



Catchfire Propmaking

Portfolio – Elizabeth Evans

Professional grade props for
Film, Television and Theatre

Live Project –Giant Dragon Puppet

Collaboration with Bethany Bullock, made for *RCT Theatres*



A Giant Dragon Puppet made by Myself and Bethany Bullock for *RCT Theatre's* 2024 *Aladdin* Pantomime production, featuring a lightweight, ripstop nylon body, EVA foam head, artificial fur embellishments, follow-me eyes and a moving jaw.

This piece was a live project assigned to us as part of the “Work Based Learning and Employability” module in the second year of the BA (Hons) Prop Making for Film and TV course with *Coleg Y Cymoedd* and the *University of South Wales*.





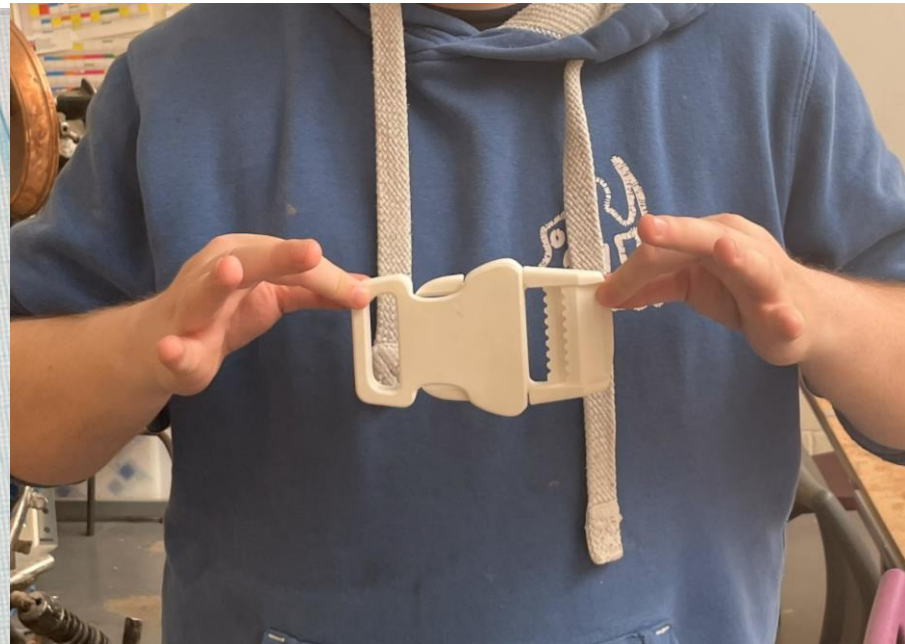
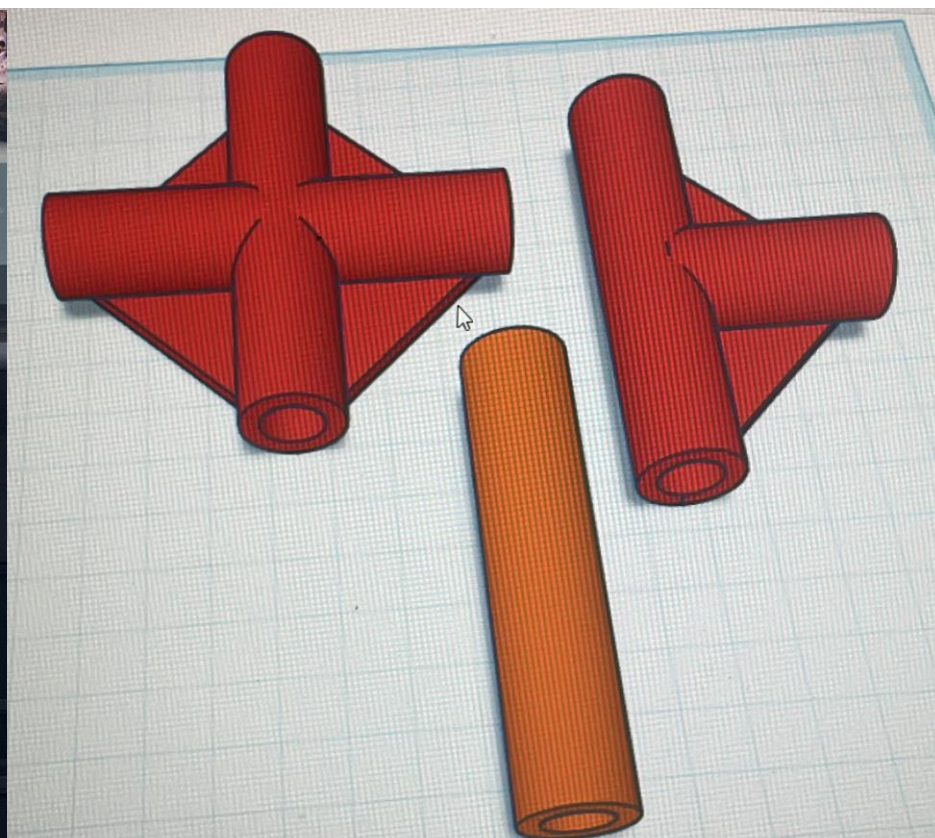
A “Medical Grade Bubble” made by myself and Joshua Brewster-Liddle for *It’s My Shout!* and BBC’s Short film *Bubble United* (Set to be released in October). Constructed from PVC plastic, heat-formed fiberglass rods, custom made aluminium backpack support and custom 3D printed components.

