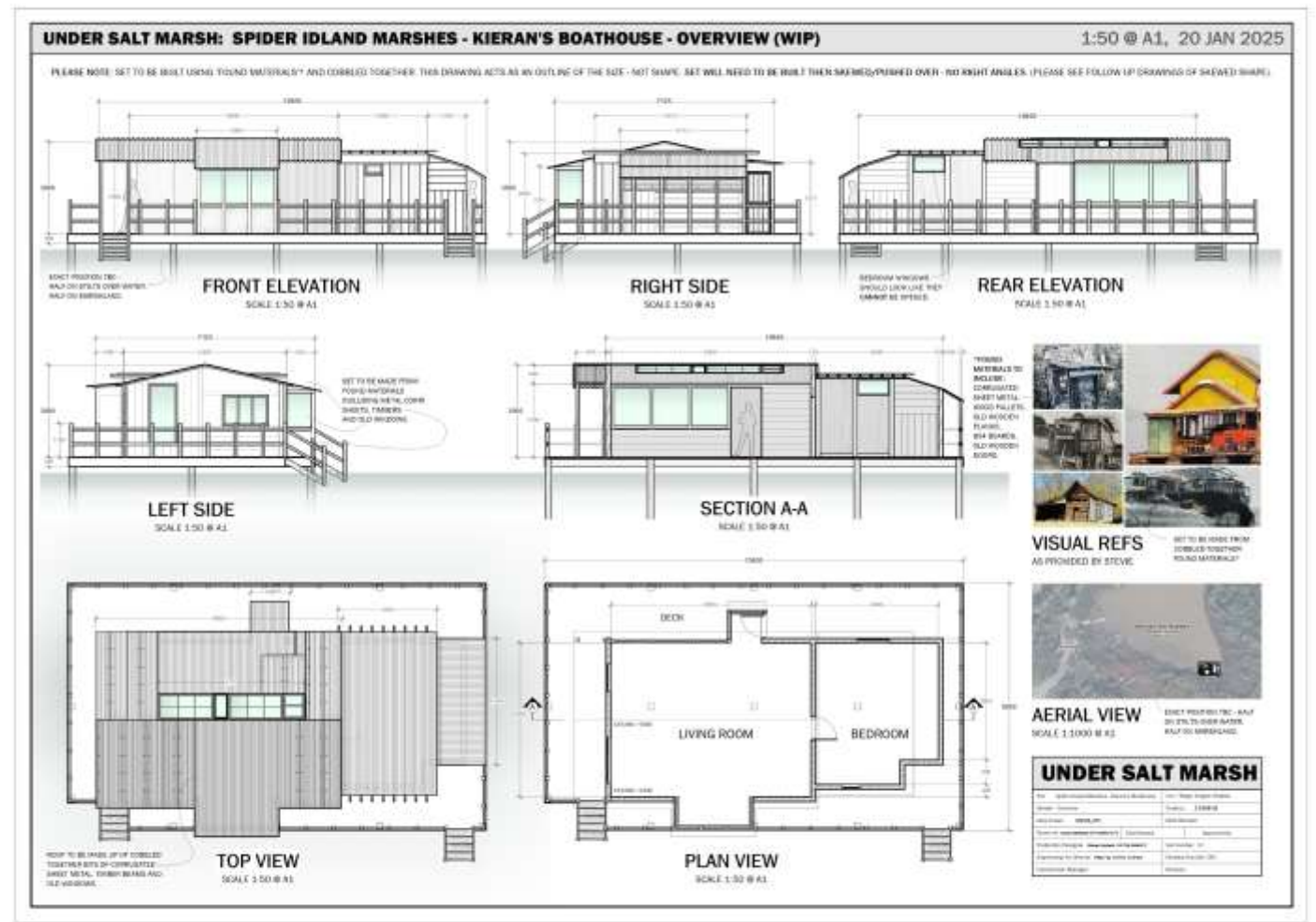
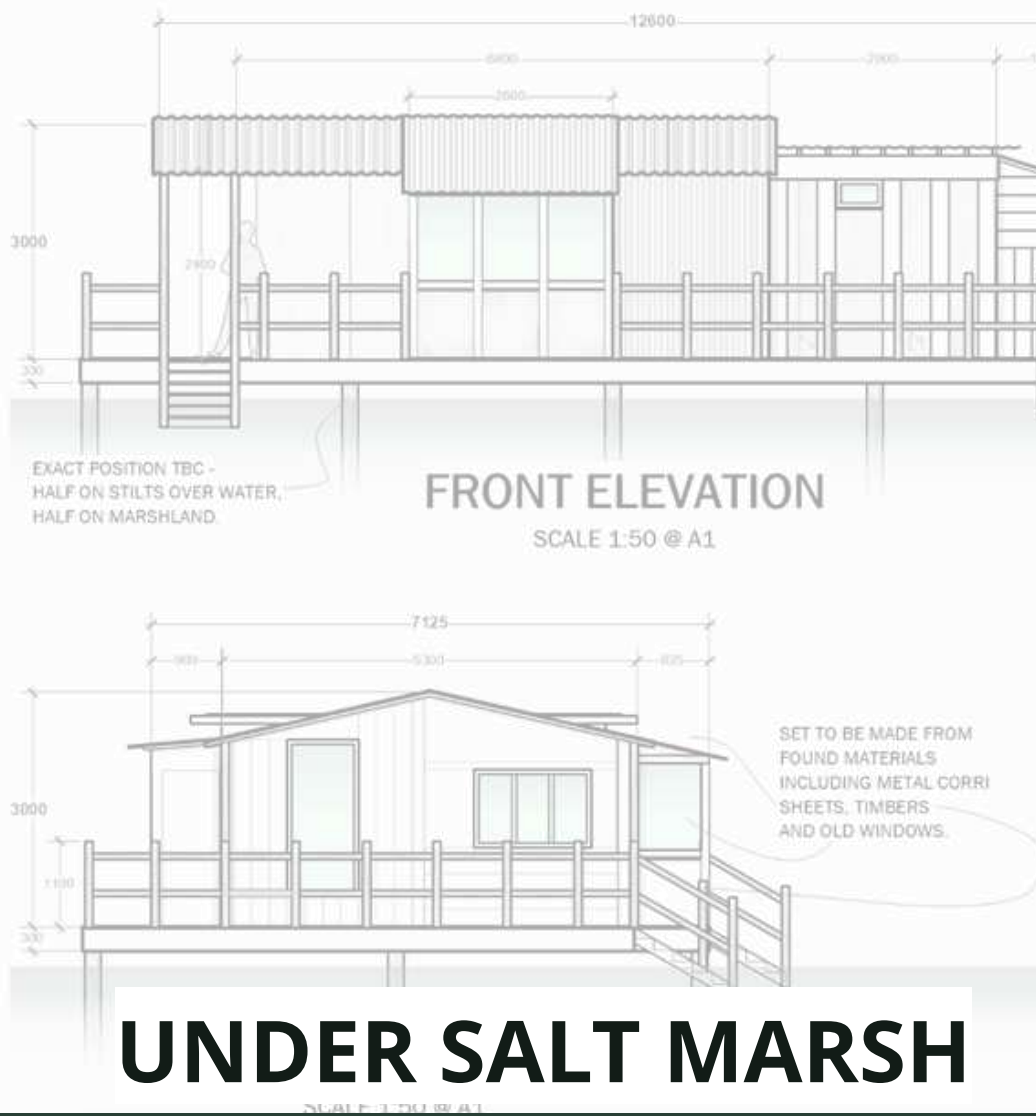


GRACE MAHONY

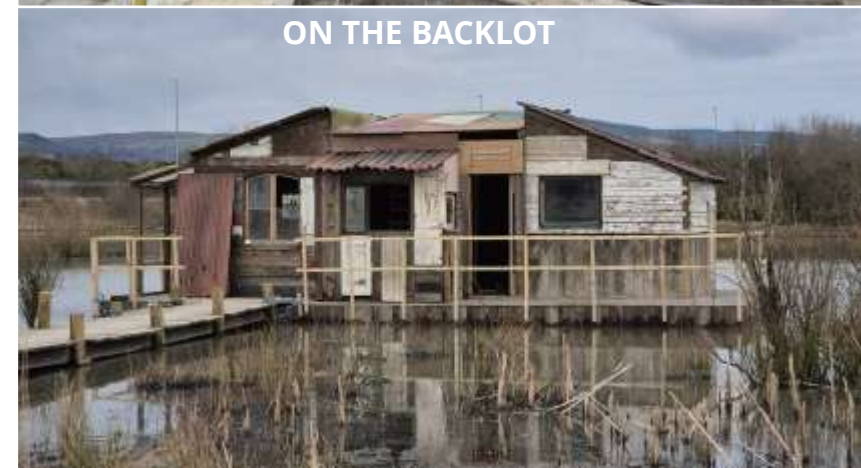
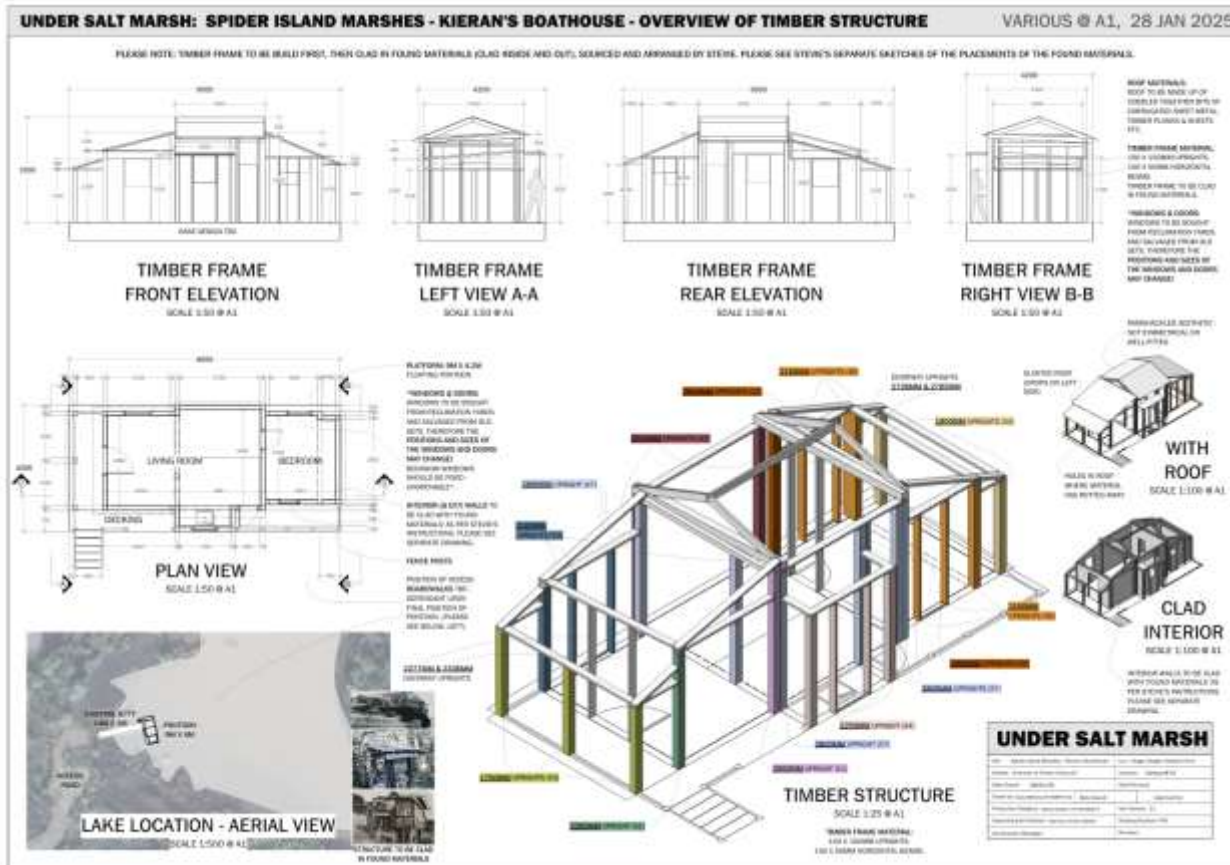
ART DIRECTOR





