'Cancer Attack'

Episode 5, set entirely in a Budapest music venue, shot exclusively within a set build in London. After scouting many locations, none of which really worked, I proposed we build a set into a 150 year old theatre, using one wall as a part of the set, and taking inspiration from its rich texture. I designed corridors that looped around both internal sets, linking to an existing corridor beyond at the location, giving the actors lots of movement potential.

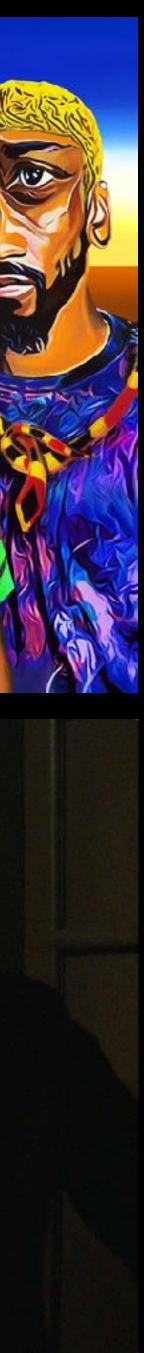


Corridor set build

ATLANTA

201

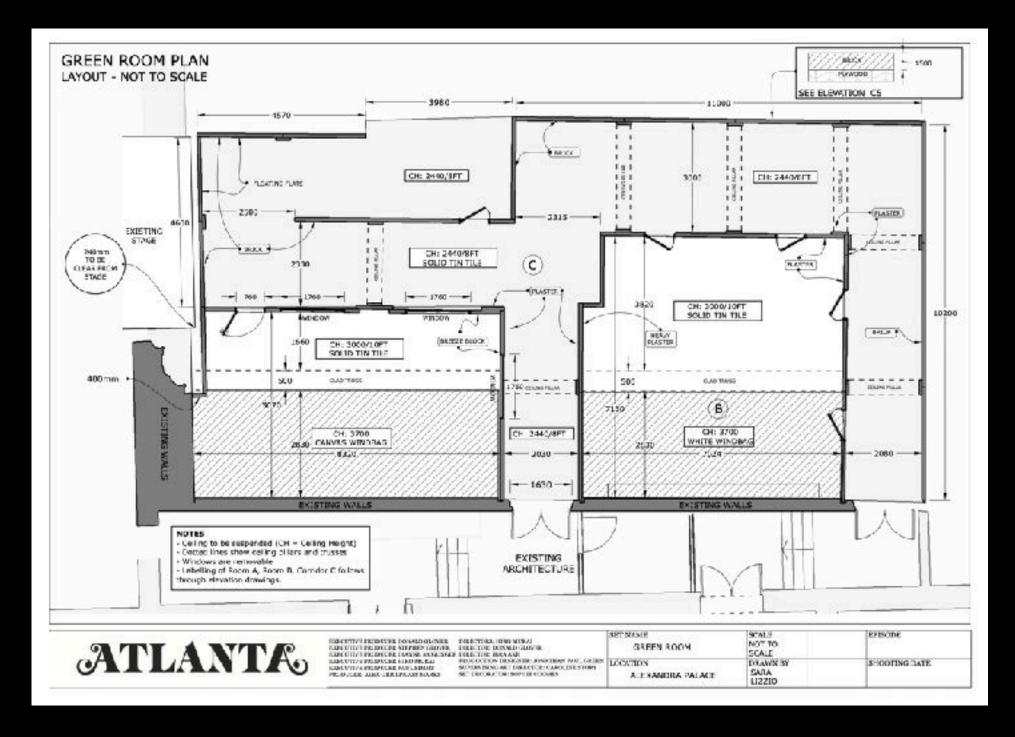








Green Room set build





Green Room set build

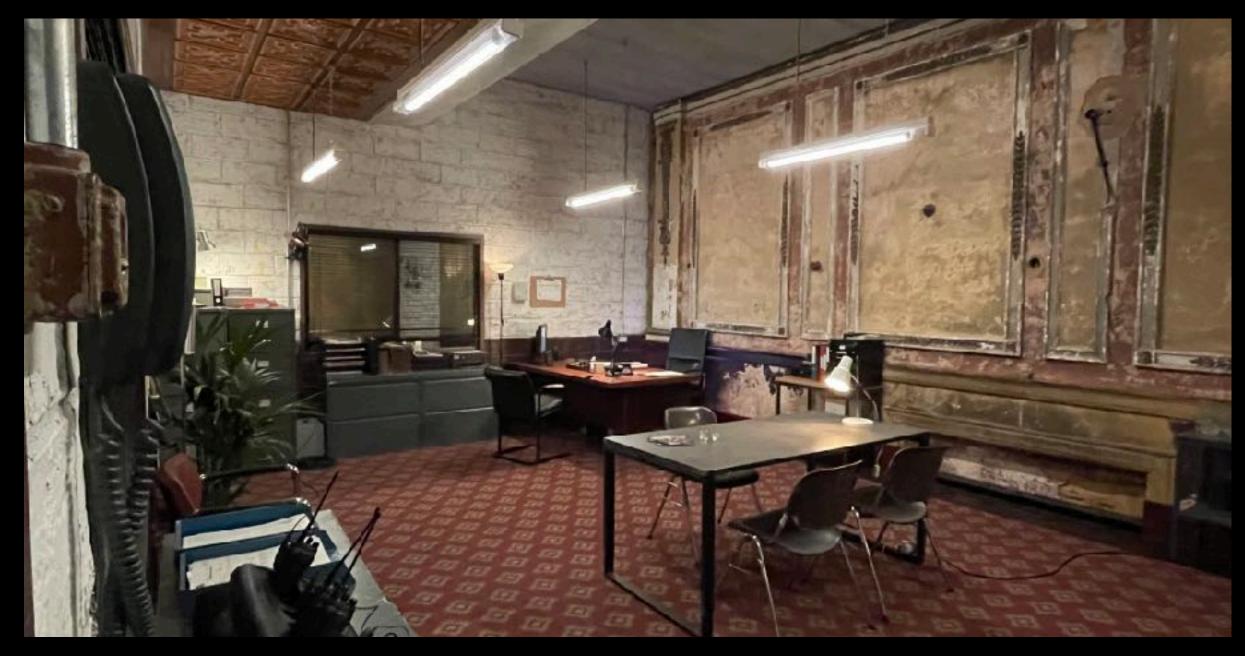




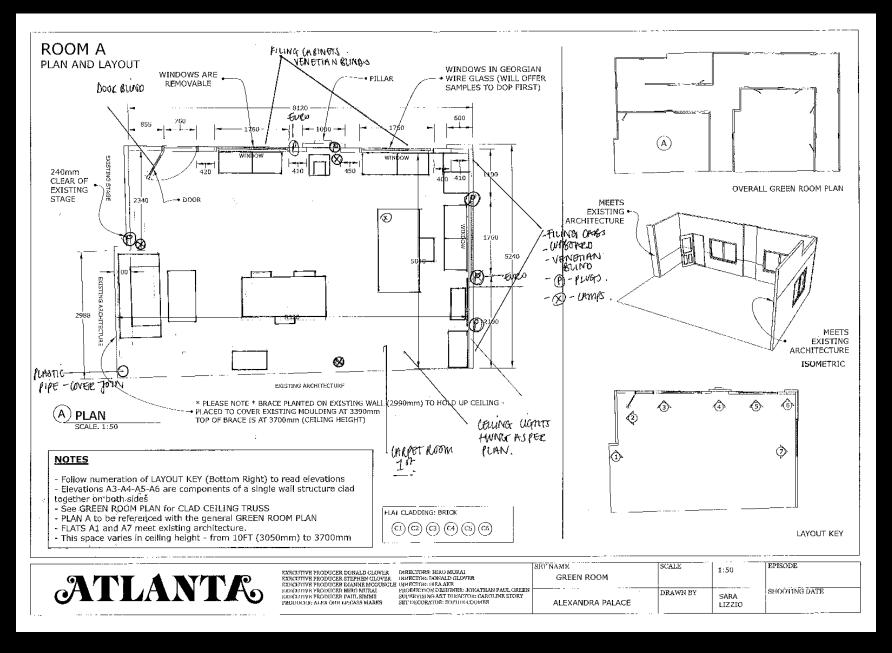
Folk's Office Set Build



Folk's Office set build



Folk's Office set build



Folk's Office setting plan



3D Draft Visual







Finished set

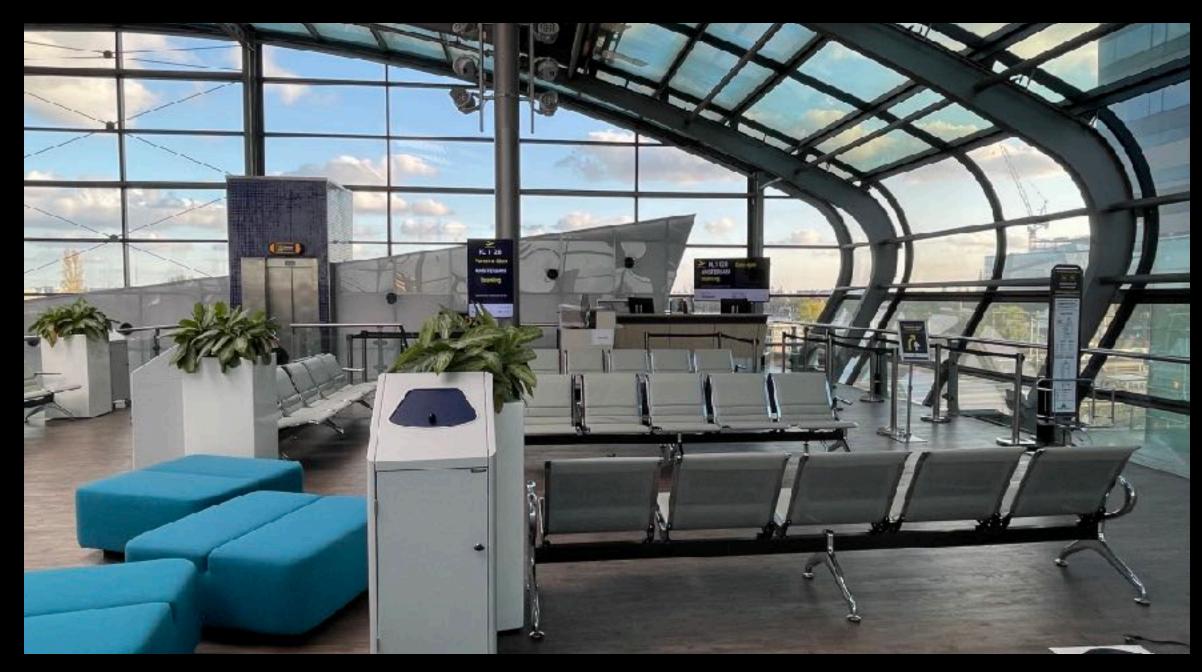




Green Room set build



Death Dula's Apartment - Amsterdam location - "Sinkterklaas Is Coming To Town"



Airport - Amsterdam location - "Sinkterklaas Is Coming To Town"



Tupac's Death Bed - Amsterdam location - "Sinkterklaas Is Coming To Town"



Fashion House - London location - "White Fashion"



Hotel Reception - Paris location - "Tarrare"





Metro Station built - Paris location - "Tarrare"



Van's Apartment - Paris location - "Tarrare"



Decoy House - London location - "Old Man & The Tree"