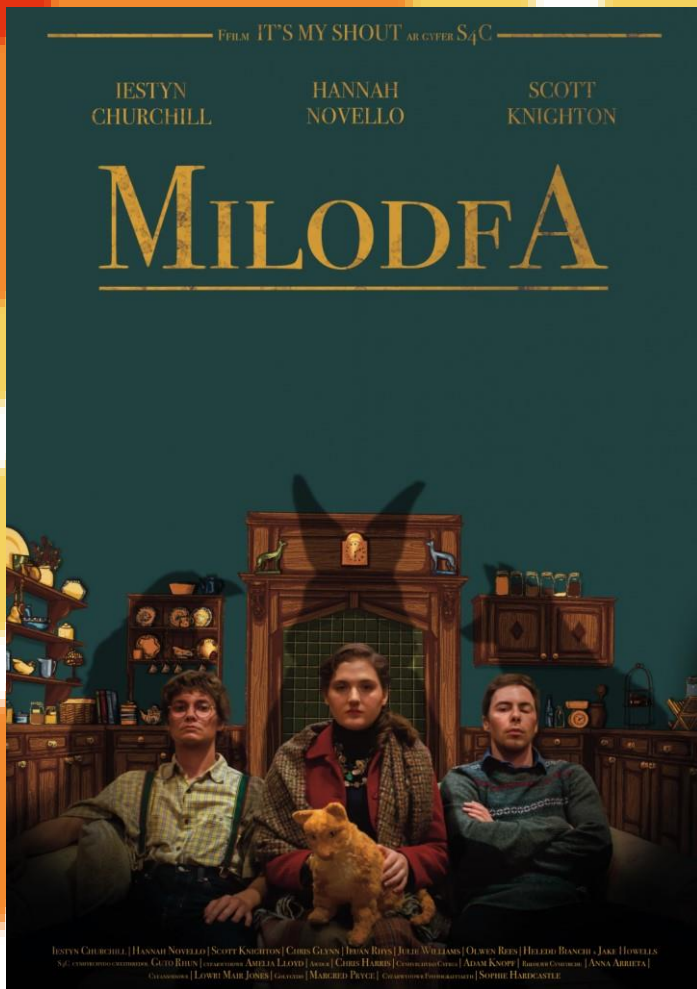
This piece was the titular prop of *Bubble United*. As it was intended for rough handling during filming, it was designed so components could be easily replaced in the event of damage and could be broken down for easy transport.

Work Experience – “Medical Bubble”

A Collaboration with Joshua Brewster-Liddle for BBC’s short film *Bubble United* with *It’s My Shout!* Yet to be released







Work Experience – “PusPus”

A prop for S4C's short film *Milodfa* with *It's My Shout!* Released February 3rd 2025

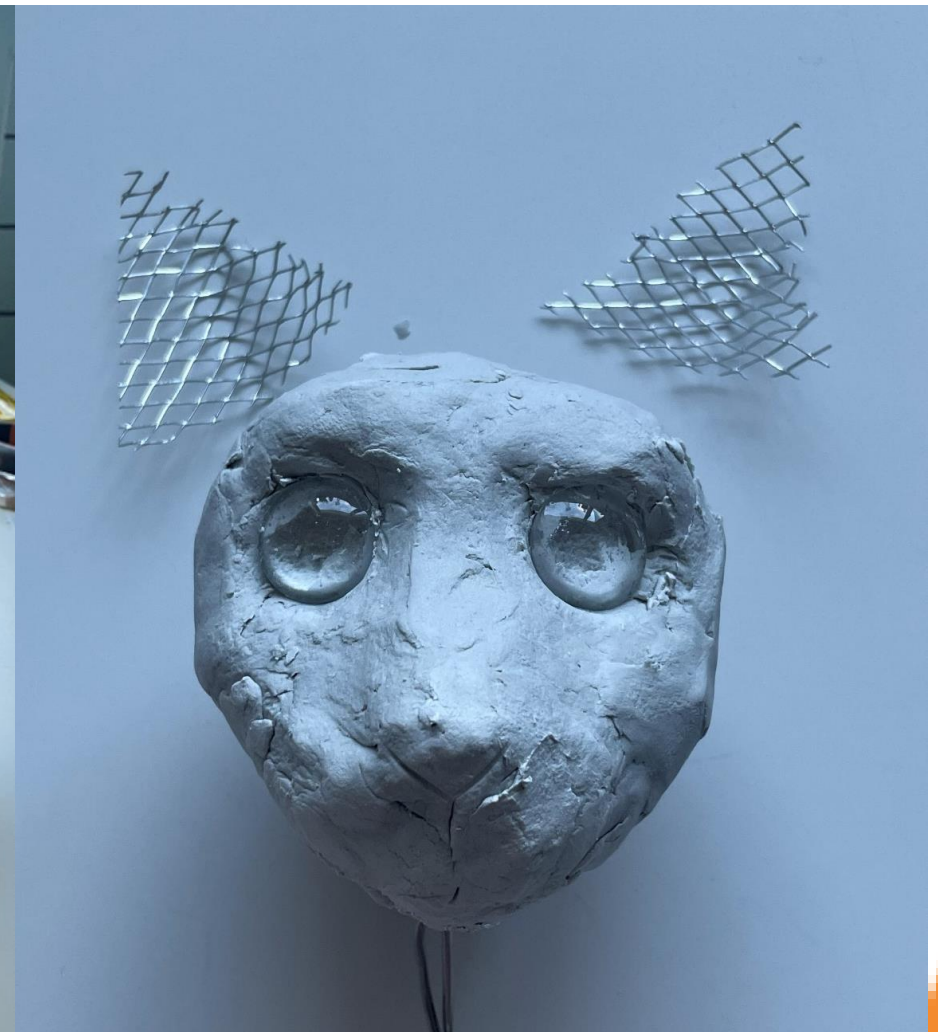


I was asked to make an intentionally bad taxidermy cat for *It's My Shout!* and S4C's Short film *Milodfa* (released February 3rd 2025), the description I was given being “someone’s first attempt at a taxidermy”.

“PusPus” was my first prop to feature in a film. He has a hand-sculpted head and paws, Hand painted glass eyes and fur and is partially poseable.

This piece had a central role in the film as a constant accompaniment to one of the main characters, Noni.