UNDER SALT MARSH

ART DIRECTING A SET BUILD



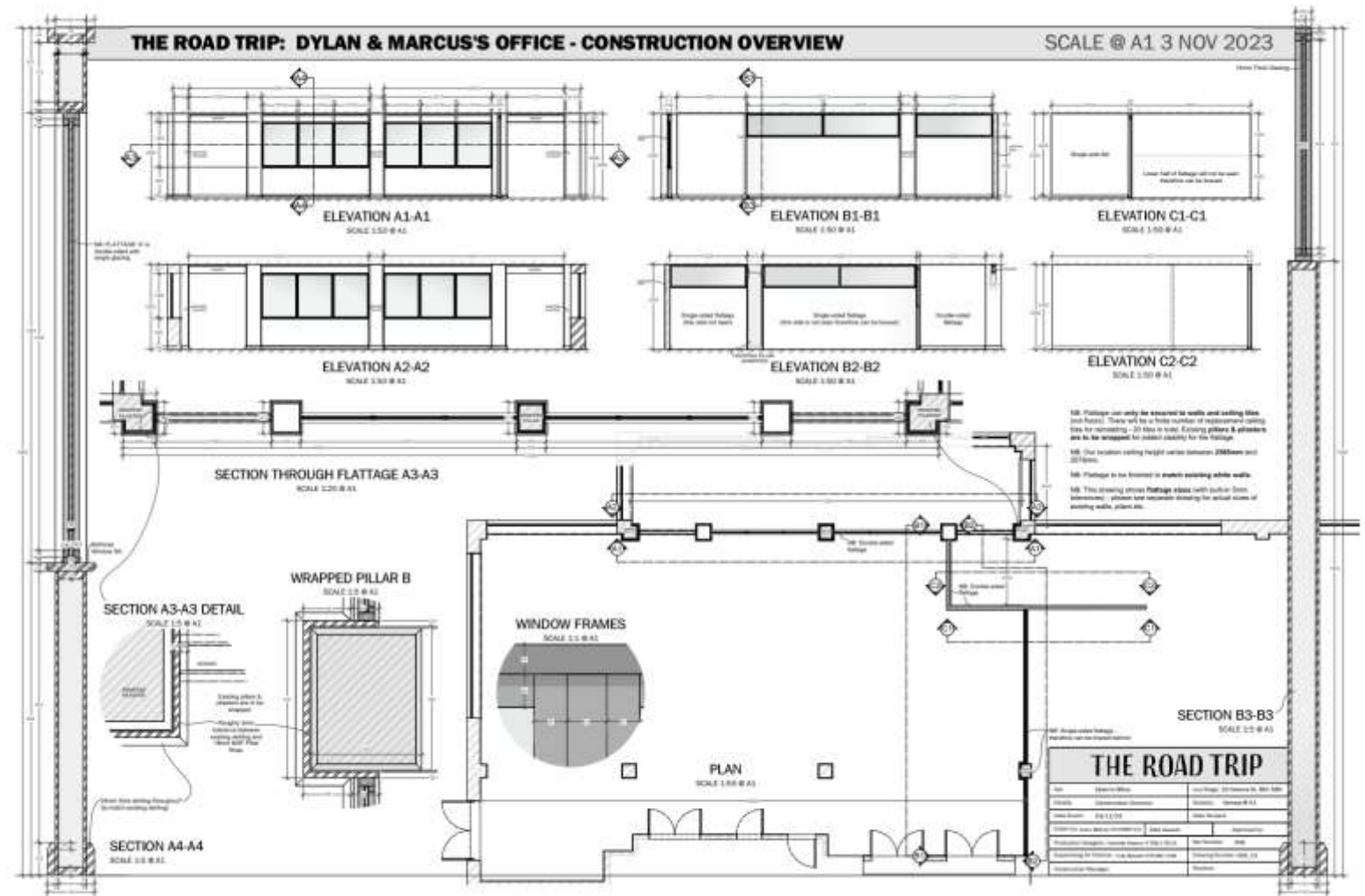
UNDER SALT MARSH

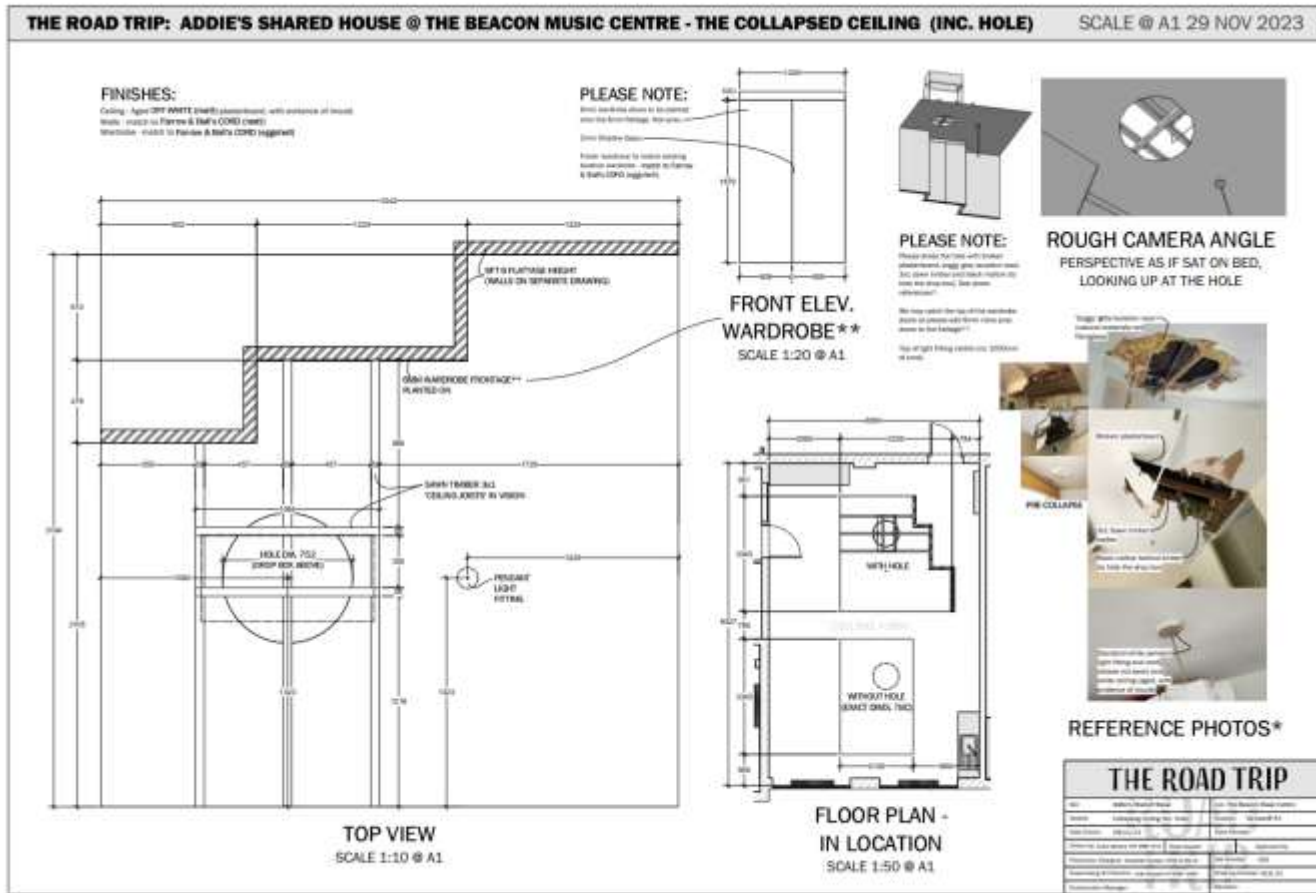
ART DIRECTING A SET BUILD



THE ROAD TRIP

SURVEYS & BUILDS





THE ROAD TRIP

ART DIRECTING A SET BUILD

WORKING WITH SFX TO ACHIEVE A COLLAPSING CEILING



VEHICLE WHEN PURCHASED



MID CONSTRUCTION



PROMOTIONAL IMAGE

THE ROAD TRIP

MANAGING VEHICLES

WORKING WITH THE VEHICLE HIRE COMPANY TLO

Tuesday 31st October

THE ROAD TRIP



ART DEPARTMENT TECH RECCE PACK

THE ROAD TRIP

ART DEPARTMENT INTENTIONS

SET No: 33 - 38 DATE: 24th Oct
SCENES: 2.02, 2.03, 2.04, 2.05, 2.06, 2.07, 2.08
LOCATION: 10 Victoria Street, Bristol, BS1 6BN

SET: IVE ABBOTT INVESTMENT OFFICES - DYLAN & MARCUS' OFFICE

INSTALL: 3 DAYS

SHOOT

STRIKE: 4 DAYS

CONSTRUCTION

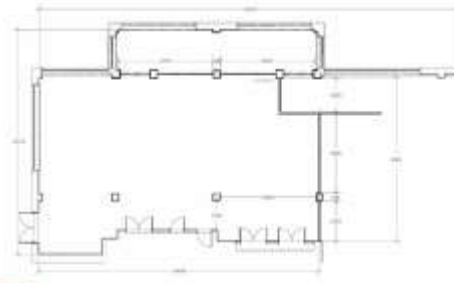
1. Pre-rig and install lighting as per Art Dept drawings
2. Replacement ceiling tiles to fix through-Art Dept trying to assume

SET DRESS PROPS

1. Dressing as per drawing plan - access via staircase, 4th floor
2. Use photos from 1st floor if location allows
3. Drinks on trolley required for high internal windows

COMPUTER TECHNICIAN

1. Monitors as per drawing plan, install Day before shoot, technicians to fix present on both shoot days
2. power supplies to be provided Art team



SUPERVISING ART DIRECTOR: HOLLY MCNULTY | 07800071888 | holly.mcnulty@red.co.uk

ART DIRECTOR: ORANGE MANNION | 01203 007 872 | graham.mannion@red.co.uk

THE ROAD TRIP: DYLAN & MARCUS'S OFFICE - FLOOR PLAN

SCALE @ A3 18 OCT 2023

AREAS PLANNED TO BE RIGGED UP THE SPACE PLANNED TO REMAIN EXISTING EXTERNAL WALLS



PLAN (SCALE 1:100 @ A3)

ALL DESKS SAME MONOCHROME / HARD EDGE CLEAN LINES SAME DESK DRESSING

DO WE NEED TO DRESS? COULD BE TABLES & CHAIRS

THE ROAD TRIP

THE ROAD TRIP

RECCE PACKS (& INTENTIONS)

INTENTIONS

CONSTRUCTION:

- A Ground floor windows to be boarded up from the outside.
- B Flattage on wall inside left of the front door to hide blue T&G wall. Flattage to be painted old cream and wedged in/fitted on the day.

SET DEC/ PROPS:

- A Remove (or cover**) the sign and plaque outside the front door.
- B Stack all picnic benches and outdoor furniture at the side of the hotel*. Cover with tarps.
- C Clear dressing from ground floor windows (inc. yellow diving helmet).
- D Put nets in the bay windows and the large panoramic window.
- E Dress in and moor up additional boats, alongside existing boats on the beach.
- F Dress in sandbags.
- G Dress in seaweed for high tide.
- H ***x2 Bulkhead lamps to be installed on the two wooden posts.
- I x2 Prop streetlights to go at far corners of the car park.
- J August Dummy in the water.
- K Dress base of pole to hide electrical equipment.

GRAPHICS:

- A **Graphics to prepare back-up coverups for the sign and plaque outside the front door.

PRAC SPARK:

- A ***x2 Bulkhead lamps to be installed on the two wooden posts.
- B x2 Prop streetlights to go in car park.

SFX:

- A SFX rain & wet down (including a high tide line).

VFX:

- A VFX to paint out the Hotel sign in post.

VEHICLES:

- A Character vehicles.
- B SA coloured cars.

PREP DATES:

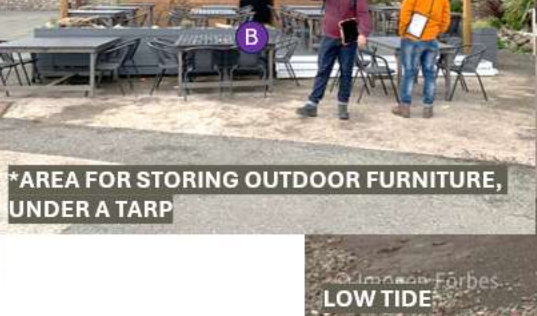
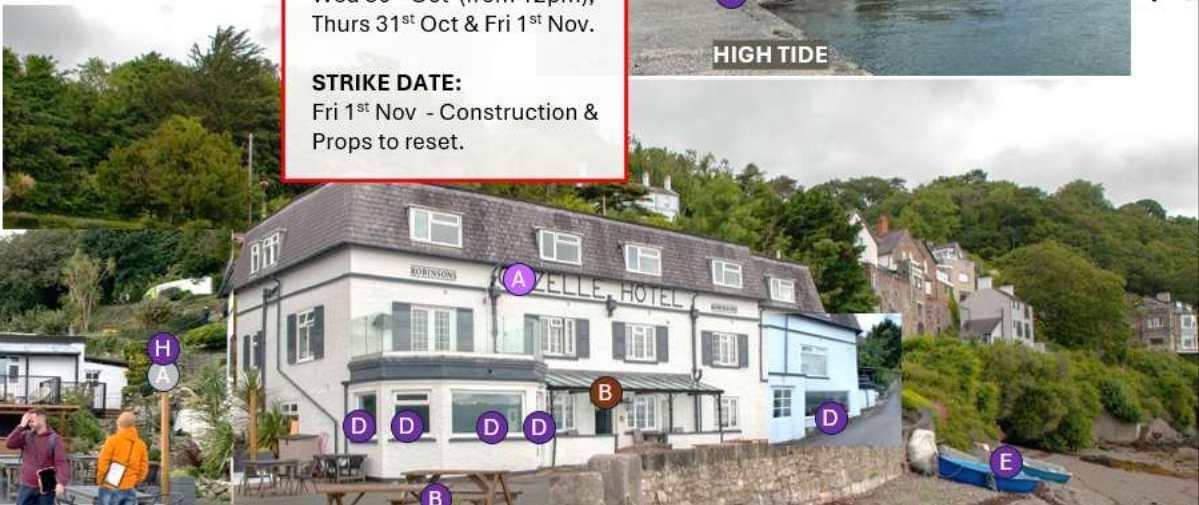
Tuesday 29th Oct - Props Dressing
Wed 30th Oct @ 7.30am - Construction to install window boards & flattage.

SHOOT DATE:

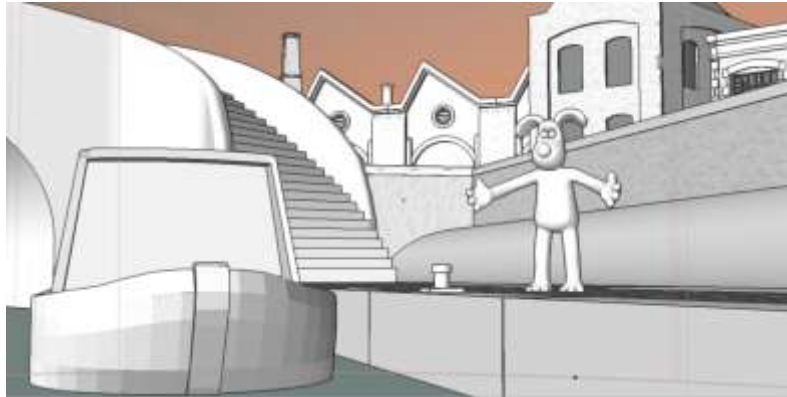
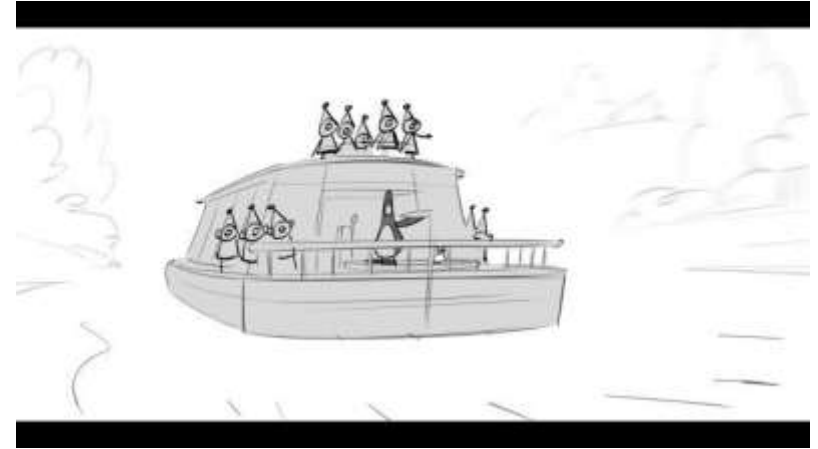
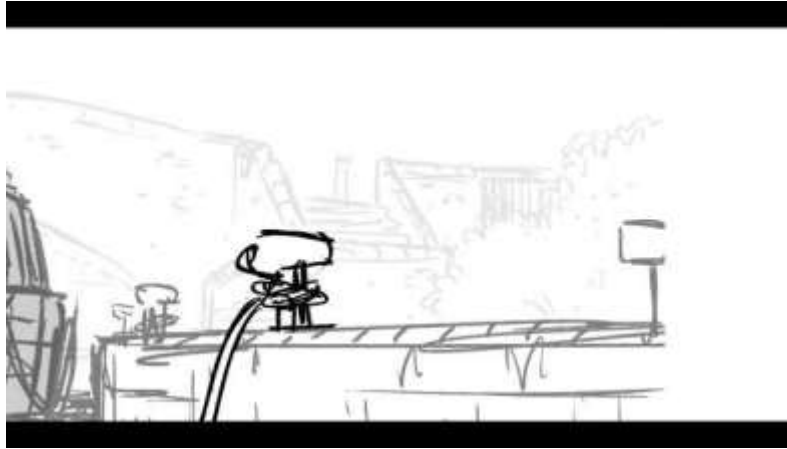
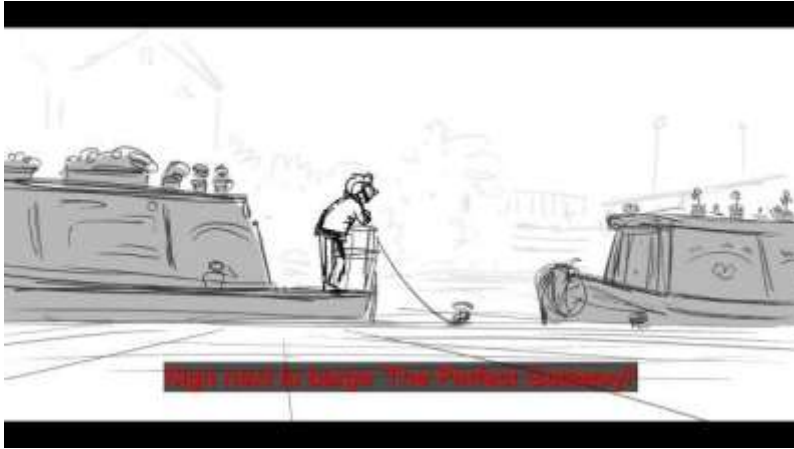
Wed 30th Oct (from 12pm),
Thurs 31st Oct & Fri 1st Nov.

