

THE JAPANESE GAME SHOW WAS BUILT & SHOT AT PINEWOOD STUDIOS. WE WERE ORIGINALLY DUE TO SHOOT AT BRAY, BUT DUE TO CONSTRUCTION WORK AT THE STUDIO, THE SET HAD TO BE RE-DESIGNED TO FIT INTO A STAGE AT PINEWOOD WITH 2 WEEKS TO SPARE.



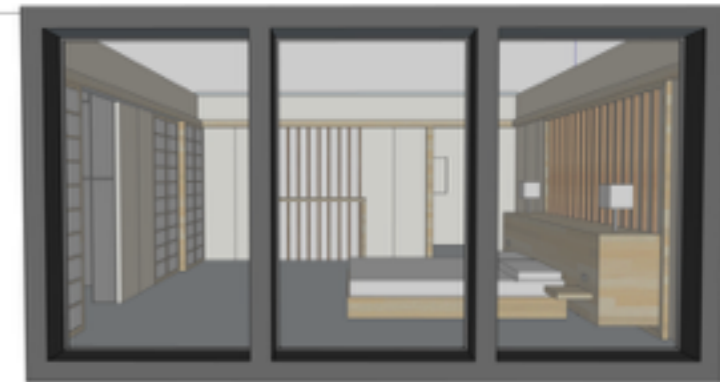
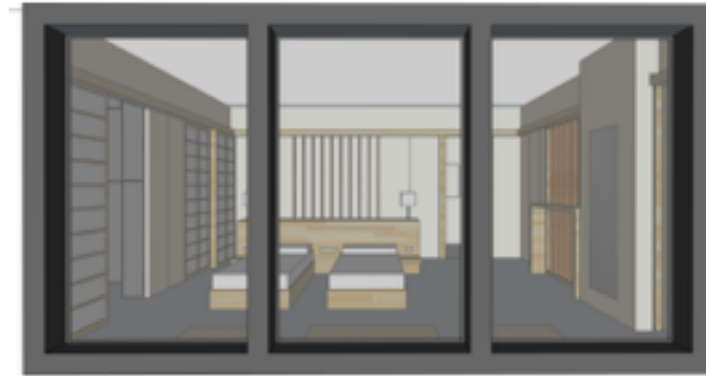
TO PULL THIS OFF SAFELY, WE REQUIRED MULTIPLE DIVERS, RIGGERS, STUNT DIVERS, STUNT RIGGERS, STUNT PERFORMERS, STUNT CO-ORDINATORS, A LARGE CONSTRUCTION TEAM OF CARPENTERS, PAINTERS AND MODEL MAKERS ALONG WITH OUR TINY BUT TALENTED ART DEPARTMENT COMPRISING OF AN ART DIRECTOR, GRAPHIC DESIGNER, BUYER, ART DEPT. ASST. AND SMALL PROP TEAM.



THE SET HAD TO INCORPORATE X2 PRACTICAL GAMES INCLUDING A 'BANG' ELEMENT IN THE STYLE OF TAKESHI'S CASTLE.

WE HAD AN ART DEPT. BUDGET OF 148K FOR OVER 50 SETS, INCLUDING THE GAMESHOW. THIS HARSH REALITY GUIDED THE DESIGN. I DREW MULTIPLE GAME IDEAS, BUT THE NUMBERS WERE NOT WORKING. JUST WHEN WE THOUGHT IT WASN'T ACHIEVABLE, I CAME UP WITH THE SWING GAME IDEA WHILST ON A RECCE BUS IN TOKYO. ONCE APPROVED BY OUR STUNT DEPARTMENT, WE WERE FINALLY READY TO GO.

THE SWINGS WERE CHEAPER, VISUALLY INTERESTING, INCORPORATED A 'BANG' WHEN THE CONTESTANT FELL INTO THE TANK AND WERE ABLE TO BE PRE-RIGGED AND DROPPED INTO POSITION AFTER THE FLUMP GAME HAD BEEN SHOT. THIS MEANT WE WERE ABLE TO ACHIEVE OUR SCHEDULE AND BUDGET DEMANDS.



WE BUILT X1 JAPANESE HOTEL ROOM ON A STAGE AT PINWOOD NEXT TO THE GAMESHOW. WE CHANGED X1 WALL AND RECONFIGURED THE DRESSING TO MAKE X2 HOTEL ROOMS.

GREEN SCREEN OUTSIDE THE MASTER WINDOW AND PLATE SHOTS FROM A ROOFTOP IN TOKYO WERE USED IN POST TO CREATE THE ILLUSION OF THE ROOMS BEING LOCATED ON A HIGH RISE TOWER.

WE INCORPORATED TRADITIONAL JAPANESE DESIGN TECHNIQUES TO CREATE AUTHENTICITY, SUCH AS PAPER SCREEN DOORS, TEXTURED RICE PAPER WALL TREATMENTS WITH A SHADOW GAP & A SQUARE-SHAPED BATH WITH A CONCRETE FINISH.



WE REQUIRED X4 MODEL HEADS OF OUR KURUPT FM CHARACTERS TO BE MADE. THESE WOULD BE SEEN ON SCREEN BOTH IN JAPAN AND IN THE UK. THE SHOOT IN JAPAN WAS SCHEDULED FIRST, SO WE THEREFORE HAD THE MODELS MADE IN TOKYO AND SHIPPED THEM TO LONDON ONCE WE WRAPPED THE JAPANESE BLOCK.

WE ASKED JOE PRYTHERCH TO DESIGN THE 2D HEADS AND JAPANESE MODEL MAKER MR SHABATA TO MAKE THE PHYSICAL MODELS IN A MATTER OF WEEKS. THEY HAD TO BE LIGHT ENOUGH TO DANCE IN, BE BREATHABLE AND HAVE A SIGHT WINDOW LOCATED WITHIN THE DESIGN.

