



Bianca Huisman - Design, costume design, Styling
 Graduated Fashion Design student - self published artistic research book A Dream is not a Dream available at Athenuem Amsterdam/After 8 Books , Paris



Skills: basic knowledge pattern drawing/cutting/sewing
 experience with working in Adobe programs: PremierPro/Indesign/Photoshop/Lightroom
 Excel

Cv. (concerning all work within a creative workfield)

Student at University of Arts Utrecht. between age of 16-20
 2018-2021

Internships

Duran Lantink (Designer) juni/juli/aug 2019

Iztock Klancar 5 months (film maker) 5 months. 2020

Known Model Management. (styling) 2 months. office work regarding directing teshoots for portfolio.

freelance work.

- Styling for graduation film Sophie Gipmans. Souvernirs (3 aprl/juni.juli 2021)

- styling assistant artist Antoon for a tour Leila El Alaoui (Oct. 2021)

- styling assistant/kostuum production Theater show with Leila El Alaoui

- Costume design/ styling independent project with photographer Heleen

Kosse. Film production/performance art, for an exposition. title. I act like a child of 6

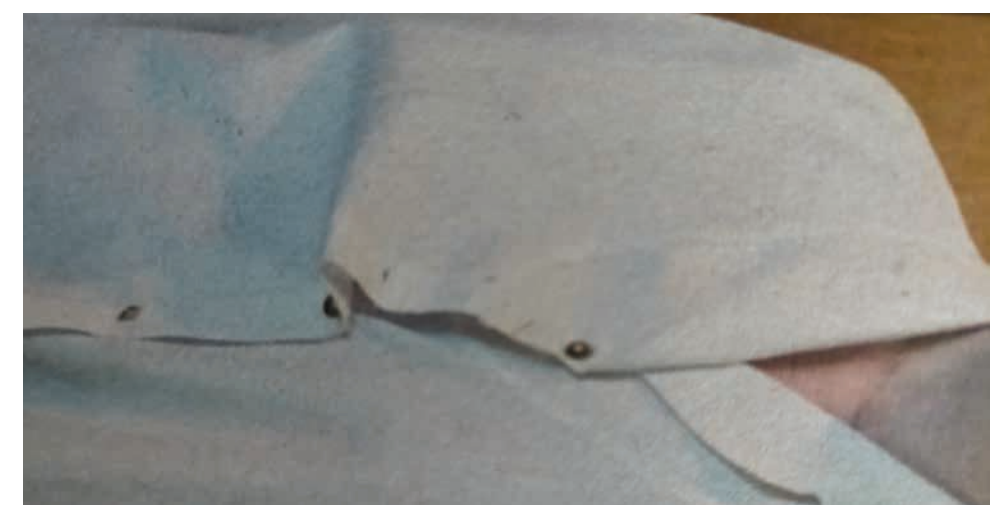
- Costume design/ styling music video Patriarchy, Burn the Witch

- Book publication. title A dream is not a Dream. selfpublished

- on following pages several independent projects and research

- Currently working fulltime as a model while writing for a next publication. Poetry and essays on the gender binary.

Thank you for taking the time to look at my work
 If you receive this document, it means I admire your work and contribution towards this industry and sincerely feel grateful for what this work means for me



A Dream is not a Dream

graduation collection 2020 HKU fashion Design

The collection explores the gender binary. The separation between male and female within the conservative Dutch countryside (Bijbelbelt) The most Christian area in the Netherlands and the place I call home.

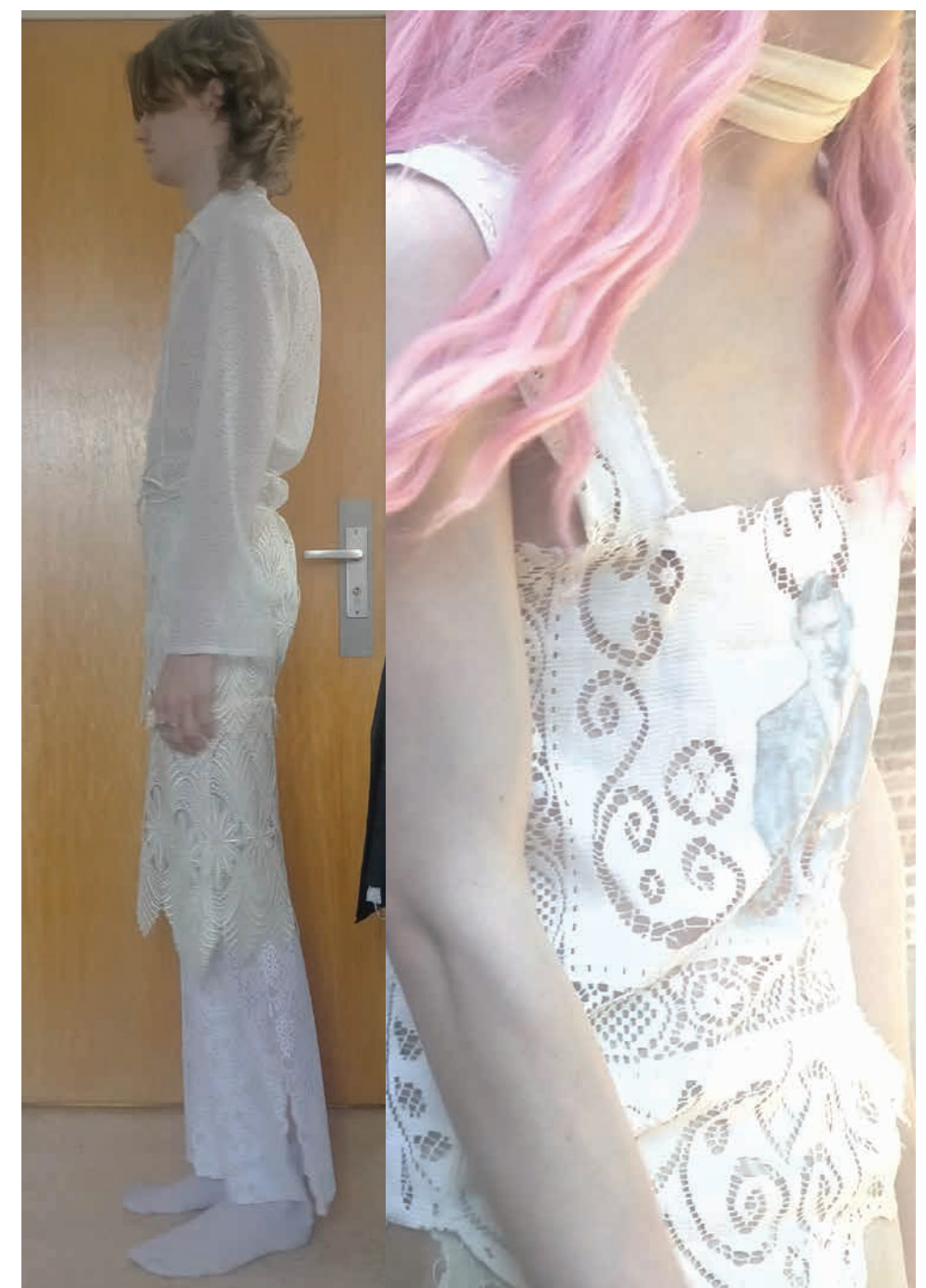
Silhouettes refer to clothes in picture books, the long over-knee skirts my grandmothers wore when they were my age, the black and white images taken at my grandparents' first holiday together just after getting married. The oversized messy suits they never wear, only at weddings or christenings, The only outfits captured in photographs

White outfits referring to wedding clothes, virgin marry and angles made from curtains that ones belonged to my grandmother

The project contains 11 outfits
1 music audio
1 book publication

(All with the same name)

