









Your new PA is
on her way...

DO NOT CONNECT TO INTERNET

CORE 01

CORE 02

CORE 03

CORE 04

CORE 05

CORE 06

CORE 07

CORE 08

CORE 09

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CORE 26

CORE 27

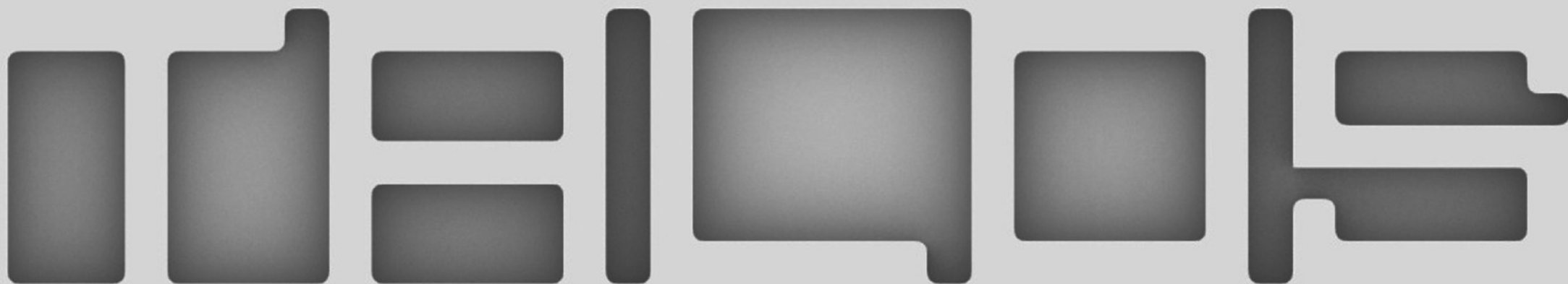
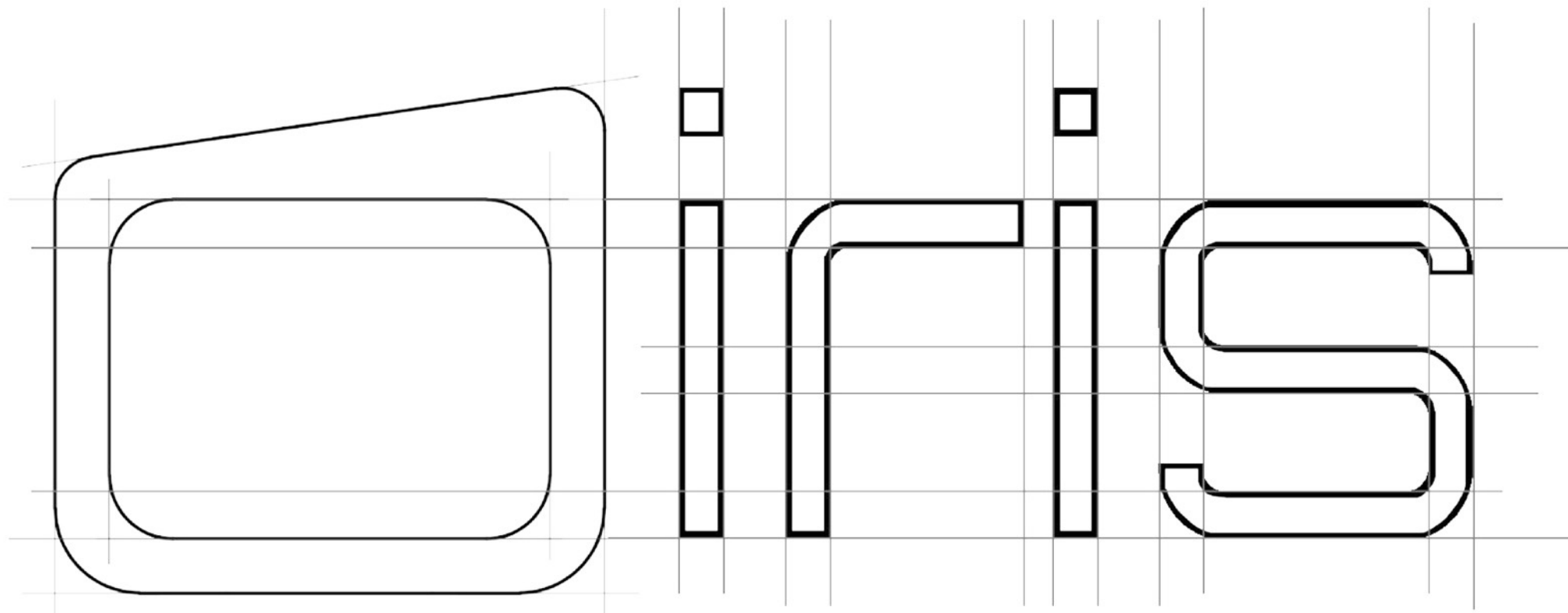
CORE 28

