

# Makeup & Design

*Portfolio*



**2024-2026**

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[ RESUME ]

MAKEUP ARTIST & DESIGNER

# SARAH GOEBEL



## WEBSITE

SARAHGOEBEL1401.WIXSITE.COM/CREATIVE

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## PROFILE SUMMARY

AS A MAKEUP ARTIST, I SPECIALISE IN CLOWN MAKEUP, GOTHIC MAKEUP, AND STYLES GENERAL MAKEUP LOOKS THAT INVOLVE FUN COLOURS AND GRAPHIC DESIGNS. WHEN I DESIGN I HAVE A CLEAR VISION, AND AM A GOOD COMMUNICATOR AND LISTENER WHEN IT COMES TO UNDERSTANDING A DIRECTORS VISION.

## SKILLS

- GOHTIC MAKEUP
- CLOWN MAKEUP
- GRAPHIC MAKEUP DESIGN AND APPLICATION
- UNCANNY/HORROR MAKEUP
- COLLABORATION
- IDEATION
- PREPERATION
- LEADERSHIP

## WORK EXPERIENCE

### HAPPY FACE, SAD CLOWN

COSTUME AND MAKEUP DESIGNER  
[ 2025 ]

### PEEK-A-BOO

PERFORMER, DIRECTOR AND MAKEUP DESIGNER  
[ 2024 ]

## EDUCATION

### INTERNATIONAL BACHELORETTE

QUEENSLAND ACADEMY OF CREATIVE INDUSTIES [ 2020 - 2022 ]

### BACHELOR OF PERFORMING ARTS, MAJORING IN PERFORMANCE MAKING

WESTERN AUSTRALIAN ACADEMY OF PERFORMING ARTS [ 2023 - 2025 ]

# HAPPY FACE, SAD CLOWN



## PRODUCTION BRIEF:

This work aimed to explore clowning as an artform, delving into how clowns perform both in front of an audience and in the presence of other clowns, before shifting to focus on how they behave when they are alone. My brief as designer was to incorporate their personalities and clown archetypes into their costumes and makeup.

## PREPERATION

Before designing the makeup, I researched clowning and the specific makeup colour, and accents that determined each type of clown. Each design is specifically curated to each character's personality: I was also in constant communication with the actors ensuring my designs fit the vision for the character they were devising.

## INTENDED FINAL COSTUMES:



- tie (tied wrong)
- tattered clothing (like hobo clown)
- chaotic mix of patterns & colours



- Helium balloons to act as a rain cloud
- Classic one-piece



- Jester and baking inspired aesthetic
- skin covered (element of whiteface clown)



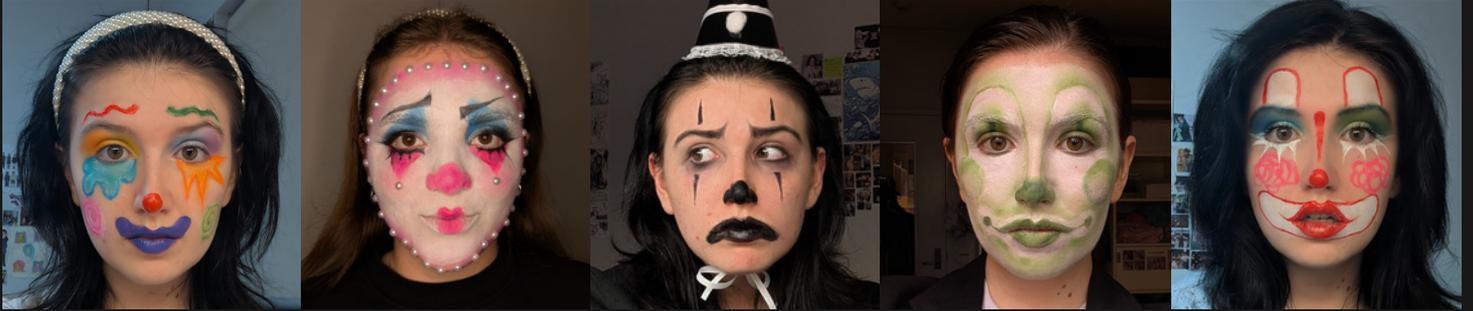
- Oversized business suit (elements of both Auguste and Character clown)



- Oversized overalls (childish and inspired by Auguste clown)
- sash of dynamite

## PROCESS

After sketching the final makeup designs, I experimented with different materials on myself and volunteers to determine most effective product to use for specific designs. I also took this opportunity to time how long the process would take as this project required these designs to be complete in under 2 hours.