A film that goes by the title
Summer is the beginning





Patti smith //

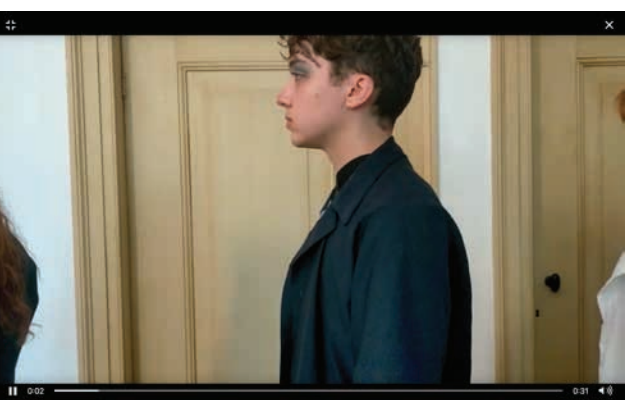
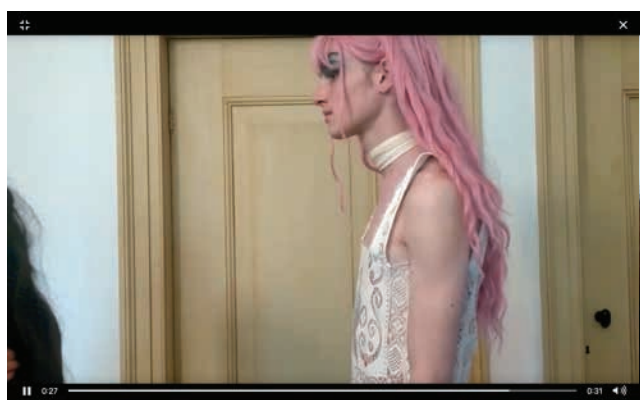
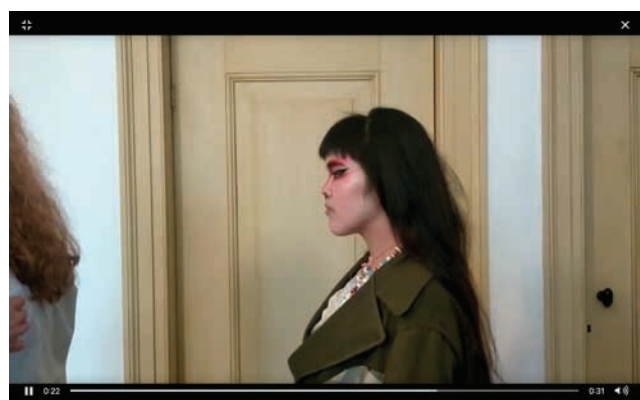
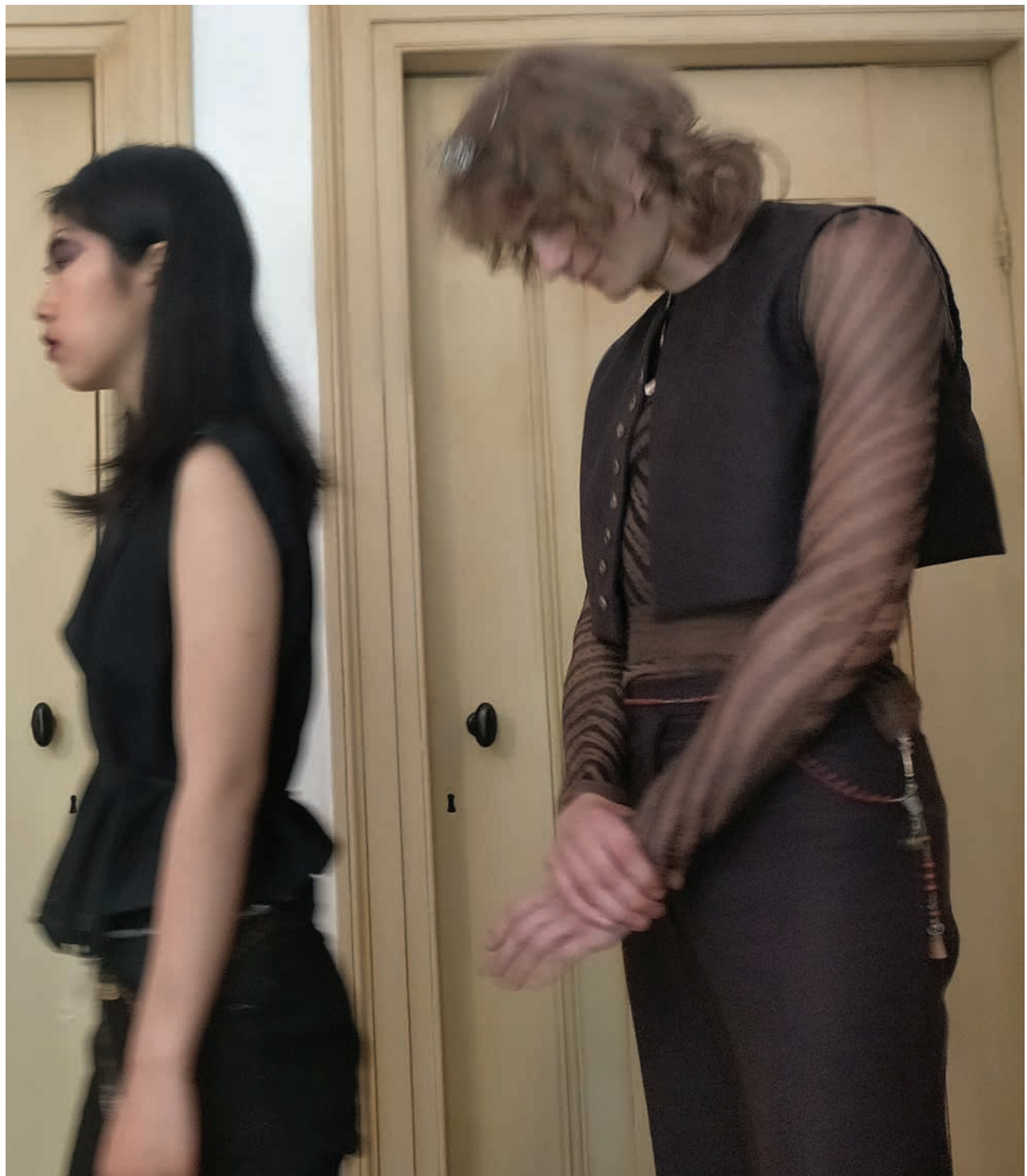




Silhouettes refer to new wave artists such as Lizzie Mercier Descloux, Patti Smith and Siouxsie Sioux. I found that this came natural within a research around gender expression, since it's been an act of rebellion, and therefore very punk to present oneself other than the assumed gender by what the physical body suggests.





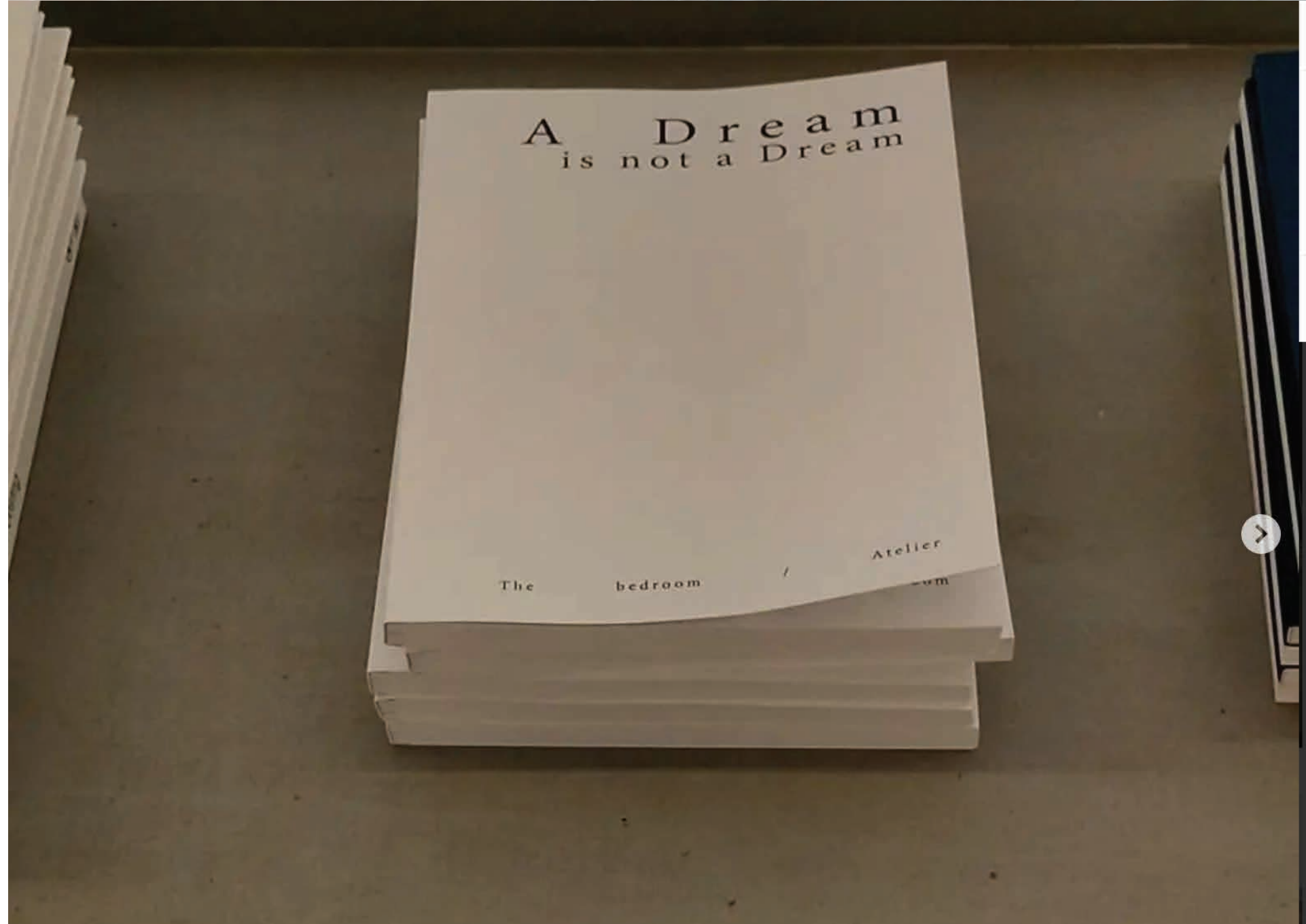




Book publication

title: A Dream is not A Dream

Photobook about proces of making a collection, intimate portret serie of friends in sample outfits in a small publication. The book is for sale at Ateneum newscenter, Amsterdam, and After 8 Books, Paris



As if they were never there,

The room will be a mess

Paper sheets on the bed

Sipping endless cups of bitter

stay awake

The pile of newspapers on the corner of the streets,

disappeared in morning grey



11 outfits

11, a number which represents new beginnings within a spiritual field, also called an Angle number. Within the Bible it has a negative connotation, it represents a symbol of imperfections, disorder and chaos.

