

Lavender Pyzowski

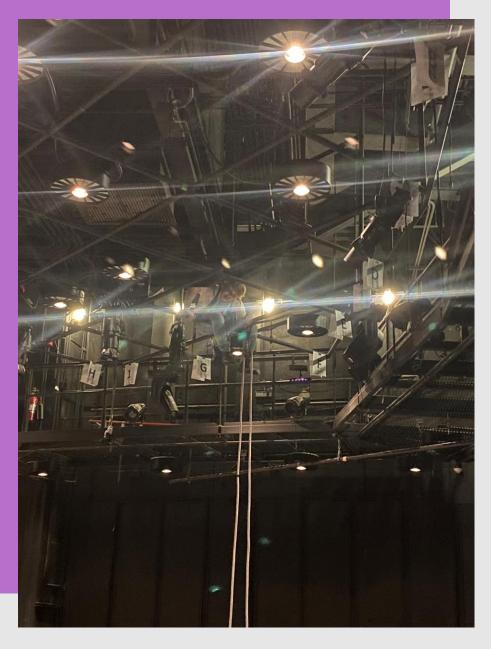
Technical Direction & Lighting

lavenderpyzowski@gmail.com (781) 996 - 9837





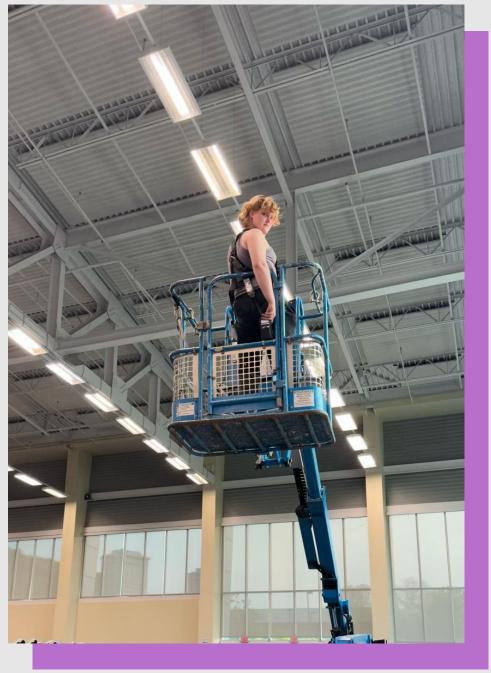
Bio



My name is Lavender Pyzowski (she/her), and I am a Technical Director, Lighting Electrician, and Lighting Designer currently based out near Boston, Massachusetts, doing work in surrounding areas and in New York City.

Life has been a hell of a rollercoaster yet finding that I enjoyed working with my hands led to my discovery of theatre. I worked in multiple research labs in hospitals before even graduating high school, thinking that would be my future route in life, however when I first found theatrical carpentry it instantly became what I wanted to have in my future.

Having now been working in theatre and event production since 2017, finding that the works I created had impact on those who would come to experience them, I have been fascinated and dedicated to create works that leave an emotional impact, whether good or bad, and amplify that feeling with what I can add to those projects. As I have moved through the last few years of my life, the creation of theatre has been the way to re-express and learn new things about myself, with the last few years helping guide me through my transition. I have come to learn and respect so much of what art can be, and I wish to continue creating more in theatre, focusing on Carpentry, Technical Direction, and Production Management, and doing work outside of theatre in Arena Rigging.



Technical Direction & Carpentry



Pas de Trois



Upcoming Works:

The Last Days of Judas Iscariot

Work Sampling:

Sweat

Fun Home



Sweat





Employment:

Ithaca College Scene Shop Assistant



Fun Home





Sweat







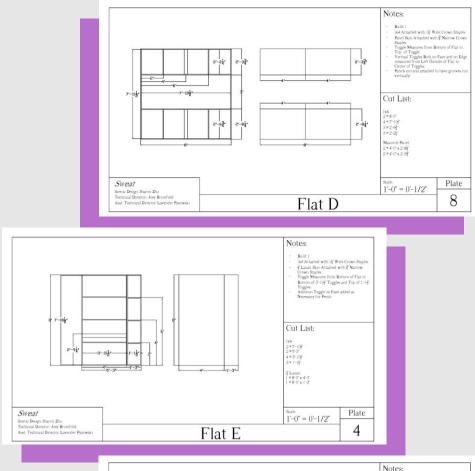


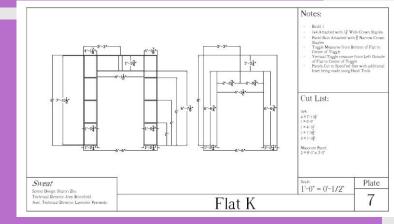
Assistant Technical Director Ithaca College, Clark Theatre Fall 2022