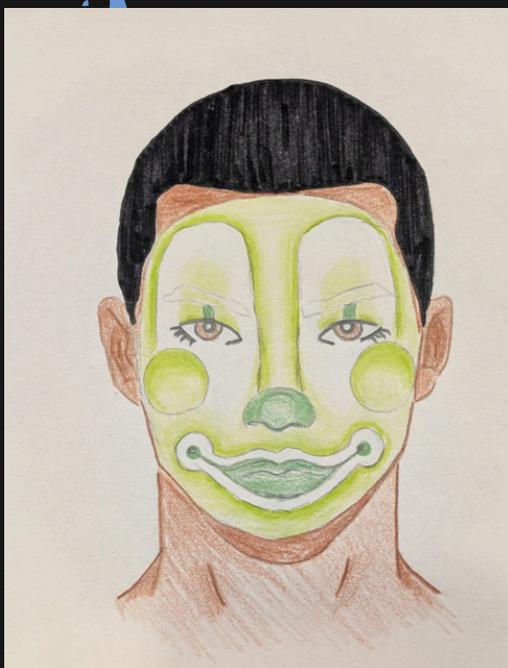
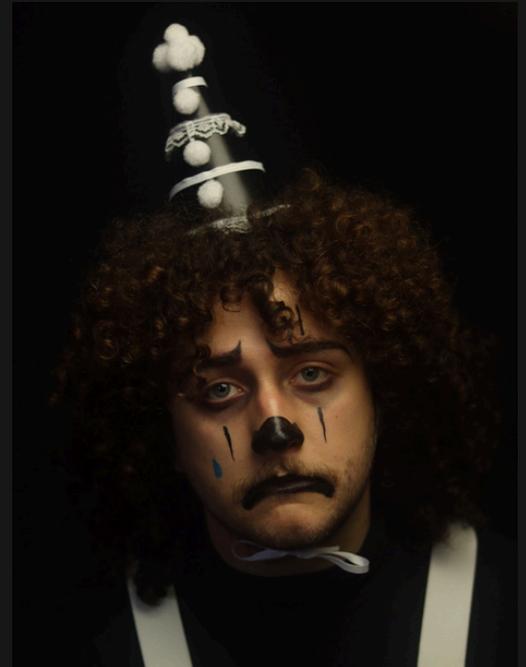


## FINAL DESIGNS



### **SONDER**

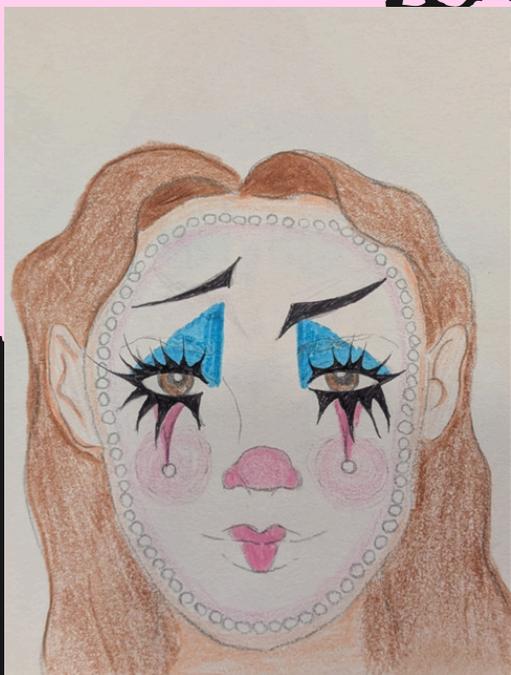
Sonder's design mimics that of a classic Pierrot clown (the sad clown), with this aesthetic, less is more



