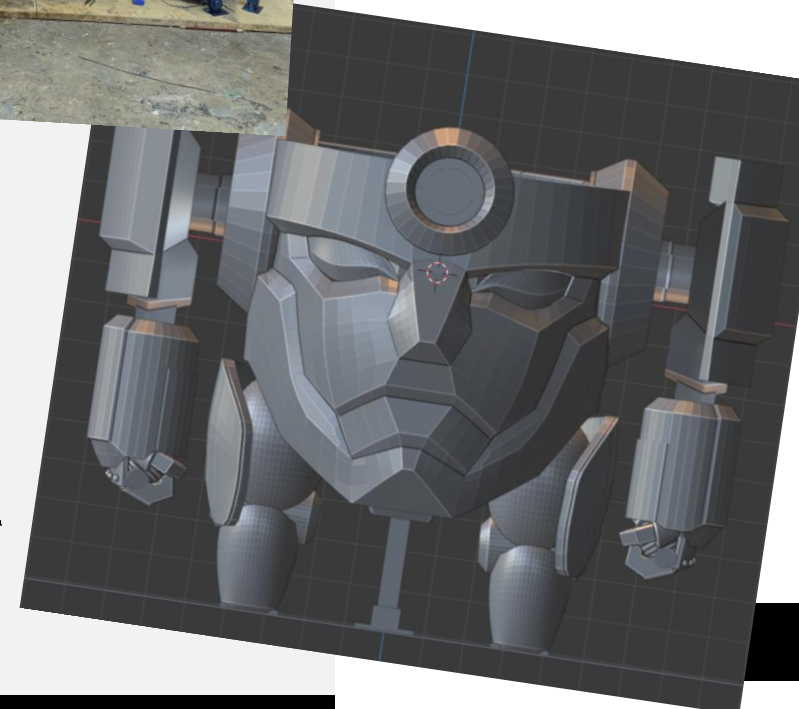


TRADITIONAL AND MODERN PRACTICES



SUMMARY

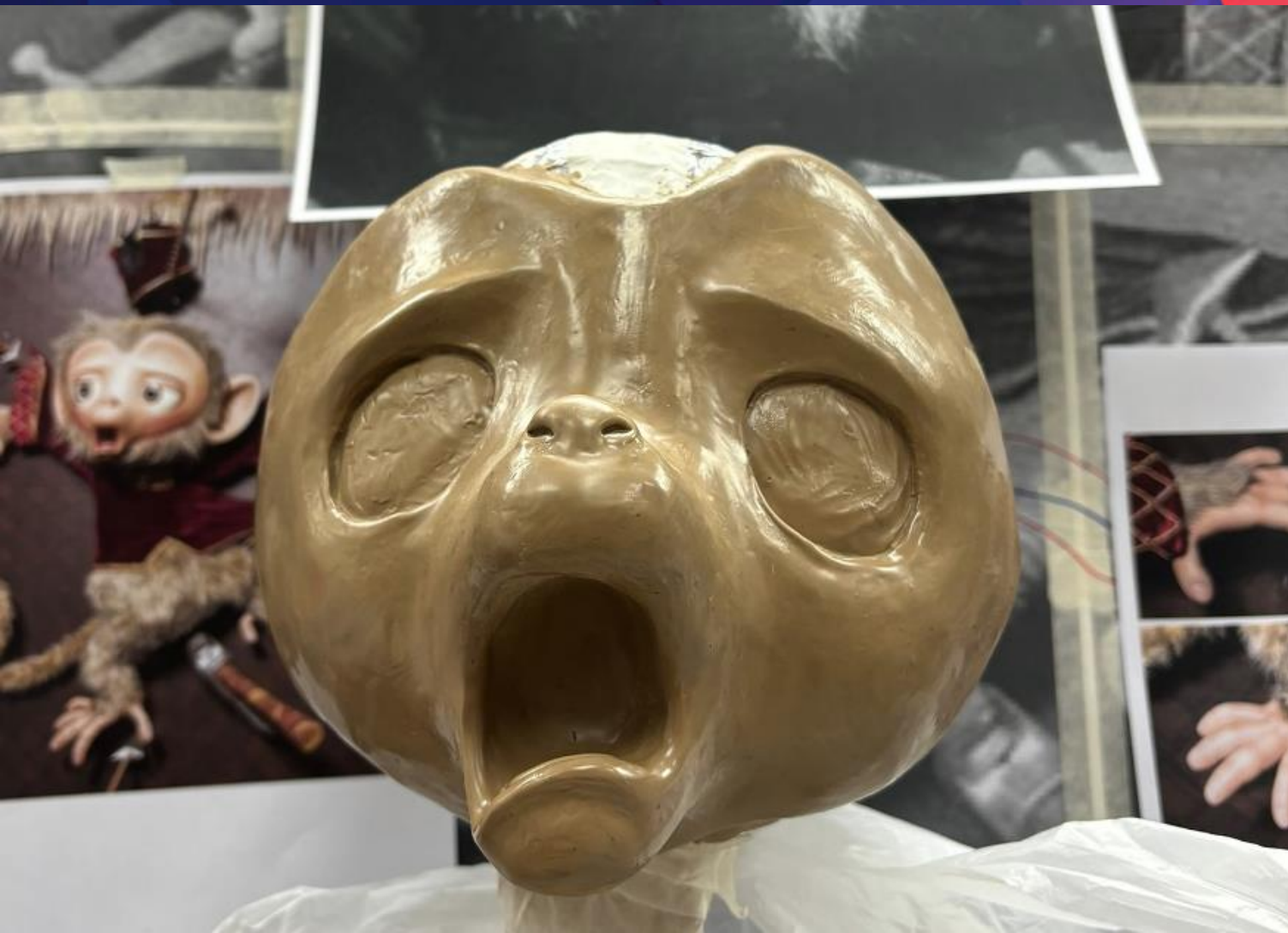
- Complexity of Design
- Time for Investigation
- Variety of Software