Scale Recreation Project

A scale reproduction of a real door made almost entirely of cardboard

Original

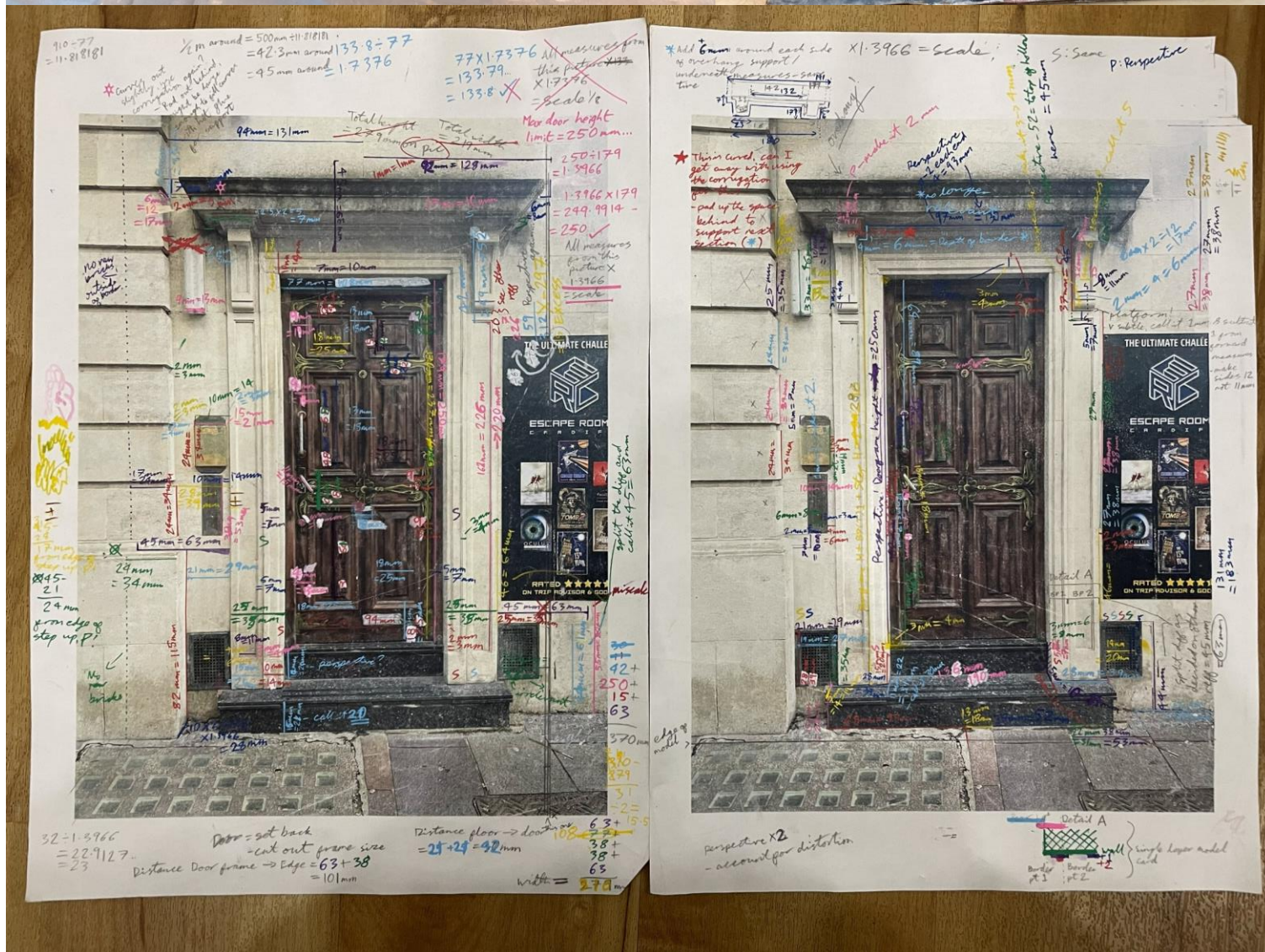


A 1:12 scale recreation of a door found in Cardiff city belonging to an escape room business. The project was part of the second module of my first year on the *BA (Hons) Prop Making for Film and TV* course with *Coleg Y Cymoedd* and the *University of South Wales*, the aim of the module being to learn how to manipulate simple, common materials and learn how to alter a piece's scale.

The piece is entirely cardboard, save for a plastic light and pamphlet holder. After constructing the base, I used latex mixed with paint and sawdust to create the doorway's stone texture, using painting techniques like dry brushing, washes and grisaille to produce different paint effects and weathering.

Reproduction





Miniature polymer sculptures

Independent projects working in fine detail at very small scale



A series of self-initiated polymer clay sculpting projects, I typically make pieces like this as small presents for friends and family, building my sculptures on tin foil and armature wire frames, shaping them with a variety of sculpting tools then painting, washes, and dry brushing to bring out fine details, such as the knitted weave on WAL1 and SHN2's jumpers, or the texture on the rhino's skin.



Historical Recreation Project

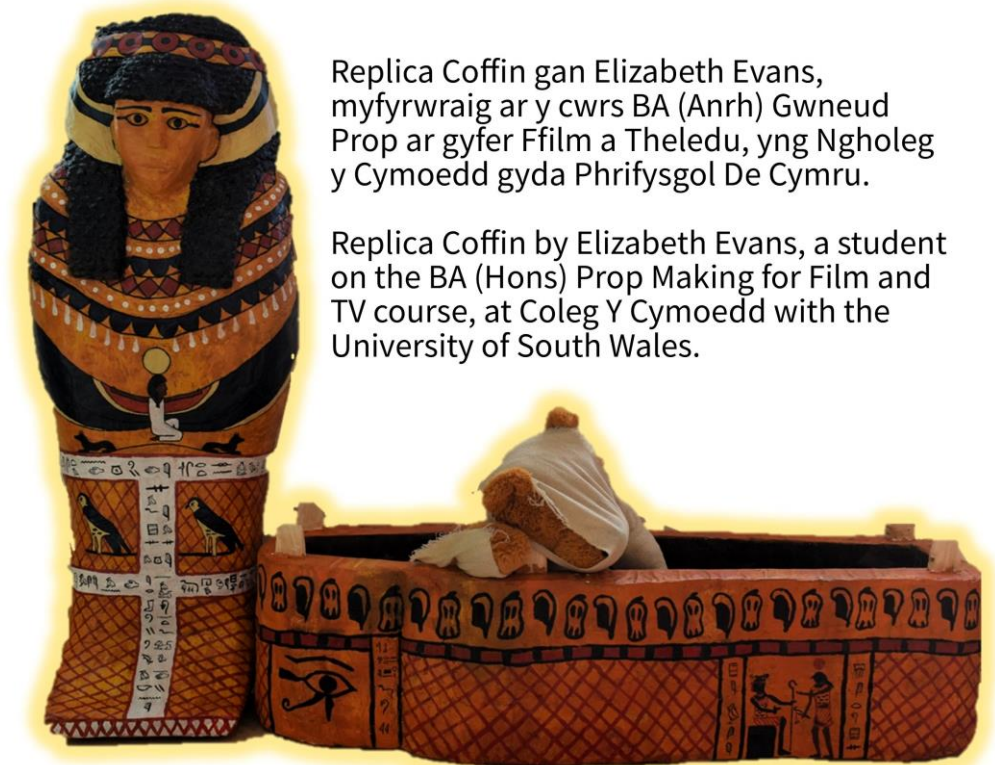
Project to design and create a historically accurate, film quality, child's sarcophagus



