



EMPIRE *of* LIGHT

Cinema Exterior and Lobby Exterior - set build on location



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Concept of Cinema Lobby set build on location

PD Mark Tildesley

Artist Charlie Cobb



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Int. Ballroom - build on location



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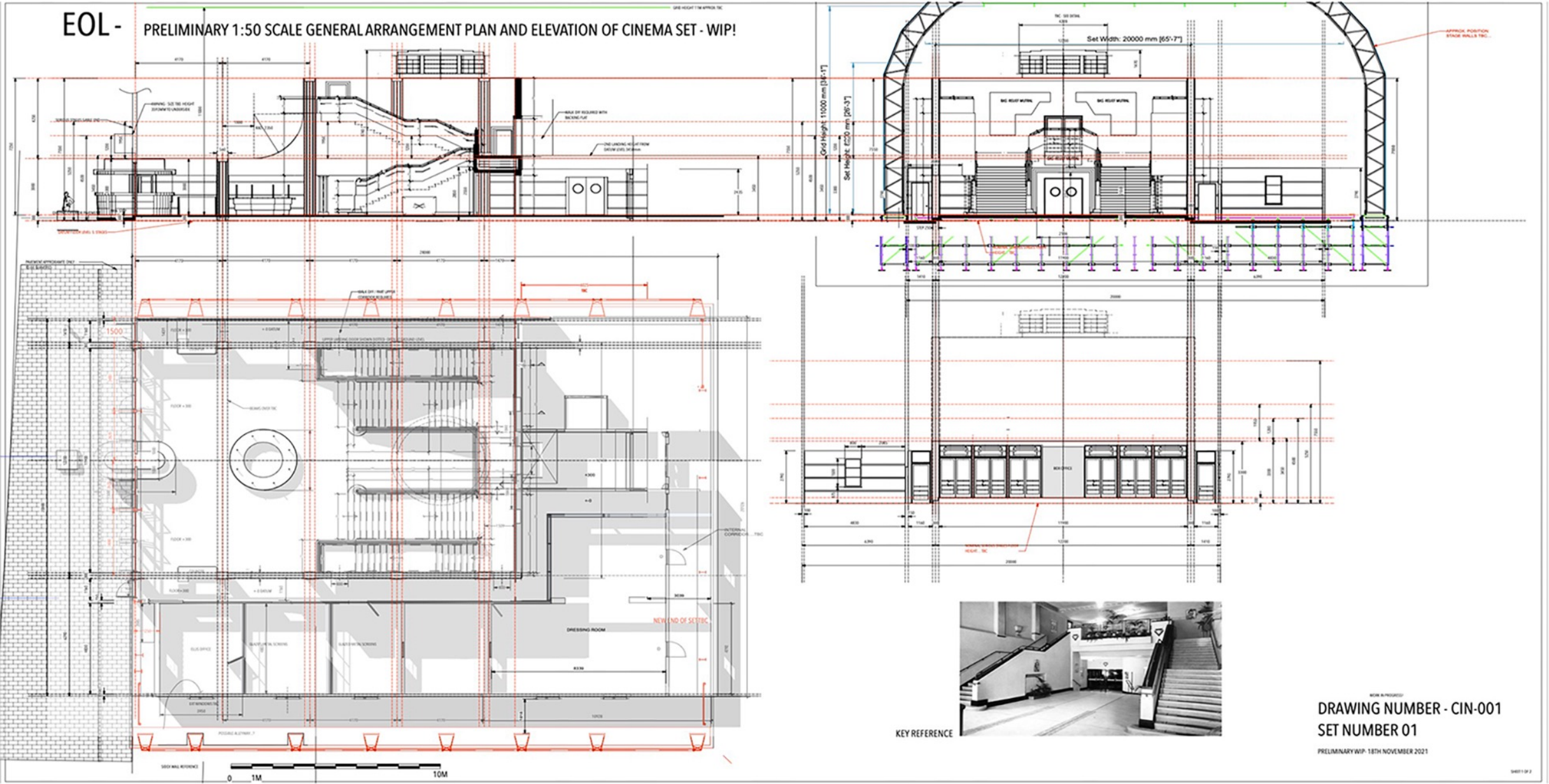
Artist Charlie Cobb



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1980's Cinema Lobby set build in a temporary stage on Margate seafront

EOL - PRELIMINARY 1:50 SCALE GENERAL ARRANGEMENT PLAN AND ELEVATION OF CINEMA SET - WIP!



WORK IN PROGRESS
DRAWING NUMBER - CIN-001
SET NUMBER 01
 PRELIMINARY WIP 18TH NOVEMBER 2021



EMPIRE *of* LIGHT

Concept of Cinema Projection Room set build

PD Mark Tildesley Artist Charlie Cobb



EMPIRE *of* LIGHT

Concept of Cinema Lobby set build in temporary stage

PD Mark Tildesley

Artist Charlie Cobb



EMPIRE *of* LIGHT

Int. Hilary's flat - set build

EMPIRE *of* LIGHT

Production Designer Mark Tildsley

Supervising Art Director Adam O'Neill

Set Decorator Kamlan Man

EMPIRE OF LIGHT is set in a faded 1980's Cinema. The art and construction departments had a unique challenge of building a set within a temporary stage on Margate seafront. Faced with very challenging logistical problems, a limited budget for the builds required, and a short prep time, the art department had to work very hard to realise the vision of the Director and Designer.

The Cinema Lobby was an Odeon style deco set built inside a purpose built temporary stage, incorporating the lobby, stairs, offices, back rooms and corridors leading to the screen doors. The Exterior of the Empire and the Auditorium were both extensive, complex builds on location on a busy seafront.

Hilary's flat, Stephen's flat, the Interior of the Projection room were built on stage at a nearby airfield, along with another extensive build inside the airfield building for the Hospital, a composite interior / Exterior build at the same location. Along with many other locations and streets requiring period dressing inside and out.

This film presented many challenges that required unwavering dedication by all involved in the art department, incorporating countless hours of work by the art, set dec and props teams, whose efforts were rewarded by a hugely successful result.