Scenic Designer: Sharon Zhu

Technical Director: Joey Bromfield

For *Sweat*, my role was to be both an Assistant Technical Director, making draftings of the wall and floor units, along with taking the role of a traditional Master Carpenter as there was none, leading the crew daily while trouble shooting problems during build. In addition, assistance was requested for the rig and installation of practicals, so my job also entailed finding proper rigging points and flying setup for the practicals.







Fun Home









Master Carpenter Ithaca College, Clark Theatre Spring 2022

Scenic Designer: Thomas Jenkeleit Technical Director: Dan Hewson

As the Master Carpenter, my role was to lead the crew daily while guiding and helping the carpentry crew through the build process. The building of the large back gable, many specialty platforms, and the large doorway and arch were crew tasks that I lead through the multiple build days. As part of the show, I was Deck Head backstage, managing the backstage crew hands with their scheduling, cue sheets, and assisting with larger set pieces.







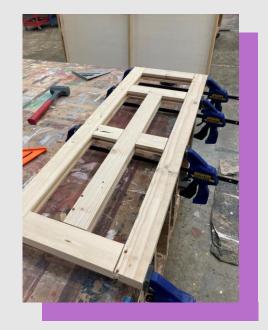
Project - Half Scale Door

Advanced Scenic Technology Spring 2022

For this project, the assignment was to draft up a scaled version of a door, specify our needed lumber, and then build and assemble the door.

For my door, I ended up using the front door of my childhood home, being a panel door with a top window with a 5 fingered mullion arch. For the final product, the goal was to create a single sided, scaled rendition of this door.

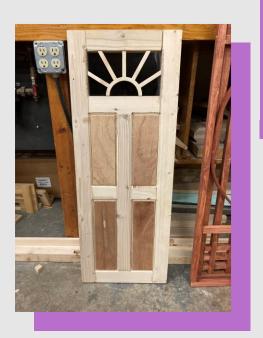
To start, once drafted, scaled, and materials were ordered, I began with building the outer and inner frame, using tongues and grooves to connect the framework together.











Using tongue and grooves that were ¾" was the best joining technique not only to have clean and strong connections, but to also allow for ¾" plywood to be slotted into the grooves to begin the inside panel inset. The top opening was filled with a piece of acrylic, spaced out to fit the groove perfectly, leaving the window flush with the plywood panels.

Once assembled, the panel openings were routed out to have the rounded inset for the panels. The mullion arch was traced onto another piece of plywood, cut out with a saw, and then attached with tiny machine screws through the acrylic.

To finish the door, small angled lauan panels were glued to the plywood panels to finish the paneled door look.



Lighting Tech & Design



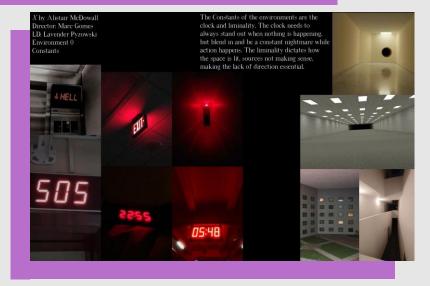


Twelfth Night the Musical



X by Altstair McDowall contains a world where the second so anything to say anise. This is a world the second so anything to say anise. This is a world the second so anything to say anise. This is a world the second so anything to say anise. This is a world that has the preception of choice, restricting those within it to deal with what is needed while those stuck it yo do anything to say anise. This is a world where the made so anything to say anise. This is a world where the pace is grounded to fit the farmer of soonthing it is not been the second so anything to say anise. This is a world where the pace is grounded to fit the farmer of soonthing it is not been the second so anything to say anise. This is a world where the pace is grounded to fit the farmer of soonthing it is not been the second so anything to say anise. This is a world where the pace is grounded to fit the farmer of soonthing it is not been the second so anything to say anise the second so anything to say any anise the second so anything to say any anise the second so anything to say any anise the second so anything to say any anise the second so any anise the sec