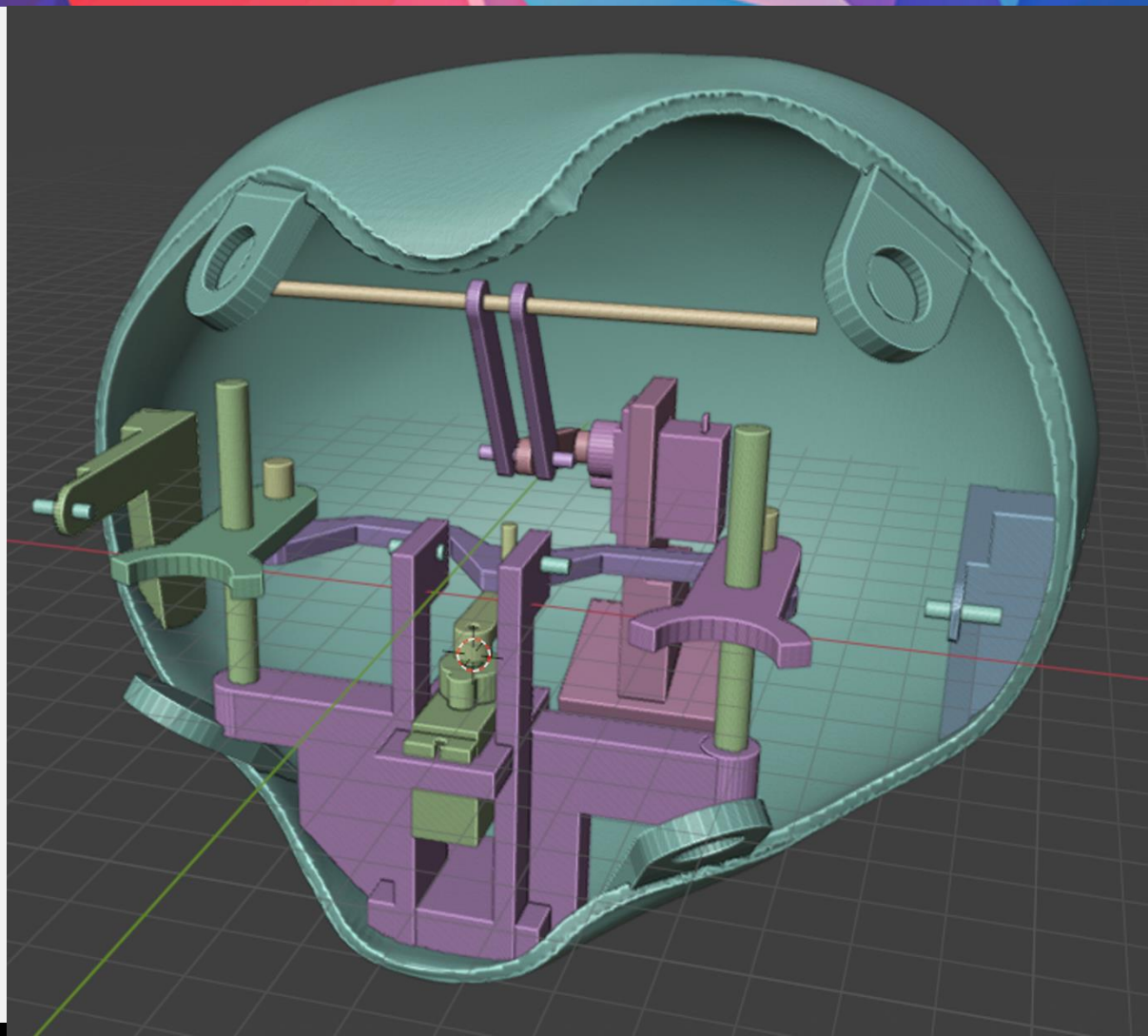
