

George Ward-Thompson Portfolio

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TLALOC'S REVENGE

8/2/23

Tagline Theatre

Role: Writer/Director/Graphic Designer/Set Designer

Tlaloc's Revenge was an immersive experience set in an Aztec jungle and saw the audience retrace the steps of the lost Swann Exploration Society expedition from 26 years ago.

The audience had to search the space for hidden artefacts that triggered sections of the explorer's audio diaries, providing clues to the tragedies that befell them. Based on the audience's choices within the space they heard different stories and no two experiences were the same.





As graphic designer I used our marketing as a way of telling the story and the first part of that story was establishing Tlaloc as a threatening god and the antagonist of our story.

With the budget and timescale of this project I used an AI image generator to create individual assets and used photoshop to bring them together to fit the aesthetic of the production. This was at a time where AI was beginning to make tidal waves in the industry and was a great way for me to discover it's capabilities and limitations.



The other key element I explored was the history of the Swann Exploration Society, our fictional group of explorers that our story was centralised around.

I created polaroid images and journal entries to go inside case files about the lost explorers.



Swann Exploration Society Logo





A selection of social media posts created using our physical set



I created three different posters to fit our three different storylines, each with a colour scheme representing the contents of that story.



The Final Production



George Ward-Thompson

The Enchanted Pig

8/6/23-26/6/23

Royal Birmingham Conservatoire

Role: Production Designer

As production designer I was in charge of overseeing the creative vision for the opera, liaising with all departments as well as ensuring all aspects were cohesive and aligned with the director's vision for the production.

As the story originated from Romania I was keen on using lots of folk art patterns and integrating them with depictions of fairy tales, taking inspiration from the artist Mary Blair.





George Ward-Thompson





Alton Towers Project

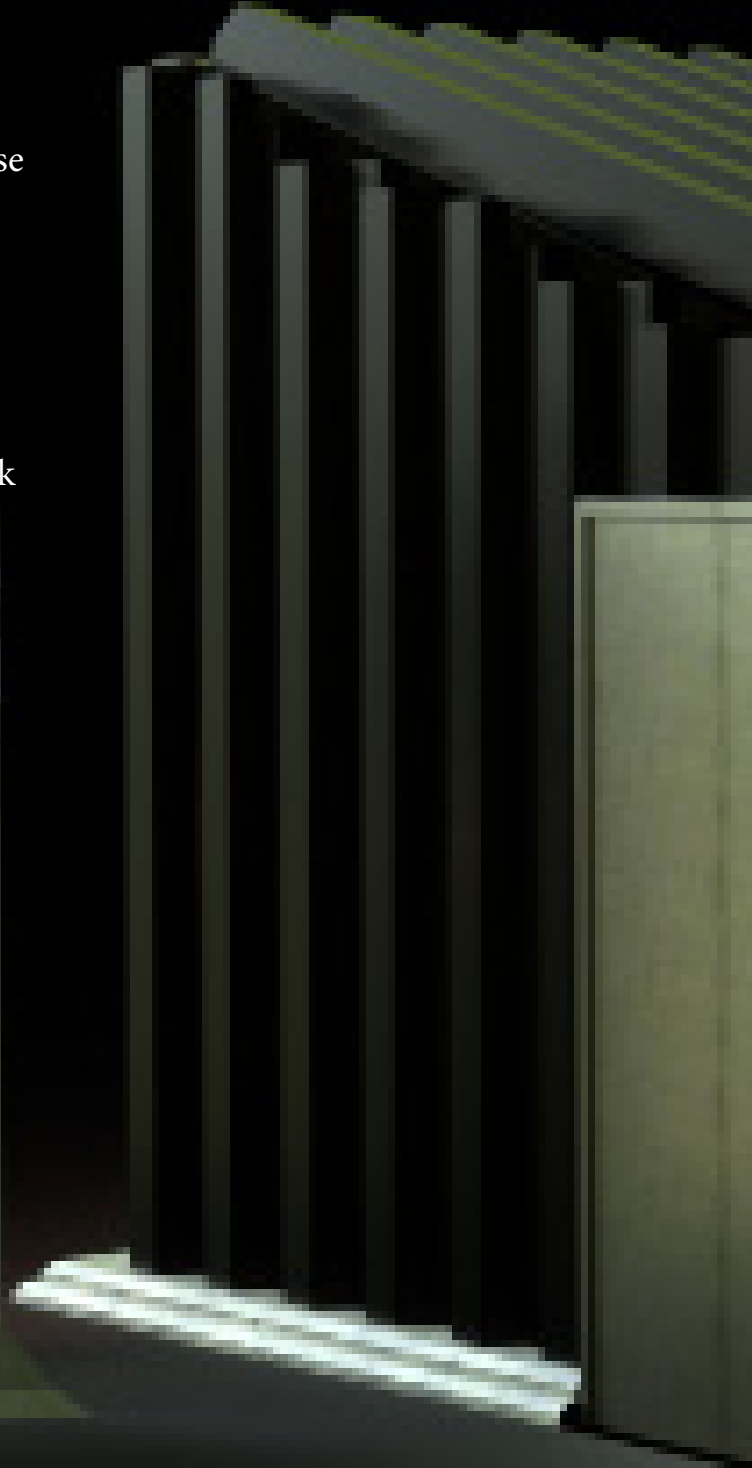
For one of my second-year modules, we had to design a shop for Alton Towers that fit in with one of the themes within the park.