STRIKE DATE:

Fri 1st Nov - Construction & Props to reset.



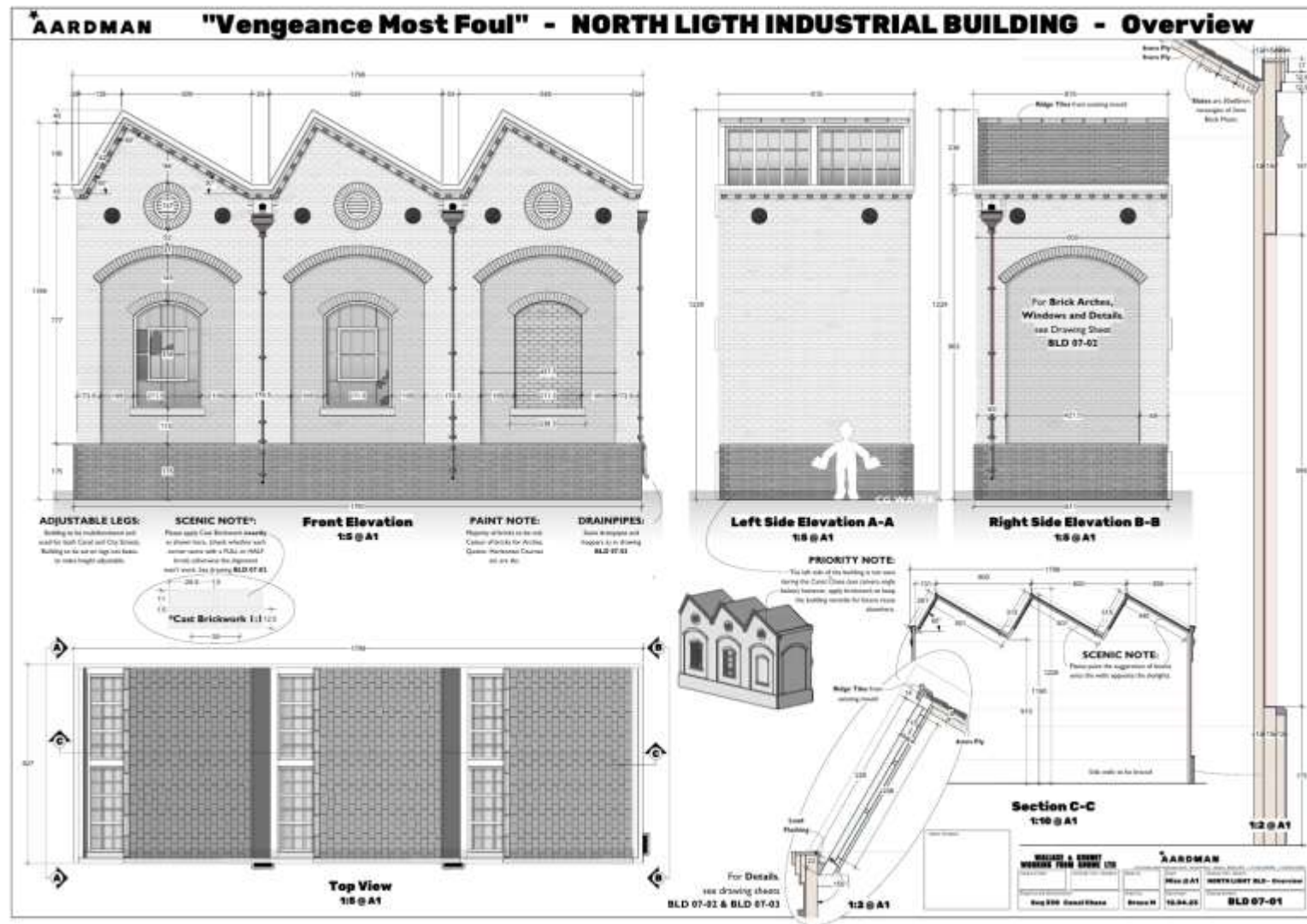
UNDER SALT MARSH
INTENTIONS



WALLACE & GROMIT: VENGEANCE MOST FOWL

ART DIRECTING A SET BUILD

3D MODELLING TO VISUALISE EXISTING AARDMAN ASSETS



WALLACE & GROMIT

ART DIRECTING A SET BUILD

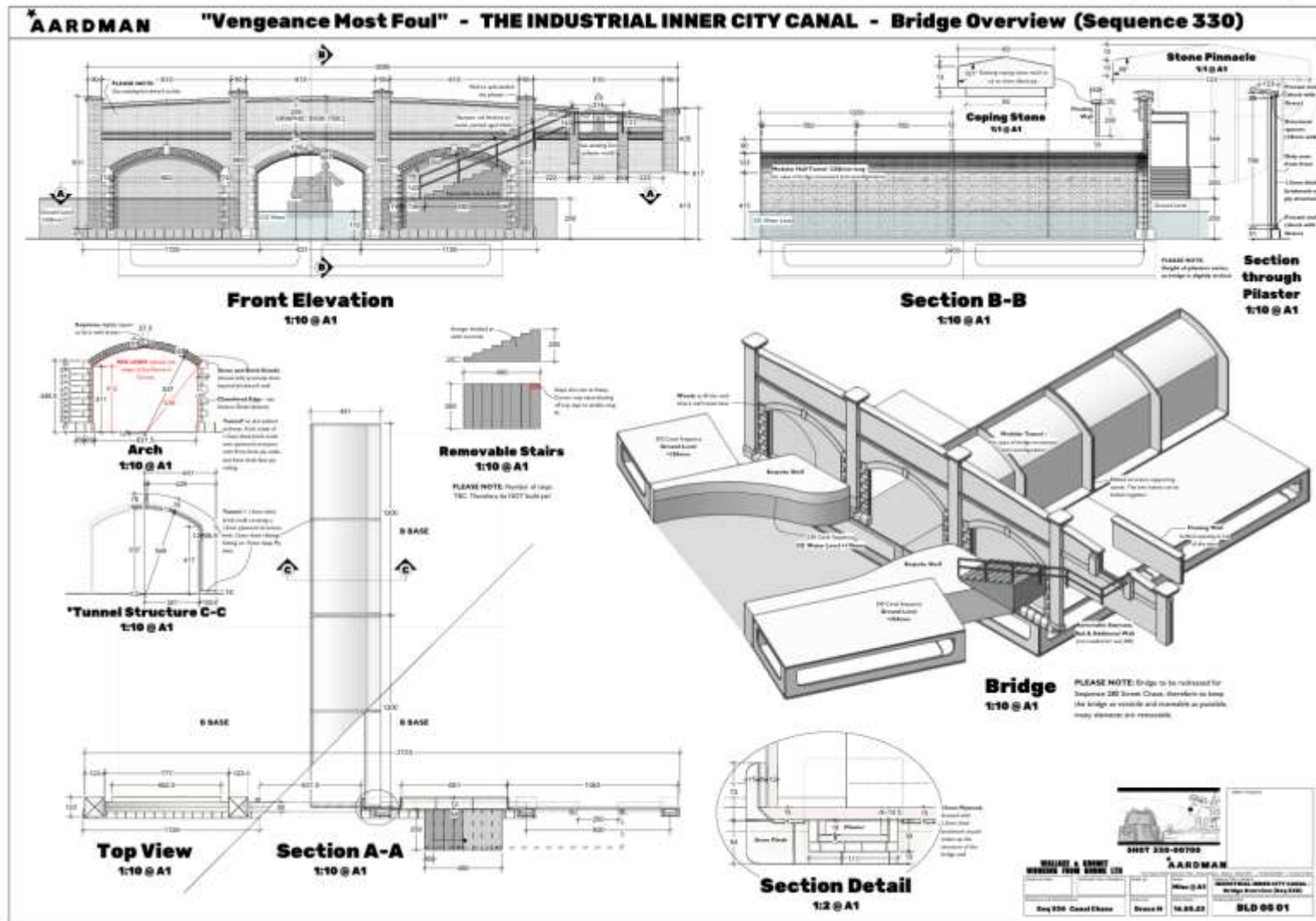
DRAFTING IN VECTORWORKS

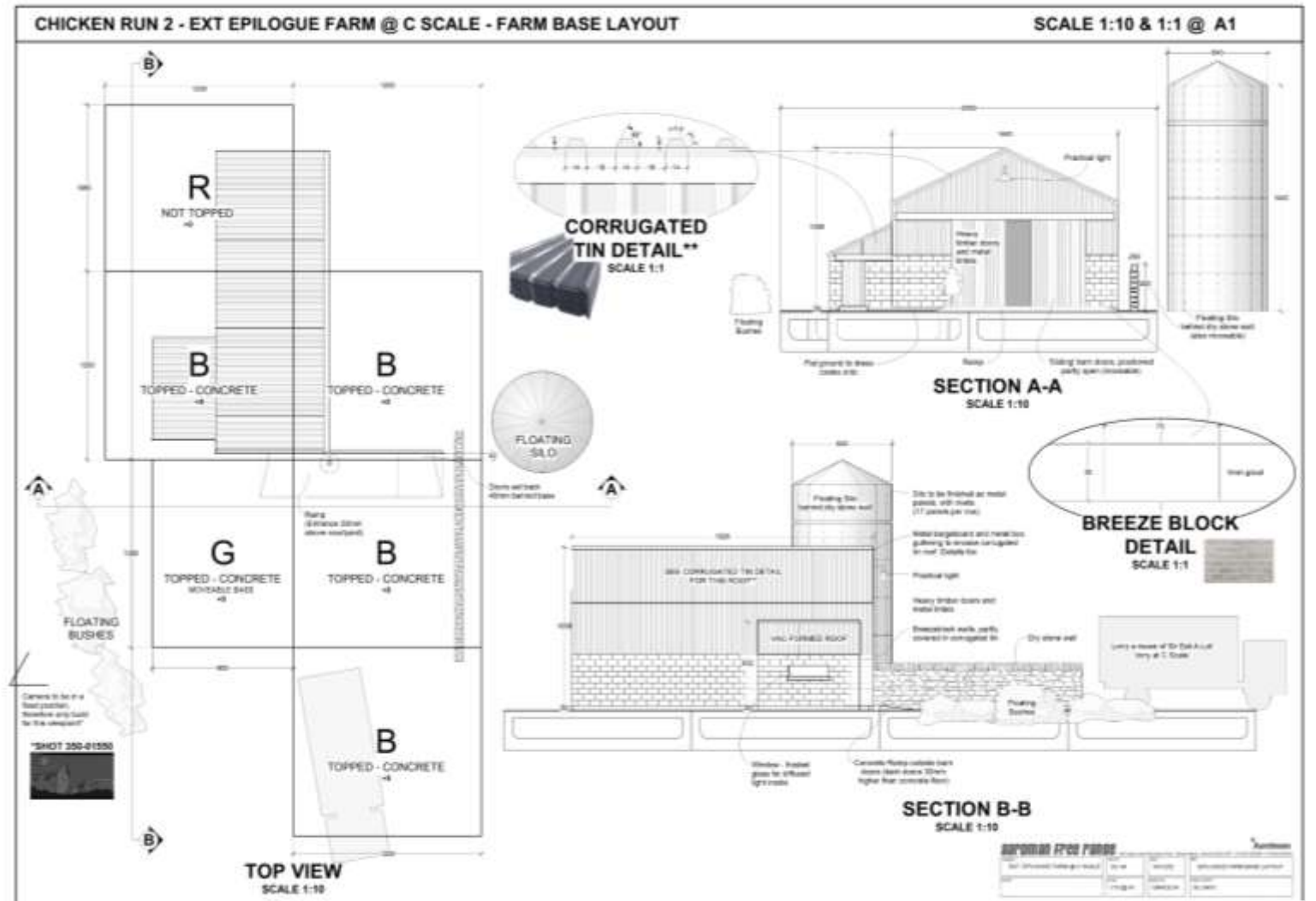


WALLACE & GROMIT

ART DIRECTING A SET BUILD

DRAFTING IN VECTORWORKS



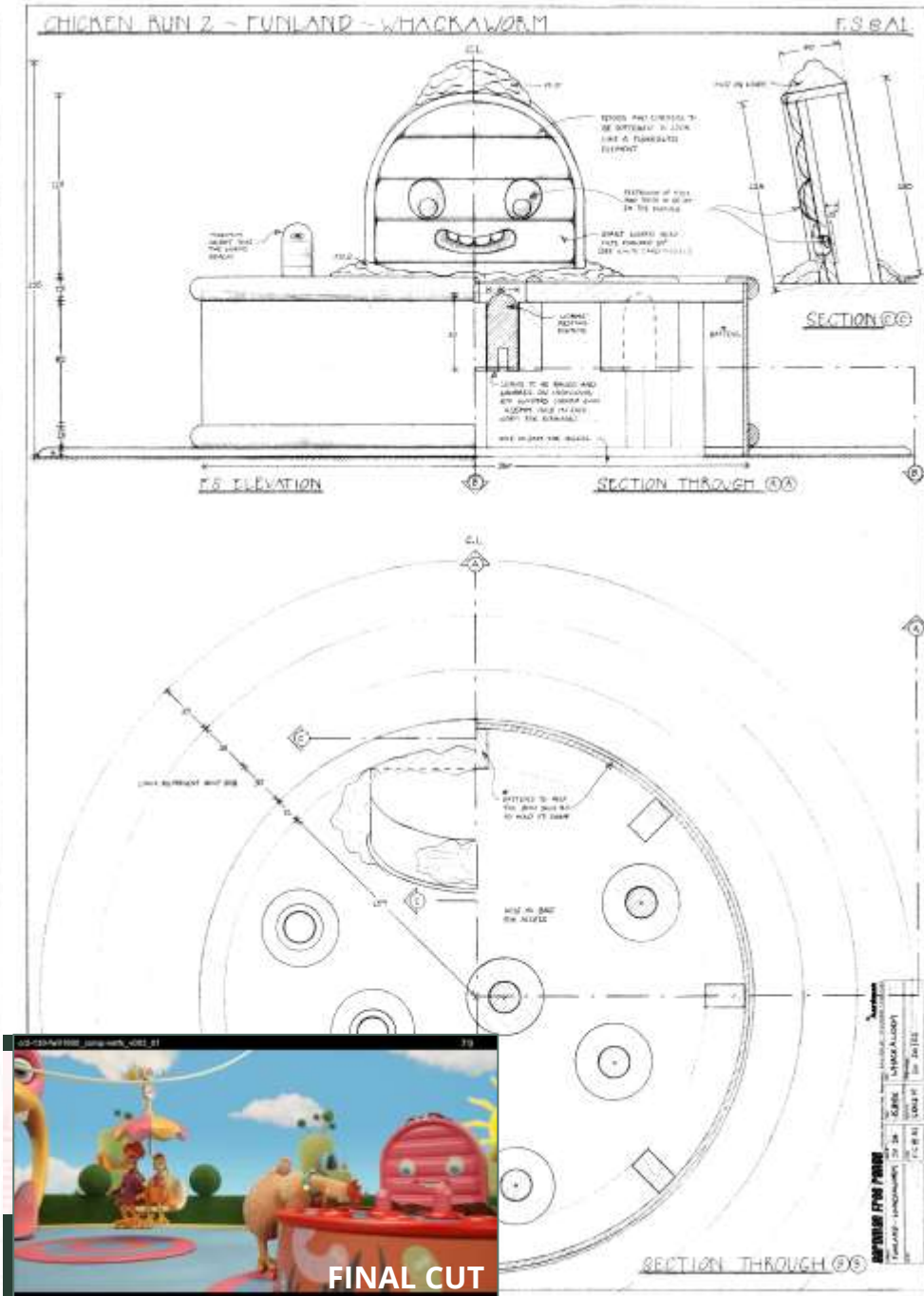
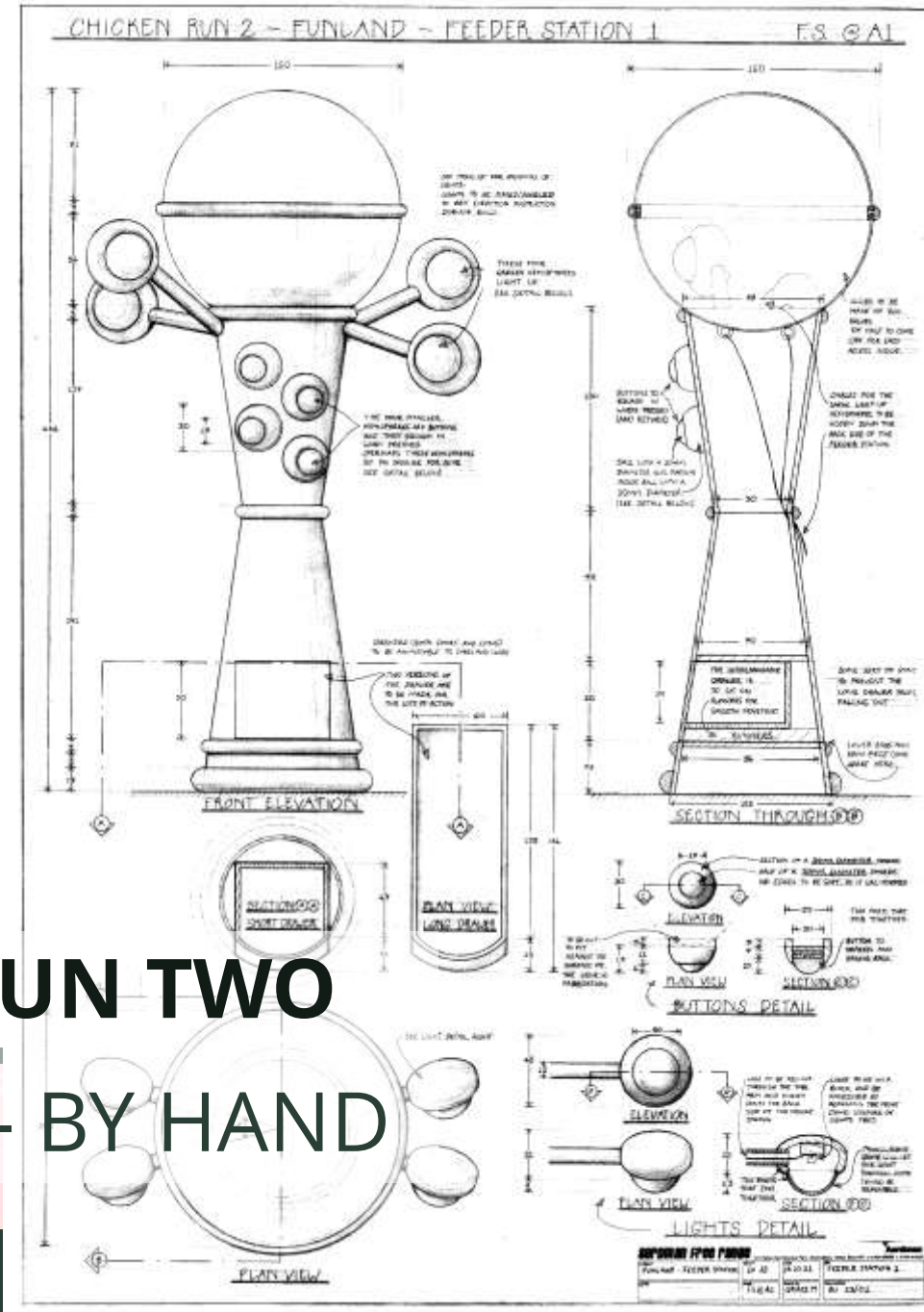


CHICKEN RUN TWO

ART DIRECTING A SET BUILD

DRAFTING & OVERSEEING CONSTRUCTION & PROP MAKES





