

Lane Wirihana  
le Prevost-Smith



Lane Wirihana le Prevost-Smith (b.1995)-  
Graphic Designer, Digital Artist & Coder from Wānaka, Aotearoa(New Zealand). Currently based in Tāmaki Makaurau(Auckland), Aotearoa.

## Education

Te Whare Takiura o Wikiriwhi  
(Whitecliffe College of Arts  
& Design), Parnell, Tāmaki  
Makaurau, Aotearoa.  
BFA Graphic Design, 2015–2018.

Yoobee School of Design, Te  
Whanganui-a Tara(Wellington),  
Aotearoa.  
Diploma in Digital Film and  
Animation, 2013.

Te Kareti o Maunga Tititea  
(Mount Aspiring College),  
Wānaka, Aotearoa, 2008–2012.

Albany Junior High, Albany,  
Tāmaki Makaurau, Aotearoa,  
2006–2007.

## Key skills

Art Direction,  
Graphic Design,  
Web Design,  
3D Rendering,  
3D Animation,  
Game design,  
Video post-production,  
Motion Graphics,  
Illustration,

## Languages

New Zealand English (native)  
Te reo Māori (beginner)  
HTML  
CSS  
JavaScript

## Experience

Sanctuary Building Supply Group  
(SBSG), 2017–Present, Graphic  
designer.

New Territory Studio, 2017,  
Graphic design intern.

BDR Max, 2015 to 2017, Packing  
and cutting.

BDR Max is a commercial  
printing company Working  
in the packing warehouse my  
responsibilities included  
cutting, packing and labelling  
anything from small format  
print for flyers, to large  
format print for outdoor  
signage.

Getcommunications, 2014,  
Graphic design intern.

Get is a digital advertising  
agency located on K-road. One  
project I got to help out with  
was the digital advertising  
of the 2015 Laneway festival,  
which included resizing  
and formatting posters and  
illustrations in Adobe  
Illustrator and InDesign.  
Another task I was assigned to  
help with was the redesigning  
of the company business card.

## Exhibitions &amp; other activity

## 2018

## Tātou Exhibition

St Georges Bay Road, Parnell,  
Tāmaki Makaurau, Aotearoa,  
Tātou is a celebration of brown  
artists from Te Moana-nui-a-  
Kiwa and beyond who currently  
attend Te Whare Takiura  
o Wikiriwhi. Ranging from  
painting to virtual reality,  
the exhibiting artists were  
invited to submit their chosen  
work via Facebook, while others  
were approached during studio  
visits, to involve a variety of  
year and departments.

The recent formation of Te  
Moana-nui, a group for the  
brown kids of Whitecliffe, has  
been the catalyst for deciding  
to have a group show together.  
The exhibition's name Tātou is  
the Māori word for addressing  
everyone involved in something,  
or similar to 'us' in English.  
With the recent Oceania  
exhibition at the Royal Academy  
of Arts, Tātou is the Te Moana-  
nui equivalent.

Tātou is a glimpse of the  
work of the eighteen artists  
involved. With students  
from Samoa, Fiji, Cambodia,  
Niue, and Aotearoa (to name  
a few), some artists also  
share iwi affiliation with  
Greg Whitecliffe to Te Arawa.  
Tātou seeks to acknowledge  
the roots of Te Whare Takiura  
o Wikiriwhi, focusing on

inclusivity to show support for  
each other and the diversity  
within our backgrounds and  
respective practices. Mauri  
ora!

## BE QUIET

The BE QUIET exhibition has an  
emphasis on sound and aims to  
convey how it has the ability  
to enhance the way we live our  
lives. It consists of a range  
of different topics created by  
seven designers.

This includes topics such as:  
-Te Reo Māori and its history.  
-Mental health issues in  
today's Maori youth.  
-Facebook data concerns.  
-Sound based gaming.  
-Emergent Behaviour in objects  
through an audio influence.  
-A tour through the life and  
death of a sound bite.  
-A sound/image poster  
experimentation.

We have used audio as a primary  
design tool and challenged the  
way it fits into graphic design.  
By manipulating sound we have  
enhanced the concepts of each  
of our individual projects.  
Through this approach, we have  
created a collection of audio-  
visual interactive experiences,  
that are unique to each topic  
and relatable to anyone and  
everyone.

Ngā mihi