

INFORMATION KIT

What is The Maker's Lab?

The Maker's Lab, led by Daniel Sim, is an initiative by The Finger Players (TFP) to nurture and grow builders and designers of puppets and objects. It was started in 2020 and has since seen three cycles. This year, The Maker's Lab [REVAMPED] will embark on the next cycle with a slight revamp - to take in **TWO** new makers over the course of two years, who will be inducted into The Finger Player's unique way of designing and constructing puppets in a scaffolded manner.

The Maker's Lab aims to:

- Nurture budding Singaporean puppet makers and designers
- Establish a culture of rigorous craft and artistry in the creative process
- Develop and promote puppetry and puppet-making in Singapore

Over the course of two years, **TWO** selected makers will be committed to the program as such:

Phase 1 – Workshop-based Learning

July – August 2023 – Puppet Making Workshops

September 2023 – Puppet Manipulation Workshops

Phase 2 – Industry-based Learning

December 2023 – June 2024 - Assist in Puppet Design and Making in a TFP Production

Phase 3 – Industry Application

December 2024 – June 2025 - Lead Puppet Design and Making (under Mentorship) in a TFP Production

The selected makers will be given a monthly stipend during the three phases, alongside a project fee for phase 2 and 3 in relation to the scale and needs of the projects.

Support from The Finger Players

- Free access to The Finger Players' workshop
- Free access to related programmes under The Finger Players
- Regular reviews with the Programme Manager to chart the research process
- A monthly stipend during the 3 phases
- A project fee depending on the scale and needs of the project during Phase 2 and 3
- A dedicated budget for makers' learning and exploration

Maker's Timeline

The 2-year programme will be managed by the Programme Manager, Daniel Sim, a Core Team member of The Finger Players.

WORKSHOP-BASED LEARNING

July – August 2023 In this phase, selected makers will attend a 20-session workshop introducing various aspects of puppet designing and making, from designing and making technical drawings to structural and finishing work. There will be 20 sessions of 8 hours each, spread over the two months in order to allow space for learning.

The workshop will be structured in modules, led by various instructors including non TFP Core Team members.

In this phase, selected makers will attend a 20-session workshop introducing various aspects of puppet designing and making. The workshop will cover the entire process from designing, making technical drawings to structural construction, form building and finishing techniques. Makers will be also be introduced to making done in the workshop, sourcing of materials and ideas outside and also understanding puppet manipulation and performance. There will be 20 sessions of 8 hours each, spread over the two months in order to allow space for learning. The workshop will be structured in modules, led by various instructors including non TFP Core Team members.

September 2023 3-day puppet manipulation workshop taught by external facilitators.

INDUSTRY-BASED LEARNING

December 2023 - June 2024 In this next phase, selected makers will participate in a main season puppet production as assistant designers and makers in order to learn and understand puppet designing and making within the context of the entire production process. Beyond the workshop, makers will attend creative meetings, production meetings, rehearsals and set-up. The production will be directed by a TFP Core Team member.

INDUSTRY APPLICATION

December 2024 – June 2025 In the final phase, selected makers will themselves design and make the puppets for a main season puppet production which will be directed by a TFP Core Team member. The makers will be under the mentorship of the Programme Manager throughout the entire process. As the puppet designer and lead makers, the selected makers will create and manage their own puppets alongside the creative team, putting into practice their learning.

ADDITIONAL EXPOSURE

On top of the formal programme phases, selected makers will also be considered for the roles of design and maker assistants in other TFP productions should the opportunity arise. This will allow them to bolster their exposure to various styles of puppetry and other making practices. Fees will be discussed separately for these additional projects.

Application

Who can apply?

The Maker's Lab is open to applicants who are:

- Singaporean/Permanent Residents
- Independent makers and designers, or fresh graduates who are interested or have experience in making and designing
- interested in puppet designing and making, especially in the further pursuit of this art form beyond the programme
- Able to commit from July 2023 to June 2025 according to the timeline stated above
- Willing to document and share their process in the form of reflection pieces that will be uploaded on the company's online platforms

(Refer to "The Maker's Lab 2020 and 2021 Maker's Journal")

Application Timeline

1 March 2023	Applications open
31 March 2023	Applications close
10 – 21 April 2023	Shortlisted applicants will be invited for an interview
30 April 2023	Successful applicants will be notified

How to apply?

Download application form [here](#).

Email your Application Form, together with your CV and, 5-page Portfolio to tfpmakerslab@gmail.com with the subject title: "Application for The Maker's Lab: Your Name".

Deadline of submission: 31 March 2023, 6pm

FAQ

1. How much experience is the applicant expected to have?

This programme is designed for relatively new makers and you will be introduced to various puppet making skills and techniques in Phase 1.

If you are unsure, please write to us at tfpmakerslab@gmail.com to clarify.

2. What if I have no experience in making at all?

If you are very keen to apply, please still write to us stating your experience.

3. If my current profession is not a designer, can I still apply?

Yes. The programme aims to expose makers to various possibilities of puppet design and also the design process. We hope that you will be able to discover or hone your design sensibilities over the course of the programme.

4. I have no interest in puppetry, should I apply?

Unfortunately, no as the programme focuses on puppet design and making. The Finger Players is a theatre company that specializes in puppetry, and most productions would include some form of puppetry. If you have not encountered puppets or watched puppet performances, we would like to invite you to check out our website for upcoming performances. It will be exciting!

5. What are the hours for the lab like?

In Phase 1, selected makers are expected to attend ALL workshop sessions. The formal sessions run for 8 hours a day, but the TFP workshop is open for the makers to continue work.

In Phase 2 and 3, the hours are more flexible and can be pre-arranged. However, as per the production process, there are more intensive periods in order for us to complete the puppet designs and builds.

On top of the formal programme, makers can do their own exploration and participate in other TFP projects. As with all craft, your knowledge and experience grow in relation to the amount of commitment that you give.

6. If I have other existing commitments, can I still apply?

We understand that this lab is not able to offer complete financial sustainability, and so we are open to discuss and negotiate scheduling possibilities to get to a common understanding. Commitment is of utmost importance to us, so do let us know your existing commitments in the application email to us.

7. What will the interview process be like?

The interview will be conducted with the Programme Manager and Artistic Director. The Core Team of The Finger Players will also be present, whenever possible.

Aside from finding out more about your proposal, we are also interested to find out more about you.

8. Who will I be working most closely with?

The Programme Manager, Daniel Sim, and the incoming Artistic Director, Oliver Chong.