

MISSION:IMPOSSIBLE
DEAD RECKONING

BFDG Production Design Awards
Presentation 2023



CIA DATA CENTER

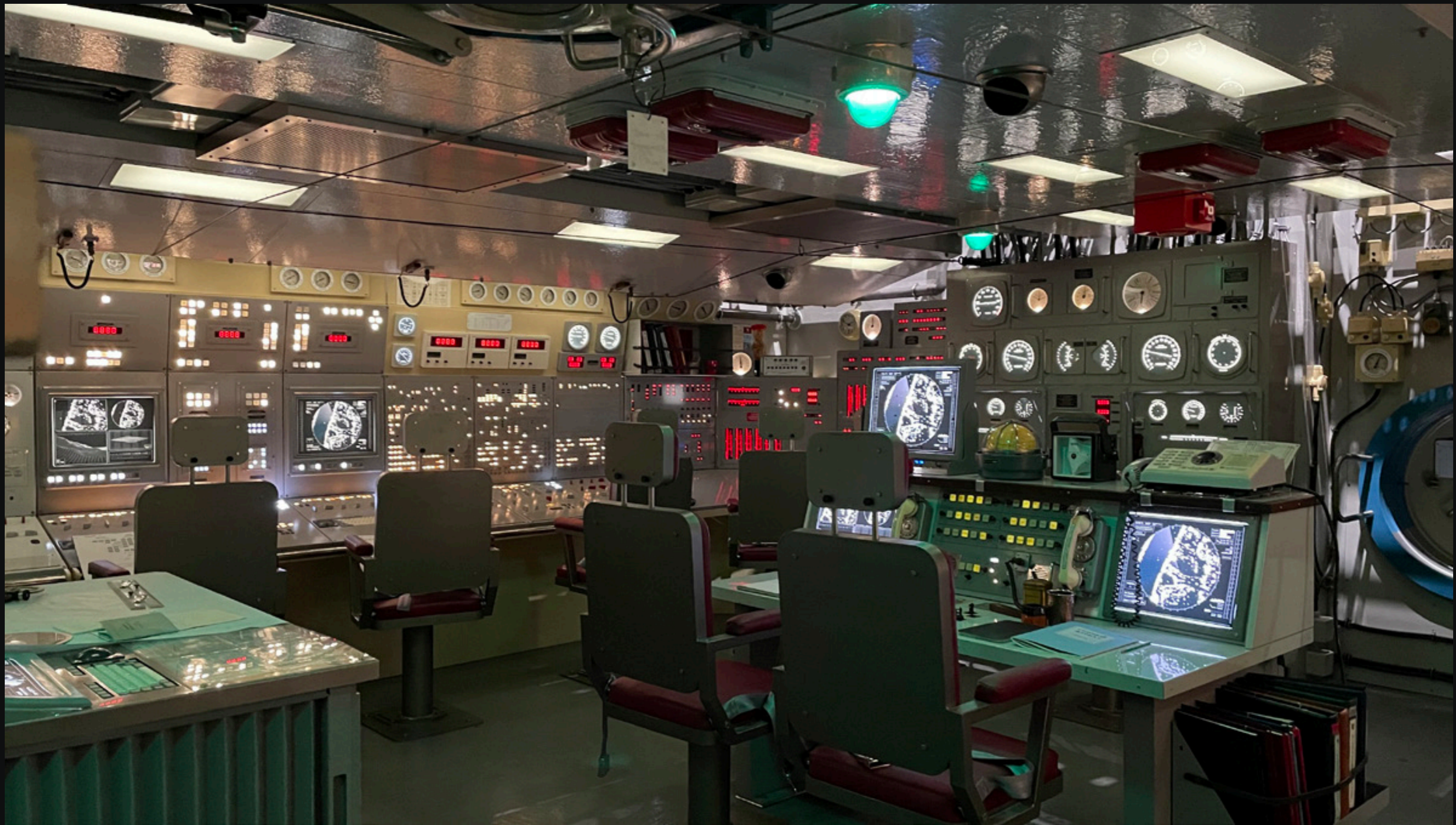




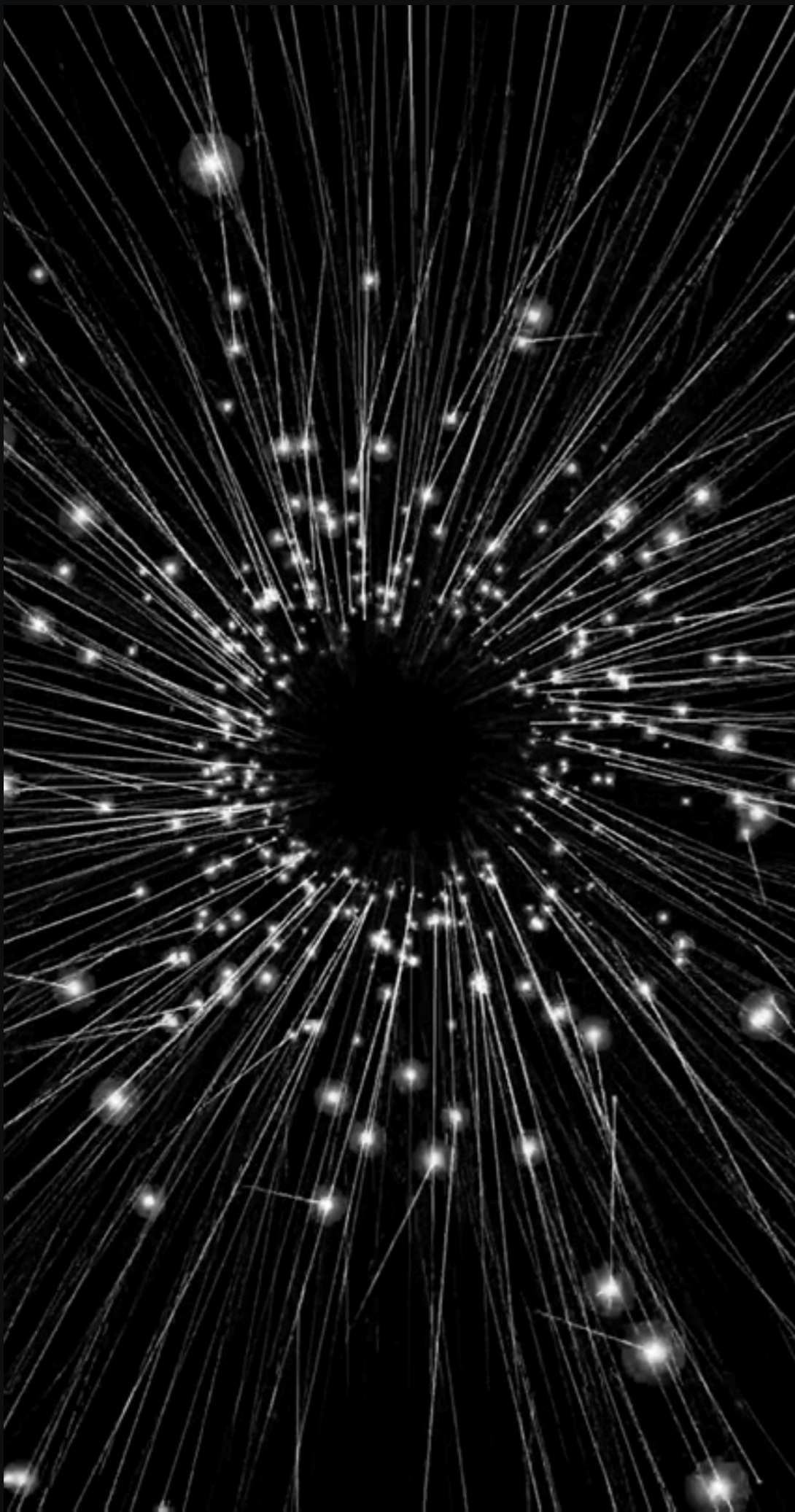
DENLINGER'S OFFICE



ROME - MAGISTRATE'S OFFICE



RUSSIAN SUBMARINE



VENICE INTERIOR PARTY



VENICE EXTERIOR PARTY



ORIENT EXPRESS TRAIN BAR



ORIENT EXPRESS DINING CAR



ORIENT EXPRESS TRAIN LOUNGE

MISSION IMPOSSIBLE 7 – DEAD RECKONING

By Production Designer, Gary Freeman

We never had a script.

A series of ideas, action beats, stunt sequences that Chris and Tom wanted to achieve.

The overriding story arc was delivered, this then presented thematic challenges – how to have a technological movie without tech? Analogue over digital.

This became an overriding narrative that had to be flushed through every design concept. How could high-level surveillance be maintained under the eyes of a digital malevolent superpower?

“Show me something cool”

Chris’s reoccurring sound bite. I would visit amazing places with no clear path other than finding amazing visuals. A very loose brief based upon key elements that we knew would be required – a safe meeting place for exposition, great areas / streets for an action sequence – a beautiful environment for glamorous storytelling – places to express our team members’ character.

Set design

Create an environment with character, depth and interesting spaces. The story would be developed around the set and locations. Action beats and screen direction dictated by the environments and not by the script.

Challenges

“Blessing or a curse”?

Having the most open brief is a creative person’s dream – to visit stunning locations and dream up crazy and outlandish ideas. However, without a box to package them back into can be an empty and daunting place too. Would Chris like this? What can we do here? Would this look cool in a stunt sequence? I would return, present, develop anything that started to stick —, however, always knowing in the back of my mind that we need to deliver on time and on budget. Non-negotiable – tricky.

Ever-changing ideas

Nothing was as discussed and conceived. Ideas dreamt up in the car to set become the idea. We had to adapt and go with the flow. Never hang onto a design or concept. Things change -‘Let that darling go” became my mantra. Something you loved had to be let go. — move on, find something better – design something else.