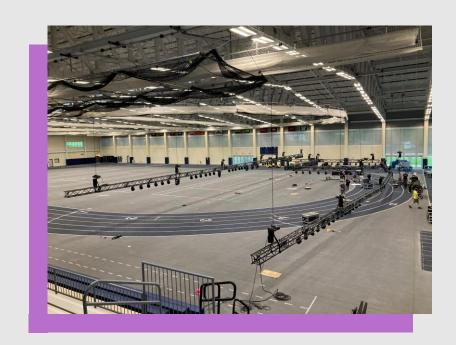
X
Early
Design
Work



Work Sampling:

X

Twelfth Night (Musical)







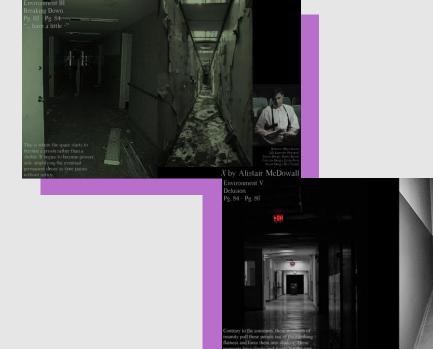




Lighting Designer Ithaca College, McCarroll Theatre Fall 2023

Director: Marc Gomes

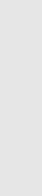
This upcoming work began in the Spring of 2023, having the show currently beginning the rehearsal process. X is a psychological horror play, with the world having an unreliable sense of reality due to having nothing for the world of the play to ground itself with. The overall look of the show is dark and disorienting look, having the page-by-page breakdown of the show for the lighting showing a trend of becoming darker and a lot more disgusting overtime.



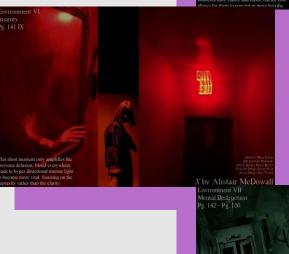










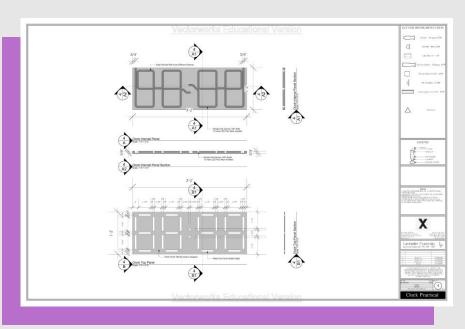


Project - X Clock

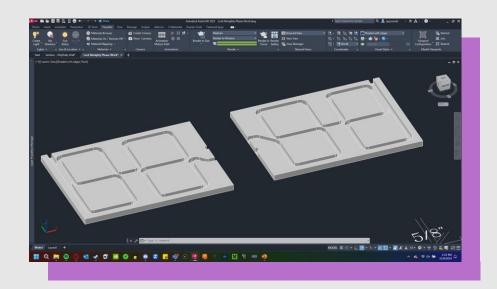
Lighting Design Fall 2023

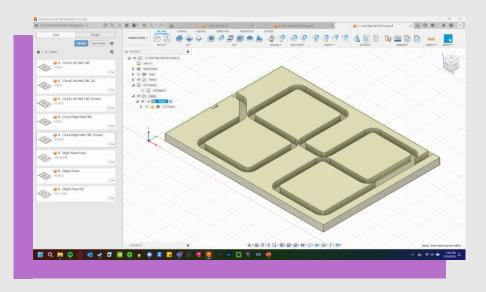
As part of the show, a digital clock is a heavily utilized piece of the show which we determined was going to be needed for the production. As the show was in traverse and for the sake of sightlines, two clocks were needed, placed above each side of the audience for the other side to view.