A film quality interpretation of a realistic child's sarcophagus from the "Historical Recreation" module in the second year of the BA (Hons) Prop Making for Film and TV course with *Coleg Y Cymoedd* and the *University of South Wales*, currently on display in *The Egypt Centre at Swansea University*

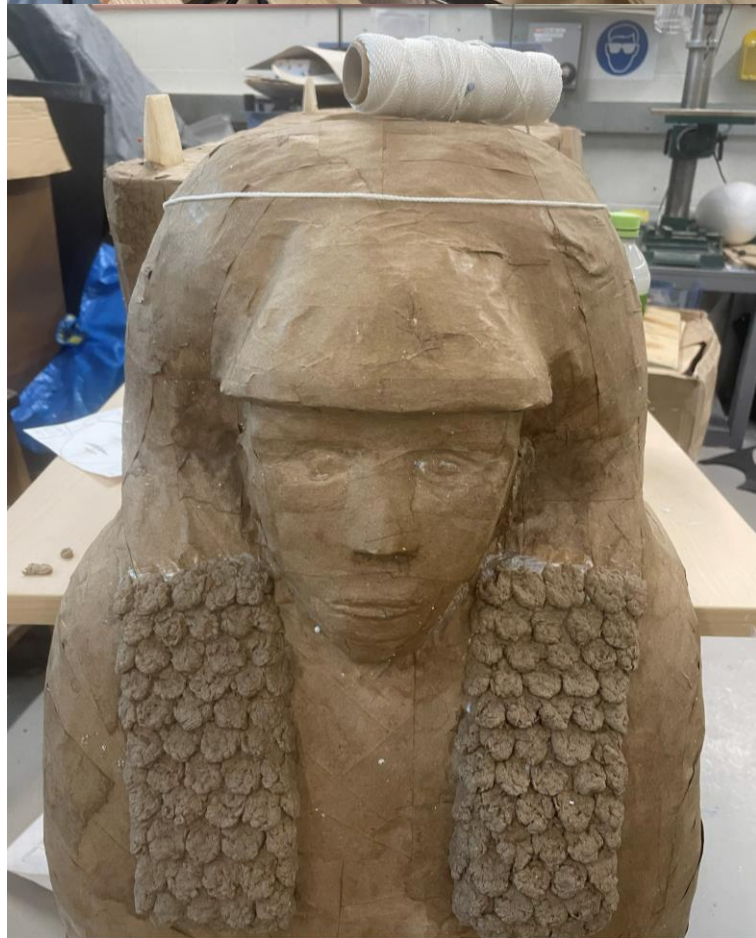
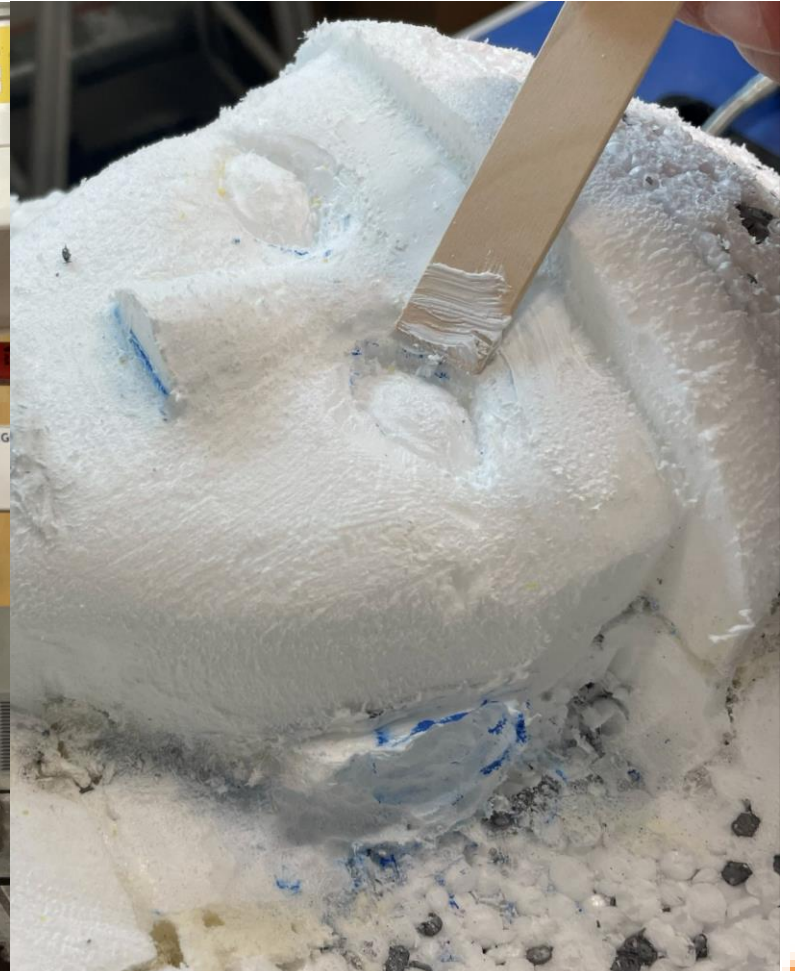
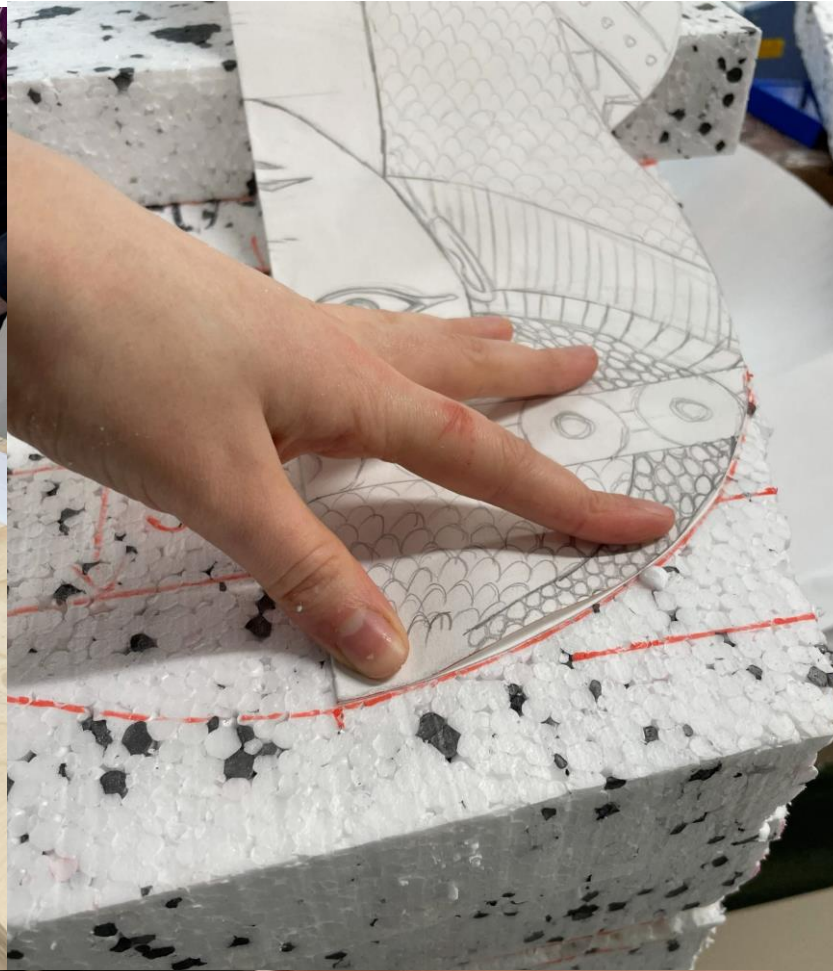
The goal was to design and make a realistic sarcophagus based on my own primary research. It has a simple wooden box core and lid, clad in polystyrene sheets and carved to shape before reinforcing with paper mache and hole filler.

