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"A GLORIOUS REBELLION AGAINST THE MUNDANE"
DAME SUZIE MONCRIEFF
The first World of WearableArt Awards Show was to an audience of just 200 people in rural Nelson, New Zealand.

Over 63,000 national and international show-goers will attend the 3 week show season.

Over 10,850 people have worked on a WOW Awards Show, including cast & crew.

Almost $2,808,000 in prizes (cash and in-kind) has been awarded to finalist designers.

The judging process is in three stages:
1 in Nelson in June;
2 & 3 in Wellington in September.

Over 5,100 finalist garments on its stage.

Over 890,000 people have seen a WOW Awards Show.

Over 359 people have worked on the 2022 WOW Awards Show, including cast & crew.

Over $190,000 in prizes (cash and in-kind) has been awarded to finalist designers.

WOW has showcased more than 5,100 finalist garments on its stage.

Habitant 4669, Luiz Fernando Sereno Penna, New Zealand

Life, Sun Ye, Ma Yuru & Zhou Honglei, China

Mocárabe, Jayati Saraf, Pearl Academy, India

20 Sept – 8 Oct 2023

Over 200 people in rural Nelson, New Zealand.
"The collective human curiosity for what exciting discoveries live in worlds BEYOND our imagination BEYOND elevates the audience experience by taking us on an exciting visual journey to worlds BEYOND featuring the winning WOW formula of incredible spectacle, high-energy performance, original music, breath-taking garments and emotional storytelling."

Brian Burke,
WOW Executive Creative Director

The World of WearableArt (WOW) Show: BEYOND is a world-class theatrical extravaganza. Each spring, this not-to-be missed event in Wellington is experienced by an audience of over 60,000.

Every night the stage comes alive with incredible works of wearable art, dancers, aerialists, captivating music, and moments that will take your breath away. At the heart of WOW is the world’s leading wearable art competition for designers from across the world working in radical and innovative ways in the mediums of fashion, art, design and costume.

This year we are taking you on a journey into a futuristic world. Don’t miss out on tickets to BEYOND, the 2023 WOW Show.
I am a producer, director and designer of live stage spectacles and television events around the world.

My body of work encompasses 20 years of "Best Of Las Vegas" spectacles including: Celine Dion, Luke Bryan, Keith Urban, Pitbull, Le Rêve, Mat Franco, Celestia and The Latin Grammy Awards; stadium / arena concert experiences such as Lionel Richie, Westlife and Il Divo; as well as over 10 years of creatively producing the most successful global TV brands such as America's Got Talent and American Idol.

Having the opportunity to guide and collaborate such a genius production team is a beautiful creative experience. The chemistry among the international Creative Team for the 2023 WOW Show: BEYOND is truly unique and I am so pleased we are bringing people together again to experience a brand-new visual journey into the World of WearableArt!

Having the pleasure of collaborating with a wide range of performers, artists, and organisations throughout Aotearoa. I've been commissioned to create live performances for companies nationally and internationally alongside my collaborators from my company Movement Of The Human. I direct large-scale performances, such as the FIFA Women's World Cup Opening, to the more intimate experiences of dance performance. I have been involved in 17 World of WearableArt shows since 2001. One reason I love working on this event is the scale that WOW works at – live, immersive, experiential spaces created for the garments to live in that shape-shifts with colour, music, light, and movement.

At WOW, we coalesce a wonderfully generous team of creative practitioners, amounting to a theatrical explosion, celebrating and combining design ideas of many artists together into one platform. I absolutely love working on this event as it celebrates creative diversity, craftsmanship and ingenuity on multiple levels.
I am a composer and sound designer for theatre, film and contemporary dance. My work is licensed and performed worldwide and has received numerous arts festival and commercial sound design awards. Recent works include composing for TVNZ drama series The Pact, dance theatre work Archives of Humanity, commissioned by the Perth Festival, and Meremere, which will be presented this year at the Sydney Opera House and on tour in Australia. I have composed works with WOW Show Director Malia Johnston since 1999 as a proud collaborator with the performance/design collective Movement of the Human.

Composing for WOW this year has challenged me to create a score with dramatic scope that will arch above the audience, soar with the performers and, in partnership with projection, light and performance elements, immerse the listener in another world, resurrect dormant spirits and really rattle the bones. Above all, I really want my music to honour the larger-than-life designs and designers of WOW.

I come from a global design background, having worked in the worlds of theatre, dance and opera. I have an innate curiosity and passion for new technologies, and I love bringing this interest along with my experience to large-scale events. My work has seen me designing on shows around the world, from the United Kingdom to China. What I enjoy most about working on the World of WearableArt Awards Shows is the process of combining the creative storytelling with the complex technical realities of producing a show of this scale. The 2023 World of WearableArt Creative Team are extraordinary and I’ve loved creating these magical realms with them. It’s inspiring working together to create experiences that make the audience wonder; “how did they do that!” I can’t wait to share our adventure of a show with you!