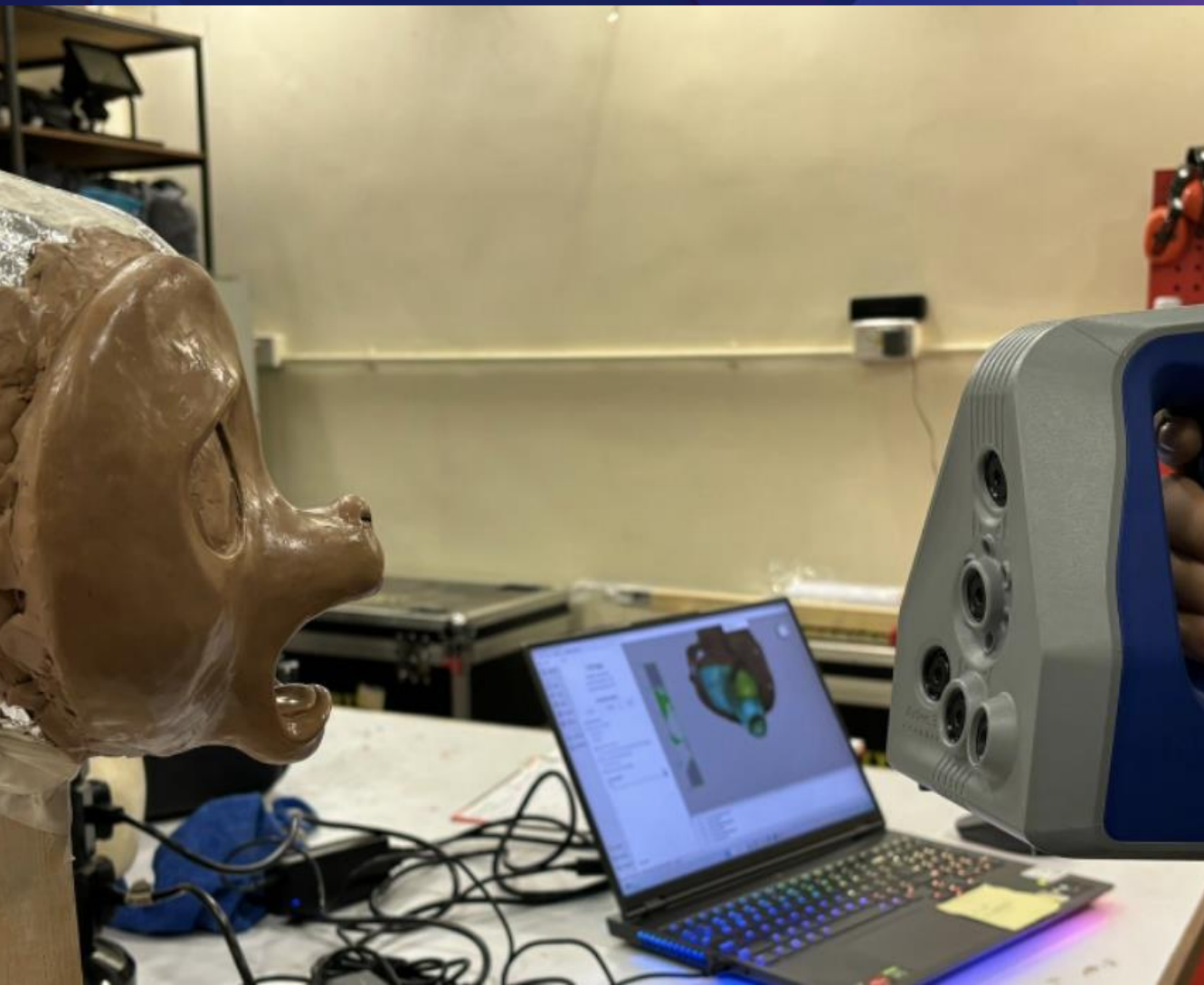
TRADITIONAL AND MODERN PRACTICES