### **STRILIATO**

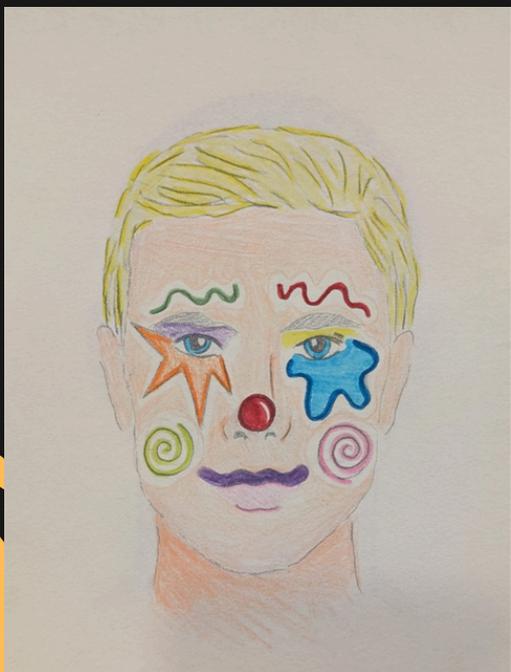
Striliato also has elements of a whiteface clown archetype, however further on in the piece we explore his lack of self identity therefore I have merged two other clown archetypes into his design, the character clown and the Auguste clown.





## MIRIAM

Miriam is a whiteface clown (the clown in command), her makeup includes a pleasant colour palette, feminine accents and pearls as the whiteface clown often has the most complex, eye-catching, designs.



## RONNY

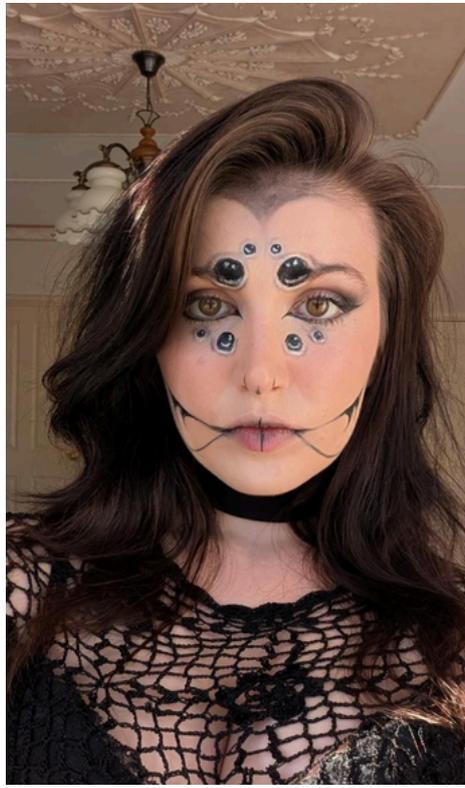
Ronny has the facial accents of an Auguste clown (the troublemaker), with a playful twist of shapes and squiggles to mimic his childish personality.



