BAILEY HEPPLER PORTFOLIO 2023

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About Me:

I am a designer from Spokane, WA with a degree in Scenic Design from North Carolina School of the Arts. I have experience in many different areas including theatrical production, themed entertainment, interior design, tradeshows, product photography and film.

I am incredibly passionate about telling stories and creating shared experiences for people from all different backgrounds to enjoy. I pride myself on communication and fostering healthy team environments where collaboration can thrive.

My different backgrounds give me a unique outlook on design and how best to go about tackling different kinds of projects. Along with how to create the supporting documents to execute them well.

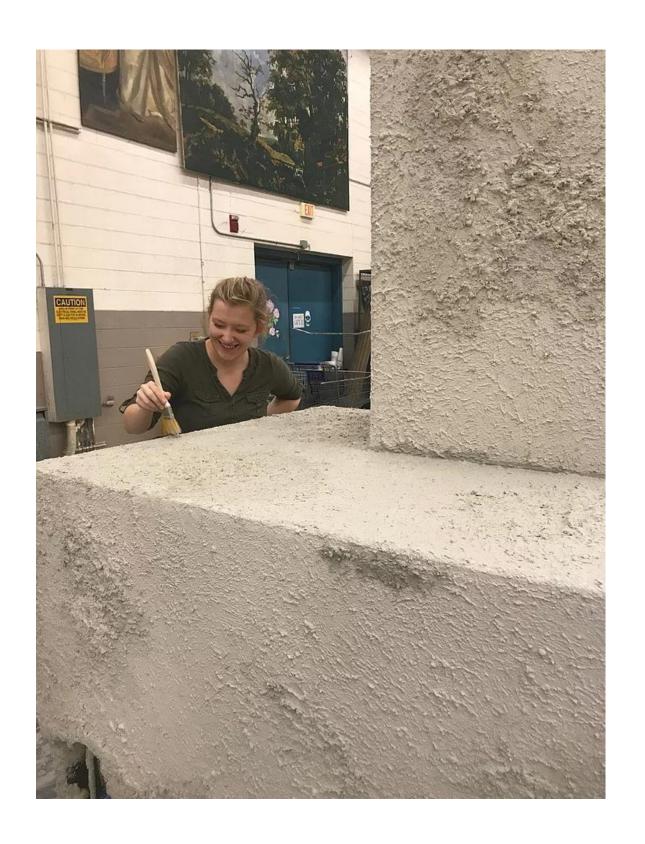
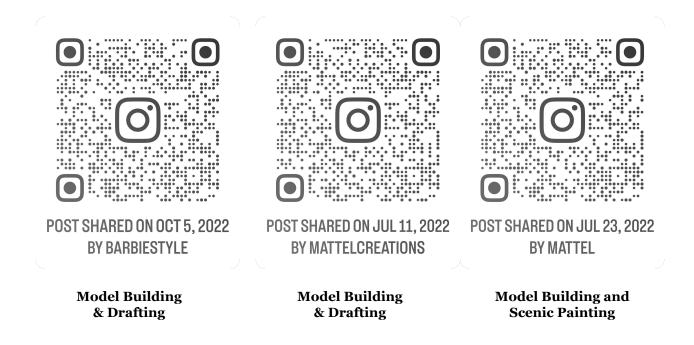


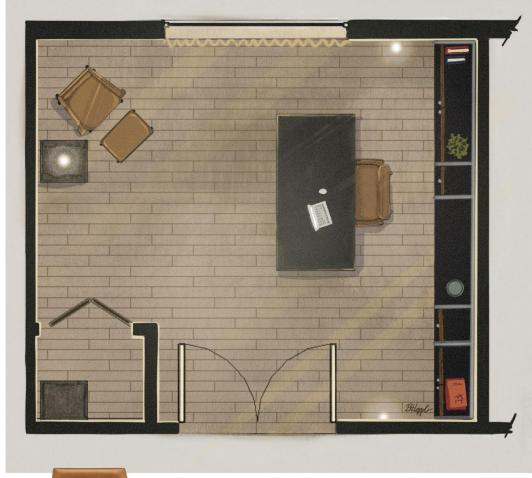
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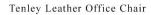
I am currently with Mattel as a scenic designer and model builder, the projects I have worked on include scenic design for TVCs, Galleries, Tradeshows, Stop Motion Videos and more. I have worked on over 20 projects with them in the last year including the ones linked below:



Note: These Projects were created by and for Mattel. These projects are the sole property of Mattel and all rights to these projects are exclusive thereto.







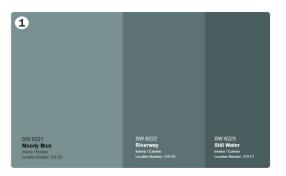


Aiden Leather Chair and Ottoman & Beam Bookcase with Inserts



Copenhagan Desk in Walnut





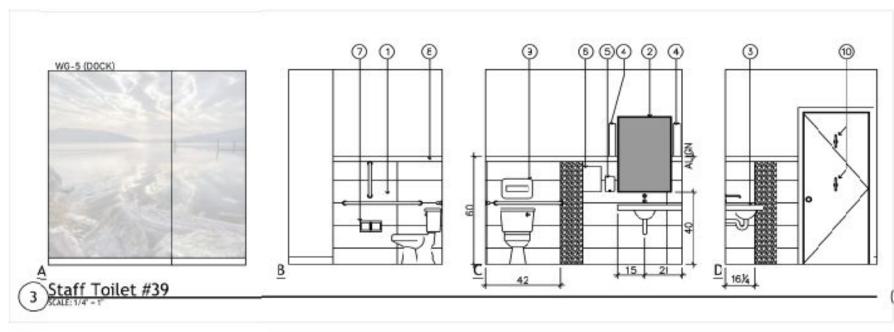


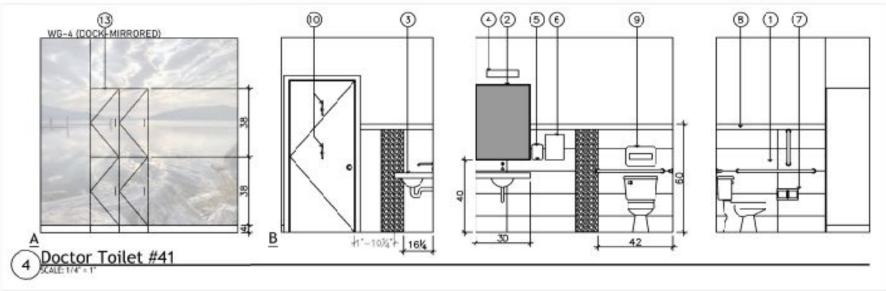












MATERIALS LIST FOR RESTROOMS:

- 8_T-2 Bedrosions Chateau Tobacco 12"x24" tile (DOLCHATOB1224)
- 8.1 T-2 BN Bedrosions Chateau Tobacco 3"x12" tile (DOLCHATOB312BN)
- 8.2 Chapter 6 Reef Glass Pebble Mosaic
- WG2 Waterfall (F065742204) please note that it is to be installed mirrored
- WG4 River Sunset (F054835338)
- WG5 (2) Dock (F071088395) please note that one is installed mirrored and the other is not.







