

Creative Industries
End Year Show
Friday 23rd OCT 3:30 - 5:00pm

SENIOR:

- Visual ART
- Digital Technology
- Food Design
- Graphic Design
- Painting
- Photography
- Printmaking
- Product Design
- Spatial Design

Foreword

The Faculty of Creative Industries aims to foster an enduring creative spirit in all students, and ensure they experience creative success.

Human Made '26



Our End of Year Show connects our students' creative journeys with their friends, whānau and community.

While it may lack the variety and breadth of the Mid Year Show; we value bringing everyone together to celebrate the summation of our senior Creative Industries courses. It gives students the chance to stand back, take a breath and reflect on their progress since the start of the year. For some this will conjure feelings of pride and awe, for others it is more a wondering about how time could have been spent differently. It also gives our community the chance to have a nosy through our ever changing spaces, and who doesn't love that? Plus, there are snacks.

A sincere thank you to all those who support the students in our faculty. We run demanding learning areas that require dedication and much additional mahi. After all, making things, unique, human made things, is hard yakka. Thus, support is key.

We are very near the end of the 2026 year and hope you enjoy what's on show. Perhaps you'll even take some of it home with you!

Pricing and payment details can be found on the next page.



Bryony Gordon, ART1

Pricing + Sales Info

How can I pay?

At the front office; cash please, that way funds can go directly to artists.

No cash on you?

Add your name and email to the list at the front desk and we'll be in touch. You can pay on pick up.

When can I pick up?

- **Artworks + Jewellery:** End of Term 4 (Dec 07)

How are the works priced?

We calculate prices based on:

- The cost of raw materials
- The time taken to complete the work
- The specialist skill involved to make the work
- The cost of living crisis
- Comparable artworks from emerging artists / designers

Where does the money go?

Students receive all proceeds minus the cost of the frame and a processing fee of 15%. The 15% goes back into the faculty to help cover costs of the upcoming exhibitions and helps to pay for things like cleaning, hanging and the printing of exhibition assets.

Can I help?

Feeling generous and fancy contributing to future exhibitions? We have big plans for future exhibitions and events within the faculty and would love any support. That might include your time as a guest speaker or mentor, sponsorship for prizes or financial koha.

Please get in touch if you want to hear more.

roundd@waihekehigh.school.nz



Marlena Koeninger, \$480



Bryony Matthew, \$4000 ea.



Jude Campbell, \$200



Aben Stafford-Waldner , \$250

Locations

Main Foyer:

Main Office Foyer:

- FOO1: Canapés
- FOO2: Secret Centres
- PRD1 + 2: White Shirt Project
- PRD1 + 2: Contemporary Studio Jewellery
- ART1: Exploration of Techniques
- ART1: Body of Work



B6 Entry:

EntryWay to B6:

- SPD1: Architectural Sculpture Project



Museum:

The Museum Gallery:

- 10DGT Character Design
- Past People Show: **Fragile pieces**



B3 Café:

B3 Café Toi:

- DAT2/3: Folio Boards
- PPT2/3: Folio Boards



Whare Toi:

Whare Toi Foyer:

- Past People Show
- SPD2: Lighting Design Presentation
- SPD3: Exhibition of Open Brief
- DRA1 + 2 + 3: Cast Portraits
- 8CORE: Flat Pack Planters



* Find us on the map ...



Year 11 Art: Exploration of Techniques

Year 11 Art: Body of Work

Year 11 + 12 Product Design: White Shirt Project

Year 11 + 12 Product Design: Contemporary Studio Jewellery

Year 11 Food Design: Canapé Design

Year 12 Food Design: Secret Centre Project

Main Office foyer

Level 1 Visual Art

Project	External Assessment: Exploration of Techniques
Duration	20 weeks
Special Thanks	Whaea Christy - Grower of the extraordinary flora

ART1

Gibberd, Freya
Gordon, Bryony
Gray, Jessica-Rose
Hayward, Jamie
Jones, Ellie

An exploration of art - making techniques.