CHICKEN RUN TWO

DRAFTING - BY HAND



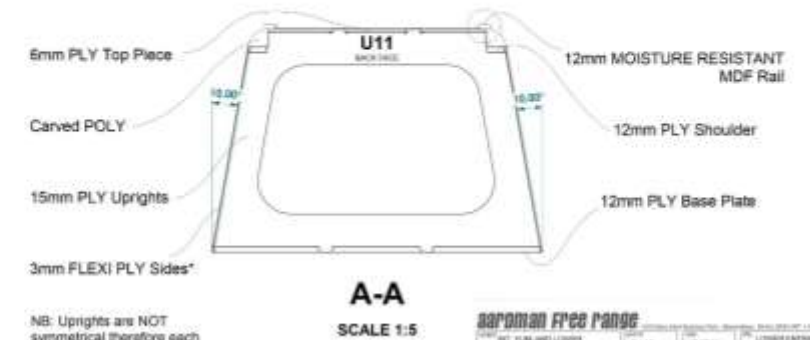
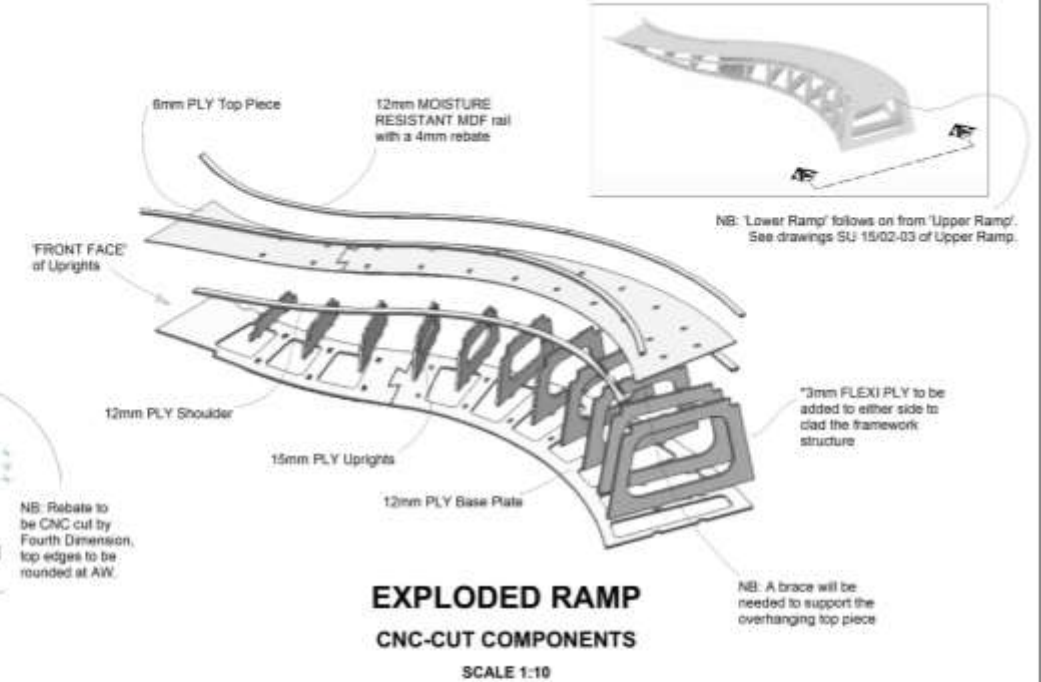
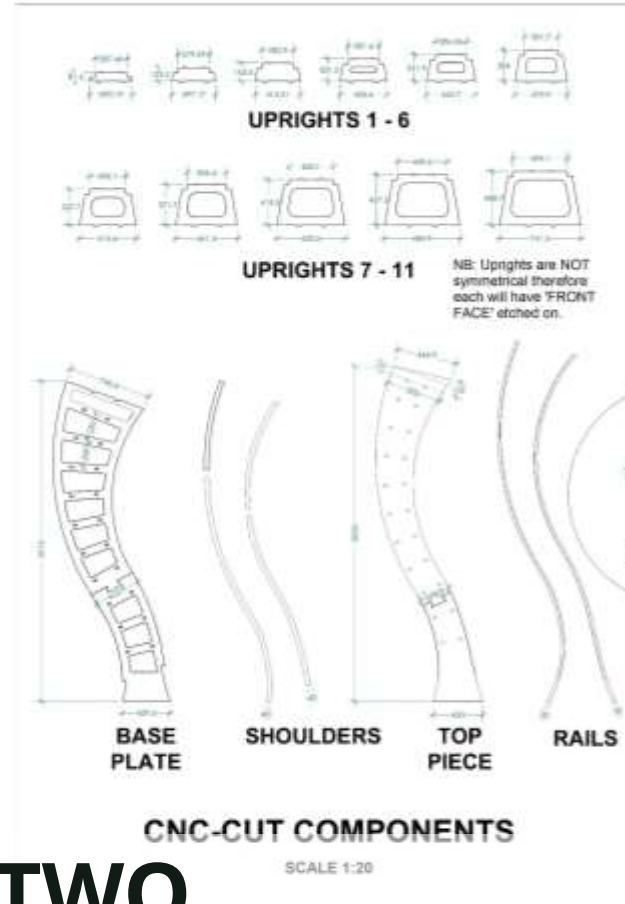


CHICKEN RUN TWO

DRAFTING – COMPUTER AIDED

CHICKEN RUN 2 - FUNLAND - LOWER ENTRANCE RAMP COMPONENTS

SCALE 1:20, 1:10, 1:5 & 1:1 @ A1



NOSING DETAIL SECTION** SCALE 1:1



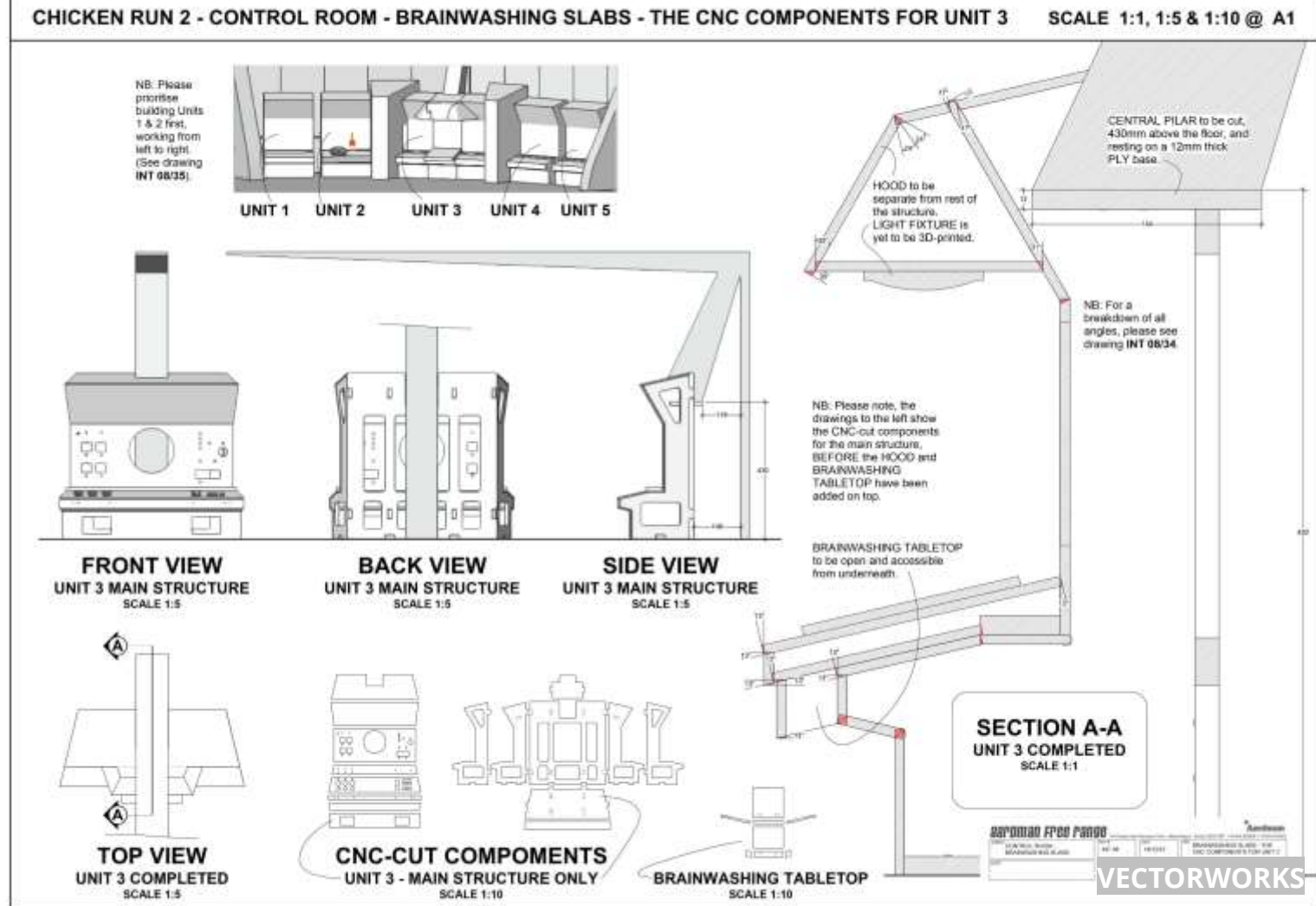
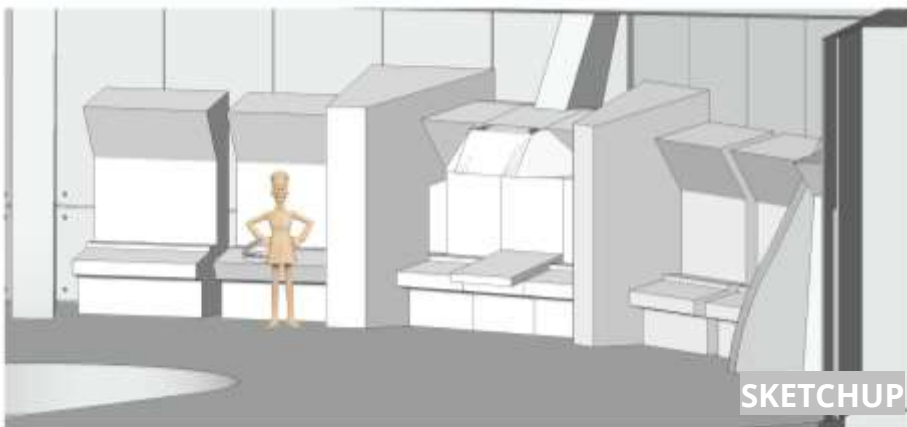
Aardman Free Range			
SET: FUNLAND LOWER ENTRANCE RAMP	SCALE: 1:20, 1:10, 1:5 & 1:1 @ A1	DATE: 07/07/21	PROJECT: LOWER ENTRANCE RAMP COMPONENTS
1:20, 1:10, 1:5 & 1:1 @ A1	000000	000000	000000