CORE 29

CORE 30

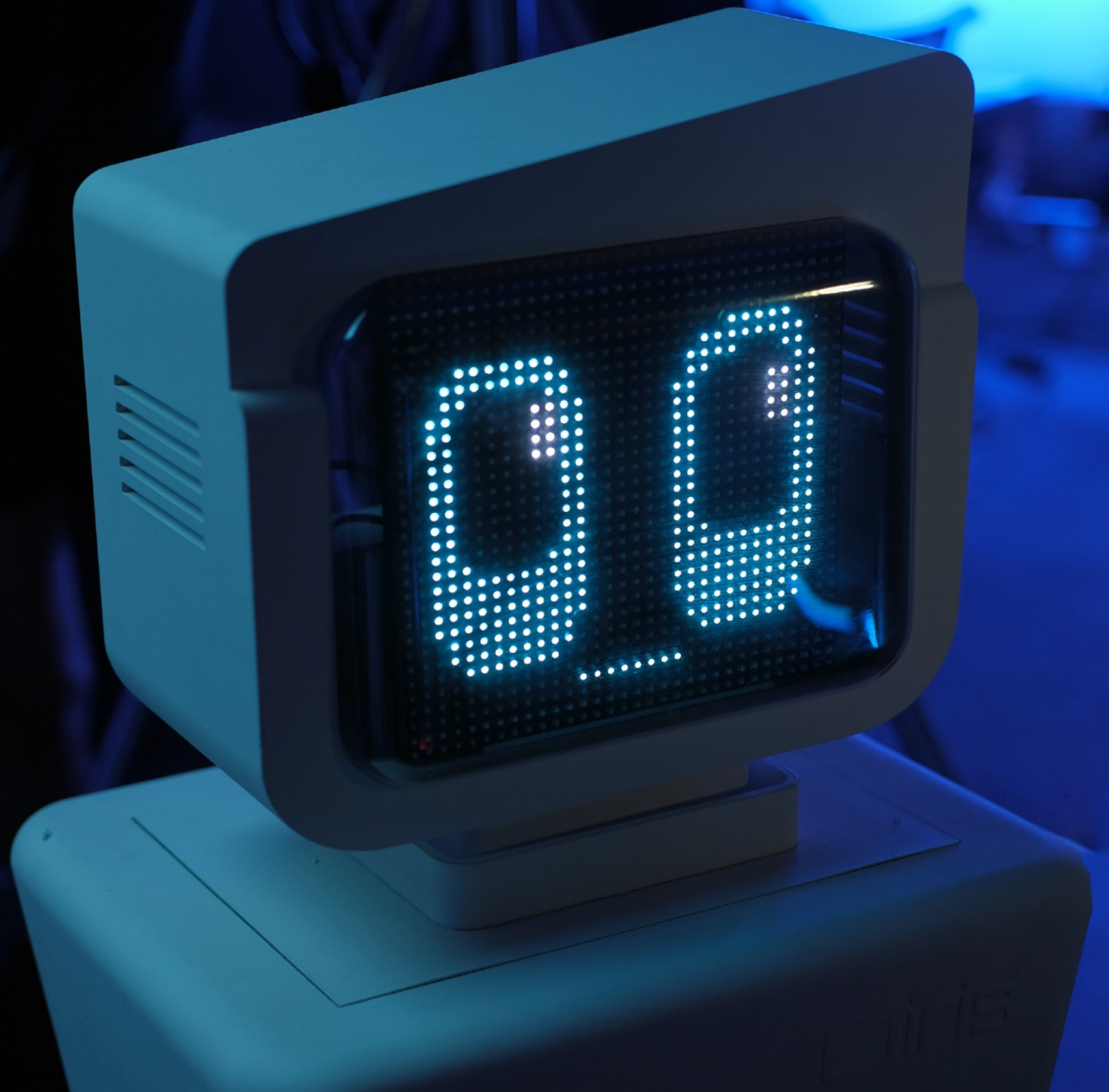












Verrucaway is a sci-fi comedy directed by Charlie Brafman and Magnus McCullagh, produced by Andrew St Maur. I felt drawn to this project as it gave me the opportunity to design an alternate world where society is controlled by a totalitarian regime that invests in technology but still exerts control over the population, but everyone seems to be happy with that reality, which makes it into a weird dystopian utopia as contradictory as that sounds.

The main concept was to create a world where all tech is being developed and provided by a single company, Talos, and in an attempt to test their most recent invention, a self conscious AI software by the name of Iris, they set it up in the offices of Verrucaway, a pharmaceutical company that focus on treating plantar warts. For this we looked into computer and tech designs from the late 80's and early 90's and took inspiration from elements such as the Amiga Computer, Gameboy, Apple and imagined what would the tech of this world would look like if everything was developed by a single company, creating a constant visual language present in every computer and then create the droid as the next evolution of this tech.

Even though Iris is just one single entity, it's represented by three different elements, the monolith, the TLC droid and a visual interface in a computer monitor. The monolith, which harbours Iris' CPU is heavily influenced by the monolith from Kubrick's 2001: A Space Odyssey, where we felt like it needed to be imposing and threatening so no one would attempt to approach it, while the Iris droid would be the opposite, friendly and approachable and could follow our characters around and the visual interface would allow Iris to reach out and talk to multiple workers simultaneously.

The biggest challenge of this project was the budget, we only had £45k for one of the most ambitious projects I worked on as a Production Designer so far, which meant that a full set build was out of the question and found a location in Slough, that although looked the opposite of what the directors were looking for, it allowed me to transform it into the high end looking office they wanted. We cladded the entirety of the space in plywood, then covered it in vinyl and created fake windows to cover the existing location openings. Tony's office was built with a glazed partition wall and practical door that would allow him a full view of the office while keeping his privacy.

All of the monitors, as well as the droid were 3D printed by me, and this project allowed me to push what's possible to do from home the the 3D printing technology available, meaning that I could take an approved concept and have a finished prop within a few days, reducing mostly costs so we could achieve a visually interesting end result, with a budget that didn't seem feasible at the beginning.