Once the size was determined with the scenic designer, Raven Bartlett, it was determined that the best way to make them as large as desired that using LED tape with individual diode control would be both cost effective and controllable by a lighting console to the extent that I wanted for the design.









Once the lighting material was determined, I began to work out how to create the overall look of a digital clock using LED tape inside of side emitting neon diffusion, using the front digit panel as a reference on how to route the tape in a back plate.

Using the 2d Vectorworks drafting of this back plate, it was converted into an AutoCAD file. Using CAD, I built out the model into 3d, detailing the depth of the groove into the piece itself, then broken apart into two segments to be able to routed out on the CNC router in the Ithaca College scene shop as the full piece would have been larger than the working bed of the machine.

Once modeled individually in AutoCAD, the parts were imported into Fusion 360 for production.

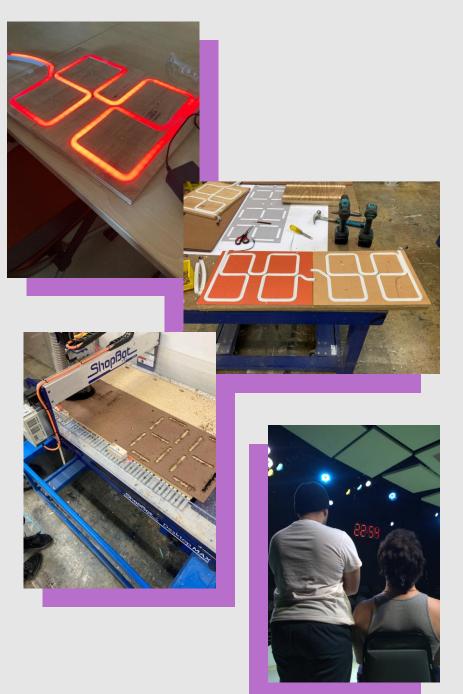


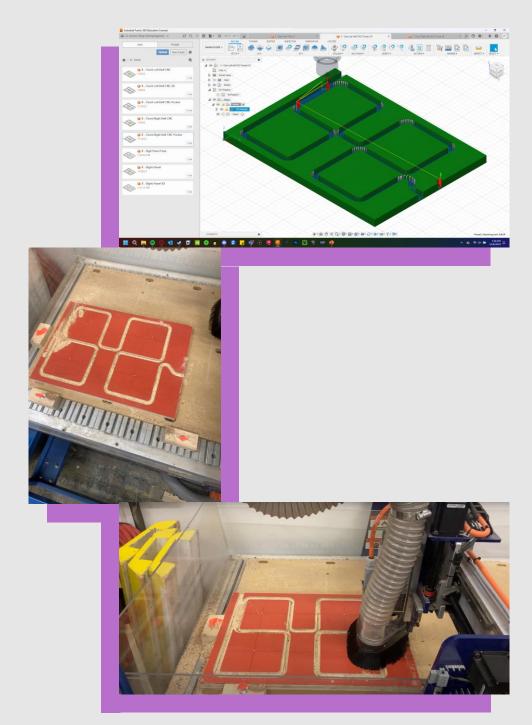
Project - X Clock

In Fusion 360, I aligned the 3d model in the space. Testing different clearing types in Fusion and doing research on clearing speeds and bit types in the software, the file was set up for milling and processed into G-Code.

From that, a separate computer with the ShopBot control software ran the CNC router, first using a routing bit that left the route thin, leaving the channel too thin as well as a problem with the setup that led to the route being shallow.

For a second attempt, changing the bit out to a wider bit and updating the code to have the full depth of the piece cuttable, the route out the 4 pieces one after another.





Once made, the neon LED tape was friction fit into the routed path, left with excess where the path for the neon ended for the two halves to be able to interface and create the full clock.

By attaching the two halves to a back piece, both the electrical hardware for to control and the rigging hardware were added to the back piece. Once rigged and powered, the addition of front plates, routed out using similar settings, allowed for the tape to form the digits of the clock.

Using step-based effects in EOS, the numbers were programmed into time sequences and added into the cues of the show to have the clock run throughout the first act of the show, and have a pseudo broken look during the second act.