FINAL CUT

CHICKEN RUN TWO

DRAFTING – COMPUTER AIDED



CHICKEN RUN TWO

DRAFTING – COMPUTER AIDED



CHICKEN RUN TWO

GRAPHICS



FINAL CUT



THE ORIGINAL THRONE

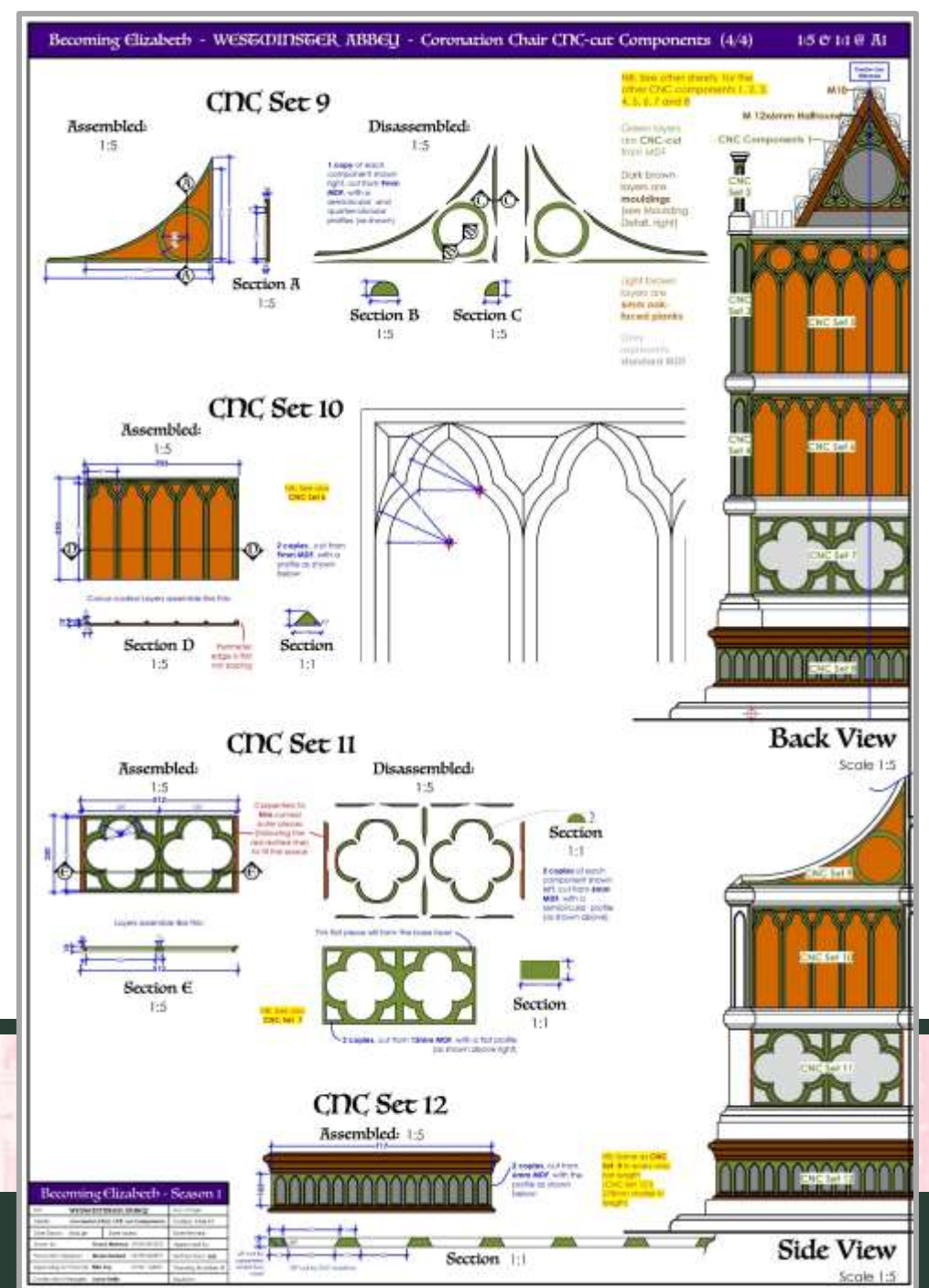


MY REPLICA THRONE



BECOMING ELIZABETH

DRAFTING – COMPUTER AIDED





BECOMING ELIZABETH

DRAFTING – COMPUTER AIDED



NB: Soffits of windows in the King's Chamber to be built the same way as the soffit in the Antechamber (see photo*)



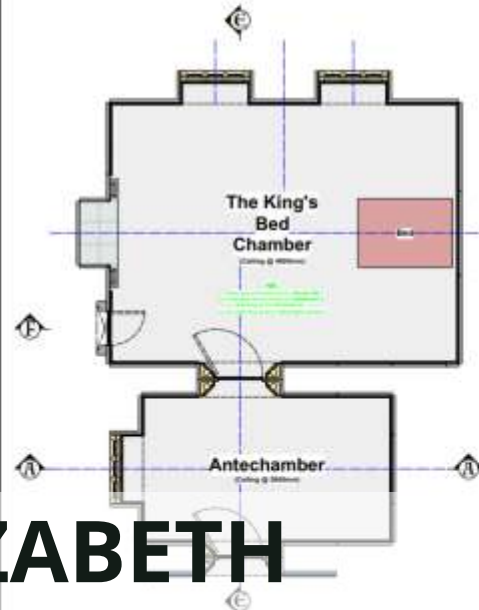
Section F

Scale: 1:50



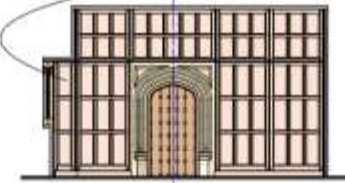
Section E

Scale: 1:50



Floor Plan

Scale: 1:50



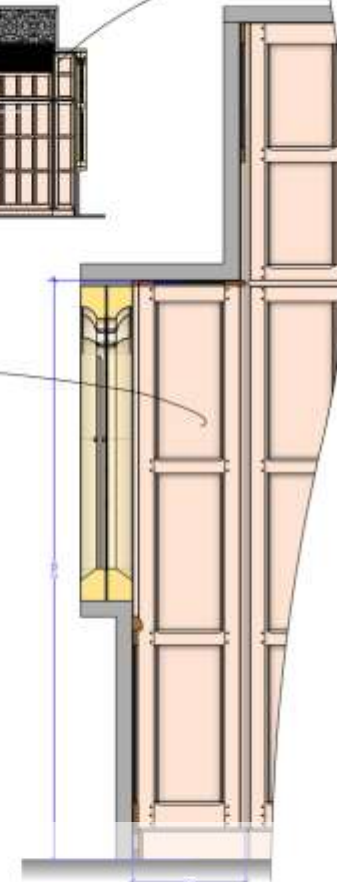
Section A

Scale: 1:50



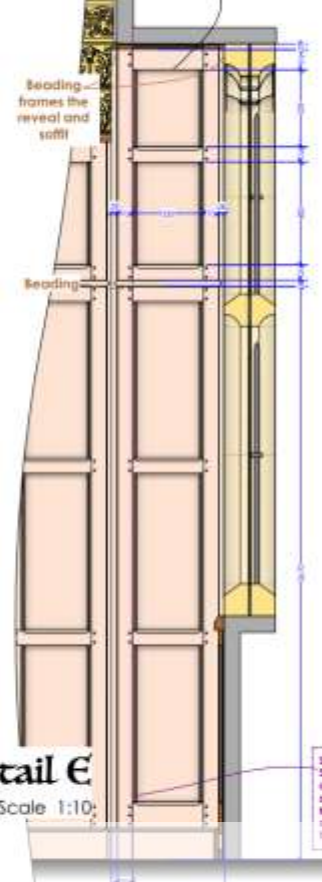
Soffit- Photo Ref*

Soffits in the King's Chamber to match the soffit in the Antechamber (shown in photo) - mirroring the panelling below the window.



Detail A (as built)

Scale 1:10



Detail E

Scale 1:10

SEPARATION LINE
Set to be built in
sections for easy
transportation of
up from M2 to
M3

Becoming Elizabeth - Season 1			
Doc: WHITEHALL - The King's Chambers	Location: 0111 (down 0111)		
Drawn: Window Reveal Detail	Scale: 1:50 & 1:10 @ A1		
Date Drawn: 10/05/20	Date Issued:		
Drawn by: Grace Mahoney	01110000010	Approved by:	
Production Designer: Steve Herbert	01110000010	Set Number:	641
Supervising Art Director: Peter Kay	01110000010	Drawing Number:	12
Construction Manager: Jason Kelly	01110000010	Revised:	

Vectorworks Educational Version



BECOMING ELIZABETH

DRAFTING - COMPUTER AIDED

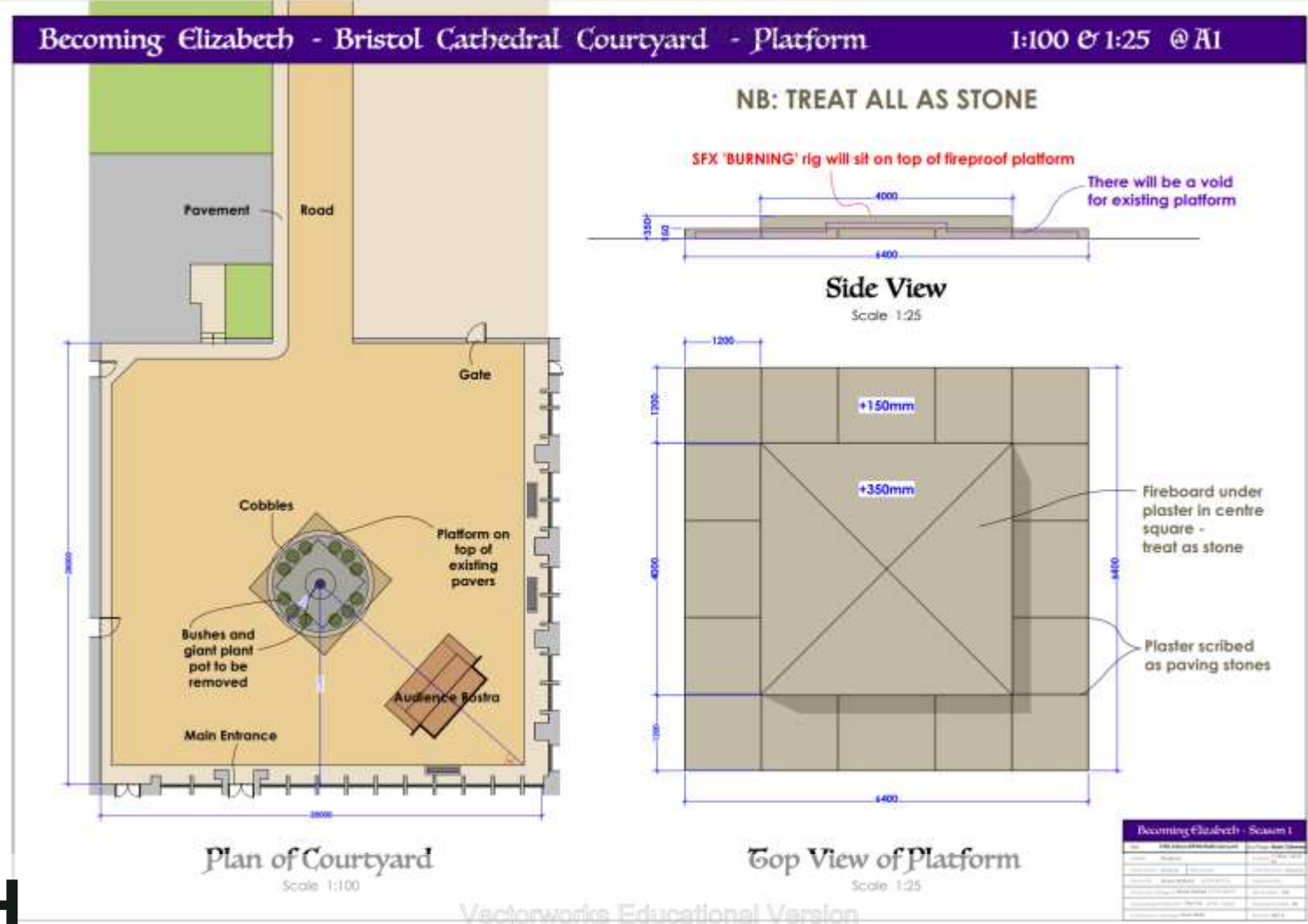
STUDIO BUILD



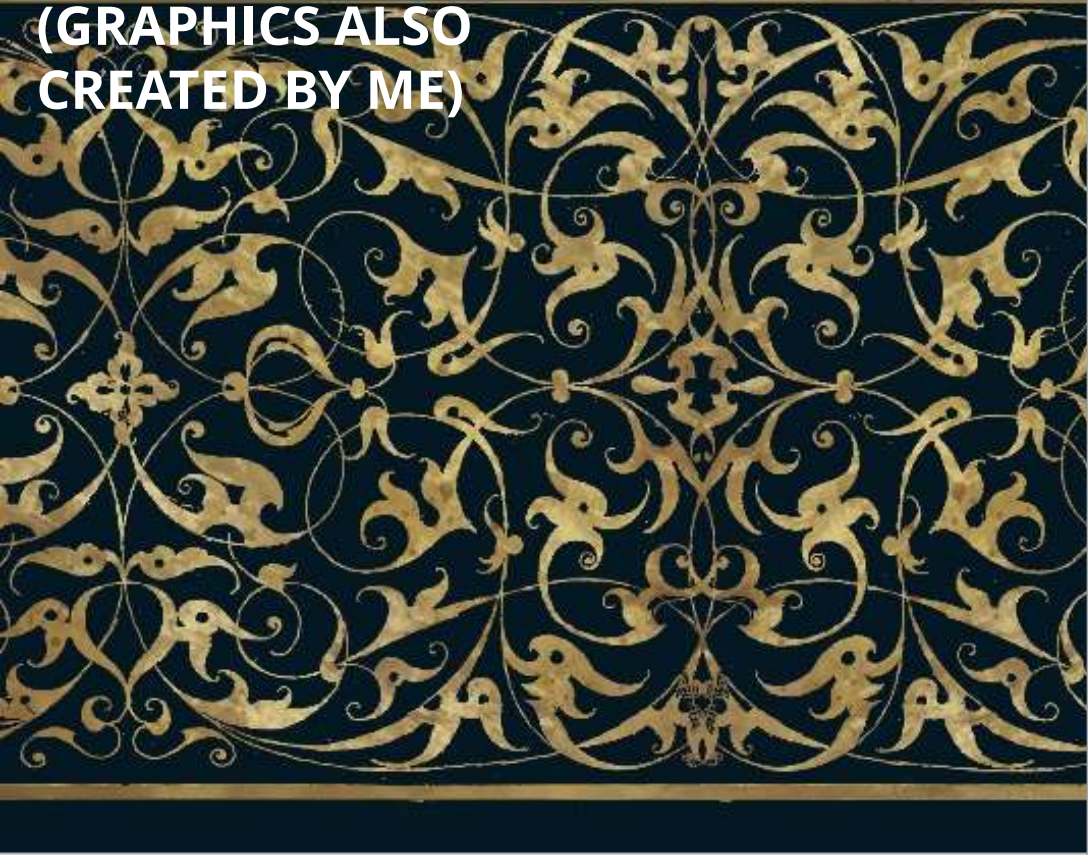
BECOMING ELIZABETH

DRAFTING – SURVEYS

LOCATION BUILD



(GRAPHICS ALSO
CREATED BY ME)



Becoming Elizabeth - Chelsea - Saloon - Virginal (With Additional Moulding)

1:10 & 1:1 @ A1

Front
Scale 1:10

Side
Scale 1:10

Back
Scale 1:10

Side
Scale 1:10

Plan View (Lid Closed)
Scale 1:10

Plan View (Lid Open)
Scale 1:5

Detail 1:1

Mouldings
Detail
Scale 1:1

Panel F (Side)
Scale 1:10

Inside of Lid
Scale 1:10

Panel G (Back)
Scale 1:10

Panel H (Side)
Scale 1:10

Panels: A B C D E
Scale 1:10

To view the virginal in its current unaltered condition, see drawing #1

Existing panels (shown) are to be covered with graphics (designer ABC) and mouldings. Hinges and cables are to be replaced with something more period appropriate. (Drawings to follow)