The piece has hand painted designs, based on observations or lifted directly from the source material. I was unable to identify real prayers to copy so used a hieroglyph cypher to make up text in the same spirit.



Replica Coffin gan Elizabeth Evans, myfyrwraig ar y cwrs BA (Anrh) Gwneud Prop ar gyfer Ffilm a Theledu, yng Ngholeg y Cymoedd gyda Phrifysgol De Cymru.

Replica Coffin by Elizabeth Evans, a student on the BA (Hons) Prop Making for Film and TV course, at Coleg Y Cymoedd with the University of South Wales.



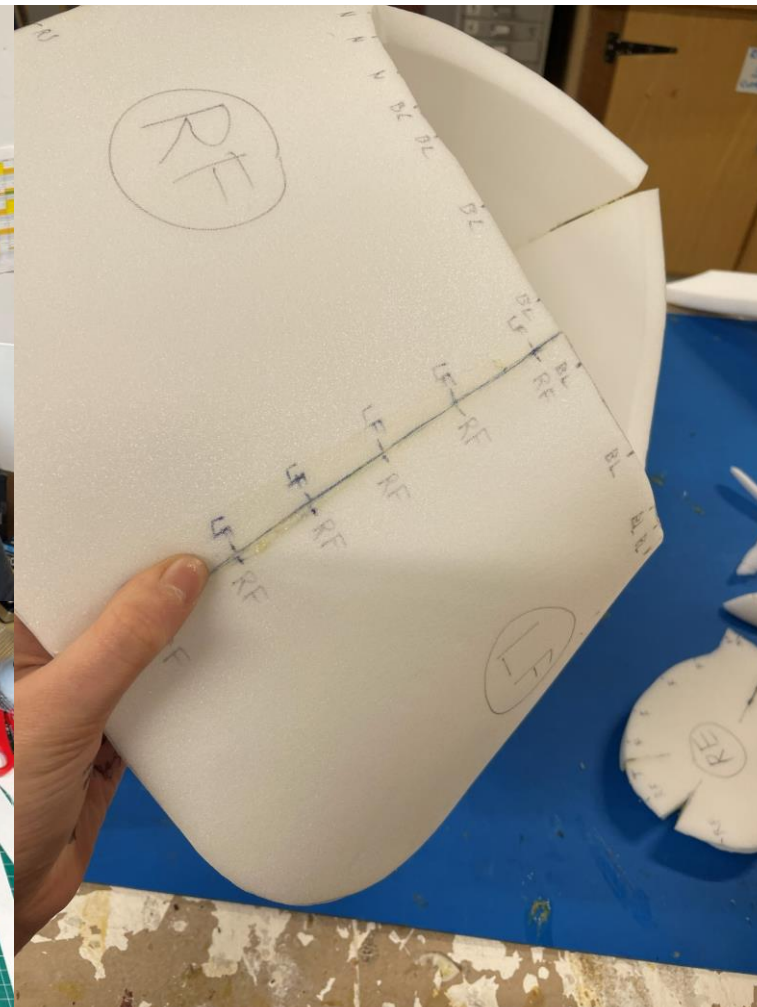
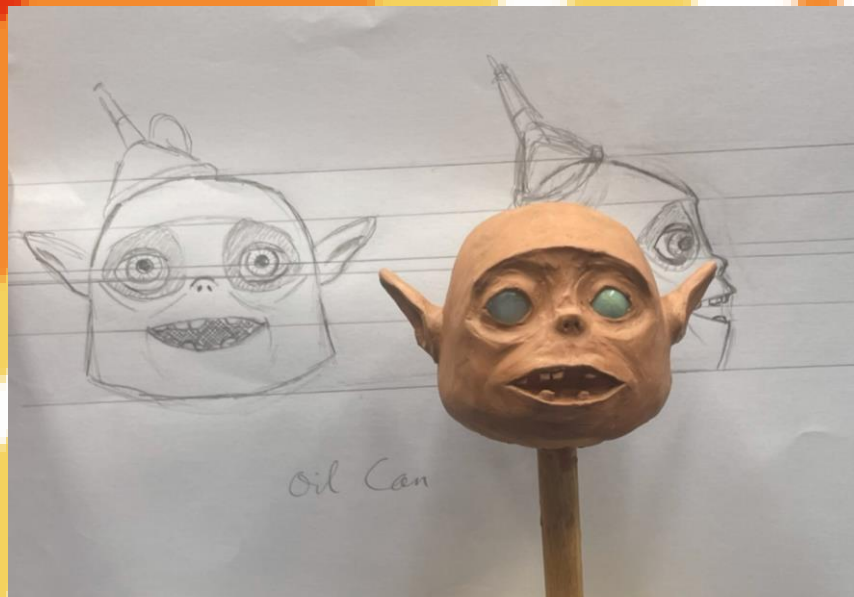
Oil Can Theatre Prop Costume