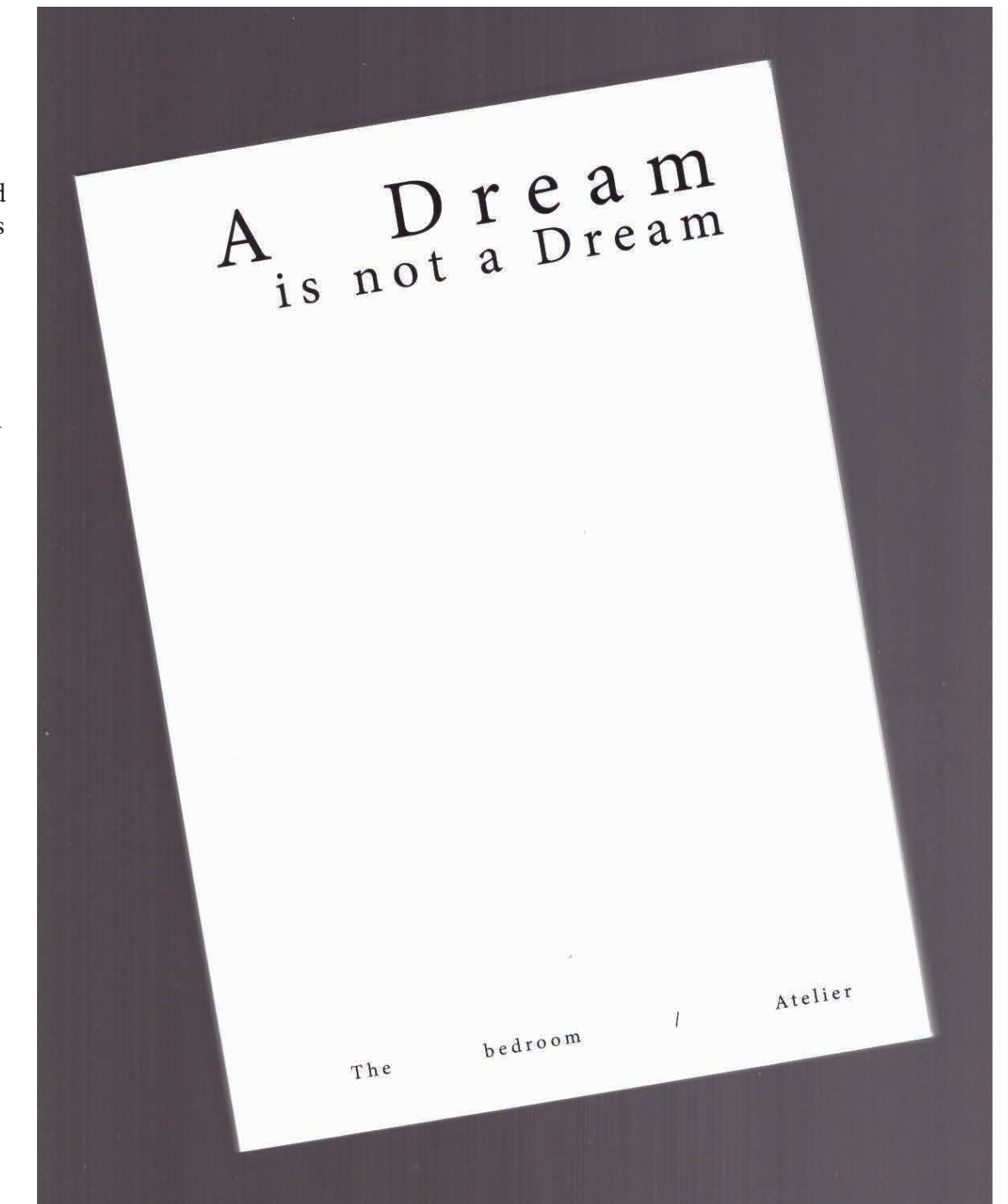
It was a good coincidence that this project came to an end at 11 outfits, because this contradiction in meaning seems very suiting

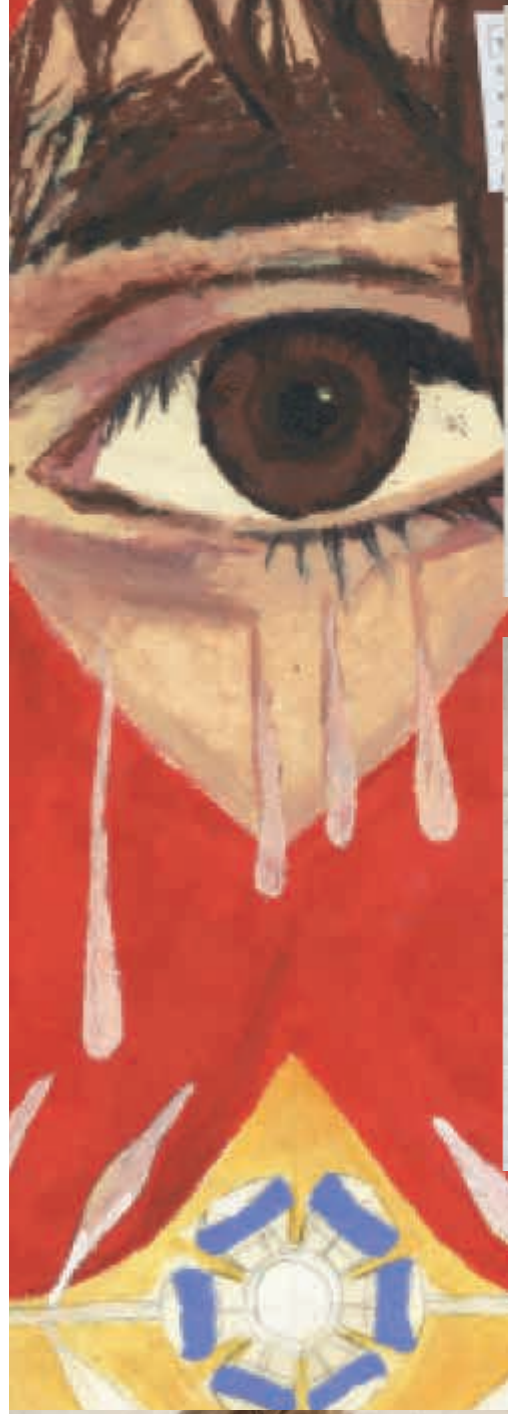
Earlier pieces and samples are made in my bedroom, which was my atelier during lockdown as well. Some strongly influenced by insomnia, fabric mirroring the texture of my bedsheets and night clothes. Others formed around old black and white pictures from my grandparents in their "Sunday best" outfits. They were about the same age as I am now, they just got Married. The 2 most influential silhouettes from the pictures, the suit, and the uniform of the nun.

Outfits are formed around my models, who are, or became, close friends. My muses. I placed elements of the strongly gendered dress codes from the pictures on my muses, of which some of them are not male, nor female. Within the project I studied non-binary gender identity till the point that I discovered to be non-binary myself.

[artist's note]

text and photoscan of the cover as published on the website of After 8 Books



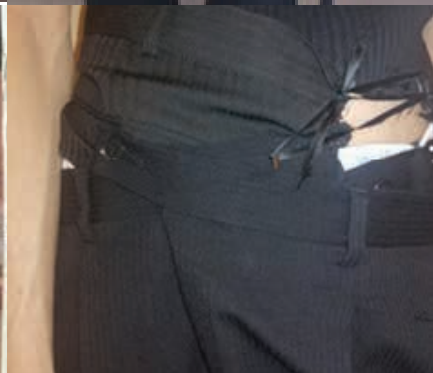
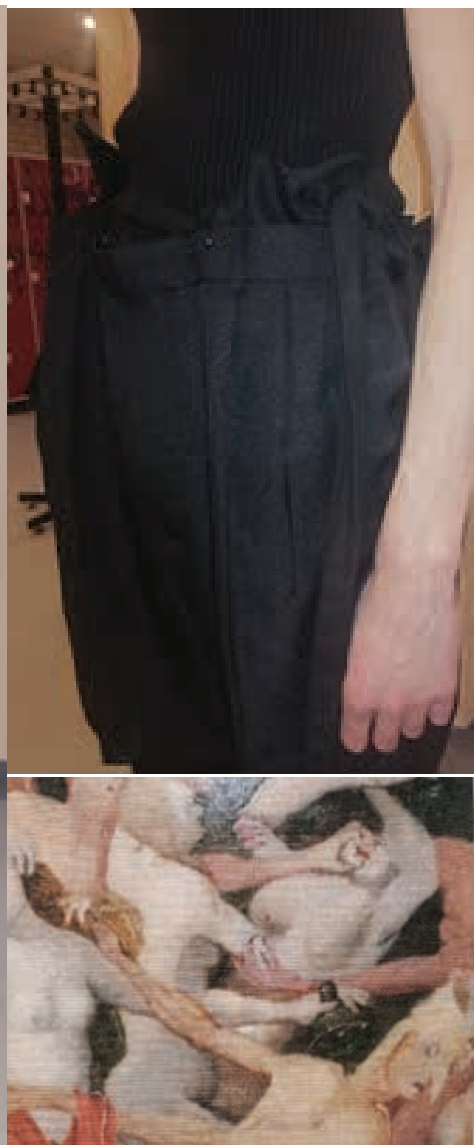


from front on back

- blazer
- back removed
- to be worn in his 'normal' way and with the front on the back

revers on the back, low ~~the~~ normal back on position
No shoulder pads
the lower back can be reinforced with buttons connected to front side, no side seam