Becoming Elizabeth - Season 1			
Set	Chelsea - Saloon	Set / Prop / Costume / Props	
Director	Virginal	Director	1:10 & 1:1 @ A1
Set Designer	05/11/20	Set Designer	
Set Art	David Hocking	Set Art	
Production Designer	David Hocking	Production Designer	
Supervising Production Designer	Phil Hay	Supervising Production Designer	
Production Designer	David Hocking	Production Designer	

BECOMING ELIZABETH

DRAFTING – PROP DESIGN

BEFORE



AFTER



BECOMING ELIZABETH

DRAFTING – PROP DESIGN

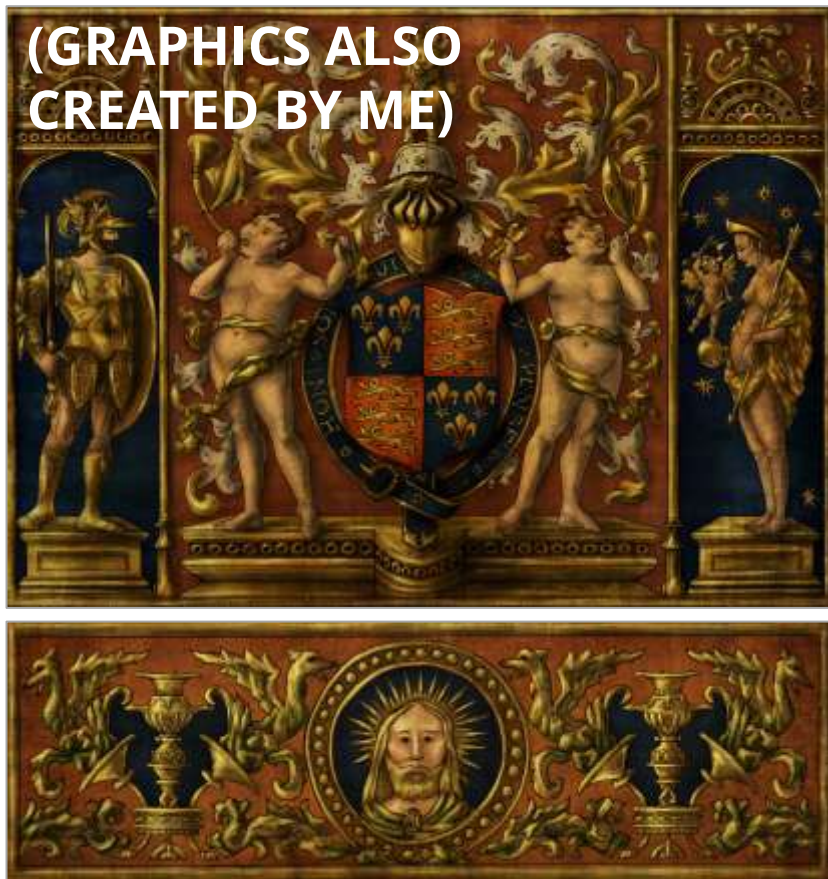


BECOMING ELIZABETH

FINAL CUT

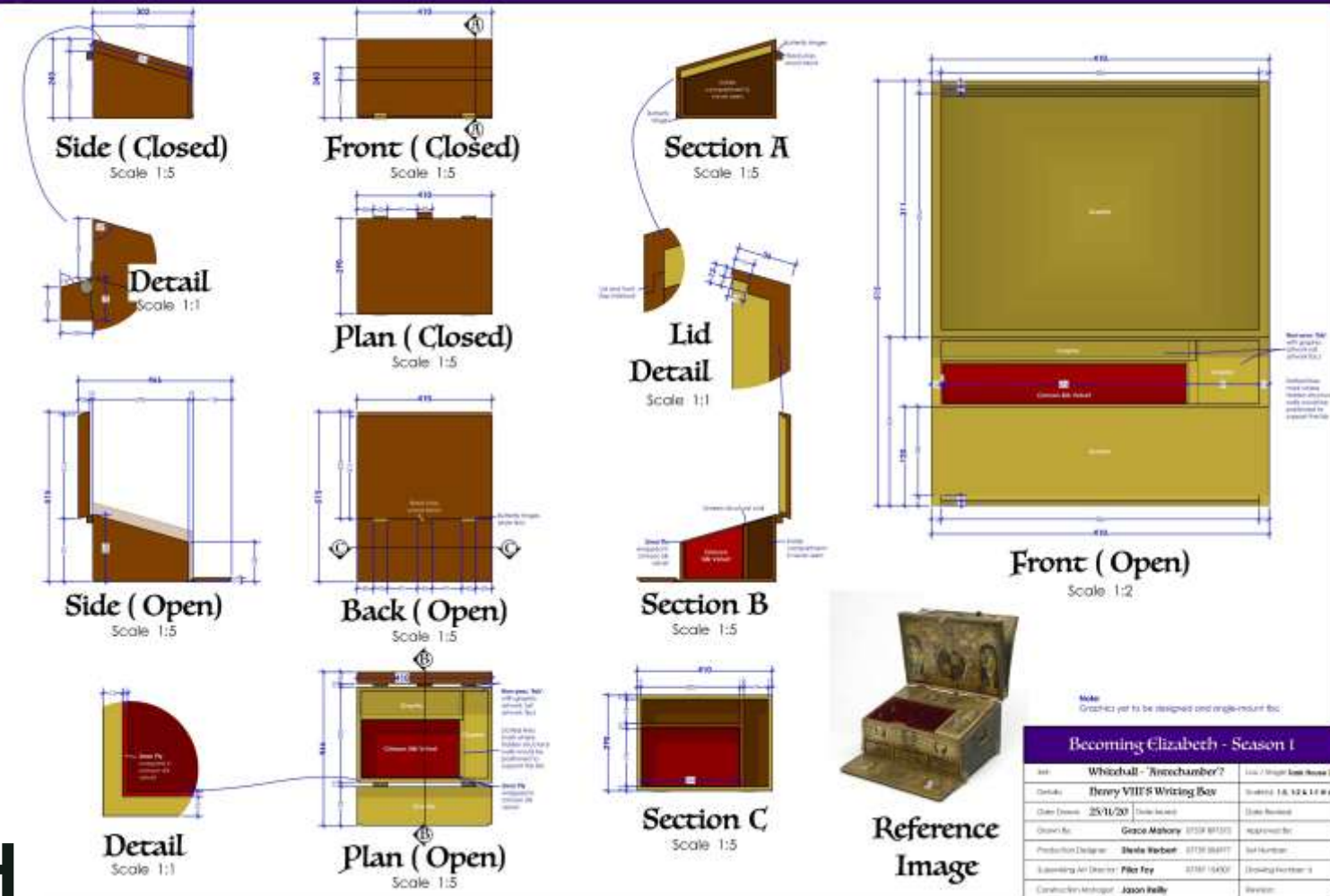
DRAFTING – PROP DESIGN

(GRAPHICS ALSO
CREATED BY ME)



Becoming Elizabeth - Whitehall - Antechamber(?) - Henry VIII'S Writing Box

1:5, 1:2 & 1:1 @



BECOMING ELIZABETH

DRAFTING – PROP DESIGN

THE ORIGINAL BOX



MY REPLICA BOX



BECOMING ELIZABETH

DRAFTING – PROP DESIGN

CROCKETT'S SCULPTURE 'THE FACELESS MAN'



Roman heads example



Power and stature reference



Stone weathering/erosion example



STONE BUST ON BASE

(Sculpture to fit in staircase display unit and in Crockett's backpack)

Actual gilt bronze Roman artefact from Bath. One of only three bronze Roman sculptures found in the UK.



Roman style



Face and scale reference



MCDONALD AND DODDS

DRAFTING – PROP DESIGN

MOOMINTROLL'S BOAT



MOOMINVALLEY

DRAFTING – PROP DESIGN

theAdventureA__stB_v001

Asset Name: The Adventure Boat A (without dressing props, showing sail positions)

Drawing Number: #507

Version: V01

Location: Ext. Bath House, Beach B

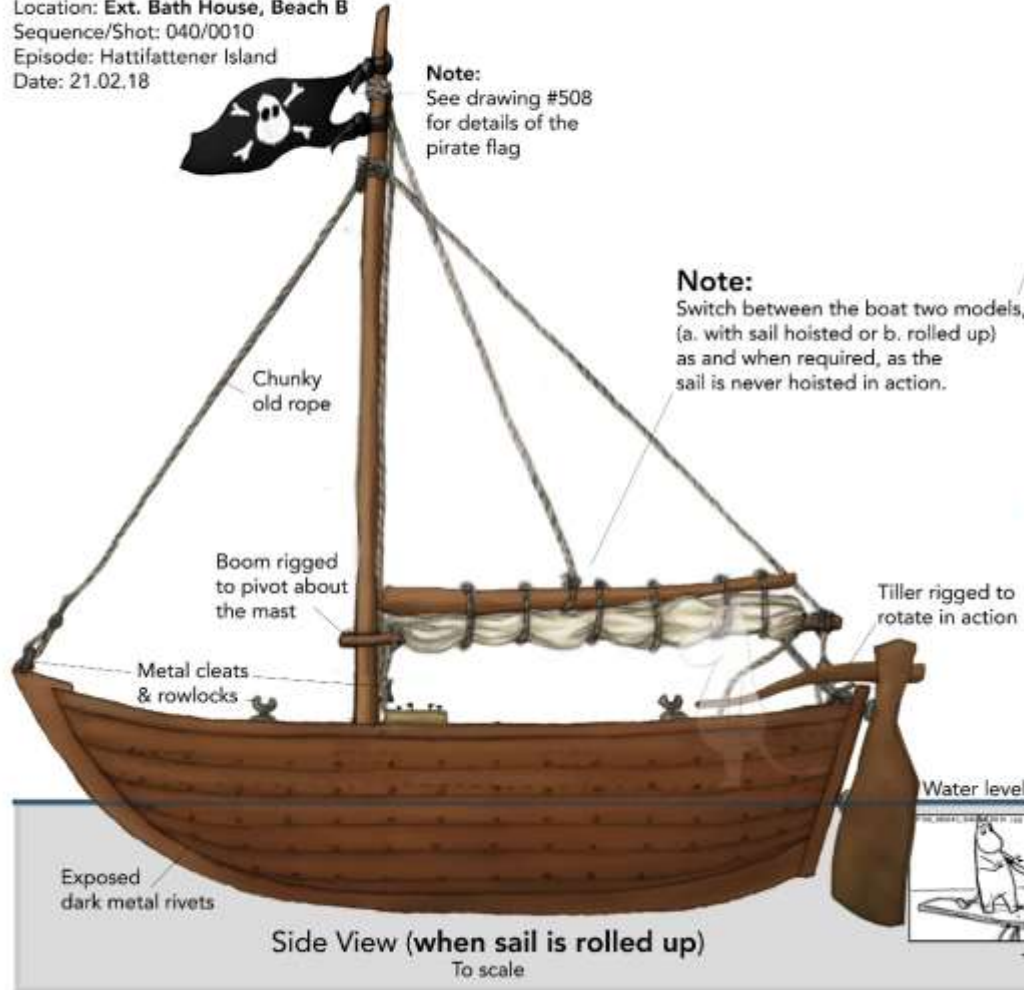
Sequence/Shot: 040/0010

Episode: Hattifattener Island

Date: 21.02.18

Note:

See drawing #508 for details of the pirate flag



Note:

Switch between the boat two models, (a. with sail hoisted or b. rolled up) as and when required, as the sail is never hoisted in action.