The framed works represent a sample of each student's external digital portfolio. This achievement standard is about exploring different modes, media and techniques; the building of an artist's kete to support art - making. It is a standard that often goes unseen by the public, focusing on process rather than final pieces. We believe it's vital that the learning behind the scenes is visible and celebrated, hence the placement next to ART1's 'Body of Work'.



Jamie Hayward



Freya Gibberd

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Level 1 Visual Art

Project

External Assessment: Body of Work

Duration

10 weeks

Special Thanks

Whaea Christy - Grower of the extraordinary flora

A Body of Work.

Each A1 panel is an ART1 student's external submission. It should demonstrate clear intention towards a specific art - making purpose supported by appropriate media, methods and artistic techniques. At Level 1 students can make art works across any of the art domains. This year students have used photography, illustration, collage, painting, printmaking and textile arts. This work builds on the skills and concepts developed during the observational drawing course at the start of the year.



Ellie Jones



Bryony Gordon

ART1

Gibberd, Freya
Gordon, Bryony
Gray, Jessica-Rose
Hayward, Jamie
Jones, Ellie

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Level 1 Product Design

Project	Materials Matter: Contemporary Studio Jewellery
Duration	15 weeks
Special Thanks	Ms Round - Classroom Teacher

PRD1

Burrill-Kaye, Stella
Campbell, Jude
Kurtini, Ayla
Parker, Munro
Sakano, Hinata
Vokes, Noni

Designing jewellery with a special focus on materials.

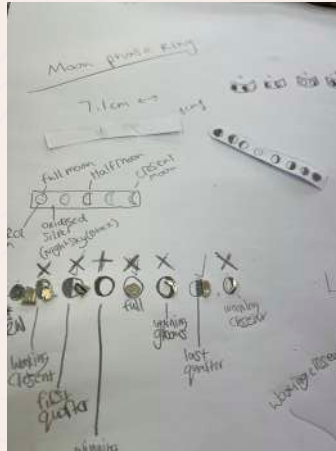
Materials matter when it comes to design. You have to understand the physical and functional properties of materials in order to make informed decisions that suit the design brief. This project gave students the opportunity to explore all the materials usually used in contemporary studio jewellery (CSJ) in order to develop a piece of jewellery for a user and environment of their choice. Most of these pieces are for sale - you can find them in the main foyer of the front office.



Ayla Kurtini



Stella Burrill-Kaye



Jude Campbell

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Level 2 Product Design

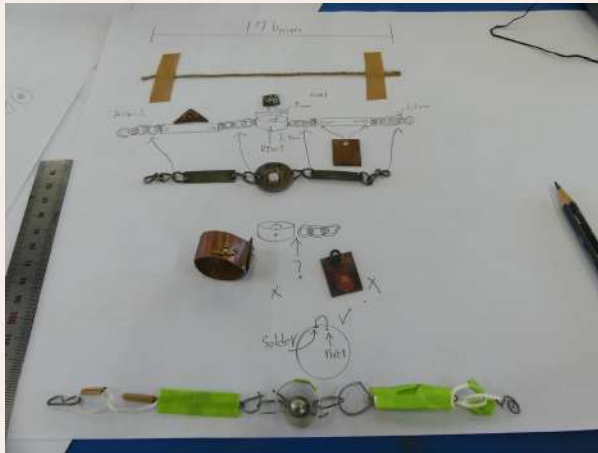
PRD2

Rhodes, Koa (NFS)
Rissetto, Finn
Stafford-Waldner, Aben

Project **Self directed: Contemporary Studio Jewellery**
Duration **15 weeks**
Special Thanks **Ms Round - Classroom Teacher**

Taking inspiration from Level 1 to 'level up' in Level 2.

This brief required students to develop an outcome (or outcomes) that extended the skills and knowledge gained last year. Their resolved pieces of CSJ must clearly demonstrate their own personal design voice, alongside at least 1 functional and 1 aesthetic 'special feature'. Alongside the R + D students had to develop a design brief that identified their design intent, intended user, materials, construction techniques and special features.