front



Anden suit find
particular and lateral not what is given
knowledge

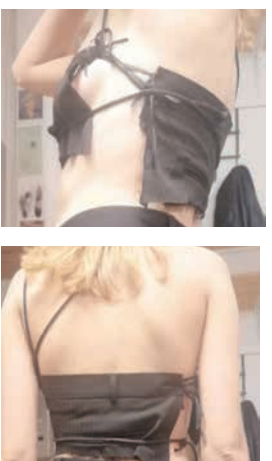
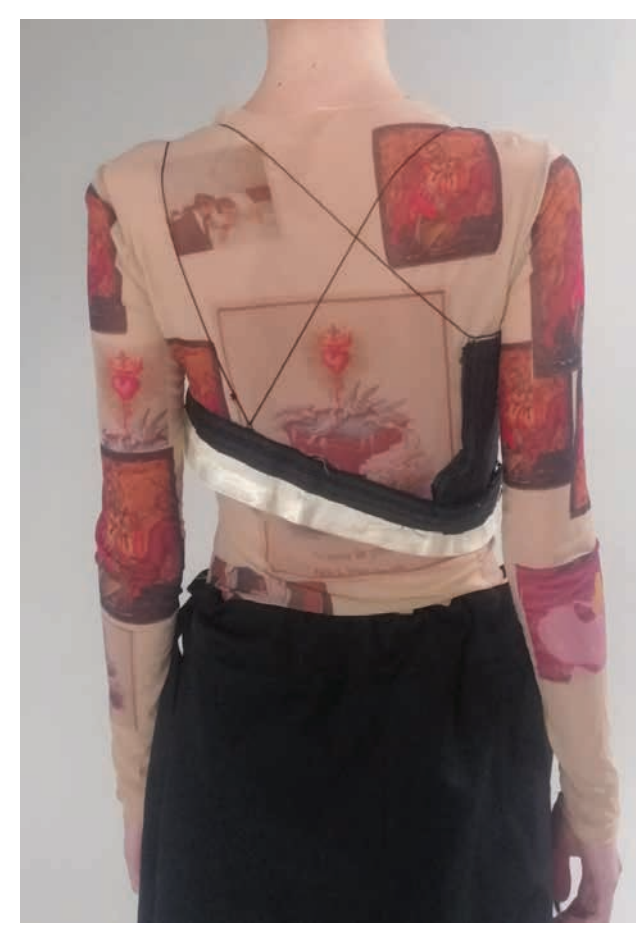
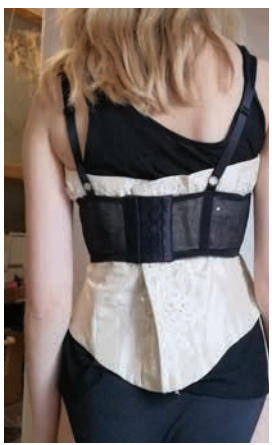
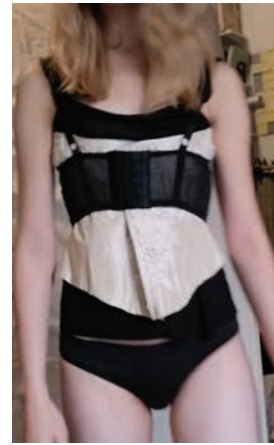
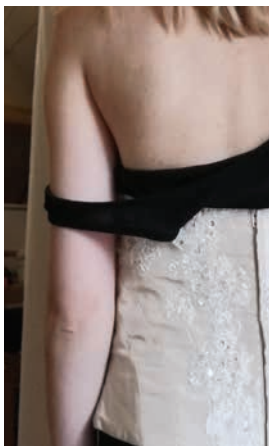
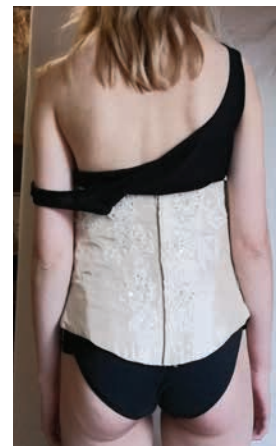
lowest
long 'pencil' skirt
with side seam
and buttons on the
back

the front of the
skirt is not
at all
the same as
the back



methode: embedded research
div. body and other materials
distribution





Research collection year 2. University of arts Utrecht, Bachelor in fashion design

Collection explores childhood memories and gendered characters in childhood stories. There is a focus using old clothes to make new shapes and with this refer to what the old shape represented.

Film

Collaborations:

Remembering the nights

(this page and following 3 pages)

Film production by Iztok Klancar

Styling/production assistant/ Set Design/ prob design (masks)/ Styling/ make-up

Collaborations:

music video: Burn the witch

Costume / Styling music video Patriarchy, Metal band from LA

(4th page)

I act like a child of 6

Film production/performance art

made for one day Exhibition. Collaboration project with photography and fine-art students

Costume Design. 2 outfits

The beginning is summer

A documentation of the proces behind my collection (similar to the book A Dream is not a Dream) but in video images made during fittings and short videos of myself and my enviornment. The placement of videos is a reference to the work of film maker Chantal Akkerman. |

One screen shows the changes of the seasons,

one the changes of myself

and one the changes of the collection.

15 minute video, containing the proces of one year. Commissioned by an organisation Queer in Wonderland for the after party of a theater festival (What you see now, in Utrecht) A festival about gender and identity. Within the commission was asked to contribute an exposition piece for an empty room in a small nightclub, and to show the collection, as a performance, during the party.

(the event got delayed due to Corona related restrictions and will hopefully be exposed at a similar event in the near future)



Remembering the nights

Below:
Stills from the film, all masks and probs are made by me

Film production by Iztok Klancar

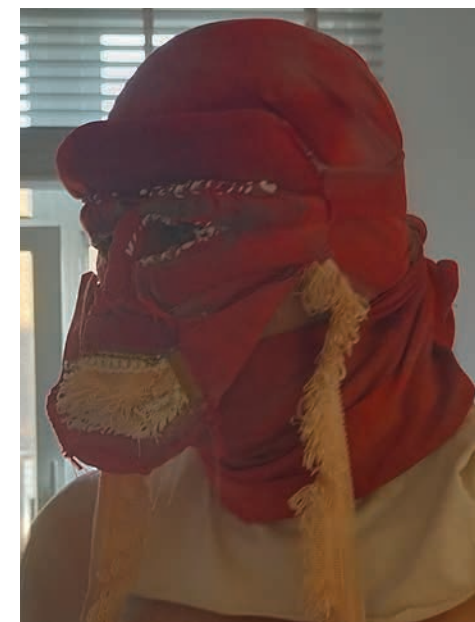
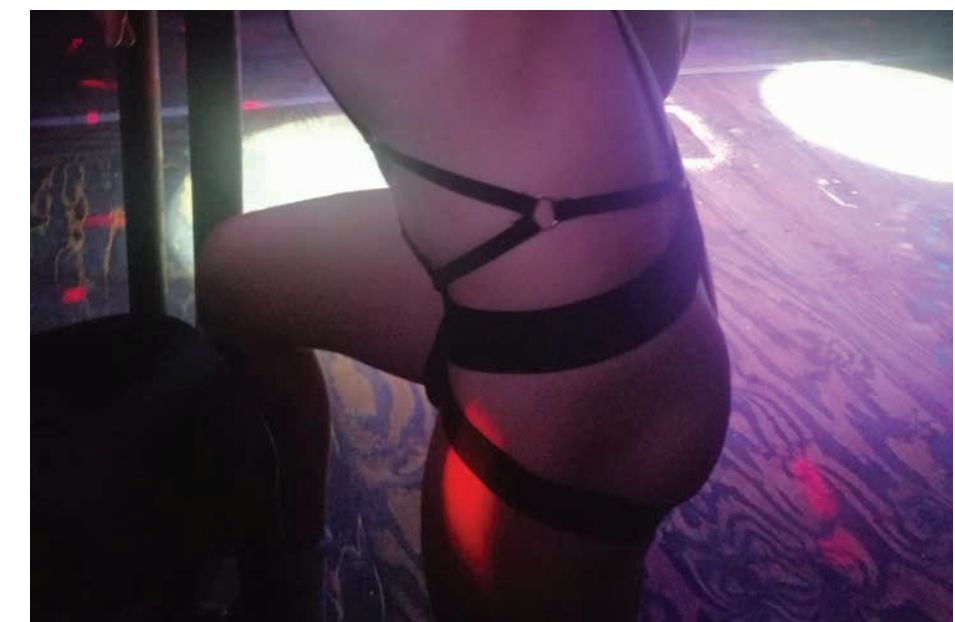
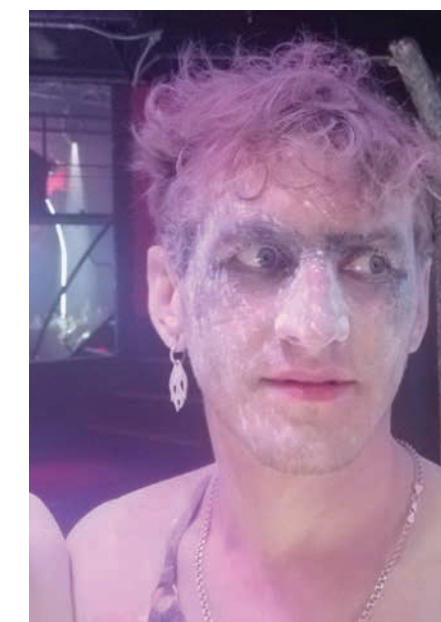
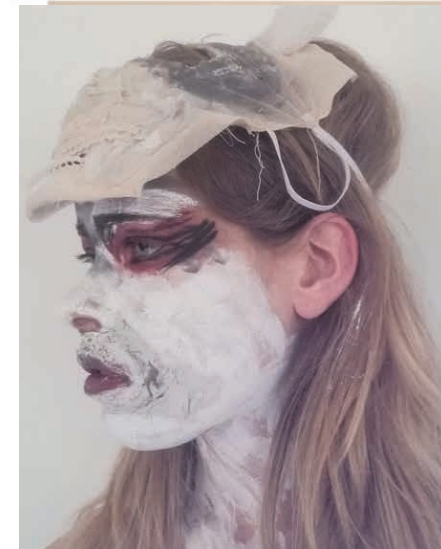
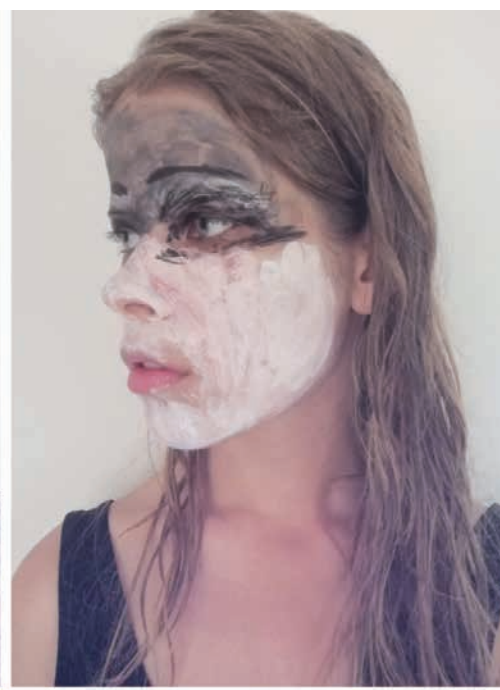
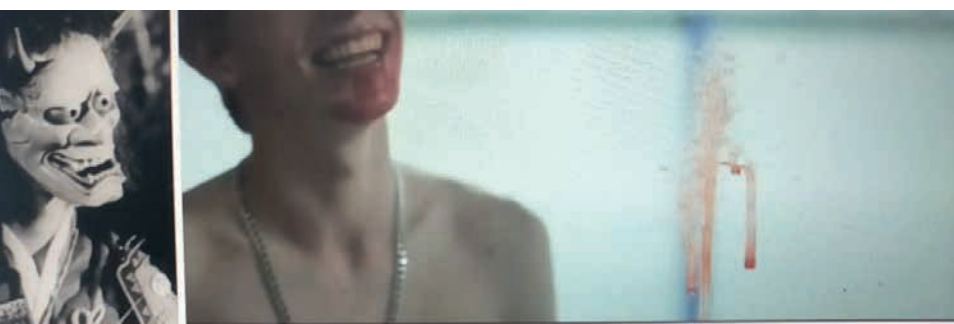
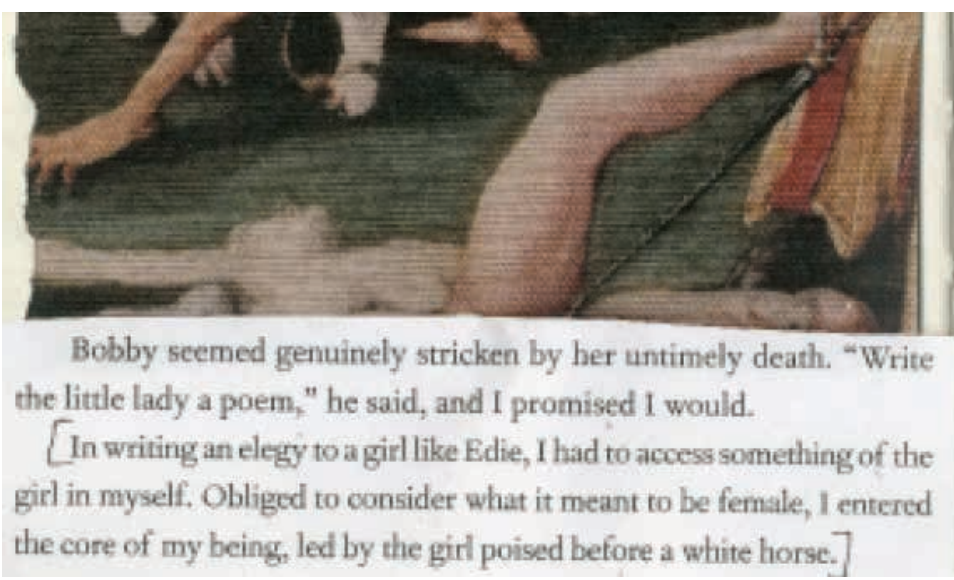
Project funded by KFA
the project lasted 3 months. I worked on this as part of my Intership during my 3th year at the University of Arts in Utrecht