Twelfth Night (Musical)



Production Electrician Ithaca College, Clark Theatre Spring 2023

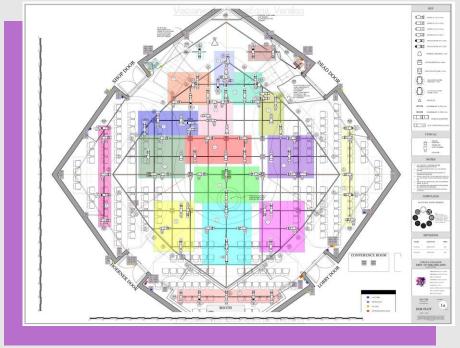
Lighting Designer: AK Cox

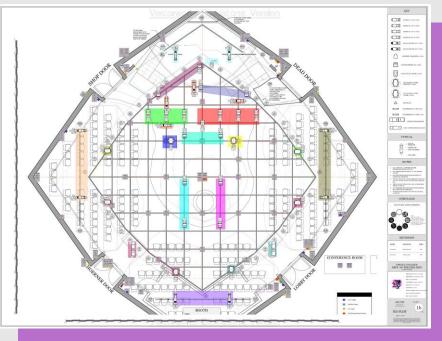


As the Production Electrician, my overall goal was to take the designed plot and create the paperwork to provide to the light shop and crew to have the required inventory pulled and the plot hung. Additional asks such as an underwater fixture and additional flying practicals were built, wired, and installed. As problems arose, such as hazer malfunctioning and moving lights breaking, I would repair at the earliest time possible.











Resume

Lavender Pyzowski

Technical Direction & Lighting npyzowski@ithaca.edu Productions					(781) 996-9837	
Title	Position		Location		Supervisor	Year
X	Lighting Designer	Lighting Designer		e :	Sara Gosses	2023
IC Graduation 2023	Head Rigger		Ithaca Colleg	e :	Mike Garrett	2023
Twelfth Night (Musical)	Production Electri	cian	Ithaca Colleg	e :	Mike Garrett	2023
Pas de Trois	Technical Director	Technical Director		e .	Joey Bromfield	2022
IC Presidential Inaugurati	on Head Rigger	Head Rigger		e :	Mike Garrett	2022
Sweat	Assistant Technica	Assistant Technical Director		e .	Joey Bromfield	2022
Kinky Boots	Master Electrician	Ĺ	Forestburgh Playhouse		Abbey Smith	2022
Something Rotten	Master Electrician		Forestburgh Playhouse		Abbey Smith	2022
IC Gradution 2022	Programmer, Rigg	er	Ithaca College		Mike Garrett	2022
Fun Home	Master Carpenter		Ithaca College		Adam Zonder	2022
The Wetsuitman	Master Electrician		The Cherry		Peter Leibold	2022
House of Desires	A2		Ithaca College		Mike Garrett	2021
Head Over Heels	Scenic Carpenter		Ithaca College		Colin Stewart	2021
Everyone Gets Eaten	Technical Director	hnical Director Wellesley Hig		gh (Olivia Cortese	2020
The Hunchback of	Associate Technic	Associate Technical Director		gh	Brian McManimon	2019
Monty Python's Spamalot	Scenic Carpenter	Scenic Carpenter		gh	Brian McManimon	2018
Sweeney Todd Skills	Scenic Carpenter		Wellesley Hig	gh	Brian McManimon	2017
AutoCAD (2D & 3D) Hand Tools		Arena Rigging Experience		nce	Practical Wiring	
Vectorworks (2D & 3D)	Bench Tools	Bench Tools Theatre I		ence	Cable Soldering	
Programing (MA2 & EOS Education	MIG & Stick Weld	ing Hang &	Focus Experien	ce	Comfortable at Hieg	ghts
High School Diploma		Wellesley High School		hool	20	020
Theatre Production & Des	ign, BFA, Tech Consent	ration It	naca College		20	024
References						
Brian McManimon The	atre Production Manager			brian.mcmanimon@gmail.com (351) 322-4118		
Joey Bromfield Scer	ne Shop and Props Supervisor			jbromfield®ithaca.edu (607) 274 -3043		
Mike Garrett Ligh	ating/Video Supervisor			meg67@cornell.edu (607) 254-2743		

