



THIRTEEN LIVES

DIRECTED BY RON HOWARD

An MGM / Amazon Studios Production

Production Designer: Molly Hughes

Set Decorator: Emma Rudkin

Supervising Art Director: Brandt Gordon

THIRTEEN LIVES

Due to covid restrictions, the film was shot entirely on location in Queensland, Australia, except for select drone shots featuring the stunning landscape of Chiang Rai province. In order to recreate the events of the 2018 Tham Luang Cave rescue as accurately as possible, the design of the film was focused on four phases:

Phase 1 - The exterior cave build at a large farm location in the Numinbah Valley. This build also included both base camps and support structures for the Divers' room and Governor's meetings.

Phase 2 - Construction of multiple larger "Chamber" sets with self-supporting shallow tanks, where the divers could emerge from the water and Ron could play dialogue scenes within the cave system, including the chamber where the boys were found.

Phase 3 - Construction of four purpose built tanks, approximately 50' x 100' x 10' deep to house long, fully-submerged tunnel sets which allowed for longer runs of multiple divers within underwater scenes.

Phase 4 - Water diversion. These set pieces were constructed along mountainside streams and crevasses. This phase also included the construction of purpose-built rice storage structures and rice fields for meetings between government officials and local villagers.

A number of methods were used by the art department to help prepare the actors, divers, stunt divers and camera team for the rigors of shooting in these complex spaces. We started with 3D and VR models and then moved on to large carved models to help inform our sculpting team led by Alex Beere. Finally, Alex and our construction team created full-size mockups to allow crew members to move within the spaces to prepare and train with British Cave Rescue Council divers Rick Stanton and Jason Mallinson, both of whom were part of the original rescue.

For lighting purposes, we created light pockets within the tunnels to mimic the light emitted by helmet torches and offer some enhanced lighting of the cave structures to highlight their jagged features. Liam Beck and I created a number of illustrations to help Ron and DP Sayombhu Mukdeeprom determine the right level of light and water disturbance to be believable and also allow for visibility of actors in the underwater sequences.

Because of our need to remain in Australia, set decorator Emma Rudkin and her team of Thai buyers imported a container of goods from Chiang Rai including tents, furniture and fabrics to ensure that our aesthetic would remain as authentic to the region as possible.

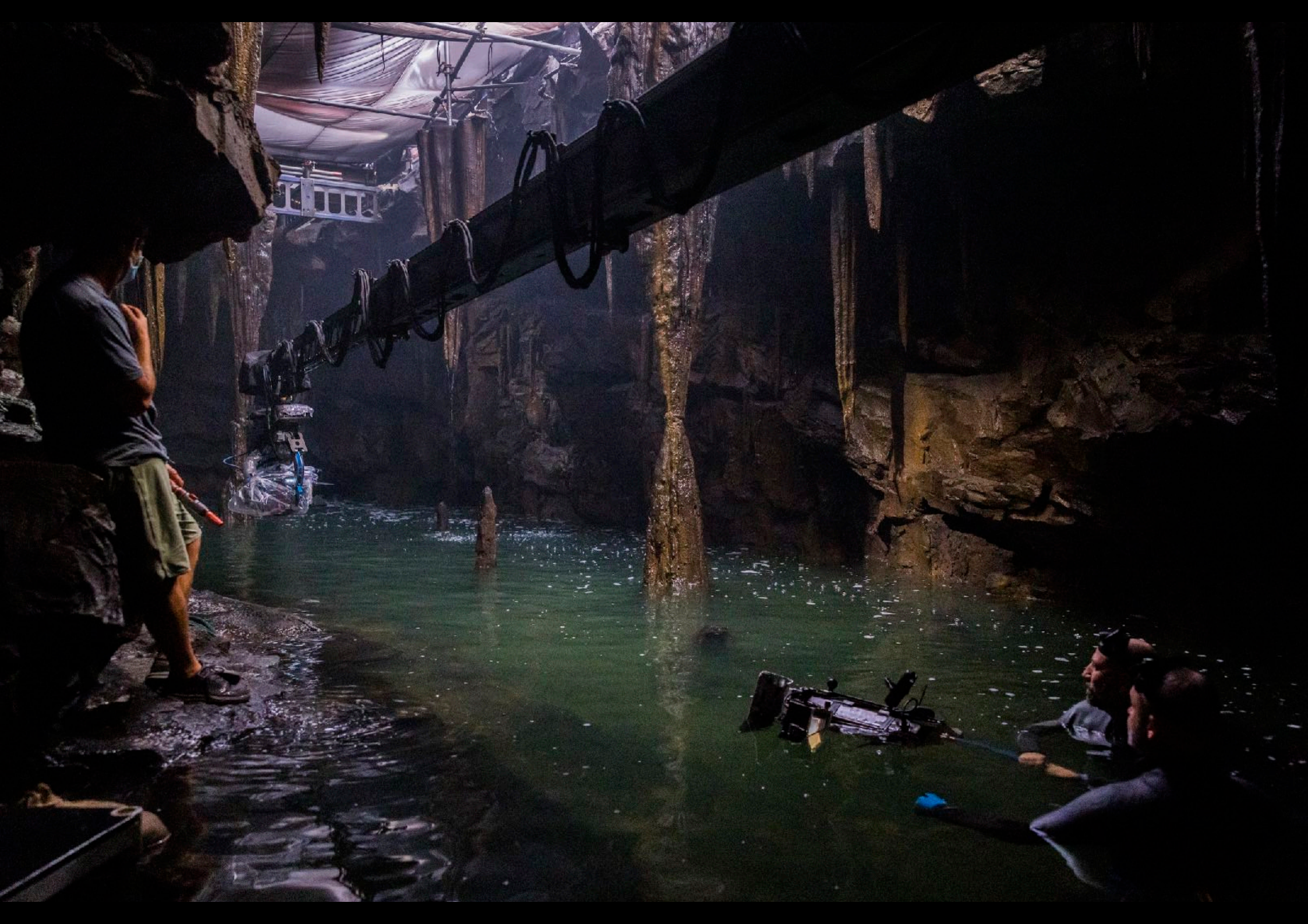














FOUR INTERCONNECTED 100' X 50' X 10'D TANKS WERE BUILT TO HOUSE SUBMERGED TUNNELS, WHICH WERE BUILT IN SECTIONS AND THEN LIFTED BY CRANE INTO EACH TANK, TO KEEP THE TANKS FROM SUSTAINING DAMAGE DURING THE BUILD PROCESS.



THIRTEEN LIVES ART DEPARTMENT

Production Designer: Molly Hughes
Set Decorator: Emma Rudkin
Supervising Art Director: Brandt Gordon

Art Directors: Tarnia Nicol, Mara Garanzini,
Chaiyan "Lek" Chunsuttiwat, Carlo Crescini

Assistant Art Directors: Brian Nickless,
Boontawee "Thor" Taweepasas

Draughtspersons: Rachel Van Baarle, Mackenzie Platt,
Scott Hegarty, Teri Fairhurst

Concept Illustrator: Liam Beck

Model Maker: Ron Rametta

Graphic Designers: George Kabot, Samantha Dabrowski

210211_LB_BRITSENER_CHAMBER1_WIP_V03



AN MGM / AMAZON STUDIOS PRODUCTION