My part in the project, within 2 parts of film. Whole project contains 3 parts:

- Set Design
- Styling
- costume/prob design
- production/film assistant
- Make-up (for one scene)



Set design
and images that we're part of the research



make-up experiments, on-set make-up and some of the face masks for the production

Project presented at:

Festival Račka, Center for Contemporary Art 2022, group show and performance, Celje
 Museumnacht Amsterdam: Silent Night, Sexyland World 2021, group show, Amsterdam
 Fuck Culture, Descriptive, Raum D 2021, group show, Vienna
 Eye on Art, Eye Filmmuseum 2021, screening, Amsterdam
 Online premiere, Melweg Expo 2020, screening, Amsterdam

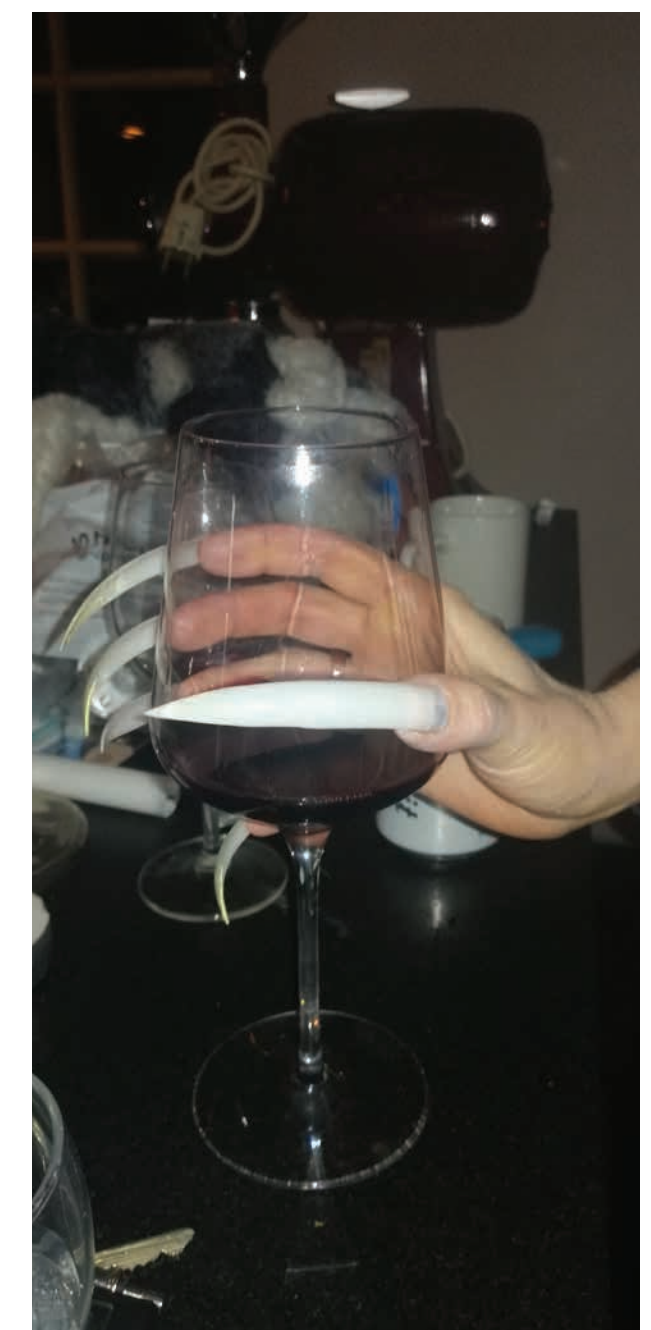
Collaboration, commissioned

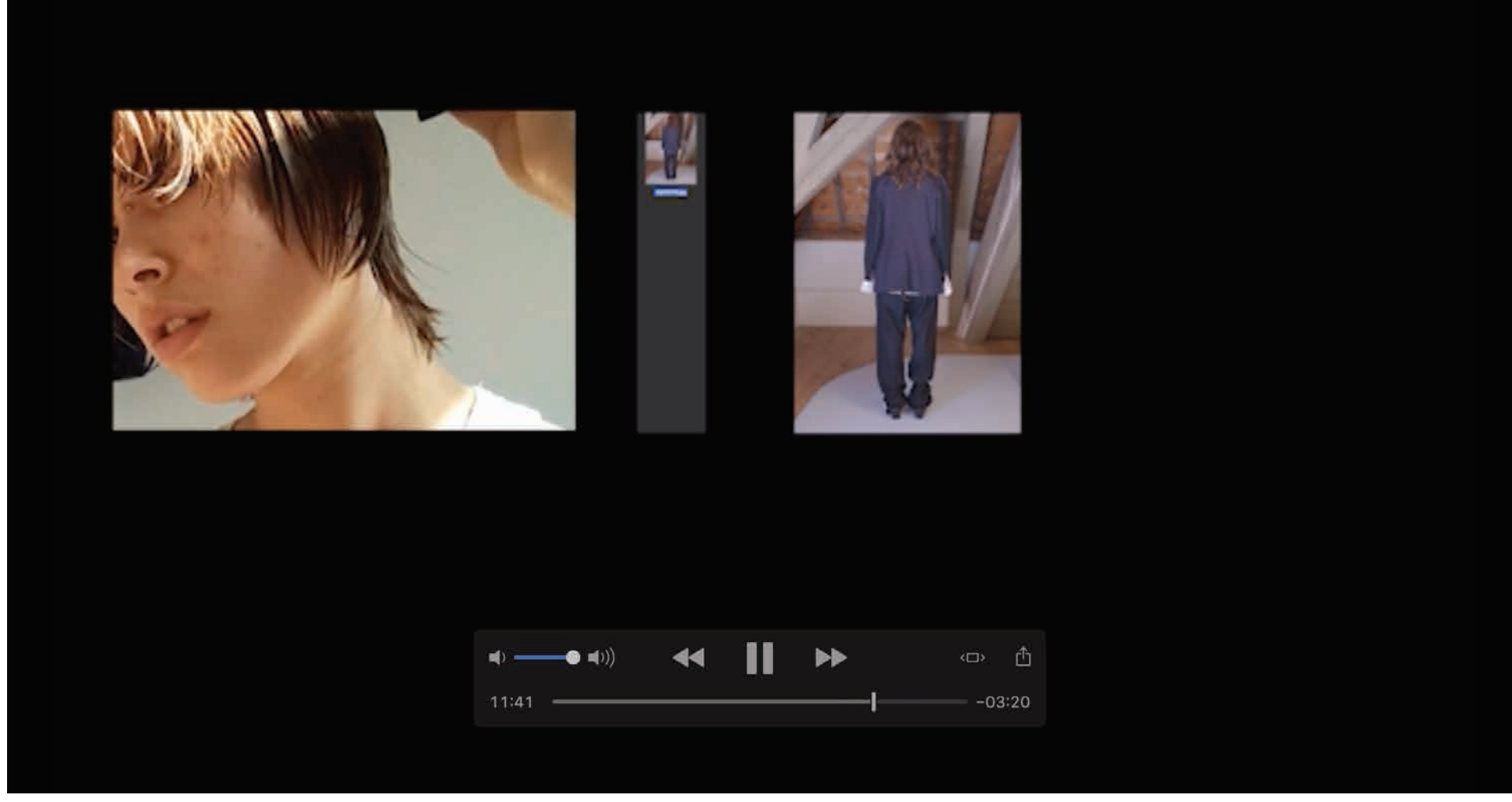
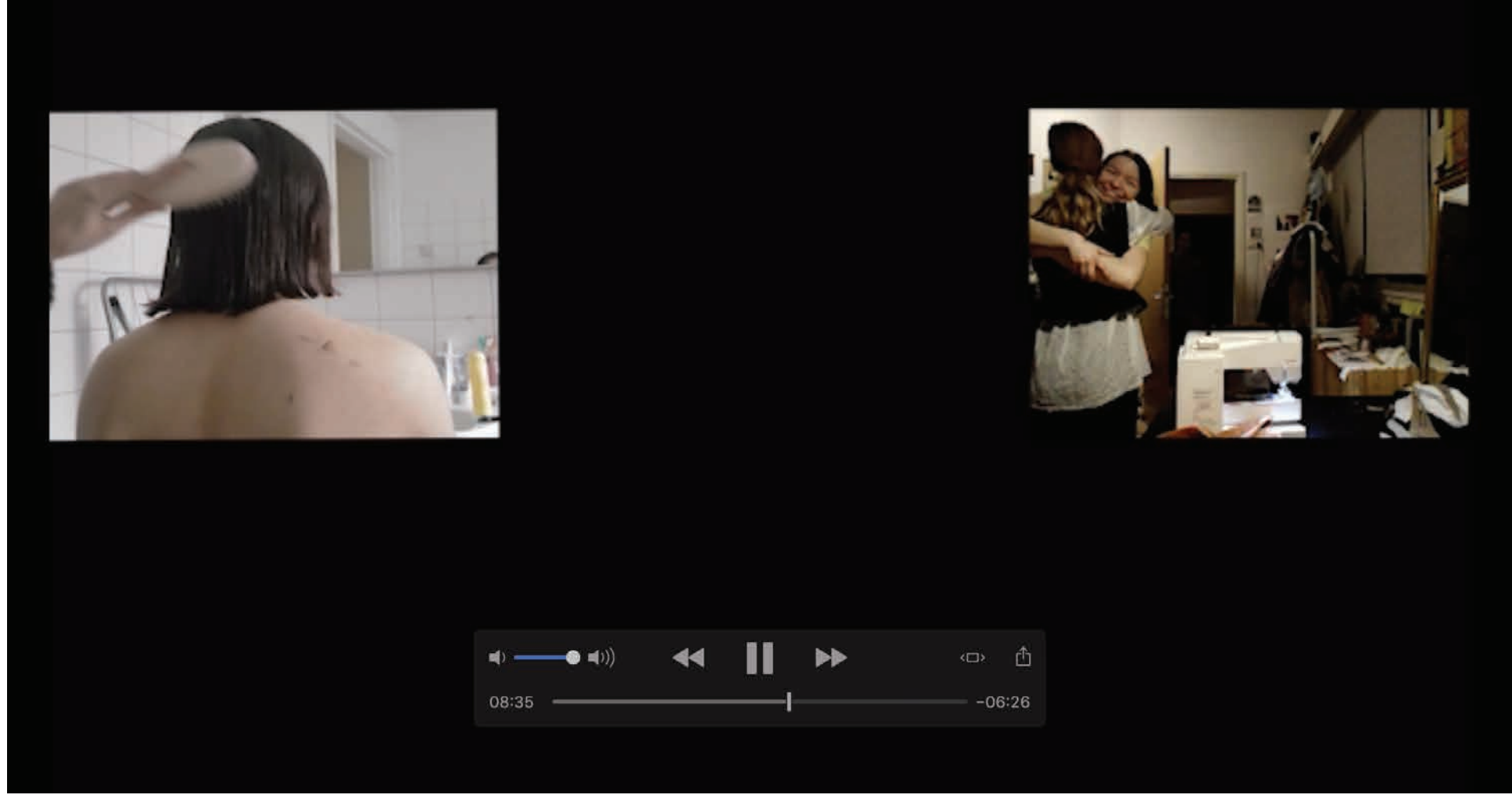
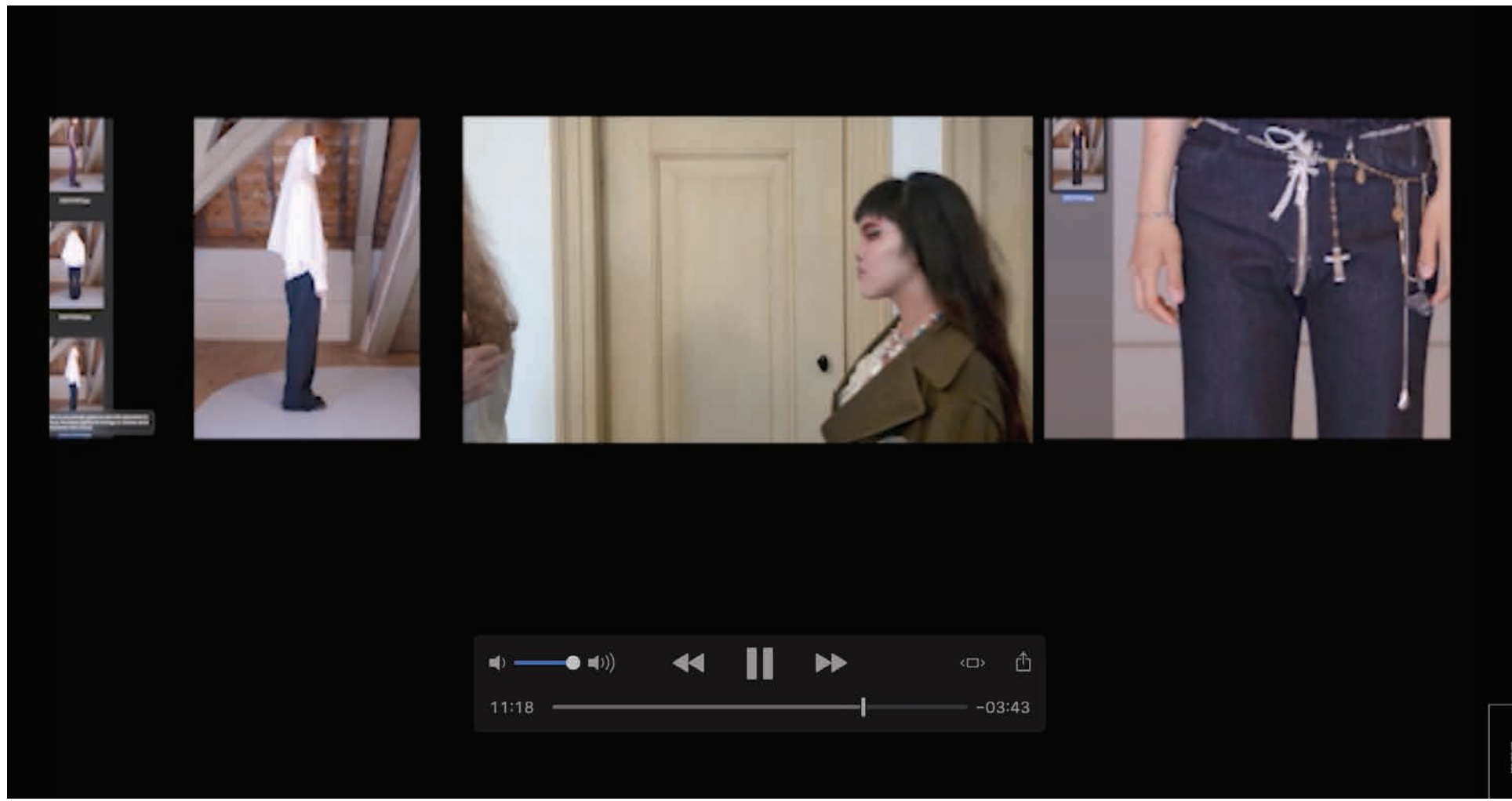
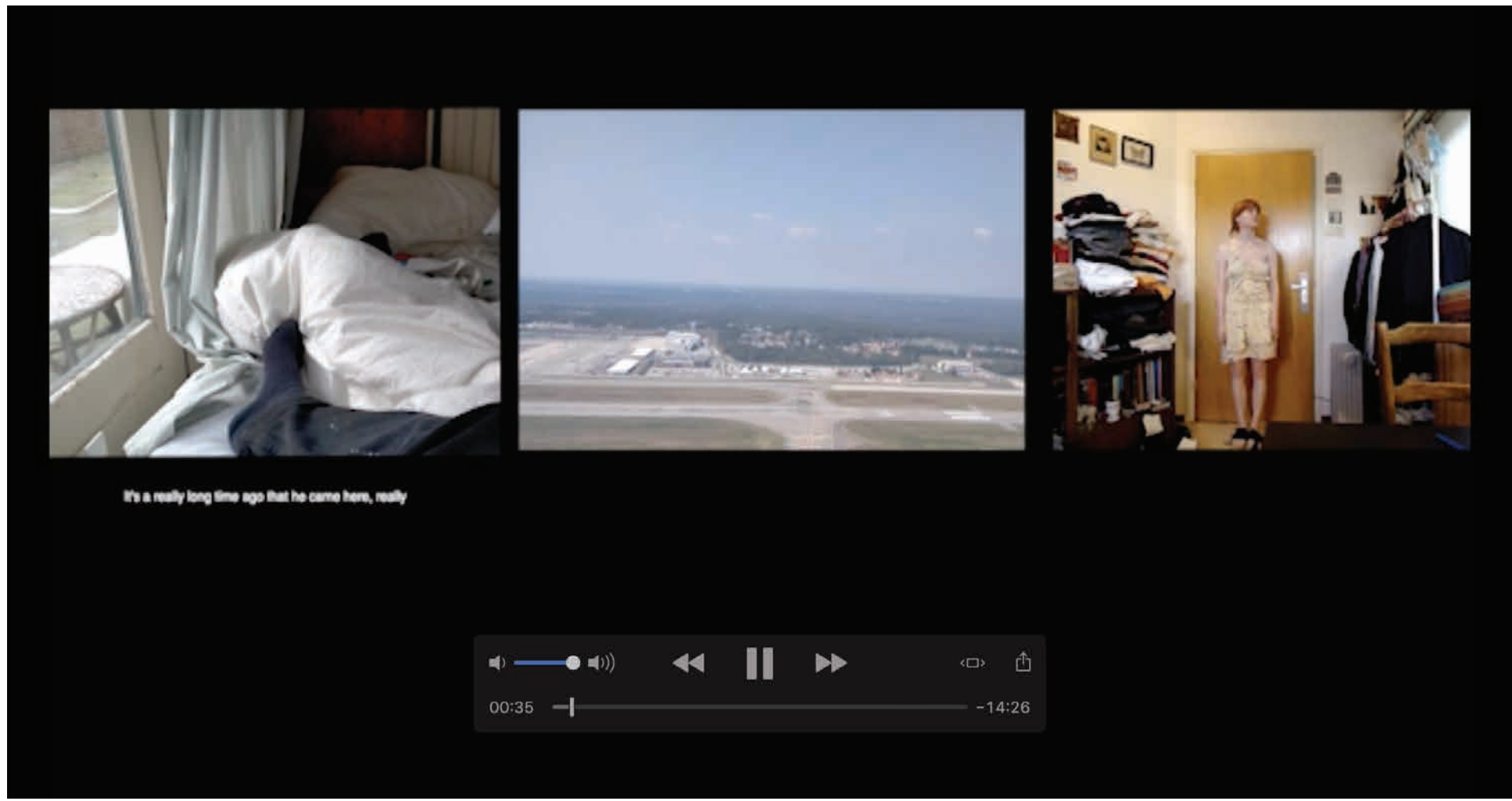
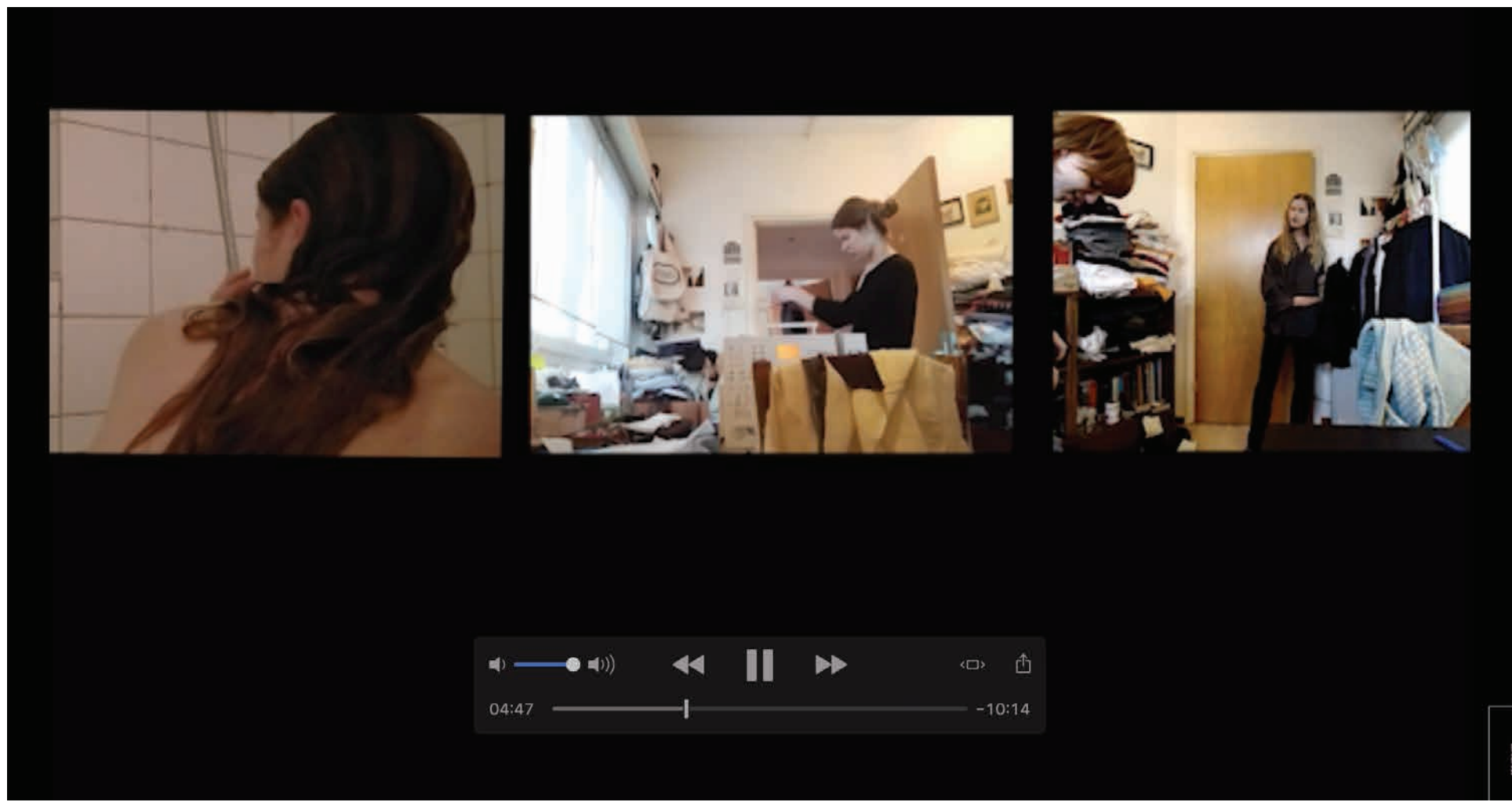
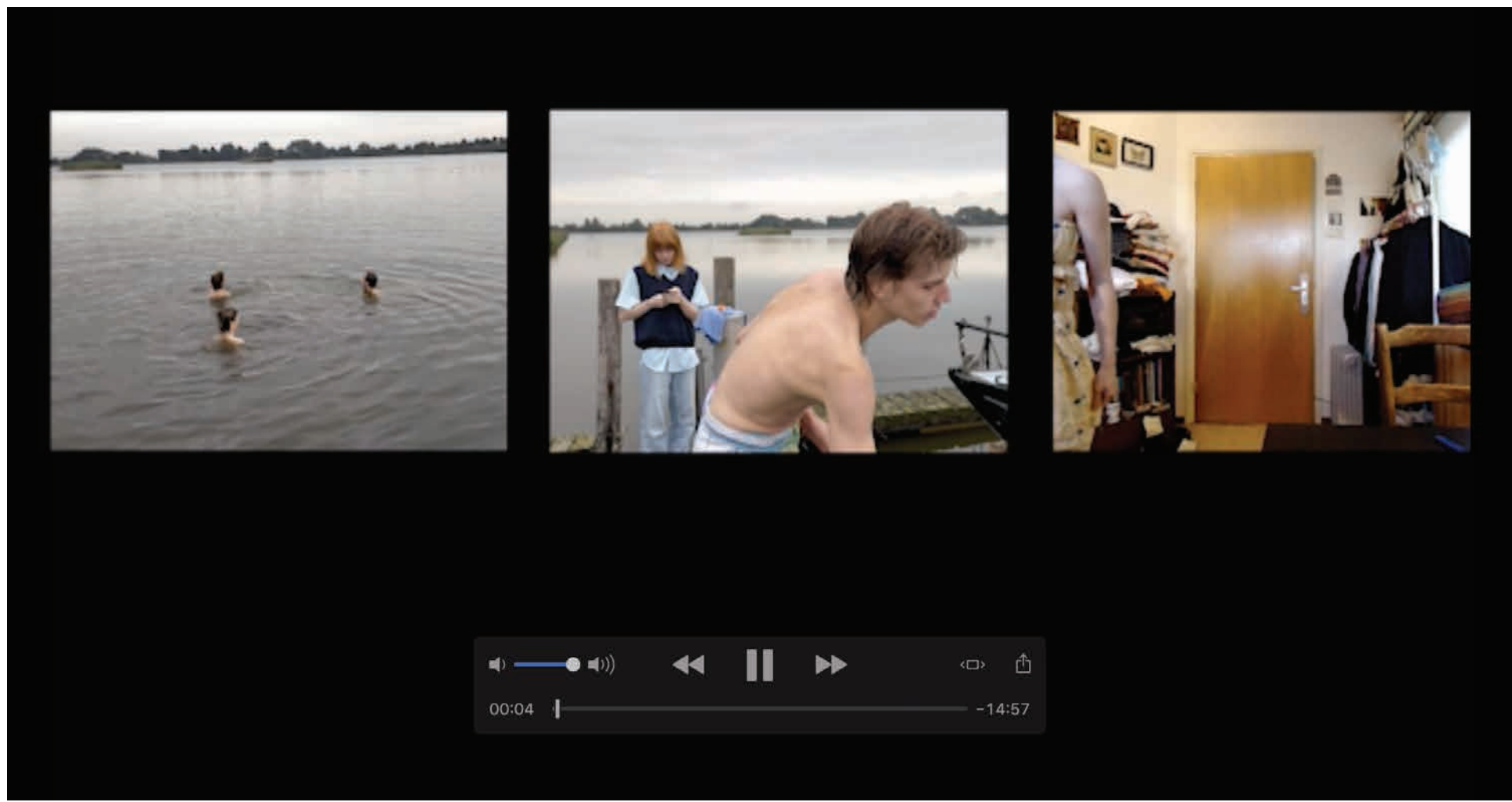
Costume design. 1 outfit (picture below, left)