Nandos & tree - London location - "Old Man & The Tree"



Decoy House - London location - "Old Man & The Tree"



Atlanta Season 3 comprised 10 episodes, 6 of which, the only episodes involving the main cast, where all shot in Europe by my UK based art department. With extensive travel restrictions due to Covid, the US cast travelled to the UK, and filming started in April 2021, in London, then Amsterdam and Paris in May 2021.

This was a Band 2 production, with local smaller art departments in Paris and Amsterdam, that I managed and oversaw. Scouting abroad was impossible in early prep, so we relied on virtual scouts with the local teams.

In Episode 2, "Sinterklaas Is Coming to Town" I designed a Dutch prison cell in a location in Amsterdam, and created an airport set in a Ferry Terminal that was shut due to Covid. The script also called for 'Tupac' on his death bed in a Dutch house, that we dressed, and I was able to embellish the script with a contraption that I built into a canopy that enhanced their original concept.

In Episode 3 "The Old Man & The Tree" shot in London, I had to work closely with the Location Manager, to find a derelict 'decoy house' that could be entered by the cast and exited into a billionaire's mansion. We used a location in Central London for the decoy house, and I designed part of this location as a set that was built into a part of a mansion in Surrey, to look like the 2 places were physically connected. Within the mansion, I also had to design and build a Nando's Restaurant, and create a 300 year old tree that gets cut down by a chainsaw in action.

In Episode 5 "Cancer Attack" I designed a Budapest Music Venue set that was built entirely into the theatre in Ally Pally. I used one existing wall as part of the set, and constructed corridors and offices off that, to create the venue set.

Episode 6 "White Fashion" was shot in London almost exclusively within one location. We chose a beautiful Neo Gothic building, which at the time was completely empty (again due to Lockdown), which we dressed as the interior Fashion House, building in various set elements.

Episode 8 "New Jazz" was set in Amsterdam, where I had to create the Red Light District within other streets in Amsterdam, again, due to local Lockdown restrictions. I also created a link between the Red Light District street and a theatre space, which in turn leads to an art gallery (where we created all the exhibited art) which then leads back to the streets, and into an underground Club, which was shot in London.

Finally, Episode 10 "Tarrare" was all shot in Paris, where I created a Metro Station entrance within a high-rise estate, dressed a Parisian apartment, and created a hotel lobby in a Parisian location, ending the episode in a hillside villa, overlooking Paris, where we had to create edible human hands that were being served for dinner.

Supporting Statement