Side View (with sail hoisted)
Not to scale



Top View
Not to scale

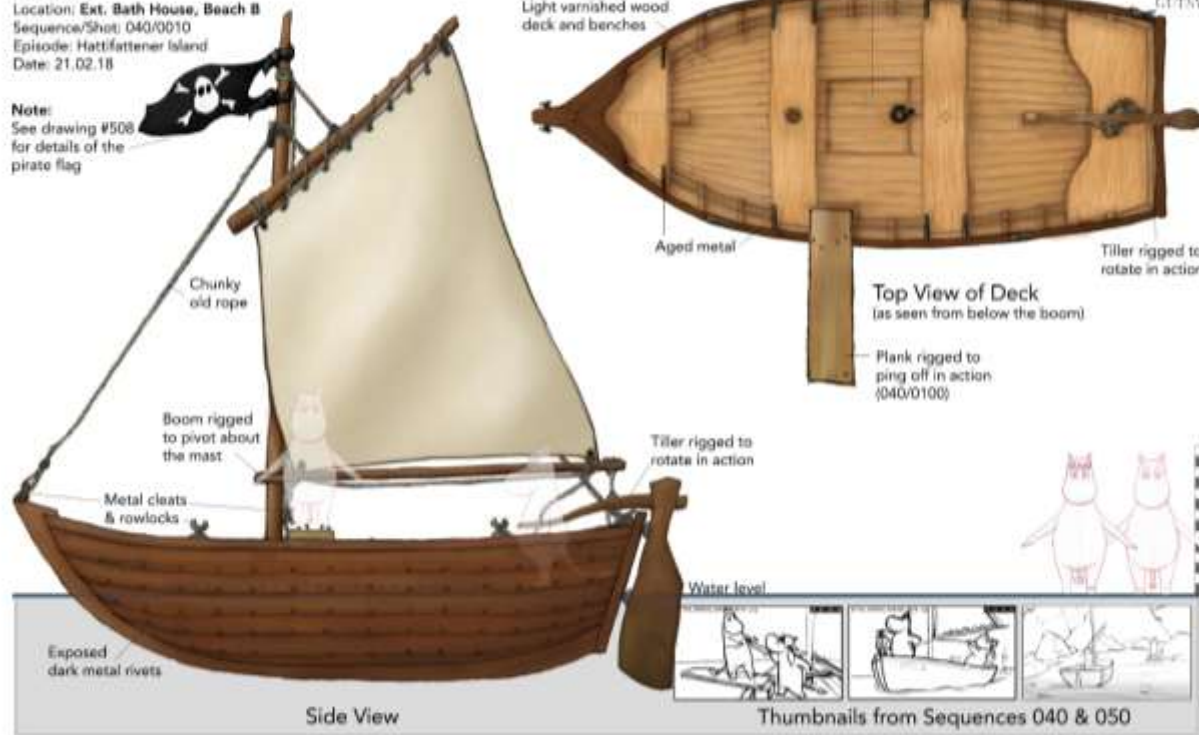
Water level



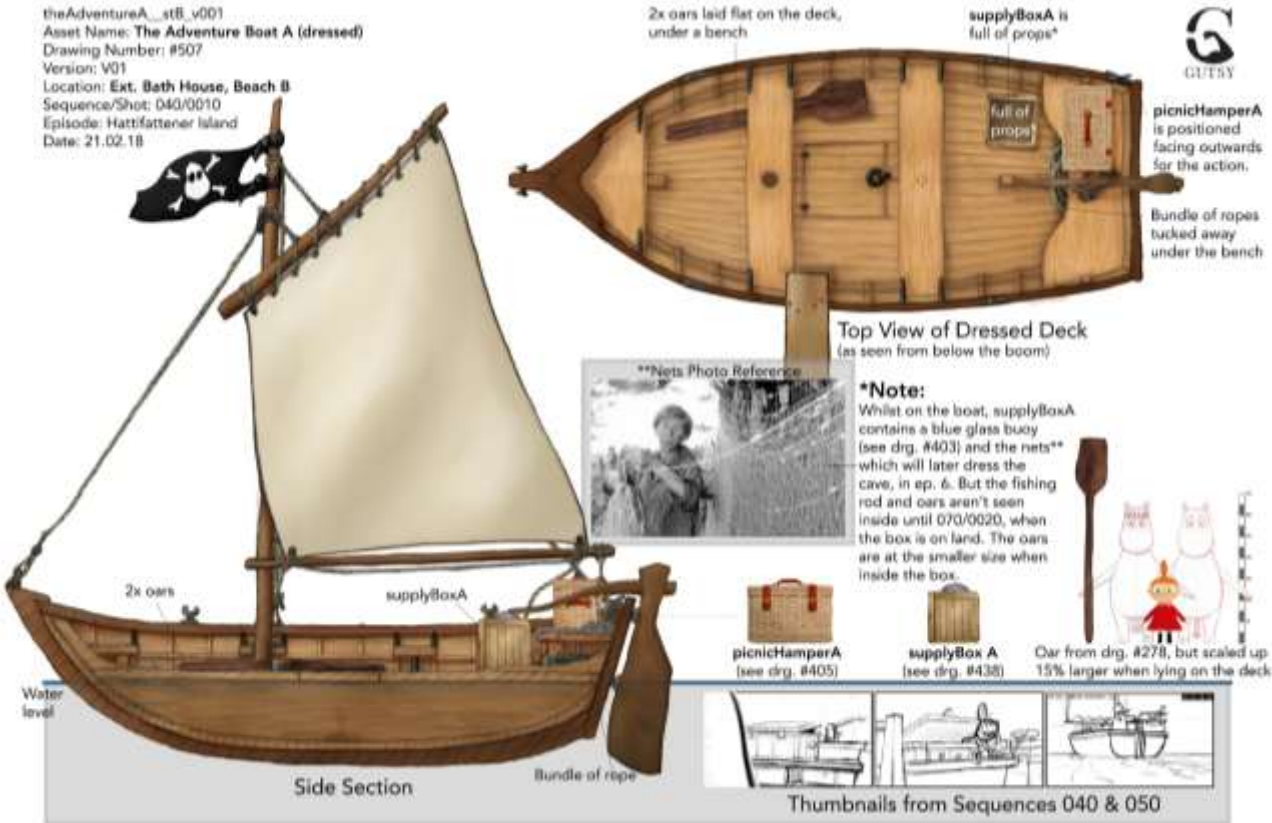
Thumbnails from Sequences 040 & 050

theAdventureA_stB_v001
 Asset Name: **The Adventure Boat A (without dressing props)**
 Drawing Number: #507
 Version: V01
 Location: **Ext. Bath House, Beach B**
 Sequence/Shot: 040/0010
 Episode: Hattfattener Island
 Date: 21.02.18

Note:
 See drawing #508
 for details of the
 pirate flag



theAdventureA_stB_v001
 Asset Name: **The Adventure Boat A (dressed)**
 Drawing Number: #507
 Version: V01
 Location: **Ext. Bath House, Beach B**
 Sequence/Shot: 040/0010
 Episode: Hattfattener Island
 Date: 21.02.18



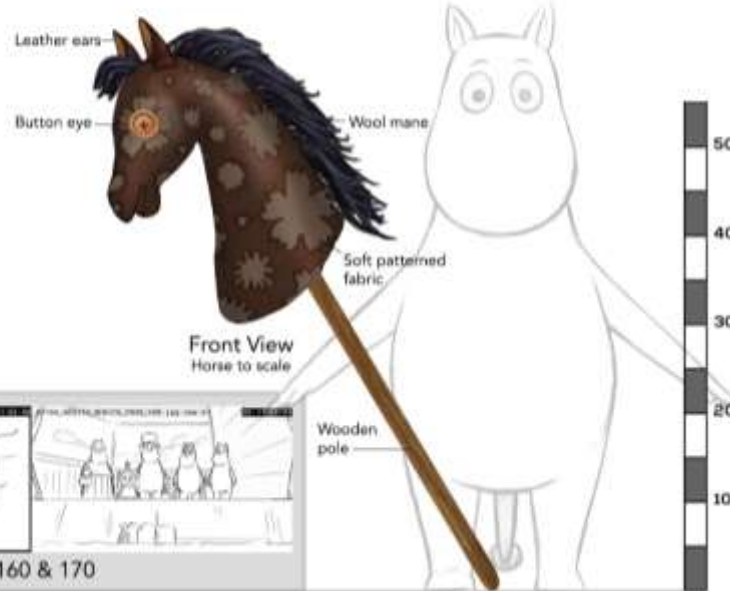
MOOMINVALLEY

DRAFTING – PROP DESIGN



DRAFTING – PROP DESIGN

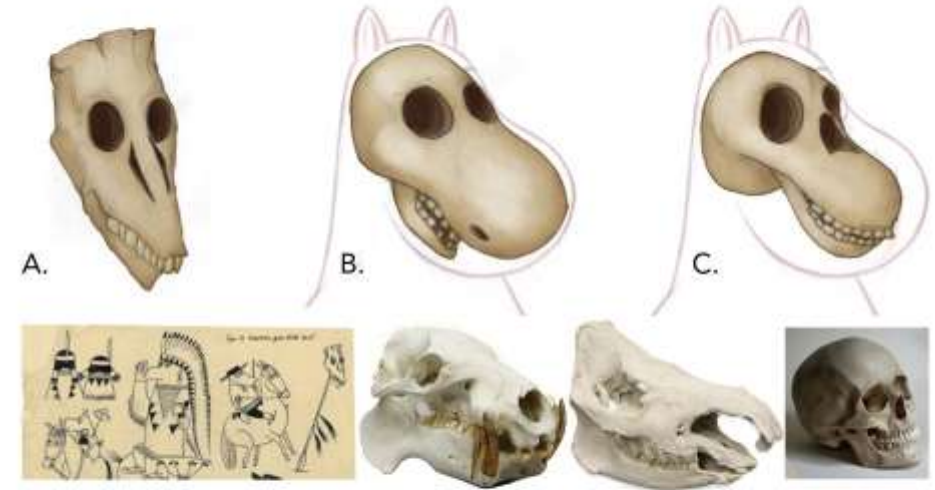
hobbyHorse_fD_v001
 Asset Name: Hobby Horse
 Drawing Number: #700
 Version: V01
 Location: Ext. Theatre
 Sequence/Shot: 170/0160
 Episode: EP104 Moominsummer Madness
 Date: 20.04.18



MOOMINVALLEY

DRAFTING – PROP DESIGN

SKULL OPTIONS



skullA_fD_v001
 Asset Name: Skull A
 Drawing Number: #727
 Version: V01
 Location: Int. Theatre (Stage)
 Sequence/Shot: 180/0020
 Episode: EP104 Moominsummer Madness
 Date: 20.04.18



Note:
 Skull belongs to a Moomin,
 therefore is Moomin-sized.



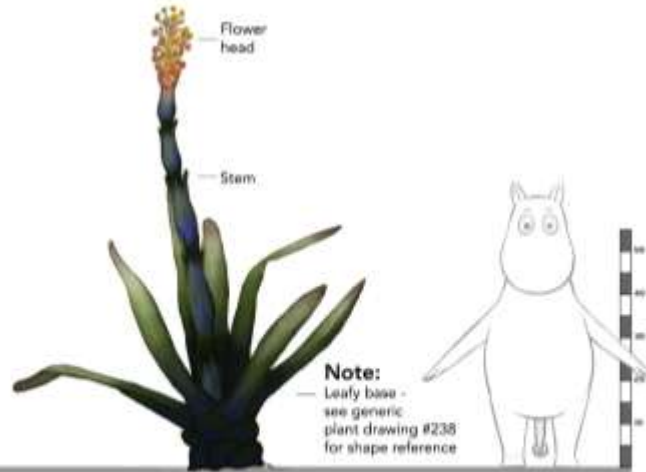
tropicalPlantB__fC_v001
 Asset Name: Tropical Plant B
 Drawing Number: #594
 Version: V01
 Location: Int. Living Room, Moomin House
 Sequence/Shot: 130/0100
 Episode: **Monster Fish**
 Date: 19.03.18



Jansson's illustration



Thumbnail 130/0100

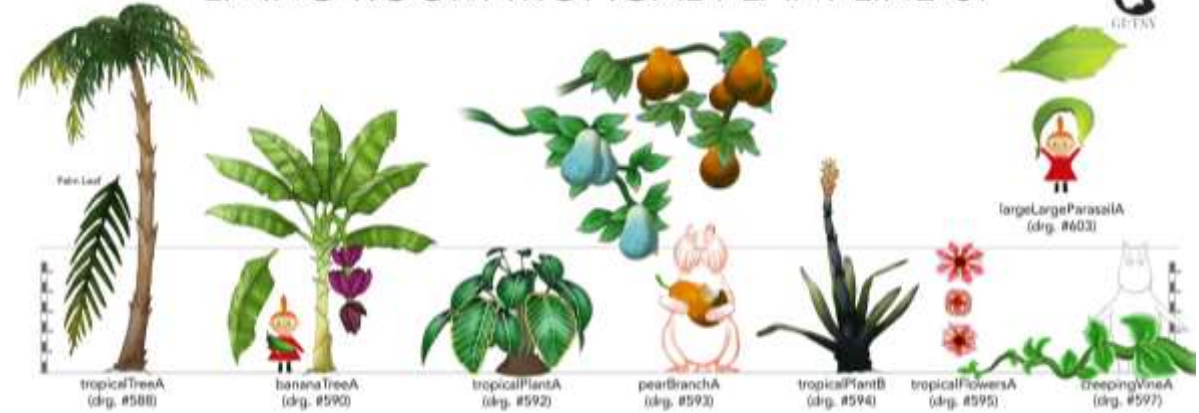


Flowering plant to scale

MOOMINVALLEY

PROP DESIGN

LIVING ROOM TROPICAL PLANT LINE-UP



MOOMINTROLL'S LIVING ROOM CONCEPT ART

When the exotic plants take over the house...



Please Note:

A Scale remotes are exactly the same as B Scale remotes visually. (See drawing P-52).
A Scale remotes are practical whereas at B Scale not all parts work/move.



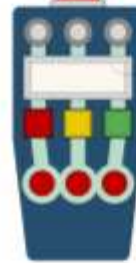
Lights up and flashes once the dial has been rotated, to acknowledge the selection is ready. Turns back off when button is pressed. Off rest of the time.
UV paint has been used so that the bulb can light up as a variety of colours. Light is green in shot 190-02350 but possibly red in shot 310-04350 (dec).

Each barrel rotates independently.
1st - Dial is rotated to select numbered chickened stations.

2nd - Button is depressed to kill chosen button is a solid colour, does NOT glow.



Screen glows when the remote is 'on'.
Button is pressed to turn this remote on/off. When remote is on, the button glows, but when off, the button and screen are not lit. Button is red.
Button depresses.



Whenever a button is pressed the bulb lights up for that moment (light is off rest of the time). The bulb is red.
Screen glows when remote is being used. Graphics on screen the same as at B Scale.
Buttons depress.

1. CHICKEN SELECTOR:

FRONT VIEW

SCALE: 1:1

2. POWER ON/OFF

FRONT VIEW

SCALE: 1:1

3. COFFEE

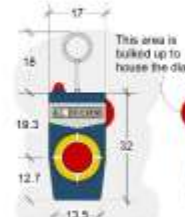
FRONT VIEW

SCALE: 1:1

ANIMATION PROP PARTS			
1st - CHICKEN SELECTOR	2nd - POWER ON/OFF	3rd - COFFEE	4th - REMOTE CONTROLS
1:1 SCALE	1:1 SCALE	1:1 SCALE	1:1 SCALE
1:1 SCALE	1:1 SCALE	1:1 SCALE	1:1 SCALE

1. CHICKEN SELECTOR

SCALE: 1:1



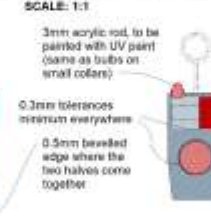
FRONT VIEW



BACK VIEW



SIDE VIEW A-A

SECTION B-B
(BACK PIECE)

SECTION C-C



TOP VIEW

PLEASE NOTE: All three remotes have the same bottom third, for all locating into the same docking station.

PLEASE NOTE: Location pegs will need to be added to help the front and back piece come together.

2. POWER ON/OFF

SCALE: 1:1



FRONT VIEW



BACK VIEW



SIDE VIEW A-A



SECTION B-B



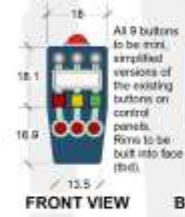
SECTION C-C



TOP VIEW

3. COFFEE

SCALE: 1:1



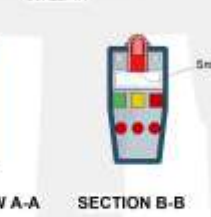
FRONT VIEW



BACK VIEW



SIDE VIEW A-A



SECTION B-B



TOP VIEW

PLEASE NOTE: Please have raised graphics as separate design layer, in case they need removing.

ANIMATION PROP PARTS			
1st - CHICKEN SELECTOR	2nd - POWER ON/OFF	3rd - COFFEE	4th - REMOTE CONTROLS
1:1 SCALE	1:1 SCALE	1:1 SCALE	1:1 SCALE
1:1 SCALE	1:1 SCALE	1:1 SCALE	1:1 SCALE

CHICKEN RUN TWO

DRAFTING – PROP DESIGN

A PRACTICAL PROP TO BE MADE AT TWO DIFFERENT SCALES



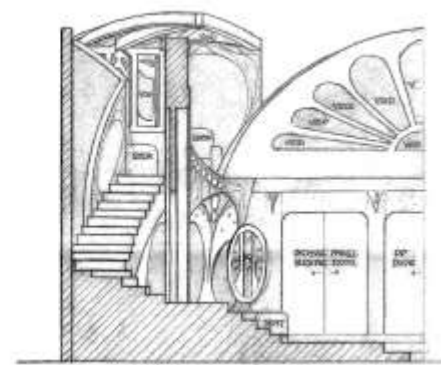
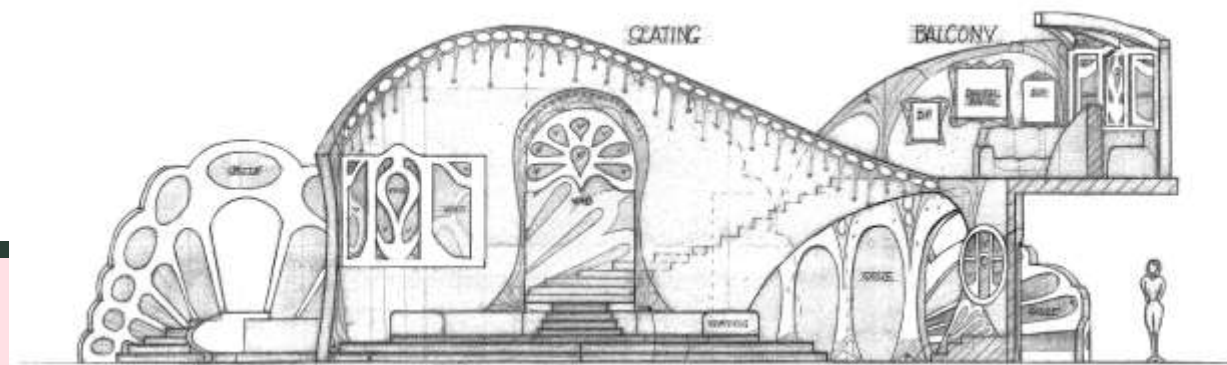
CHICKEN RUN TWO

