

prime video

Don't make
me go

Family is a trip



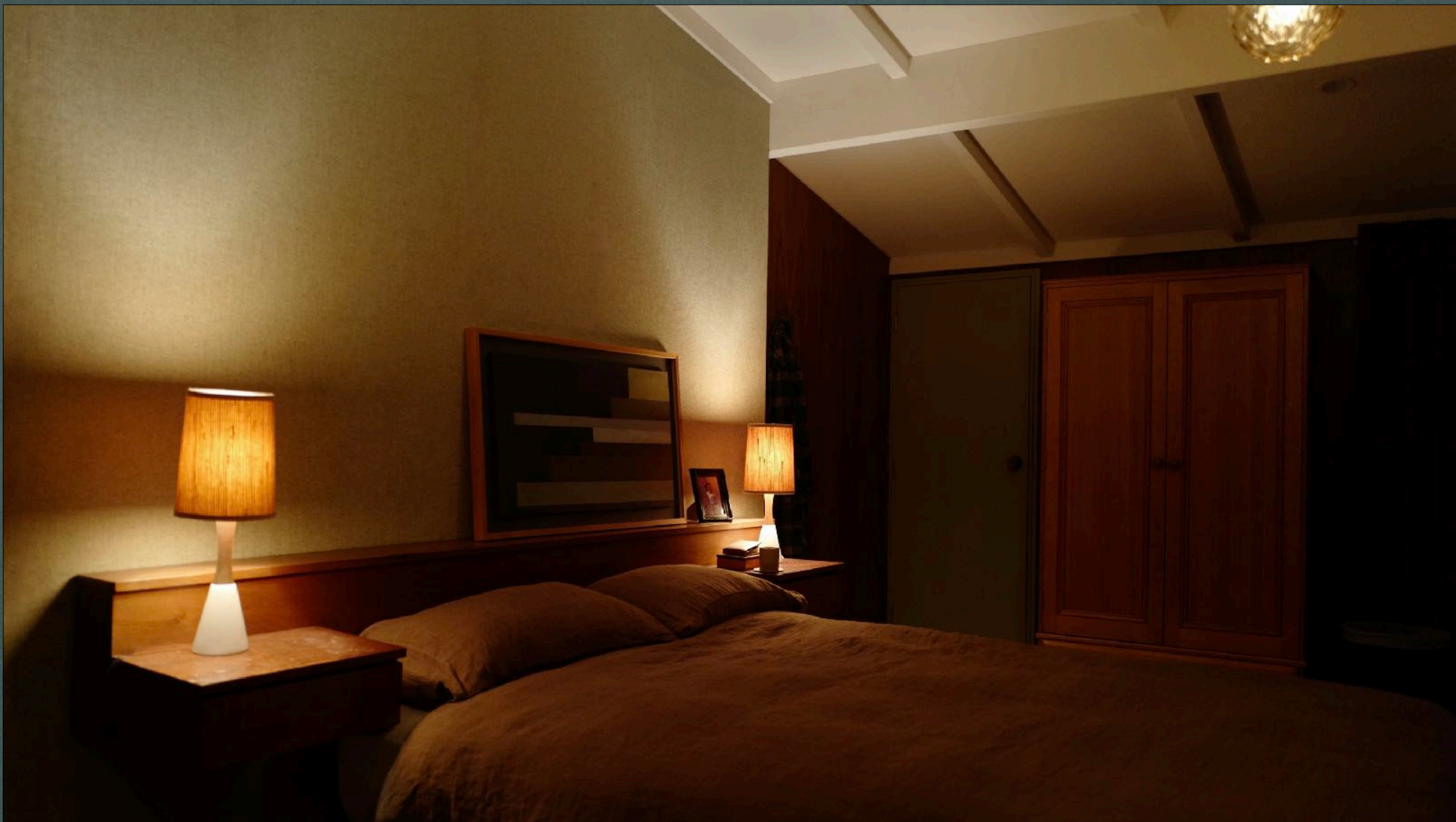
FOR YOUR CONSIDERATION
BEST PRODUCTION DESIGN