Koa Rhodes



Aben Stafford-Waldner, Koa Rhodes

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Level 1 + 2 Product Design

Project **White Shirt Project**

Duration **15 weeks**

Special Thanks **Ms Round** - Classroom Teacher

The White Shirt Project: Subverting Sameness.

The Brief:

To use the skills and knowledge of CSJ to subvert the notion of sameness that the white shirt demands. How? By designing and making something that could be added to or worn along with the white shirt. It must be able to be completely removed at will without damaging the shirt.

Students had to extend the traditional silversmithing skills learnt and lean into contemporary studio jewellery looking more closely at the ART side of CSJ and perhaps even using some textile and visual art skills.

Multiple materials were available for this project, so long as they suited the context and outcome being designed. Each final design should clearly link to the contemporary studio jewellery movement and show overt development from the self-directed project. This was the opportunity to explore the context of adornment and to look at inspirational historic and cultural examples to create something personal and unique.



Koa Rhodes



Aben Stafford-Waldner



Hinata Sakano

PRD1

Burrill-Kaye, Stella
Campbell, Jude
Kurtini, Ayla
Parker, Munro
Sakano, Hinata
Vokes, Noni

PRD2

Rhodes, Koa
Risetto, Finn
Stafford-Waldner, Aben

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Level 1 Food Design

Project **One Bite Wonder: Canapé Design**

Duration **10 weeks**

Special Thanks **Ms Annand** - Classroom Teacher
Ms Matthew - Technical Support

Designing something small and tasty for the masses.

Exhibitions are a big deal for the faculty of Creative Industries. They are our opportunity to connect with our community and share the breadth of creative work that goes on behind the scenes at our kura. It also allows for students and staff to show work in a professional and public environment, thus making it real and authentic. Refreshments are an essential part of that environment. This brief asked students to develop and test a one bite wonder canapé that will be served at the Creative Industries Mid and End Year Shows. We hope you get to sample and enjoy them all! Ask your server about allergens and ingredients.



Caleb Demchy



Cameron Anderson

FO01

*Anderson, Cameron
Armistead, Leo
Bowman, Jai
Burrill-Kaye, Stella
Demchy, Caleb
Harris, Bowyen
Kurtini, Ayla
Meechai, Kitsana
Vokes, Noni*

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Level 2 Food Design

Project **Secret Centres**
Duration **10 weeks**
Special Thanks **Ms Annand - Classroom Teacher**

A bite sized something with a ‘secret centre’.

F002 students have been working on skills suitable for a ‘pop-up cafe’ setting across the year. This project challenged students to level up and learn the technique of making choux pastry. Choux pastries can be sweet or savoury allowing students to explore and test different fillings.

The Brief:

To design and produce a bite sized, mess free sweet or savoury choux bun with a hidden secret filling suitable for service at the End of Year Show.

The Specs:

- **Hidden Filling:** Piped filling that is only revealed upon biting
- **Eating Quality:** Bite sized and structurally stable so guests can eat it cleanly without cutlery or mess
- **Textural Contrast:** Crisp outer shell that does not become soggy after filling
- **Flavour Profile:** Balanced flavour and texture profile (filling VS casing)
- **Target Audience Suitability:** Presentation and flavour must meet the expectations and dietary needs of stakeholders who are representative of the Waiheke community



F002

*Altmann, Jasper
Freitag, Xavier
Guerin Windle, Aila
Henry, Sophie
Jackson-Lloyd, Manaia
Norman, Jimmy
Reeder, Maddison
Rhodes, Koa
Sakano, Hinata
Sims, Jake
Stafford-Waldner, Aben
Steel, David
Williams, Kanen
Williams, Lucia
Win, Pannawat*

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Year 12 Spatial Design: Lighting Design Presentation

Year 13 Spatial Design: Exhibition of Open Brief

Past People Works: Select Works by Past Staff and Students

Senior Drama: Wheeler's Luck Cast Portraits

Year 8 Creative Industries: Flat Pack Planters

Whare Toi atrium

Level 2 Spatial Design

Project	Architectural Lighting Project: Design Movement or Era
Duration	10 weeks
Special Thanks	Mrs Renshaw - Classroom Teacher

Presentation Design: Re-designing using a selected Movement or Era

Brief: To re-design student's earlier architectural lighting solution using a selected design movement or era as inspiration. The final design must show consideration of aesthetics, function, materiality, illumination and sensitivity to the selected design movement or era.