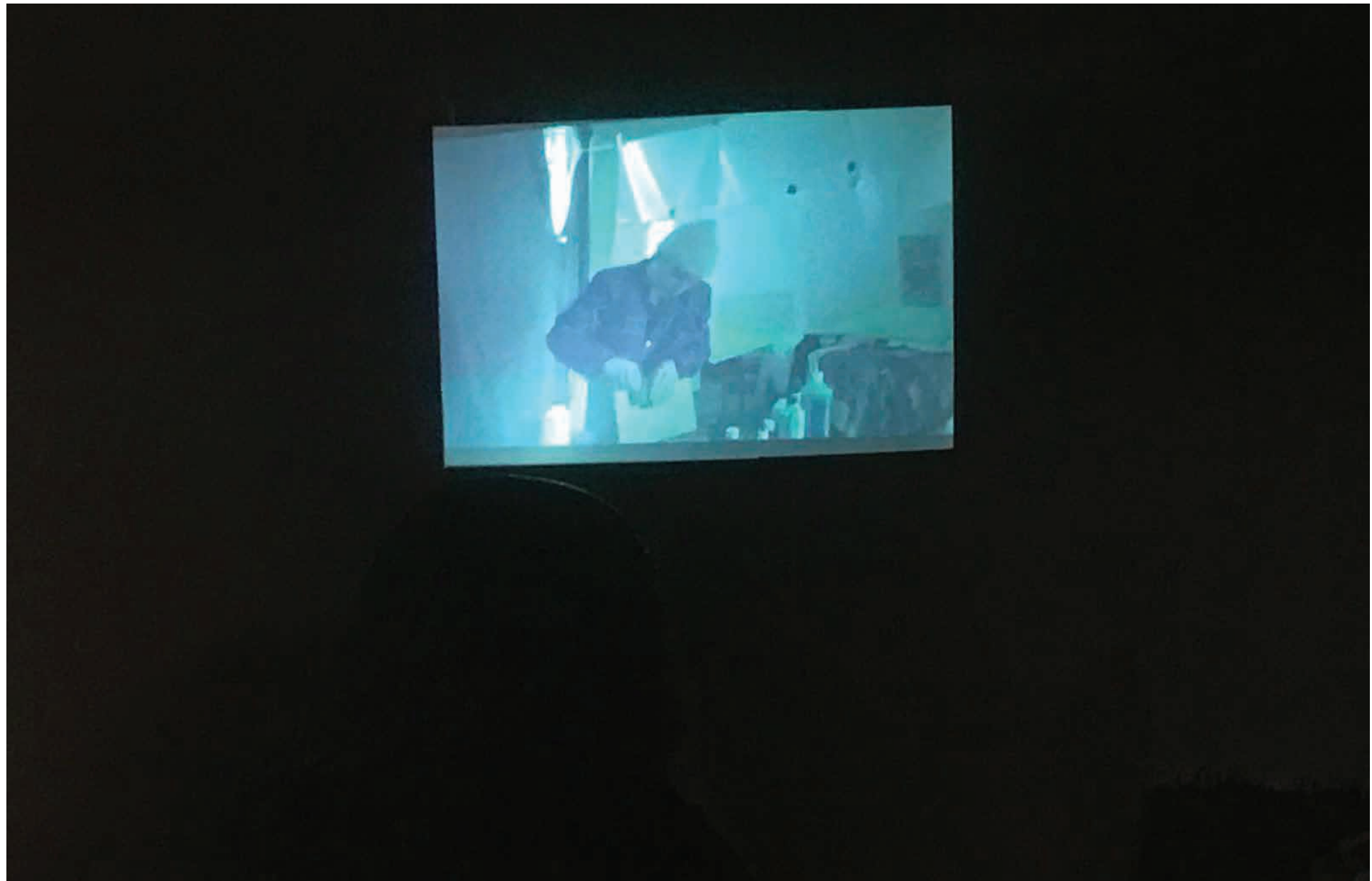
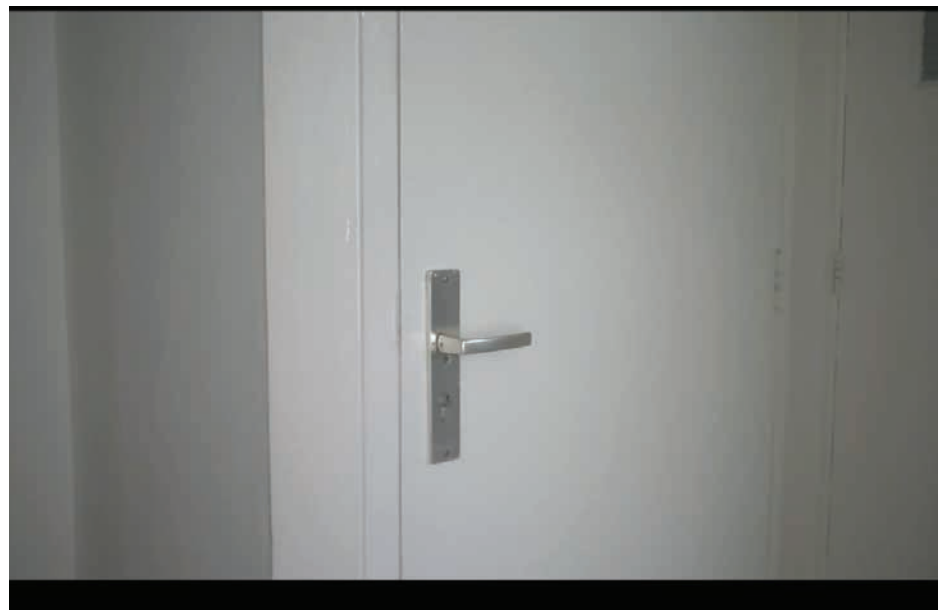
Styling