TRADITIONAL AND MODERN PRACTICES

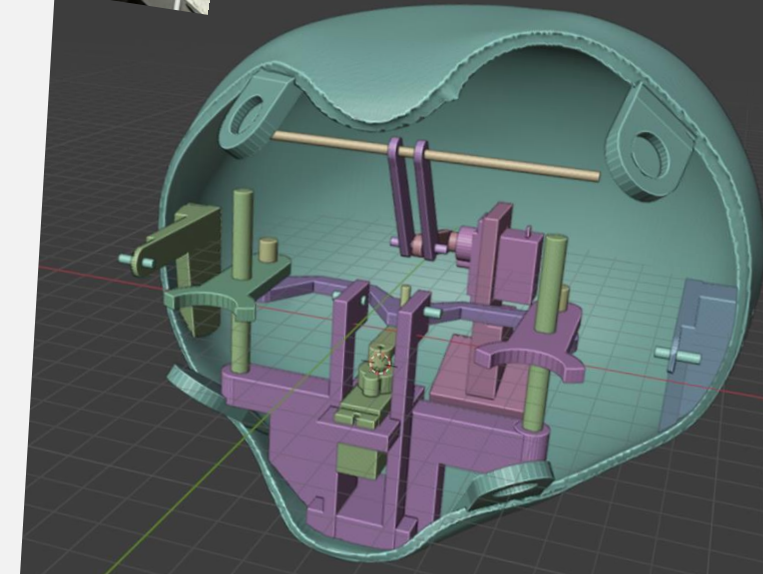


TRADITIONAL AND MODERN PRACTICES



SUMMARY

- Emulating Industry Standards
- Culmination of Specialist Skills
- Transition from Study to Work



AN ACADEMIC SUBJECT





AN ACADEMIC SUBJECT

Current Trends:

- 3D Scanning and Printing
- 3D Modelling and Sculpting
- CNC Machining
- Laser Cutting and Engraving
- Programmable Electronics



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- Practical Insight
- Relevance
- Teaching and Lecturing
- Mentoring
- Collaboration
- Internships and Job Placements



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Academics:

- Advancing Knowledge
- Curriculum development
- Innovation
- Research
- Publishing
- Securing Funding
- Presenting and Networking



THANK YOU