**The presentations on display are a stand alone assessment based on each student's solution to the brief above. It is largely a graphic design assessment as it challenges students to design and produce a presentation that fully communicates their design ideas to an audience. The presentations should use graphic design to engage viewers and enhance the features of a design solution. When viewing these presentations you should ask yourself: does this display communicate all I want to know about the design, and, how professional is the graphic design itself?*



Hinata Sakano



Scott Mitchell

SPD2

Bartlett, Izella
Jackson, Penny
Meechai, Kitsana
Mitchell, Scott
Sakano, Hinata
Sims, Jake
Stretton-Pow, Suri
Treacy-Bond, Cashel

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Level 3 Spatial Design

SPD3

Sophia Douglas-Rhind

Vernon Sellem

Georgia Simpson

Amelia-Mae Solomon

Ria Town

Project Open Brief: Exhibition Design

Duration 10 weeks

Special Thanks Mrs Renshaw - Classroom Teacher

An Open Brief into an Exhibition.

At Level 3 Spatial Design students work on a self selected project within the field of Architectural Design. Once resolved they move into the design and construction of an exhibition to communicate their design to an audience. Students are required to consider all parts of this exhibition from the space, to what is put in space and even how it is hung. It is an extension of the Level 2 Presentation project and is worth 6 credits. The options are almost endless for this standard, so when viewing each student's display ask yourself: how much thought has gone into each component of each display, and, what might you have done differently?



Georgia Simpson



Georgia Simpson

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CI Past People Works

Past Students

Campbell, Rebecca (2021)
Han, Casey (2021)
Koeninger, Marlena (2021)
Oetgen, Sarina (2021)
Bikerton, Kate (2024)

Past Staff

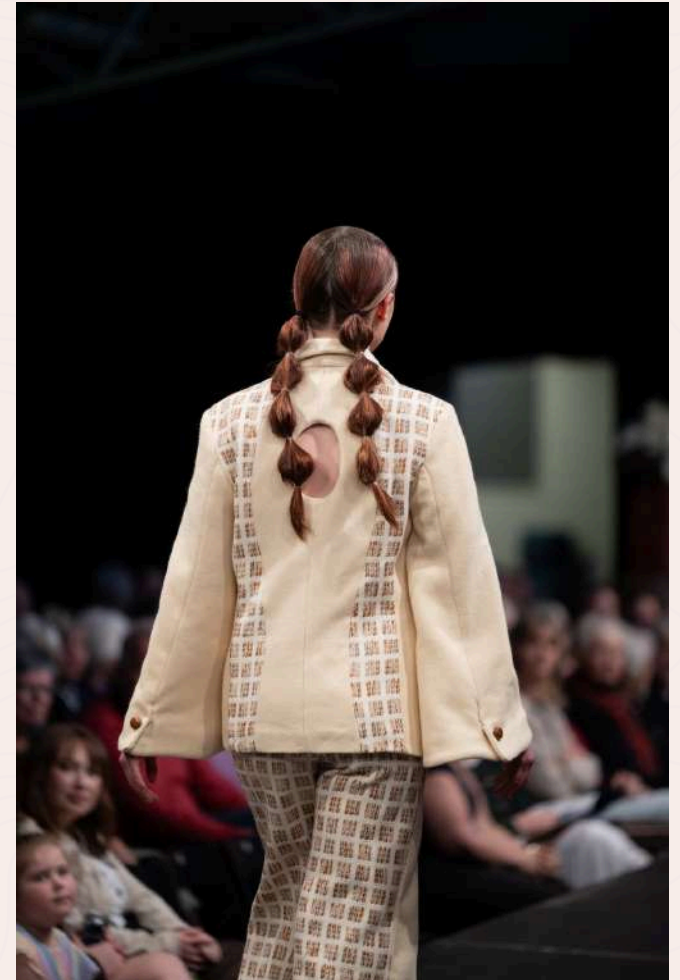
Melchior, Annie (1995 - 2023)
Carnevale, Vanessa (2016 - 2025)
Parmenter, Svetlana (2019 - 2023)
Stretton - Pow, Oliver (2021)

