

Bringing together a world of Film & TV nostalgia ...
to the soundtrack of uber-hip bebop jazz,
... in a 2071 near future of a bounty hunters galactic travels

That was the challenge set in designing Season One of Cowboy Bebop.

Going from initial plans of a 70% location based show,
it soon became obvious, it was in reality an 80% studio & backlot build production.
under the pressure of a new pandemic world, that was even more the case.

Adapted from a Japanese Anime broadcast from 1998 to 2000,
this beloved series broke anime into western culture and found a fanbase worldwide.
Our task was to make this colourful source material into a live action reality.
How do these ships really fly? What wear & tear is visible?

Bringing a busted back history to each piece of our world building & interior sets, to ground
them in a future that comfortably rests in its love of the extreme cool of the 50's 60's 70's & 80's.

As a design team our final decisions were always based on,
is this BEBOP enough!

Production Designer - Gary Mackay





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