

Daniel Ford

Traditional Leather Crafter, Costume Props manufacturer

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EXPERIENCE

Firebite, Adelaide — *Costume Props Maker / Art Finisher / Prop Maker*

July 2021 – December 2021

Employed to create and work on a wide range of Costumes and Props for the show. Making a wide range of costume-prop elements from leather and rubbers. Also Art finishing Costumes and Costume-Prop pieces. Adding SFX where necessary.

Thin Ice VR, Adelaide — *Costume Props Maker / Art Finisher / Costume Standby / Prop Standby*

December 2020 – June 2021

Employed to create and work on a wide range of Costumes and Props for the VR experience. Recreating very closely the historical pieces and references, costumes and props were built to show as accurately as possible on camera.

Mortal Kombat (Feature Film) Pickups 2020, Sydney – *Specialty Costume Maker / Technical Costume Standby*

November 2020

Working as Specialty Costume maker to repair and create new costumes for Pick ups. Also working as Costume standby to dress Cast.

Mortal Kombat (Feature Film) 2019, Adelaide — *Costume Props Maker*

June 2019 - December 2019

Employed to create and work on a wide range of Costumes and Props for the feature film. Majority made in leather, with Polyurethane and Metal manufacture included. Also acted as a technical standby on set to Dress Cast and make repairs and changes as needed.

NVG Magnaura, Adelaide — *Armorer and Outfitter*

April 2018 - CURRENT

Making and designing Historically accurate Armor, Footwear and clothing for the Longest Standing Medieval Re-enactment Group in South Australia. Using Leather, Metals, Fabrics, Timber.

Daniel Ford Leather Craft, Adelaide — *Owner/Maker*

February 2009 - CURRENT

Designing and Manufacturing a wide range of leather goods for customers. Majority Hand Dyed and Hand tooled with hand sewn or laced accents. - Images Attached

SKILLS SUMMARY

Leather Craft – Wide range of leather crafting skills from Traditional Medieval attire and Armour to Contemporary Accessories and Footwear.

Costume Fabrication – Using a wide range of techniques and skills to produce Key Character Costumes using a wide range of Materials. Including experience in fitting and tailoring to specific actor requirements.

Prop Making – Bespoke object design and creation: reproductions, modifications and duplication. Including breakaway and soft/stunt object production.

Art Finishing – Costume breakdown and SFX work applied to costumes

Model Making – Making Diorama and Replica Models of Historic Vehicles and Battle scenes.

Miniature Painting – Painting and finishing of model vehicles and character models at miniscule sizes.

Metal Fabrication – Manufacture and maintenance of tools and weapons. Have also made Jewelry and other metal accessories.

Furniture Manufacture – Design and Production of Medieval and Contemporary Timber Furniture. Quite often tied in with Metal Fabrication to make Hinges, Locks etc.

Taxidermy and Leather Tanning – Using these skills to add details and acquire certain materials for costume and prop manufacture.

REFERENCES –

Heather Wallace – COSTUME DESIGNER – FIREBITE 2021

0403305028

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Lisa Iona – PRODUCTION COORDINATOR – THIN ICE VR 2021

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Cappi Ireland – COSTUME DESIGNER – MORTAL KOMBAT 2019/2020

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Robyn Elliot – COSTUME SUPERVISOR – MORTAL KOMBAT 2019

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