I chose Nemesis Sub Terra and created a military-style shelter to follow the story of the military getting involved with the egg. Inside the shop, you would be able to purchase custom military jackets, Nemesis plush toys and Nemesis kid's excavation kits where they could uncover bones and teeth.

For this project, we were asked to create an idea as big as we wanted and then we were given a budget of £1500 to scale the idea back and to consider the costs of materials and transportation.



nemesis

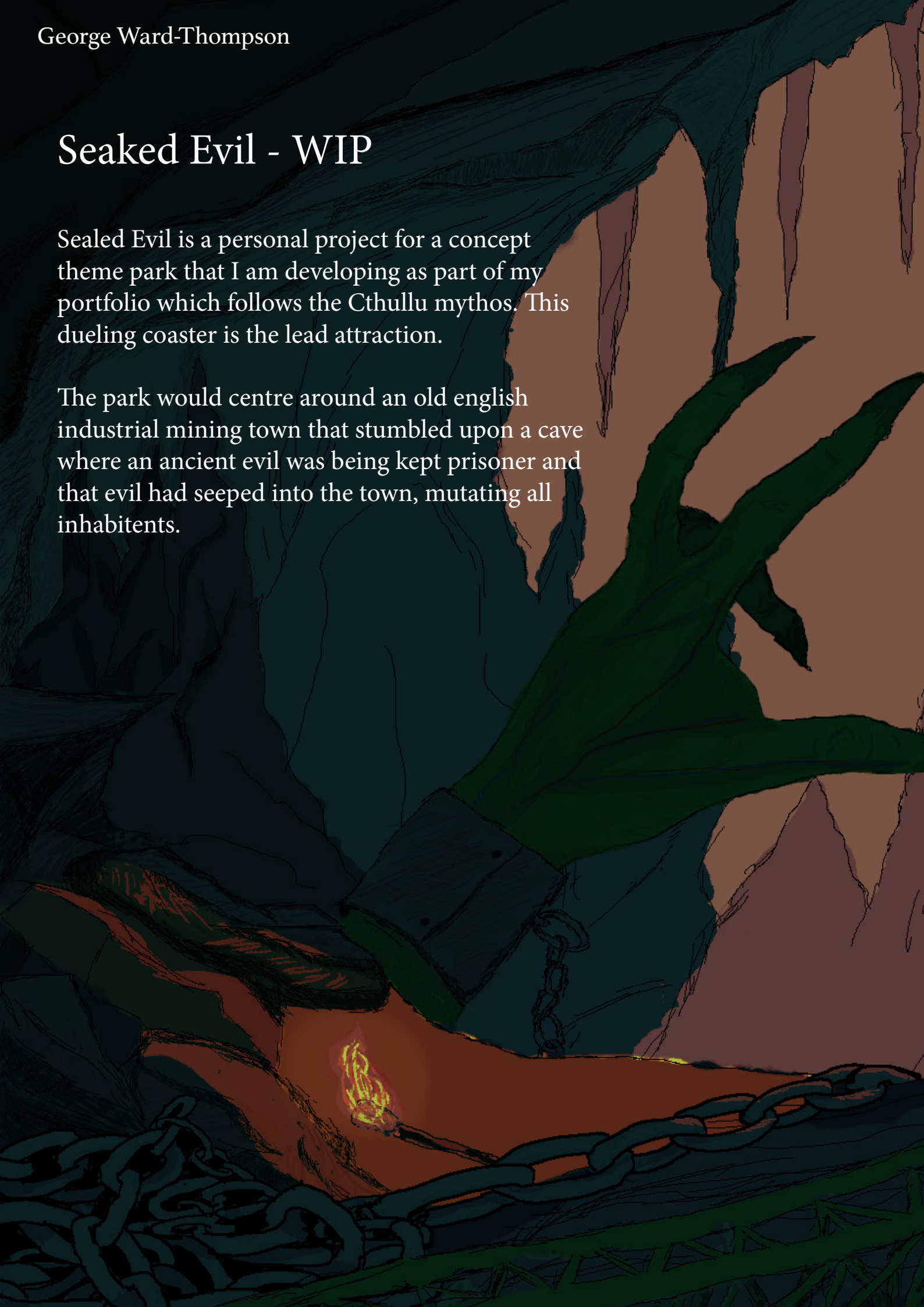




Sealed Evil - WIP

Sealed Evil is a personal project for a concept theme park that I am developing as part of my portfolio which follows the Cthullu mythos. This dueling coaster is the lead attraction.

The park would centre around an old english industrial mining town that stumbled upon a cave where an ancient evil was being kept prisoner and that evil had seeped into the town, mutating all inhabitants.





George Ward-Thompson

Lighting Designer

Westholme School

Over the past couple of years I have returned to my highschool to do the lighting design for several of their productions including, Fame, Matilda, Wizard of Oz and The Salem Witch Trials.





Rehearsal Photo



Rehearsal Photo



Rehearsal Photo



Rehearsal Photo



Rehearsal Photo