International Studio Feature Film - Contemporary



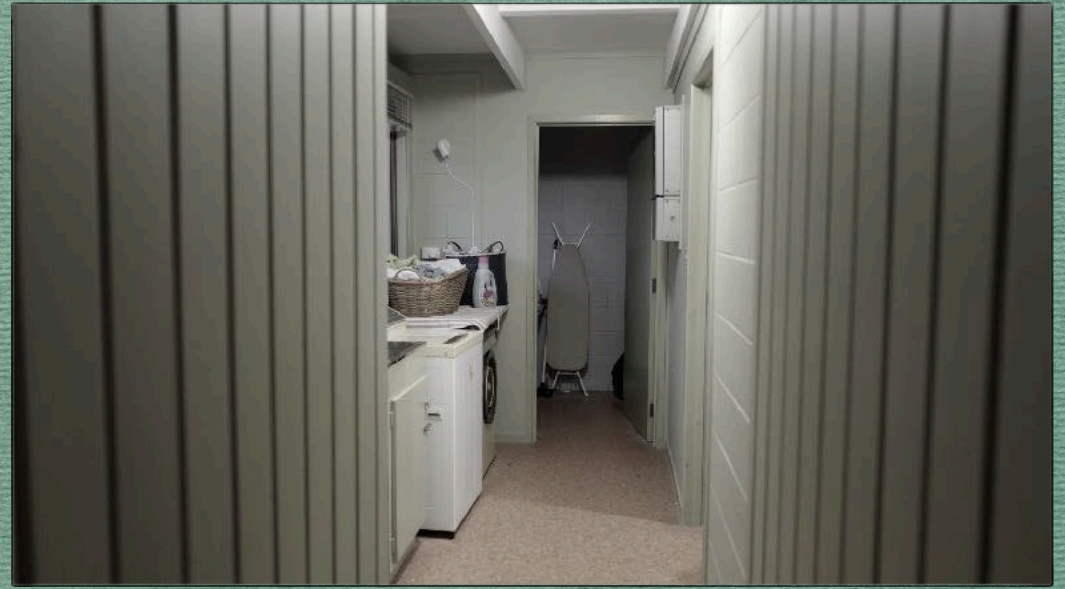
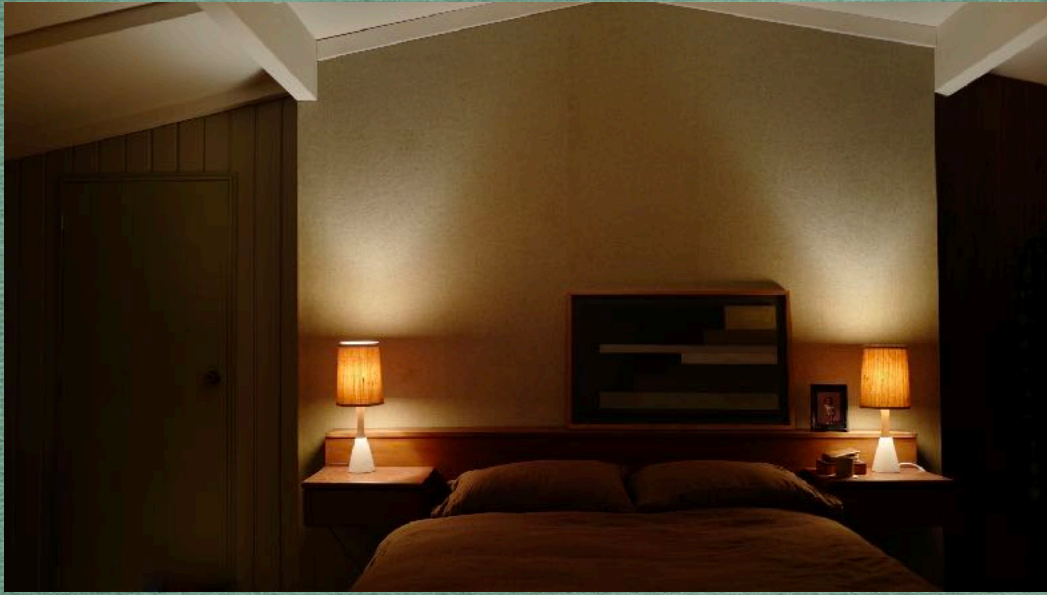
INT WALLY'S BEDROOM