Current Staff

Annand, Danielle (2025)
Crowe, Ellie (2026)
Matthew, Bryony (2026)
Renshaw, Andrea (2025)
Round, Demelza (2021)

Past People Works.

This is the first year we have invited past Creative Industries staff and students to contribute to the End of Year Show. There was no set brief as such, more an open invite to add and collaborate whatever people fancied. What we have is a wide range of works that span a range of art and design domains. We are grateful for this addition to the exhibition and hope to grow this element in the future. A special thanks to all those who have participated.



Marlena Koeninger

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Senior Drama

Show **Wheeler's Luck**
Season **Term 3 2026**
Special Thanks **Mr Hudson** - Classroom Teacher
Mr Moore - Technical Support
Miss Crowe - Photographic Portraits

Senior Drama Production: Wheeler's Luck.

Wheeler's Luck, written by Nigel Collins, Toby Leach, and Damon Andrews, is a fast-paced rural comedy set in the small fictional NZ coastal town of Bell End, where locals fight off a slick developer trying to turn prime waterfront land into a resort—a clash ultimately decided by a high-stakes bareback horse race. In Term 3 2026, our senior drama class brought this hilarious local story to life over two nights in the School Hall to full houses, with students taking on dynamic lead roles and chorus work as part of their live production final assessment.



Connor + Bodhi



River Saaiman



Billie Carpenter

DRA1+2

Baker-Garwood, Maia
Davies, Bodhi
Fadgen, Eoin
Ghoshal, Tula
Gibberd, Freya
Guerin Windle, Aila
Henry, Sophie
Liddington, Connor
Mason, Ashlyn
Reeder, Maddison
Roesemeier, Frieda
Saaiman, River
Williams, Kanen

DRA3

Carpenter, Billie
Cash, Ava
Pope, Teagan
Yates, Mia

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Year 8 Creative Industries

Project	Flat Pack Planters
Duration	10 weeks
Special Thanks	Mrs Renshaw - Classroom Teacher (A) Miss Crowe - Classroom Teacher (B)

Combining 50/50 joins with Architectural Styles!

This brief focused on creating a flat pack pot plant stand inspired by a specific style of architecture to glam up the CI Cafe (B3) or an approved space around kura that needed some love. Key stages included multiple iterations of functional modelling, 1:1 proof of concepts, the creation of a master pattern and a final outcome. In order to get their creative hustle on, students submitted images of their proof of concepts to the wider staff to gauge interest in their designs.

**Whānau can pick up the planters directly from the show.*



8A

Balbin, Stacy Mish
Butler, Logan
Corinaldi, Lara
Deacon, Noah
Delahunt, James
Ferdinando, Max
Freitag, Mila
Harte, Frankie
Hooper, Monte
Lawley-France, Grace
Mitchell-Stephens, Bayleigh
Morrison, Connor
Neilson, Frankie
Oliver, Zoey
Paterson, Oliver
Rainer, Maisie
Robinson, Brooklyn
Spence, Leo
Tahatika, Malachi
Taumatavao-LamSam, Paxton
Thornbury, Austin
Tuvae, Eva-Lucia
Voss, Sonny
Williams, Nevaeh-Rosey

