

# KILLING EVE

SEASON 4

WRITTEN BY LAURA NEALE

SET IN LONDON, MOSCOW, PARIS, HAVANA, BERLIN, SALTZBURG, SCOTLAND & MARGATE

FILMED IN LONDON & MARGATE

PRODUCTION DESIGNER: LUCIENNE SUREN

SET DECORATOR: MIKE BRITTON

SAD: PHILIP BARBER

ART DIRECTORS: SEETA LINGAM, ELEONORE CREMONESE, JOS RICHARDSON

**KONSTANTIN'S OFFICE - SOMEWHERE IN RUSSIA - INTERIOR LOCATION: LONDON - EXTERIOR: ROMANIA**



# KONSTANTIN'S OFFICE - MOODBOARD



# EVE'S HOTEL - LONDON - SET BUILD



# EVE'S HOTEL - MOODBOARD & SKETCHES



# SAFEHOUSE - HAVANA - LOCATION: ESHER



# HAVANA SAFEHOUSE - MOODBOARD & SKETCH



# HELENE'S HOUSE - PARIS - SET BUILD



# SQUAT - BERLIN 1970'S - LOCATION - LONDON



# GUNN'S ISLAND - SCOTLAND - LOCATION / BUILD - SURREY



# HOTEL - SALZBURG - LOCATION - BRACKNELL



## **BFDG Awards 2022 Design Statement**

**BEST PRODUCTION DESIGN – INDEPENDENT TV DRAMA INCLUDING MINI SERIES, TV MOVIE OR LIMITED SERIES**

### **Killing Eve Season 4**

Band 2

Production Designer: Lucienne Suren, Set Decorator: Mike Britton, SAD: Philip Barber

The fourth and final season of Killing Eve is as usual, set in locations all around the world: London, Paris, Berlin, Moscow, Mallorca, Havana, the Austrian Alps, a Scottish Island and fabulous Margate. Everyone working on the show was excited and prepared for a few trips away and finding those exciting locations. Alas, travelling was still proving difficult so the production made the decision to stay in the UK (mainly within the M25!)

The scripts for Killing Eve are always ambitious in scope and we aimed to create a glamorous, amusing, a bit camp and slightly psycho world for our characters to travel in. The show was made up of 8 episodes with around 140 sets to create, the biggest challenge of these had to be Havana. It was a long search to find anything vaguely Cuban in our location radius. We shot the Havana safehouse in an old conference centre in Esher, some of the exteriors in Margate, and a set build on the stage for the fire sequence.

Eve's Hotel was the set we could return to each episode. The decision to put her in a hotel was so that it felt temporary, also that she didn't mind spending all her cash as she is on a mission that may result in her death and she is cool with that. Eve doesn't have loads of money, so we wanted to create a space that is functional for her mission but stylish as she takes on more Villanelle like qualities.

There was a water theme running throughout this season of the show, we have the gorgeous De Gournay fish wallpaper in Helene's bathroom, the Moscow swimming pool, the swan lake set in the theatre, the murder at the lake, the baptism at the beginning and the underwater finale.

My favourite set was Konstantin's office, I love the 360 mural and 70s furnishings. Konstantin was very happy there, poor chap. We had a local second unit shoot the exterior of Konstantin's in Romania and some exteriors in Cadiz and Berlin which helped make our globe trotting look convincing!

Killing Eve was a pleasure to work on, it had many challenges and each one was handled gracefully and successfully by our Art Department, Locations team, Camera, Costume and Make up to make a cohesive, collaborative and cool piece of television.