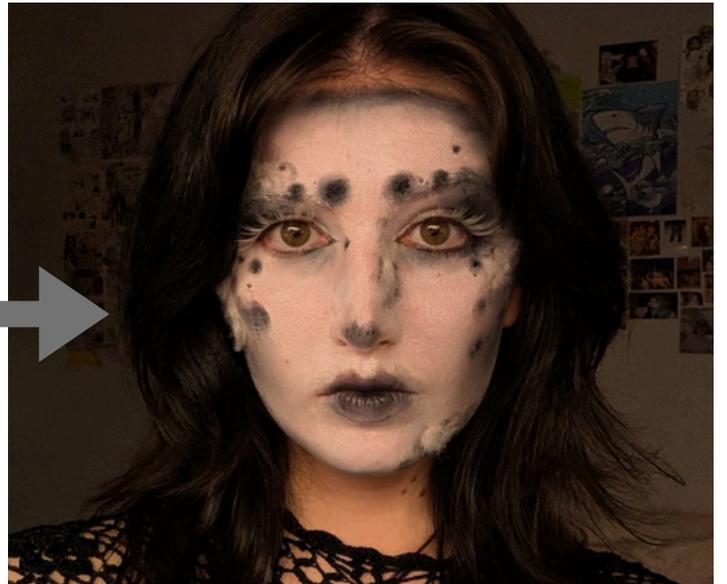
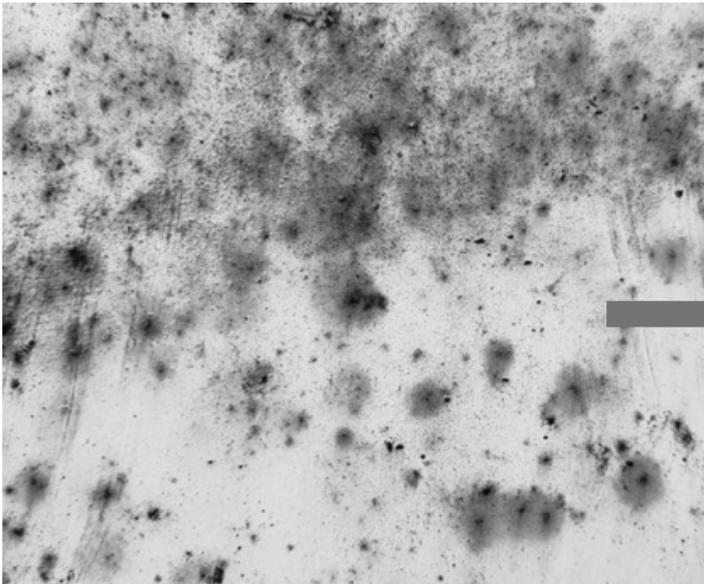
## PERCY

Percy is a hobo/tramp clown (the bottom of the hierarchy), therefore I included the classic red and white accents around the eyes and mouth. I also used an odd combination of colours (blue, green and pink) to compliment Percy's loveable yet chaotic personality. The squiggles instead of blush on Percy's cheeks match Ronny's child-like aesthetic





*Exploration of*  
**GOTHIC MAKEUP**

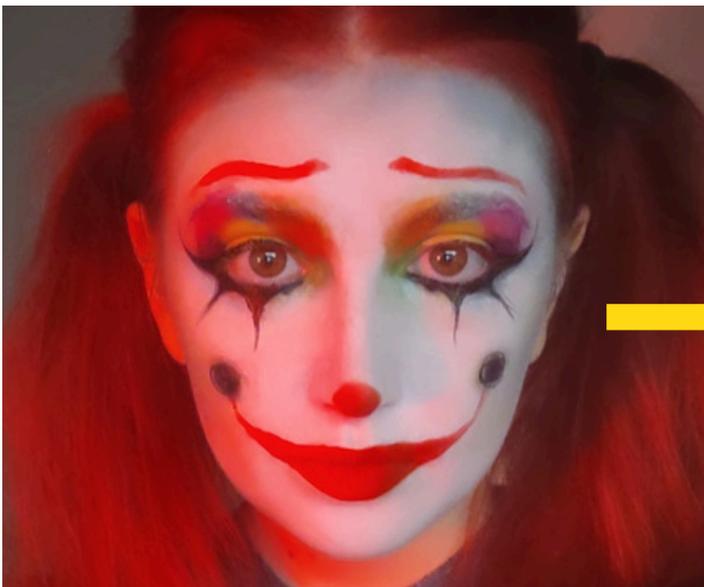


**BLACK MOULD INSPIRED  
MAKEUP**

2025



*Exploration of*  
**CLOWN MAKEUP**



PRE-SHOW

**UNREAL PROJECT  
'PEEK-A-BOO'**

POST-SHOW

2024