Project to create a functional prop costume of theatre quality

This project is a costume prop of the character “Oil Can” from the stop motion movie *The Box Trolls* by Laika Studios, part of the final module in my first year of the *BA (Hons) Prop Making for Film and TV* course with *Coleg Y Cymoedd* and the University of South Wales.

For this project I built a custom fitted, theatre-grade costume for a hypothetical theatre performance. The head and funnel are made of EVA foam with vac-form eyes, mesh vision panels and assorted lengths of upcycled tube, meanwhile the box is made of hardboard, with sturdy leather seams, shoulder straps, a Velcro fastening at the top and a free-swinging back panel with movie-accurate rope “hinges”





1976 Tardis

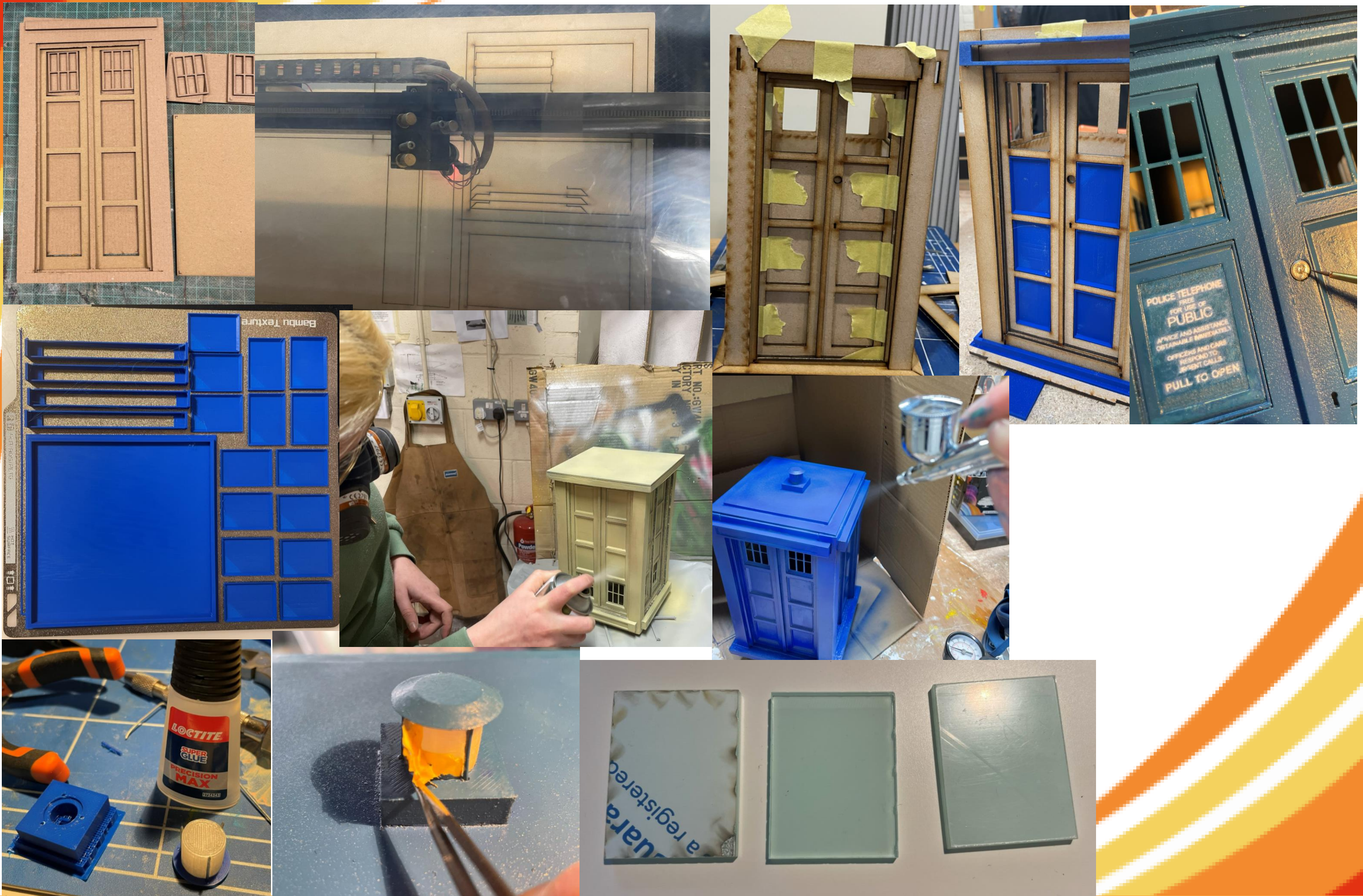
Digital Design and Construction Project



An assigned project for module 3 of the *BA (Hons) Prop Making for Film and TV* course with *Coleg Y Cymoedd* and the *University of South Wales*, specifically focusing on digital design and construction.