Founded in 2015 by Patrick Neys, Jean-Luc Gason and Dirk Decloedt, we are Drop The Spoon, a collective of visual and conceptual artists who create work for internationally renowned shows and theatrical productions. The founders were all educated and inspired by the work and artistry of Franco Dragone, a visionary show director who has transformed the live entertainment industry over the last 30 years.

Based in Belgium, we have a unique approach for every project we work on. We try to create work that explores the boundary between sleeping and waking, a boundary which touches on the indefinite and the infinite, the surreal and the mysterious, the abstract and the metaphoric. With the silent use of imagery, we portray beauty, meaning and inspiration, opening doors to other worlds, dimensions and comprehension. And we can’t think of a better place to bring our creative concepts to life than on the World of WearableArt stage!
2023 CREATIVE TEAM CONTINUED

TRUDY DALGLEISH
Lighting Designer

I'm a freelance Lighting Designer who specialises in musical theatre and arena spectaculars and I am absolutely honoured to be part of this year's WOW, as it's a truly special and unique event to work on.

I graduated from the technical production course at NIDA in Australia and then spent 10 years at the Sydney Entertainment Centre as their Lighting Director. There I lit everything from circus to opera – rock shows, theatre, ice skating, and sporting events.

For the past 20 years, I have returned to the freelance world, where I have worked all around the world including the West End and Broadway. I have presented shows in Norway, Asia and the Middle East where my work has included arena spectaculars and Opening Ceremonies for large sporting events. I'm delighted to be here and be part of WOW, and to share with you this truly theatrical and spectacular event!

GABRIELLE STEVENSON
Costume Designer

This is my second year working on a WOW Show. I'm a Costume Designer with more than 20 years experience in film, television and theatre industries. I've worked on internationally acclaimed productions, including: The Luminaries, Ghost in the Shell, Mortal Engines and The Hobbit. I've designed for the award-winning television show Reservoir Hill and have been nominated for Best Costume Design at the New Zealand Film and Television Awards.

As a Costume Designer you are often working within the constraints of other people's ideas, but for this Competition, designers have autonomous creativity, they can work and create using their own volition and resources, which is really unique to see.

This will be my first year working on a WOW Awards Show, and I'm excited for the challenges and opportunities it will bring. I want to create designs that match the energy, evolution and creativity of the previous Shows, and help achieve a level of entertainment that is of international standard, but still uniquely WOW!

BART BARKMAN
Sound Designer

I am an experienced designer and live sound engineer, with a passion for creating exceptional audio experiences. With over 20 years of industry experience, I have worked with renowned artists, bands, and long-running musicals in venues in the United States, Australia, Asia, New Zealand, and South Africa.

Over the years, I have worked tirelessly to refine my craft, mastering the intricacies of live sound reinforcement, mixing, and system design. As well as my mastery of live sound, I pride myself on staying up to date with the latest technological advancements to ensure optimal sound quality in diverse live environments. I look forward to calling on this wide experience to create a dynamic audio experience for WOW.
I am an English-born, New Zealand-based composer, singer and guitarist. I have released albums as a solo artist and have also had a career filled with incredible creative collaborations, including work with musicians such as Concord Dawn, Anika Moa, Rhian Sheehan, Fly My Pretties and S3D to name a few.

My first experience as Music Director for the World of WearableArt Awards Show was in 2018, for the 30th Anniversary Show, and I was immediately inspired – this Show is a feast of imagination. WOW offers a rare opportunity to engage in a truly epic dialogue of creativity with artisans from all over the world. My favourite part of working on the Show is how unique it is; the initial design of the Show happens independently of the Competition and, when the garments are placed into the Show, we suddenly see this huge collision of creative disciplines, which is always so special to see take place.

I am the Director of Momentum Productions, based in Auckland. I am a choreographer, dancer and music producer who enjoys amalgamating these mediums to create works for television, music videos, live shows and corporate events. I started dancing at an early age with jazz, tap, ballet and contemporary dance. In my early teens I grew an obsession for hip-hop culture and dance, performing with various crews throughout the Auckland hip-hop scene. In 2013–2014 I won two silver medals in the world Hip-Hop Dance Championships in Las Vegas as part of Identity Dance Company.

Since graduating from the University of Auckland in 2016 with a Bachelor of Dance Studies, I have toured Europe and Australia with various productions, working in Macau, India, Oman and Russia as a choreographer or dancer. I was a lead choreographer for The X Factor NZ and have been lucky enough to have performed in the 2018 WOW Awards Show. I’m very excited to be working as a choreographer for WOW this year.

I’m a freelance choreographer, dancer and director, passionate about everything to do with dance, music and art. Being a part of WOW truly is a dream come true and I feel honoured to be working alongside this incredible team of creatives to bring this year’s Show to life.

I’ve been a choreographer for over 10 years and I love to create work in several genres of movement, from jazz through to commercial and contemporary. I trained in a variety of styles and developed my skill set further by training at APO Arts Academy in Melbourne, Australia.