8B

Aspden, Phoenix-Rose
Bavasso, Bruno
Bond, Catelyn
Carnevale, Issy
Collins, Maia
Cribb McMillan, Myah
Cunningham, Alexander
Forero, Benjamin
Gordon, Arli
Harrison, Hemi
Harrop, Stanley
James, Quin
Macdonald, Piper
Moffat, Bodhi
Monck, Timothy
Putai, Arapeta
Putt, James
Riley, Samuel
Robson-Kaukau, Apreliya
Sayles, Nina
Scott, Wynston
Soteriou, Dylan
Te Hau, Larico
Theed, Sadie
Waddell Richa, Milan
Walden, Mia
Worner, Carter

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Year 11 Spatial Design: Architectural Sculpture

B6 Entry Way

Level 1 Spatial Design

Project **Architectural Sculpture Project**
Duration **30 weeks**
Special Thanks **Mrs Renshaw** - Classroom Teacher

SPD1

Deacon, Sonia
Ghoshal, Tula
Maahs, Zuzu
Mischewski, Millie
Upchurch, Madison

Sculptural Design: Creating a sculpture considering spatial design principles and people's needs.

Brief: Design an architectural sculpture for Waiheke High School to encourage cohesion between the buildings and to enhance the aesthetics of the site. The final architectural sculpture should represent our school's values, whakapapa and culture to provide connection and identity to the work.

**Each pinboard represents a small sample of the project work undertaken by each student. The content and layout of each board was composed by each participating student.*



Tula Ghoshal



Tula Ghoshal

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Year 10 Digital Technology: Character Design
Past People Works: Fragile Pieces

The 'Museum'

Year 10 Digital Technology

Project **Creature Design: Character Sculpts**
Duration **10 weeks**
Special Thanks **Miss Crowe** - Classroom Teacher

Creature Design: Character Sculpts.

Where would game and film design be without great creature designers? This hands on project introduced students to the world of designing creatures FOR a specific digital universe. Students were challenged to design and sculpt a character that will be digitised for the latter part of the year.

The Brief:

Design a humanoid character that bears physical traits, features and characteristics of 1-2 other non-human species. This character will need to be visualised on paper and sculpted with Sculpy. Your character design will be digitised and become the basis of a variety of digital assets for use in Crowe Studios' latest film and animation project: 'APOCALYPTICA'. Successful characters will become central cast members that will interact, cross, work together or against each other in the story. Your character will also need to be based on a chosen Archetype.



Miss Crowe



Jacob McMahon

10DGT

*Crosland, Victor
Garcia Dinerstein, Salo
Hedley, Zephyr
Kennedy, Oliver
Kilpatrick, Jack
Kruger, Hunter
Ledesma, Jouelle
McMahon Young, Jacob
Mendis, Visula
Nguyen, Bao
Nieuwenhuys, Tuur
Solomon, Finlay
Stevens, Sonny
Williams, Joel*

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Year 12 + 13 Digital Art: Folio Boards

Year 12 + 13 Paint + Print: Folio Boards

B3 studio toi café

Level 2 + 3 Digital Art

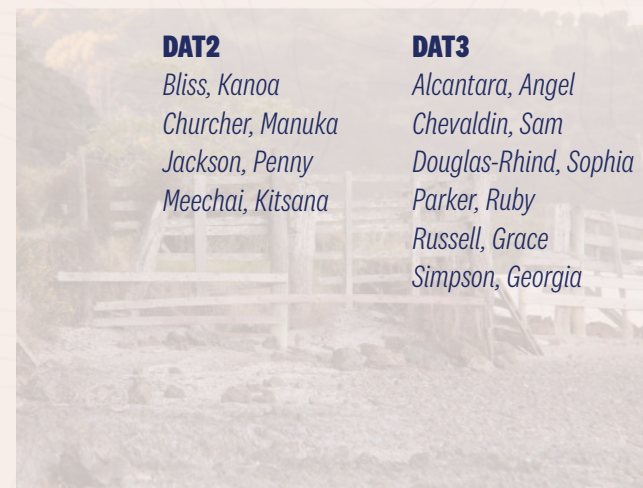
<i>Project</i>	External Folio Boards
<i>Duration</i>	15 weeks
<i>Special Thanks</i>	Miss Crowe - Classroom Teacher Mrs Renshaw - Printing Support

Level 2 External Folio Boards.