Smith Basement Options

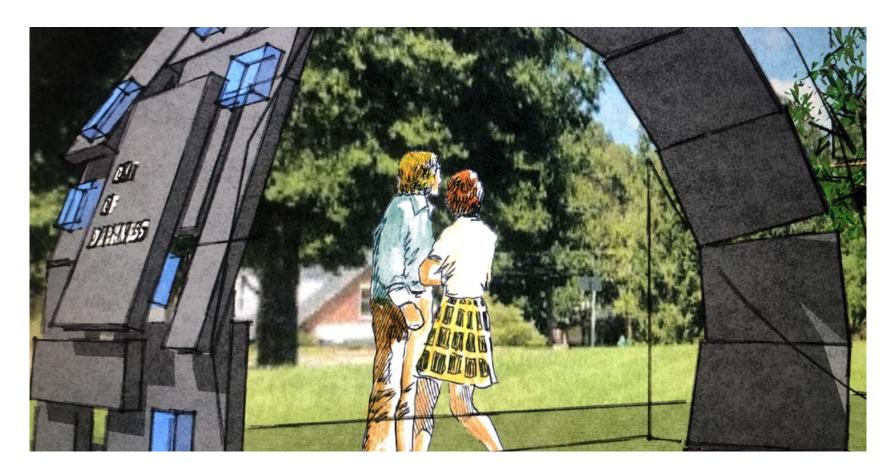
09 14 21





Republic Pi Window Remodel

Sarah McGovern NCIDQ. ASID 811 W. 2nd Avenue Suite 204, Spokane, WA 99201. 509 998-5087 . sarah@milieu.design

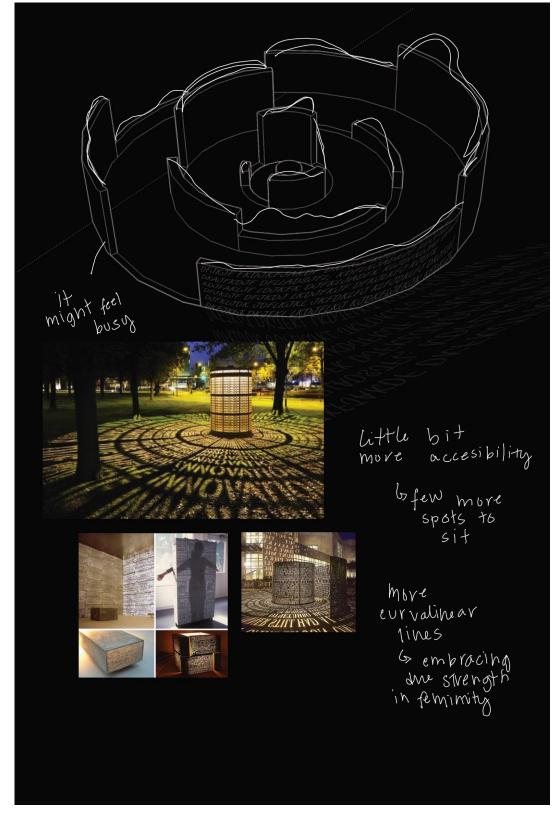


19th Amendment Project

Sculpture Designer

This was a project I worked on November 2020-July 2021 in tandem with the City of Hickory, North Carolina. It is a celebration of the Women's Rights Movement that ultimately led to the ratification of the 19th Amendment in the year 1920.

Shown here are different sketches and iterations of various designs. This project went through about 6 different designs and changed for a multitude of reasons. While it was never a realized project it was a great exercise in how many ways a story can be told using visual language.









19th Amendment Project Cont.





Walt Disney Imagineering's Imaginations Competition Finalist 2020:

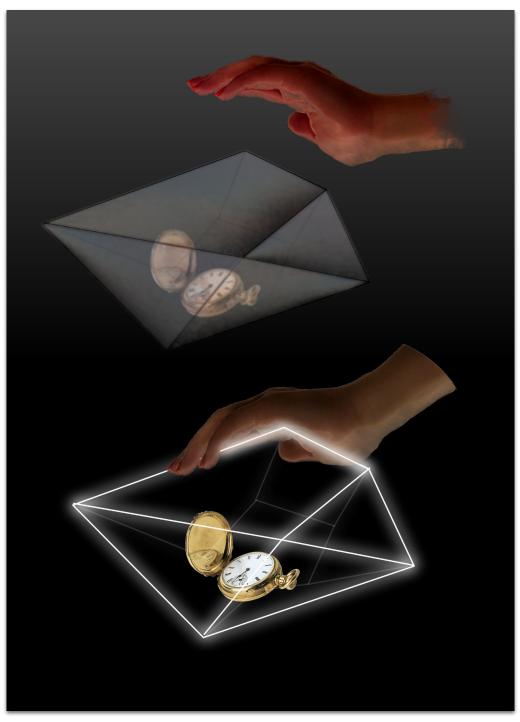
Bound Project

BOUND focuses on the pivotal story of the Happy Hill community and its strides forward into the future. Simultaneously, it shines a light on the city of Winston-Salem and promotes a more diverse future through arts and innovation.

Note: This Project was created by the University of North Carolina BOUND Team and created for the 2020 Walt Disney Imagineering's Imaginations Design Competition. This project is the sole property of Walt Disney Imagineering and all rights to use these ideas are exclusive to Walt Disney Imagineering. The competition is a way for students and recent graduates to showcase their talents, and for Walt Disney Imagineering to identify new talent.







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Director: Jared Redick and Ilya Kozadeyev

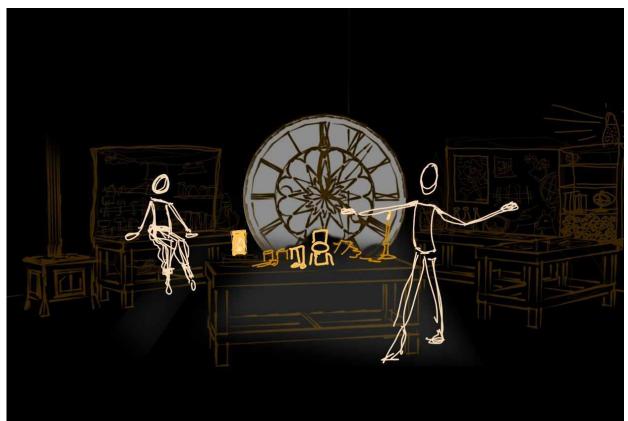
Cinematographer: Tom Ackerman Production Design: Bailey Heppler Props Master: Jennings Leonard Lighting Designer: Yuko Taniguchi

This was a production that was made in the middle of the pandemic, the only dance production of the 2020-21 school year at the University of North Carolina School of the Arts. Showcased on North Carolina's PBS Station, it brought a loved tradition to a community during really difficult times.

I worked with a team over the course of three months to produce multiple sets both on location and sound stages, that adhered to strict COVID safety guidelines. Ninety percent of this project was done remotely, and it really pushed our boundaries and made us work to have a streamlined system of communication throughout departments.