*Don't make
me go*



*Don't make
me go*

MAX BEDROOM



*Don't make
me go*

PARK HOUSE INTERIOR



NEW MEXICO

*Don't make
me go*



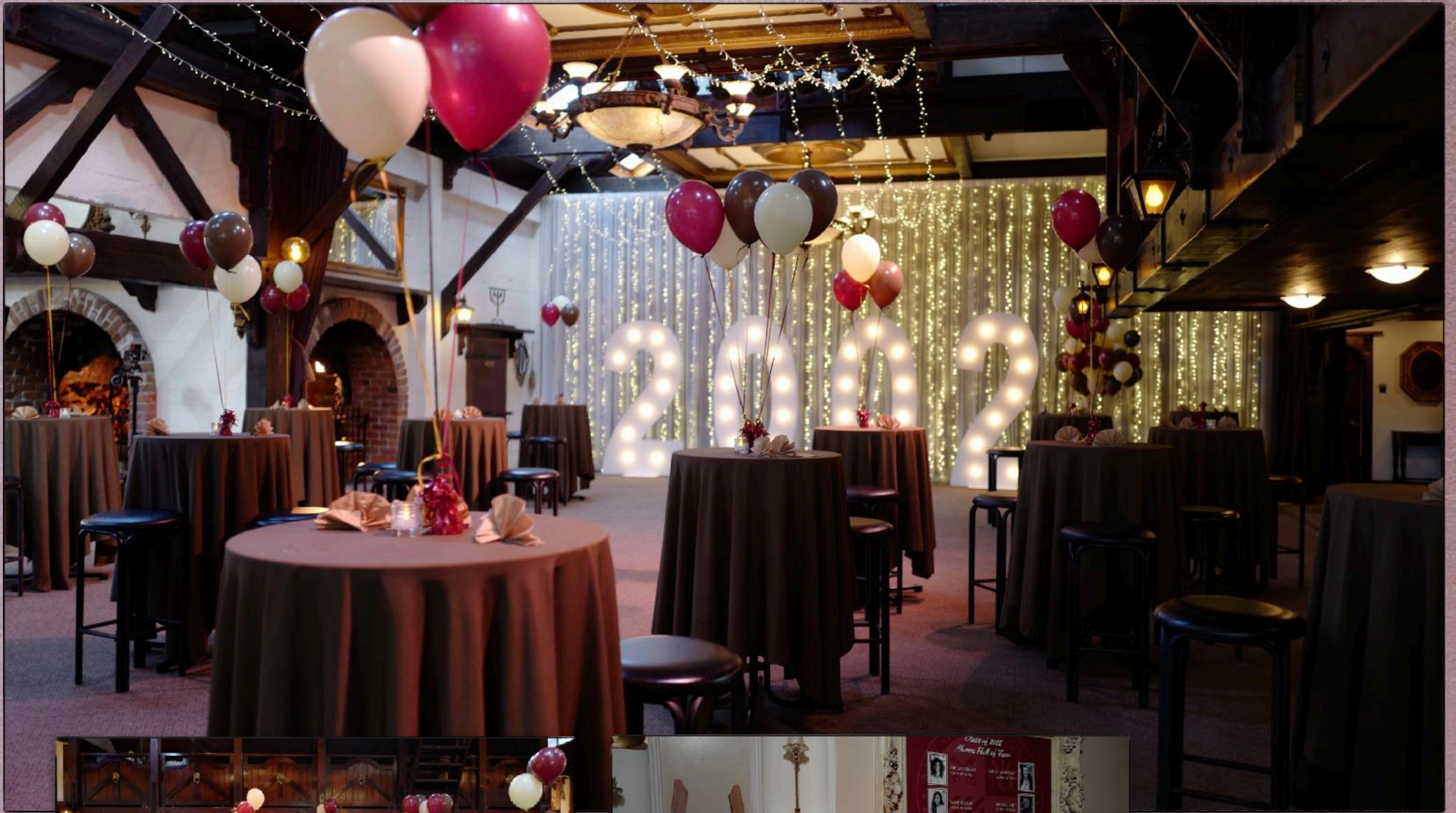
Don't make
me go

TEXAS



NEW ORLEANS

Don't make me go



REUNION
*Don't make
me go*

*Don't make
me go*



BURGER RESTAURANT



*Don't make
me go*

Production Designer: Felicity Abbott
Supervising Art Director: Ross McGarva
Set Decorator: Daniel Birt

FLORIDA

Supporting Statement – Don't Make Me Go

A road movie set in the US summer across five states and filmed in the New Zealand winter, DON'T MAKE ME GO presented a series of unique design and logistical challenges.

Set Decorator Daniel Birt and I focused on creating a distinct and authentic tone for each setting, rather than a literal re-creation. Much of our narrative takes place in hotel rooms and these became our point of departure for building the visual style of each location throughout the movie: California, New Mexico, Texas, Louisiana, and Florida.

Working closely with director Hannah Marks and cinematographer Jaron Presant, we developed specific lighting for each interior space. We carefully selected a range of distinctive architectural styles to underscore the narrative journey and create the visual arc of the characters movement across the US.

New Mexico: This set was built with heavily textured and hand-rendered stone feature walls. Upholstered vinyl and timber bed heads with amber glass shades were crafted to accent rich, saturated interiors and a palette of earth tones that contrasted the turquoise vintage carpet.

Texas: At a set piece inspired by iconic roadside landmarks, our characters stop to take a selfie in front of a giant boot on their journey, near a vintage painted map of Texas sign. We chose the exterior motel location for the aquamarine guitar-shaped swimming pool that was the centrepiece surrounded by dishevelled-units. Our scenic artists painted south-western cowboy murals and the faded 'Horse & Boogie' sign that adorned the front of the motel in its former glory days.

The set decoration incorporated a unique lighting design for each environment and carefully selected furniture, decoration, and textiles to embody a sense of place. We used signage and murals to create a sense of history and place.

Louisiana: Here we focused on creating a sense of history to underscore the part of the journey where Max and Wally attend his high school reunion. We transformed a local bar into a Cajun restaurant and created a classically decorated hotel room to illustrate the point that Max splashes out and books an expensive hotel – diametrically opposed to the seedy dive they checked into in Texas.

Florida: The hotel was decorated in a high key palette of saturated pastels, fluorescent neon, bamboo wallpaper and cane furniture. In keeping with our iconic landmark iconography, the other key set was a faded concrete hamburger fast food restaurant, which we branded 'Donny's'. In the finale, Max and Wally attend a tinsel-strewn Karaoke lounge, where Max belts out Iggy Pop's 'The Passenger'.

DON'T MAKE ME GO brought together the collective talents of a combined US and New Zealand crew and an art department team that worked tirelessly to bring this beautiful film to life.

Felicity Abbott APDG, BFDG, ADG | Production Designer

TOTAL BUDGET FOR ART, CONSTRUCTION, VEHICLES, GREENS, PROPS AND SET DEC \$1,321,590 NZD