Upon graduating I started choreographing and performing across several facets of the entertainment industry in New Zealand, Australia, Asia, USA and Europe – from television shows to large-scale theatre productions, live events, arts festivals and music videos. However to be involved in a production such as WOW is one of my most exciting endeavours, allowing me to lean into my versatility as a choreographer while getting to work with fashion and design in mind.
JENNY RICHIE
Aerial Choreographer and Apparatus Designer

I am a multidisciplinary artist specialising in visual arts, costume, aerial apparatus design and choreography. Over the past 20 years I have worked with a wide range of contemporary circus, live performance and film production companies, based both here in my homeland, Aotearoa, and overseas.

The diversity of my career has allowed me to explore many roles in the performance industry, from working as a movement artist with Robert Lepage’s Ex Machina for the Metropolitan Opera of New York to touring internationally as a choreographer and performer for experimental Zurich Contemporary Circus Company Rigolo.

Working on the World of WearableArt is always exciting as you are part of a huge production that has grown from such humble beginnings. I love any opportunity to explore the intersection between bodies and design and this is why I always enjoy my experience with WOW, settling now into my sixth year.

HIL COOK
Character Hair & Make-up Artist

I have worked in the film and fashion industries worldwide for over 20 years as an artist and designer for make-up, hair, and prosthetics. Having trained at prestigious hair and make-up institutions that took me to London, I honed my craft in film, fashion, television, and wig-making. I collaborated with iconic artists and directors to create looks for The Hobbit, Marvel’s Avengers: Endgame and Ant-man and the Wasp, to name a few. In addition to working on award-winning make-up teams for The Lord of the Rings trilogy, a highlight was my work appearing in Vogue Italia and creating the make-up for the 2023 WOW campaign shoot.

I am super-excited to design looks for my first year on WOW and collaborate with the amazingly talented team of crew, creatives, and artists. WOW have consistently delivered exceptional designs and talent, and I can’t wait to bring their passion and vision to life through every brush stroke and hairstyle.
2023 SECTIONS

The World of WearableArt Show is divided into six Sections: three recurrent Sections, and three specific to 2023.

RECURRENT SECTIONS

AOTEAROA Celebrating New Zealand and New Zealanders’ deep sense of place, who we are as people, and what makes us proud. From our rich cultures and history to our landscapes, our independence to our inventions.

OPEN A world with no thematic boundaries. Complete freedom to explore and create where the only limit is your imagination.

AVANT-GARDE A world that is experimental, radical and unorthodox; a rebellion against the norm. Defying the boundaries of fashion, rejecting the ordinary and embracing originality.

SECTIONS SPECIFIC TO 2023

MARS & BEYOND Explore the mysterious creatures, flora and fauna, and civilizations that could dwell Mars and beyond! Science fiction has long captivated the human race; sparking imagination and exploration into the never-ending mysteries of the cosmos and all that is yet to be discovered.

GOLD Grandeur, glitz, and glamour – used by many ancient dynasties and religions for ornamental, architectural and decorative purposes, and often associated with the sacred, the divine, the supernatural world, and immortality – gold has been recognised since ancient times as a noble colour and material.

BIZARRE BRA Putting a mainstay of modern living in the spotlight, these creations are witty, elegant, and outrageous!
World of WearableArt is one of New Zealand’s creative success stories. The original World of WearableArt concept was founded and created by Dame Suzie Moncrieff in 1987. Dame Suzie, who was a sculptor at the time, had the vision to take art off the wall and exhibit it as a live theatrical production. The first World of WearableArt Awards Show was staged in rural Nelson as a promotion for a local art gallery for an audience of just 200 people.

In its third year, the World of WearableArt Awards Show moved into Nelson’s Trafalgar Centre, establishing itself as a must-see annual event, before moving to Wellington in 2005. Since 1987 to the end of the 2018 show season, almost 770,000 people have seen a World of WearableArt Awards Show.

After 35 years, Dame Suzie continues to be a driving force behind World of WearableArt, acting as a guide and mentor to the wider creative team.

"TO TAKE ART OFF THE WALL AND OUT OF STATIC DISPLAY. TO ADORN THE BODY IN WILDLY WONDERFUL WAYS. TO CELEBRATE CREATIVITY IN A LAVISH AND UNIQUE ON-STAGE SPECTACULAR THAT WILL INSPIRE US ALL."

Dame Suzie Moncrieff, WOW Founder
IMAGE AND VIDEO GUIDELINES:

• Images and video must only be used for the stated purpose
• Images must be credited in print and online in the following way:

  The Isobra, Janice Elliott, New Zealand
  Photo: World of WearableArt Ltd

This credits the garment name, designer name and country of origin.

BRAND GUIDELINES

• WOW – abbreviation for World of WearableArt
• ‘Garment’ – a wearable art piece designed by a WOW Finalist Designer
• ‘Costume’ – performance wear for characters, actors and dancers within the WOW Show
• WearableArt is one word – no ‘s’

FOR NEW ZEALAND MEDIA:

• The ® symbol follows WearableArt®
• The ® symbol follows WOW®

For more details, email siobhan@worldofwearableart.com

"UNDENIABLY IMPRESSIVE AND SOMETHING THAT ONE MUST SEE TO BELIEVE."

Fashion Quarterly
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"THE AVANT-GARDE EVENT OF THE YEAR."
CONCRETE PLAYGROUND