The Nutcracker Film - 2020







rough previsualization work for the different crews

The Nutcracker Film - 2020









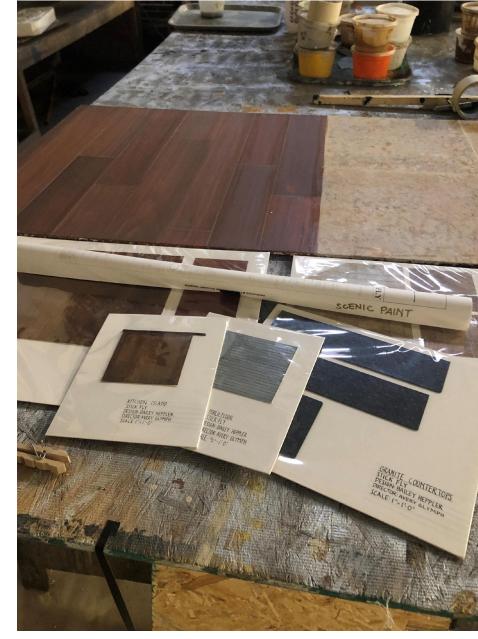
Sierra Repertory Theatre

By: Robert Harling Director: Jerry Lee

Scenic Design: Bailey Heppler Props Director: Jerry Lee

Lighting Designer: William M Brown Costume Design: Lukas Wassman





University of North Carolina School of the Arts

By: Lydia Diamond

Director: Avery Glymph

Scenic Design: Bailey Heppler Props Director: Jacy Taylor

Lighting Designer: Clara Ashe-Moore

Stick Fly 2020 16



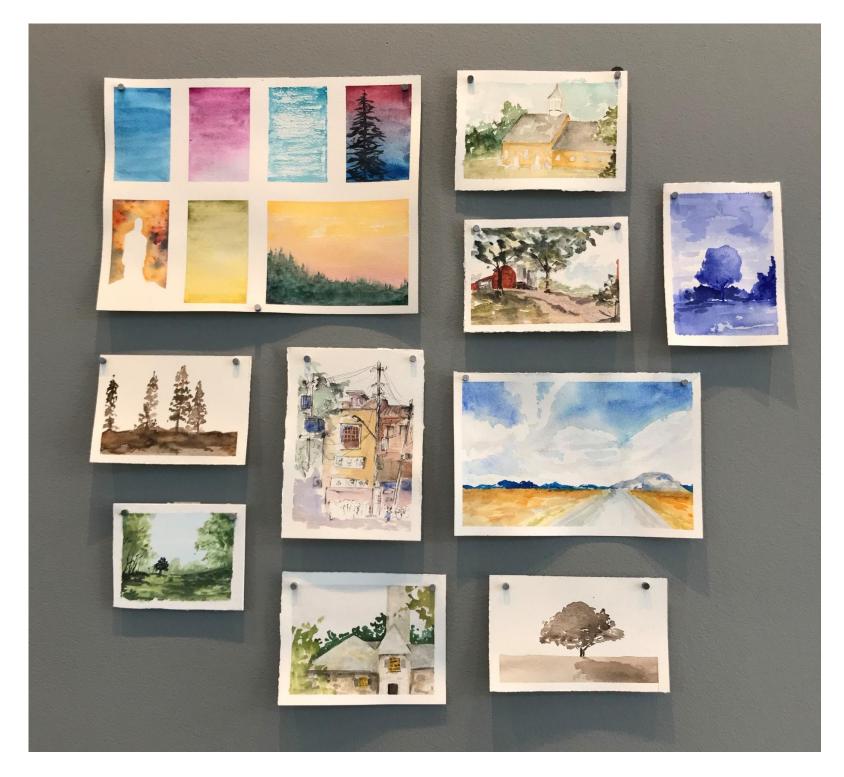


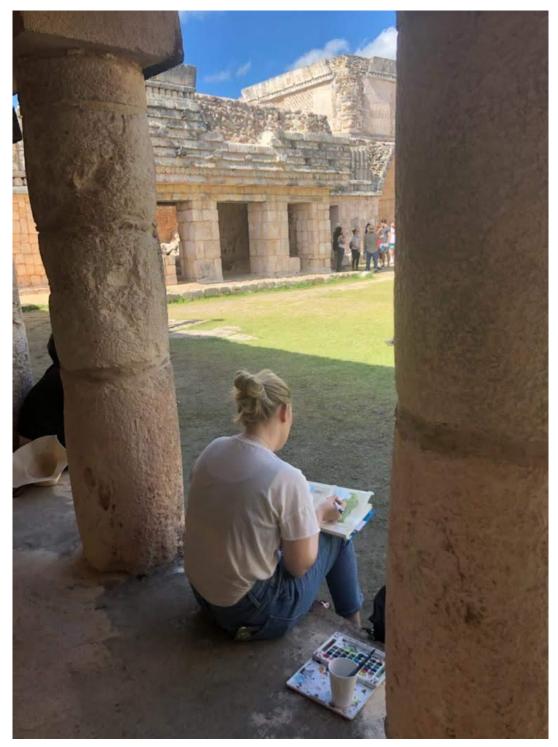


BARE: A Pop Opera

Spokane Stage Left Theater By: Damon Intrabartolo and Jon Hartmere, Jr

Director: Troy Nickerson Scenic Design: Bailey Heppler





Plein Air 18









Model Building 19

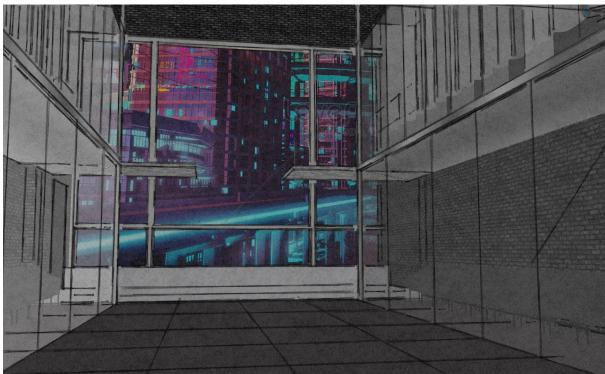




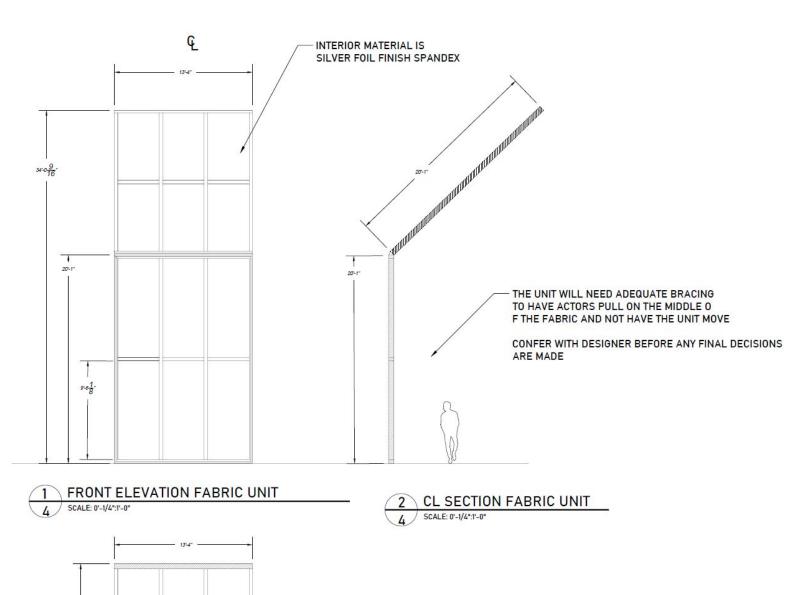
Scenic Design: Bailey Heppler

By: William Shakespeare

A cyberpunk inspired production of the Tempest produced in a found space (The Winston-Salem Journal's old printing room). I designed this production with masks and social distancing in mind. It begins with a storm preshow as the freight elevator is opened and immerses the audiences into an installation, production hybrid experience.







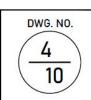


SOURCED FABRIC

sourced from: ifabric.com if alternative found confer with designer to make sure that it is an acceptable substitution.



5 FABRIC STRETCH EFFECT RENDERING



KING LEAR BY: WILLIAM SHAKESPEARE

SCALE: 0'-1/4":1'-0"

PLAN VIEW FABRIC UNIT

ELEVATIONS SCALE: AS INDICATED ON DRAWING SCENIC DESIGN: BAILEY HEPPLER HEPPLER.B@ARTIST.UNCSA.EDU INSTRUCTOR: JOSEPH TILFORD

CATAWBA THEATRE (PERFORMANCE PLACE, UNCSA) 1533 S MAIN ST. WINSTON-SALEM, NC, 27127

SCENIC DESIGN IIIB