I was assigned to re-create a 1:10 scale re-creation of the 1976 version of the Tardis, seen in the classic *Dr Who* series' 14th season, one of very few models to be lacking a door handle.

The model was digitally designed layer-by-layer in AutoCAD, some components being laser cut out of MDF while others were 3D printed. I used clear filament and acrylic sheets to make the light and windows translucent so light could pass through from the inside.



Monster Mask

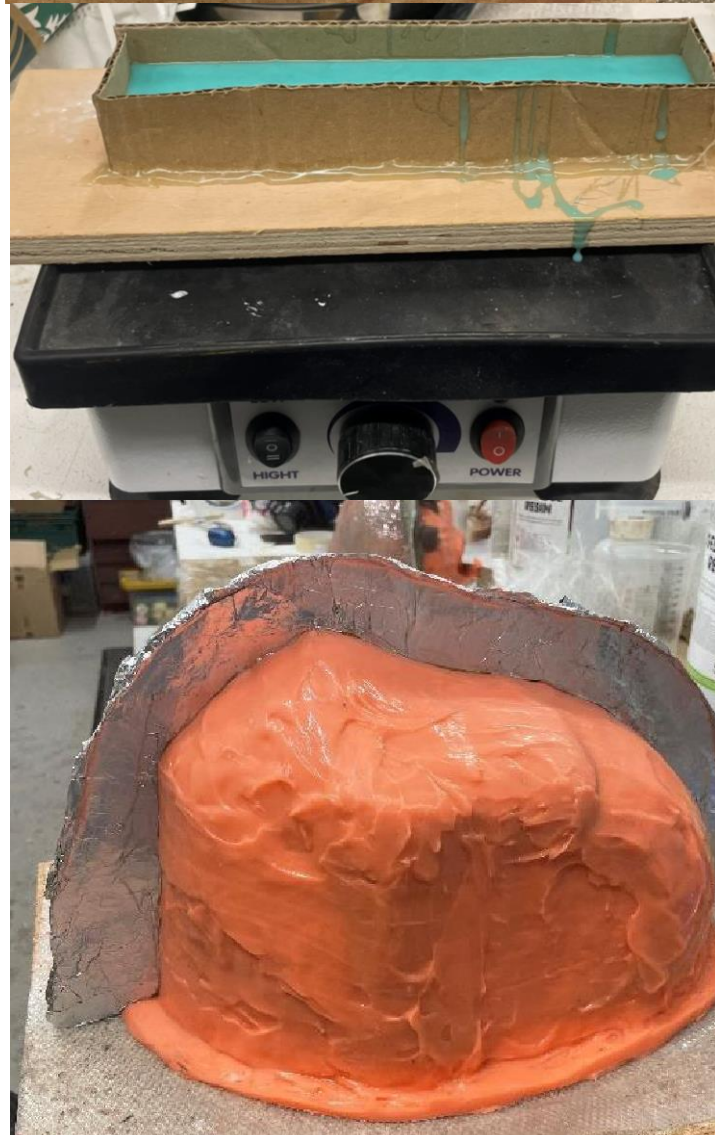
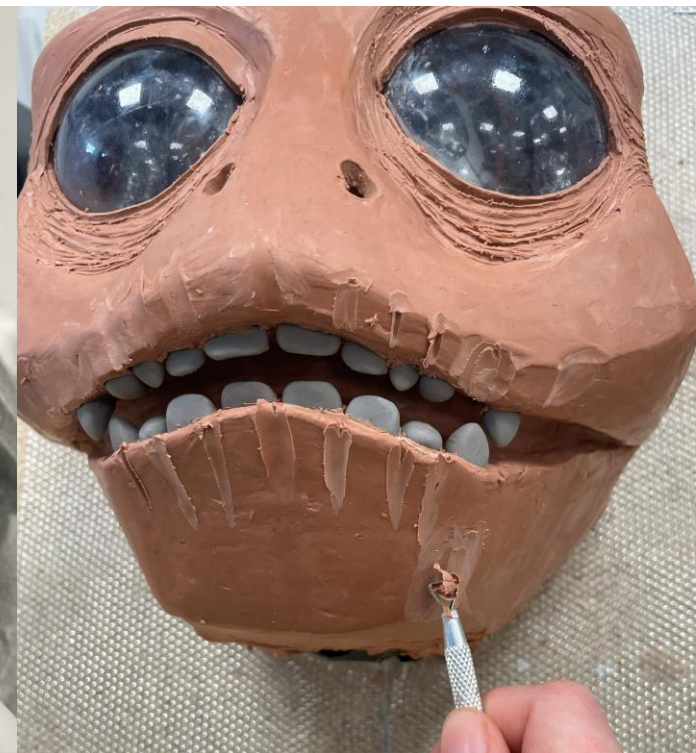
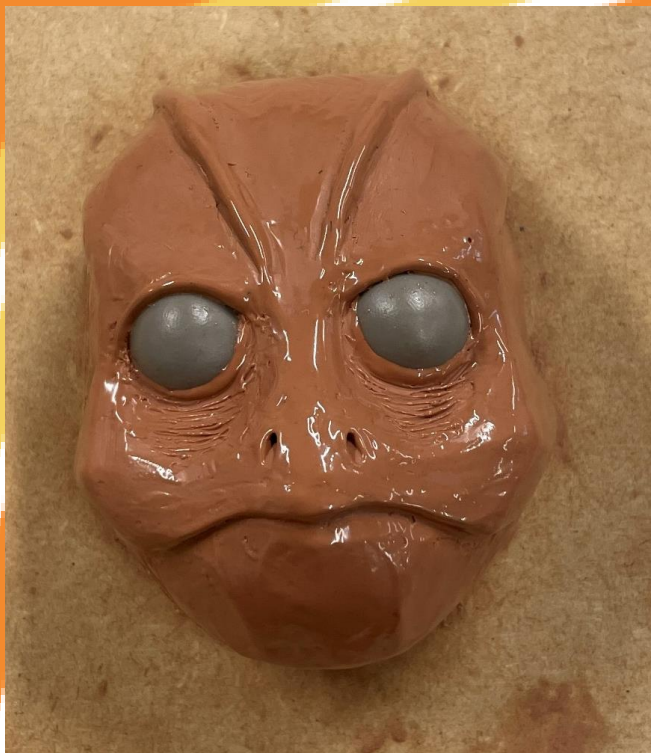
Specialist Skills – Moulding and Casting



This project was for the “Advanced Specialist Skills” module in the second year of the *BA (Hons) Prop Making for Film and TV* course with *Coleg Y Cymoedd* and the *University of South Wales*, in which I had to re-design a classic movie monster, then sculpt it, mould and cast it, and paint it to a professional standard.