Students at Level 2 are required to complete a 2 Panel Folio Board for their 12 credit external assessment. This year in DAT2 students have opted to work in the field of 'Photography' (Design being the alternative choice), working their way through a series of works that relate to a self-selected context. These works are supposed to be increasingly complex as students play with their concepts, regenerate ideas and then synthesise them as the boards progress. The works must show a range of artistic influences both conceptually and technically.

Level 3 External Folio Boards.

Students at Level 3 are required to complete a 3 Panel Folio Board for their 14 credit external assessment. This year in DAT3 students have opted to work in the fields of 'Photography' or 'Design'. As in Level 2 students work their way through a series of works that relate to a self-selected context. The major differences at Level 3 are the addition of an extra panel clear mastery of media and techniques and the regeneration and synthesis of ideas.



DAT2

Bliss, Kanoa
Churcher, Manuka
Jackson, Penny
Meechai, Kitsana

DAT3

Alcantara, Angel
Chevaldin, Sam
Douglas-Rhind, Sophia
Parker, Ruby
Russell, Grace
Simpson, Georgia



Sam Chevaldin

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Level 2 + 3 Paint & Print

<i>Project</i>	External Folio Boards
<i>Duration</i>	20 weeks
<i>Special Thanks</i>	Miss Crowe - Classroom Teacher Ms Round - Classroom Teacher

Level 2 External Folio Boards.

Students at Level 2 are required to complete a 2 Panel Folio Board for their 12 credit external assessment. This year in PPT2 students have opted to work in the field of 'Painting' or 'Printmaking' working their way through a series of works that relate to a self-selected context. These works are supposed to be increasingly complex as students play with their concepts, regenerate ideas and then synthesise them as the boards progress. The works must show a range of artistic influences both conceptually and technically.

Level 3 External Folio Boards.

Students at Level 3 are required to complete a 3 Panel Folio Board for their 14 credit external assessment. This year in PPT3 all students have opted to work in the field of 'Painting' (Printmaking being the alternative choice). As in Level 2 students work their way through a series of works that relate to a self-selected context. The major differences at Level 3 are the addition of an extra panel, clear mastery of media and techniques and the regeneration and synthesis of ideas.

PPT2

Baker-Garwood, Maia
Churcher, Manuka
Guerin, Zamora
Jackson, Penny
Laurie, Amitiel
Mahoney, Luka
Mason, Ashlyn
Meechai, Kitsana
Saaiman, River
Stretton-Pow, Suri
Tomlinson, Noah

PPT3

Douglas-Rhind, Sophia
Simpson, Georgia
Town, Ria
Yates, Mia

Mia Yates

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Creative Industries

We want our student to:

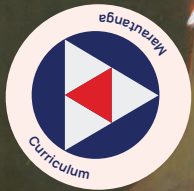
- Experience growth in creative mana
- Be critical consumers and ethical creators
- Know how to use their creative hustle for the powers of good to make positive changes in our worlds
- Value and protect creative and practical knowledge as taonga

Whakataukī

Kia mau ki nga Mahi Toi
Hold steadfast to creativity.

	Year 7	Year 8	Year 9	Year 10	Year 11	Year 12	Year 13
Creative Industries (CRE)	●C	●C	●C				
Visual Art (ART)				●	●		
Digital Art (DAT)						●	●
Paint, Print + Textile Arts (PPT)						●	●
Food Design (FOO)				●	●	●	●
Product Design (PRD)				●	●	●	●
Spatial Design (SPD)				●	●	●	●
Digital Technology (DGT)				●	●	●	●

Key ● 1 Semester ● 1 Year C Compulsory



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