

## Formgivare och konstnärlig ledare

Är ytterst ansvarig för utställningsdesign, dvs den fysiska utformningen av utställningen som ska produceras, och ska säkerställa kreativ och konstnärlig höjd för den konstnärliga produktionen oavsett uttrycksform.



## David Talbot

31 Zetland Rd  
Chorlton-cum-Hardy  
Manchester  
M21 8TJ  
Mob +44(0)7973 859354

# Curriculum vitae

## Work experience

**2002-2021** Employed by Quarry Fold Studio as Studio Lead. Worked alongside Liseberg Creative Director David Schofield. Part of the attraction of the role is working on numerous and diverse projects spanning many different fields. Highlights included:

Hotell Gasten, walk through haunted house attraction which won a prestigious TEA award and is known in the industry as a benchmark for similar attractions.

Kaninlandet, children's area comprising of attractions, restaurants, fast food, retail, theatre and play spaces.

Helix. Still known as one of the best coasters in the world.

Valkyria. Europe's highest dive coaster featuring a landmark station building, focus of the myths and Legends area.

Emilys Trädgård and Barnens Paradis. A quieter corner of the park in which to relax featuring a childrens play area.

Underlandet. The culmination of years of experience, in Underlandet we had the chance to combine many of the skills we have learned over the years combining many traditionally separate disciplines in one attraction.

Lisebergs DNA. Part of the concept group who outlined the DNA of liseberg and set a template for the future development of the park.

Jubileumsproject. Lisebergs biggest investment to date. new hotel and waterpark.

*Roles - concept design, visualisation, art direction and project management.*

**2001** Employed by Quarry Fold Studio and managed a shift in the business away from traditional set building and painting scenic backdrops after business was affected by the rise of large format digital printing and the emergence of affordable CGI and digital imaging software. We made a large investment in technology and recruited new staff to move forward. We have continued to be an agile business adapting to market forces and changes in technology.

**1997-2001** Employed by Quarry Fold Studio as a scenic painter, set designer and model maker.

**1995-1997** Started DT Design freelance illustration and scenic painting. Worked for various event companies designing and building sets for themed events and parties. Also worked in the conference and exhibition industries providing design services.

## Education

**1992-1995** BA HONS Degree in Fine Art University in Manchester. UK.

**1992-1995** Blackburn College of Art and Design Btec National Diploma in Art and Design.

# Curriculum vitae

## About Quarry Fold Studio

Quarry Fold Studio has a holistic approach to projects whether working alone or with our preferred partners. We bring together traditionally separate disciplines to create innovative experiences. This approach has proved to be efficient and effective over a long period. Core skills which we hold within the company include; project management, art direction, 3D modelling and rendering, CAD, traditional illustration, film, storyboarding, brand design, motion design and architectural illustration. We have specialised in the field of theme park planning and design but also have experience in film and TV, theatre, museums and exhibitions. It is this mix of disciplines and experience that we feel is best placed for us to ensure delivery of this brief. We are a dedicated and ambitious team who always look to push the boundaries of the industry and aim for the highest levels of quality and service. Our primary focus is the visitor experience and storytelling, immersing visitors into a believable world.

Working with a deliberately small design team has enabled us to be both agile and cost effective. Our longevity in the industry is testament to this approach. Quickly embracing emerging technology to stay ahead of the game has always been a key focus but we have never lost sight of the fundamental principles of design. 3d design has been a key tool in delivering successful projects as both a design tool and way of communicating ideas. We put an emphasis on this method of working. It gives us a 360-degree project view and is invaluable as a tool for problem solving. This means many issues can be addressed before breaking ground. With years of knowledge designing visitor experiences we know how to effectively use our budget to create the best output possible. Through regular peer meetings we constantly review our performance and take steps to raise quality and efficiency.

Our team has worked closely with Liseberg over a number of years on diverse and challenging projects. We feel we have good working relationships at all levels of the organisation. We always seek to understand where the expertise and talent lies, to exploit it, nurture it and complement it with our own skills. We seek to define roles early in a project and to always be available to give support. Constant monitoring of performance can assess whether the right party is working in the right project area.

Though a small select group QFS has been stable for a number of years with employees having served several years in post. We have enough strength and depth to provide an unbroken, high class and efficient service. In the event of the loss of a key team member our employee's core skills are diverse, overlapping and complementing each other, meaning another team member could cover that discipline. It is a privilege to work in this industry and though respectful of employee's rights and work/life balance we see ourselves as having a 'creative lifestyle' where fulfilment in the workplace balances the need to give dedicated attention and commitment to clients at all times.

[www.quarryfoldstudio.com](http://www.quarryfoldstudio.com)