Assistance on set/directing

Patriarchy, music video, Burn the Witch







I act like a child of six
 They have their own way of playing the game, which is; removing the clips with pieces of clementine. Cover your eyes and pick as many clips as you can. When you did well. When I did that, I had to put the clementine pieces in a specific order. I had a hard time.

Heleen Kosse
 Romain Smets

Camera Kris van Melle Sound Maryam Touzani Styling Bianca Huisman
 Set design Mosi Yaro Photography Sophie Huizinga



I act like a child of 6

collaboration project directed by Heleen Kosse
 A 50 minute long film, documenting a performance by Romain SMets, playing himself.
 Within the film you seem him perform several tasks while also getting dressed and preparing himself to enter the world. One of the task was building a viewing box (picture 2)
 The film is presented at Oscam (Open Space Contemporary Art Museum Amsterdam) May 2019. The exposition lasted one day. The film was presented in a live size cardboard viewing box

On the following 4 pages an inside in the costume design.

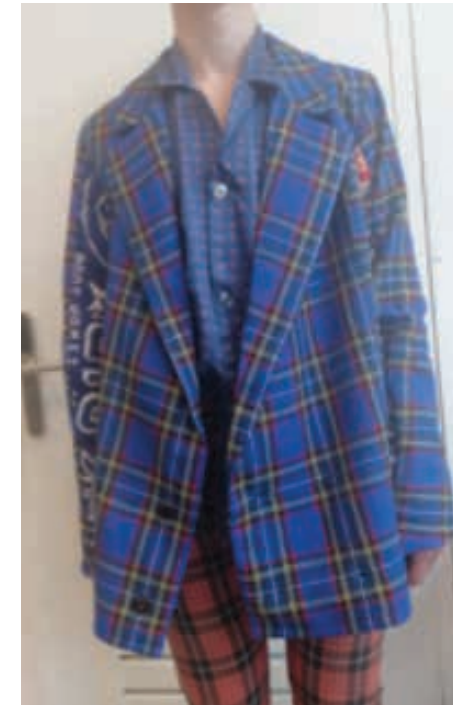
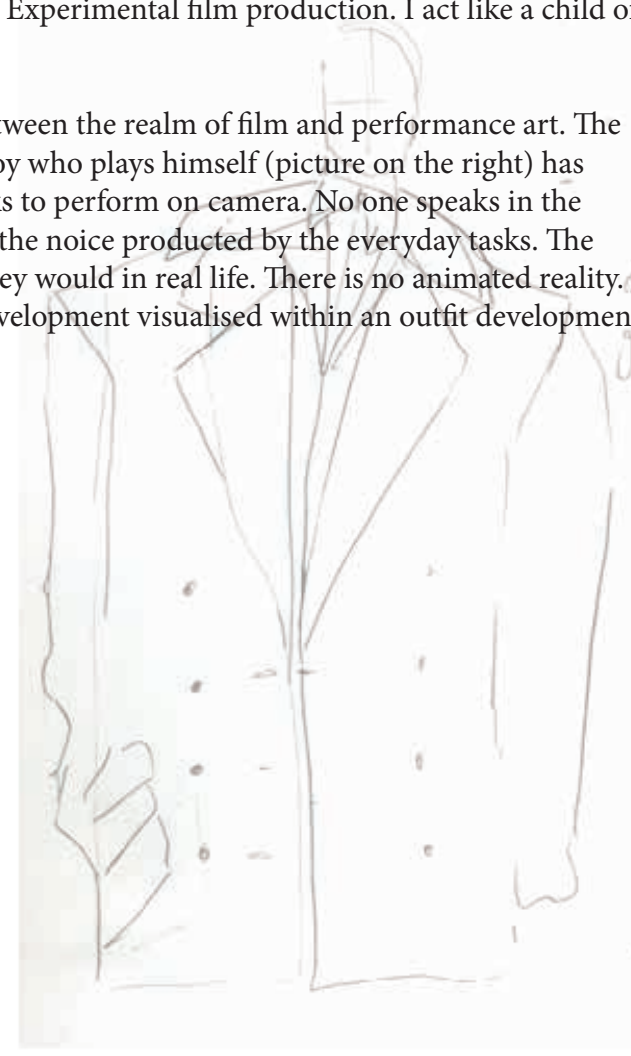


I Act Like A Child of 6
 a film about being homesick to your innocence self
 to the time you felt satisfied by something as unimportant as creating a min world inside a viewing box
 Did you become the person you wanted to be when you were 6?



Costume design for an Experimental film production. I act like a child of 6

The projects moves between the realm of film and performance art. The character Romain, a boy who plays himself (picture on the right) has been given several tasks to perform on-camera. No one speaks in the film. The only noise is the noise produced by the everyday tasks. The tasks lasts as long as they would in real life. There is no animated reality. There is a character development visualised within an outfit development





Eerste versie
concept "kleding uit voetbal cultuur als ma-
s/houtte - high society" werke-
gewenst vervreemdend effect



kleur tot rood/
neon oranje
werk
opvallend/
statement
tegen donkerblauw
s/houtte te los en rommelig