I chose the *Creature from the Black Lagoon* and used references from real animals that live in the Amazon river, where the creature is found in the movie, to re-imagine what a more modern, realistic version might look like.





Personal Prop Making Project

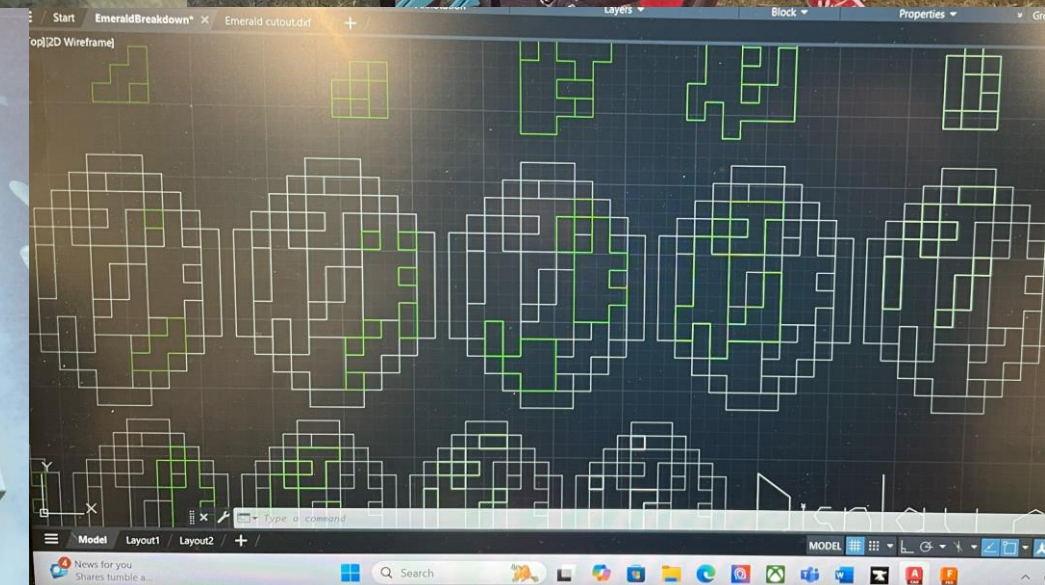
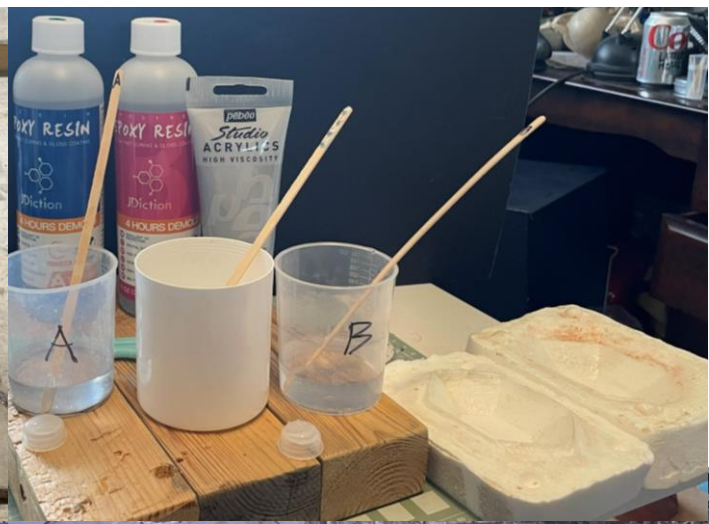
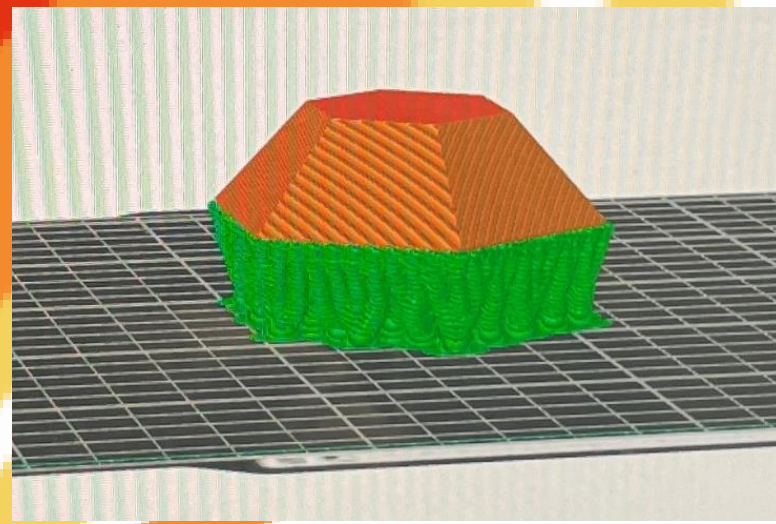
Video Game Currency

This project was the final module of my third year on the *BA (Hons) Prop Making for Film and TV* course with *Coleg Y Cymoedd* and the *University of South Wales*.

I was able to chose my own topic and decided to create examples of currency found in video games, of the appropriate size and scale to make it appear as if they'd fallen out of the game. I chose four currencies and additionally made custom displays for them.







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Wacky Races Crimson Haybailer

Model Making for Media

The aim of this project was to create a realistic model of a vehicle from the 1968 cartoon Wacky Races, as if it were going to be used in a live action film. It was the first project in my last year on the *BA (Hons) Prop Making for Film and TV* course with *Coleg Y Cymoedd* and the University of South Wales.

The main body of this piece is made of foam board; I made use of Autodesk Fusion 3D modelling software to create components to print in resin or filament and used aircraft model making dope to create the wings. The tyres, steering wheel, propellor and pedals move.