DRAFTING – PROP DESIGN



DATING SHOW

MODEL MAKING

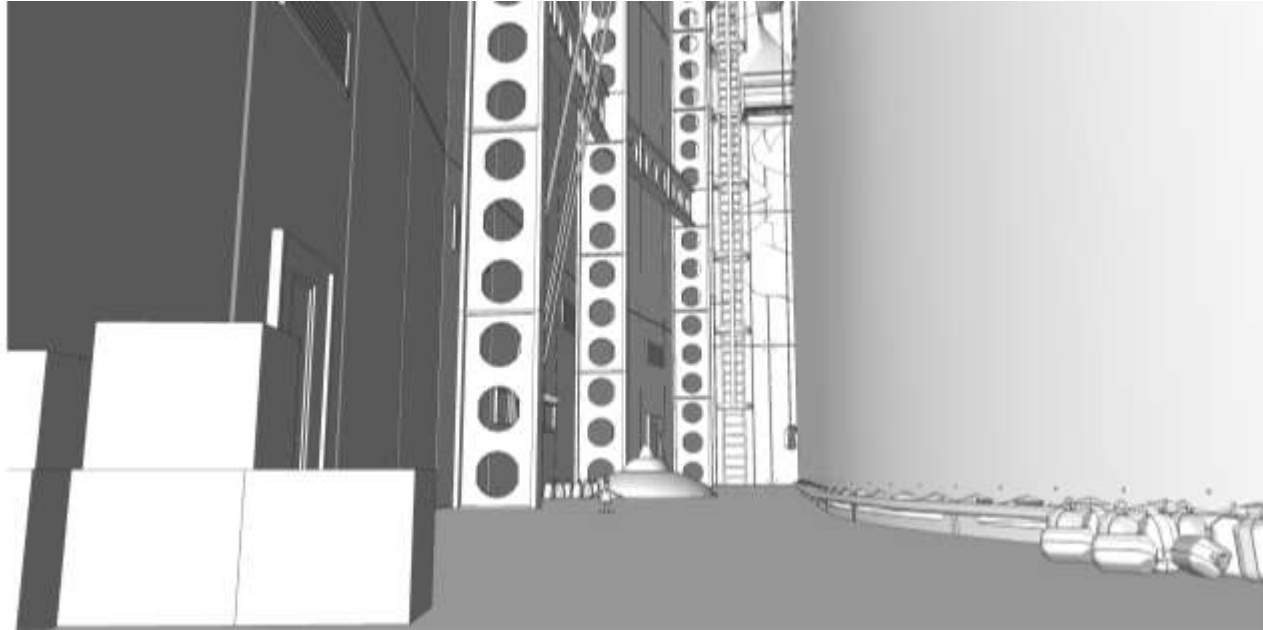
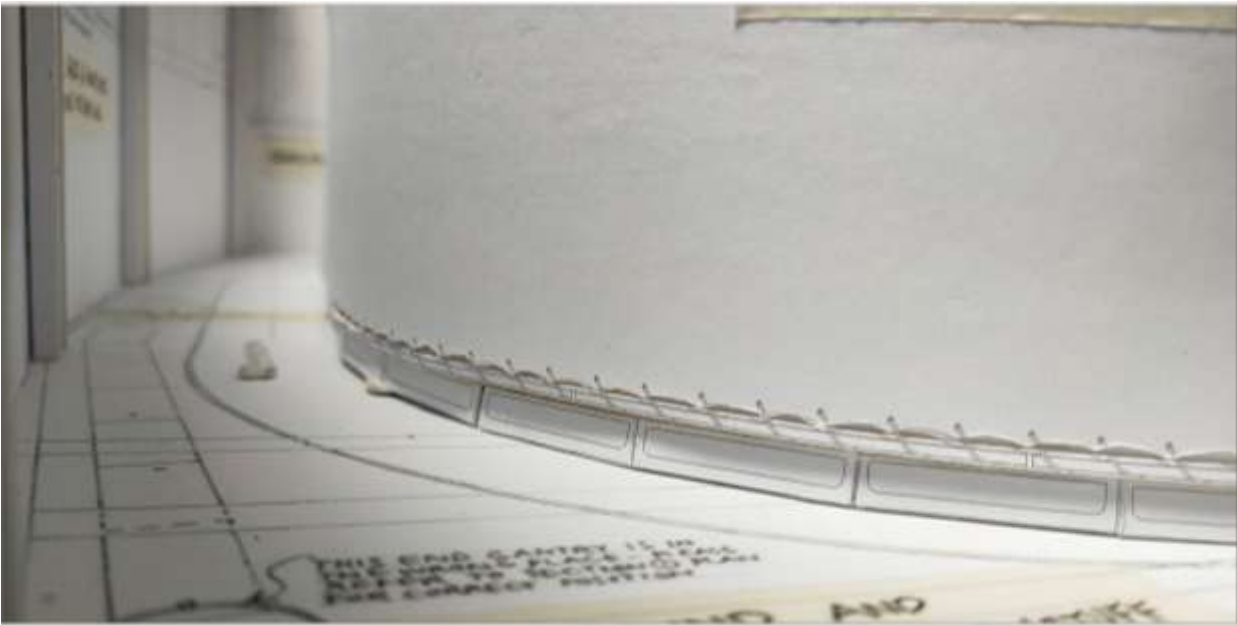




CHICKEN RUN TWO

MODEL MAKING

WHITE CARD MODELS



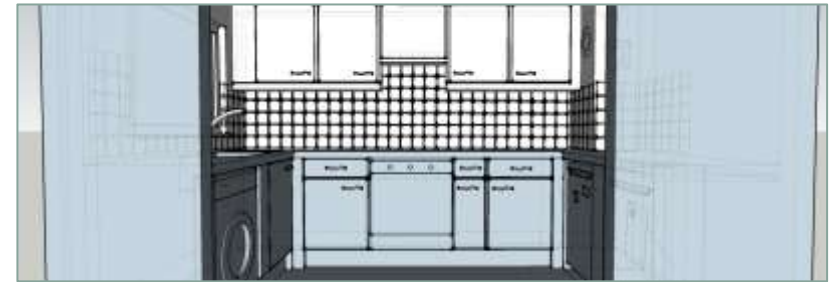
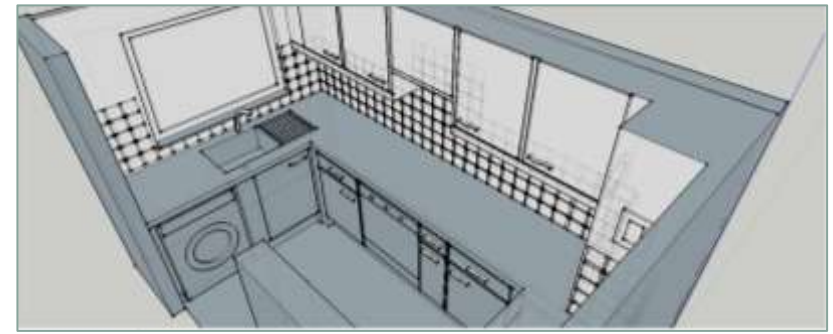
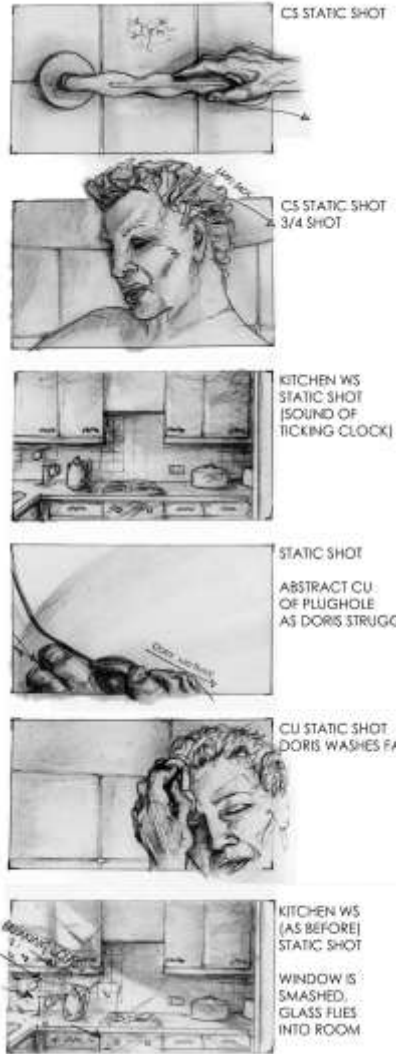
CHICKEN RUN TWO

MODEL MAKING

WHITE CARD & VECTORWORKS



FINAL CUT



SHADOWS

MODEL MAKING

SKETCHUP



SHADOWS

CONCEPT ART

SKETCHUP & ADOBE PHOTOSHOP



VAMPIRE SURVIVORS

ART DIRECTION

LEADING A TEAM, LIAISING WITH THE CLIENT AND MANAGING THE ART DEPARTMENT BUDGET



THE ARBORIST

PRODUCTION DESIGN

PROBLEM SOLVING ON A TIGHT BUGDET



LIKE AN EGG PRODUCTIONS PRESENTS CATRIN STEWART RHODRI MEILIR "THE ARBORIST"
 PRODUCED BY KEIRAN MCGAUGHEY CINEMATOGRAPHY BY CHRIS JACOBI EDITED BY CHRIS MCGAUGHEY
 ORIGINAL SCORE BY SAMUEL BARNES SOUND BY NICK DAVIES

WRITTEN AND DIRECTED BY CLARE STURGES

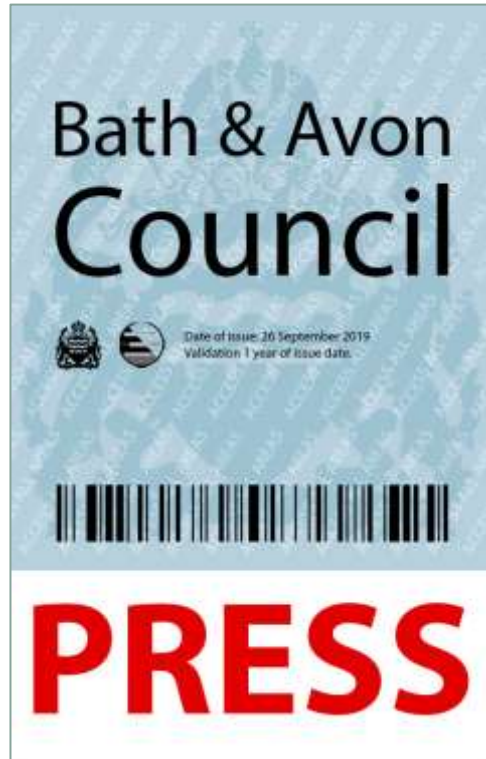




SHOCK OF THE MUSE

PRODUCTION DESIGN

DESIGNING WITHIN THE PALETTE OF ARTIST GWEN JOHN



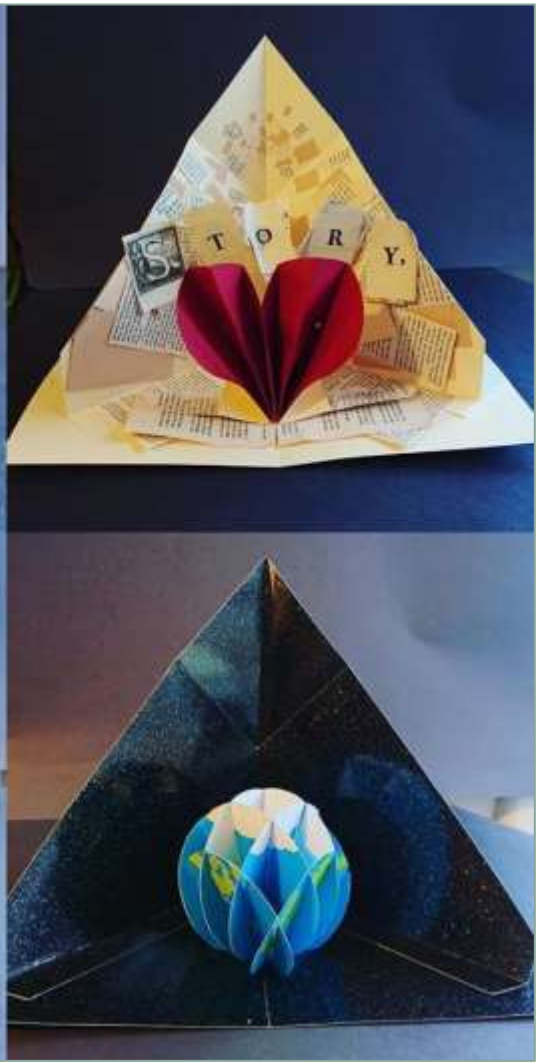
MCDONALD AND DODDS

GRAPHICS



MCDONALD AND DODDS

GRAPHICS



PROP MAKING & SCENIC PAINTING

FINDING INNOVATIVE WAYS TO SOLVE PROBLEMS, OFTEN ON A TIGHT BUDGET



THE ARTWORK

PETER PAN ON ICE, HYDE PARK

CONCEPT ART

USING ADOBE TO BUILD A LAYERED, ANIMATED BACKDROP

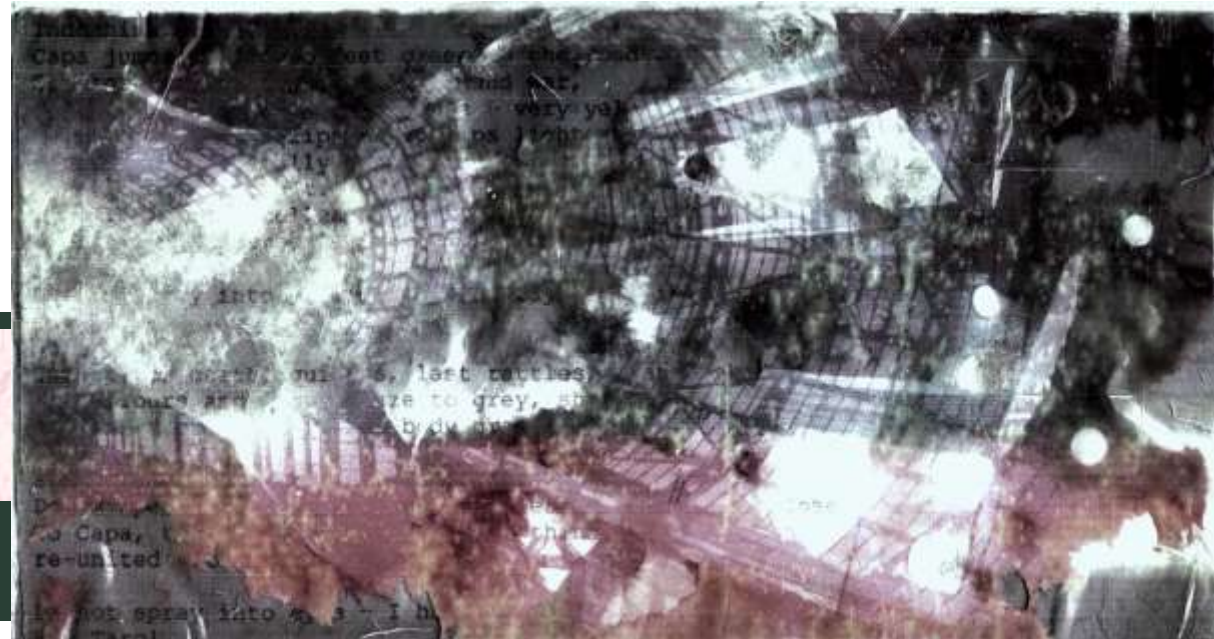


THE SHOW



PAINTING & MIXED MEDIA

EXPLORING OTHER CREATIVE OUTLETS BETWEEN PROJECTS





THE ARBORIST



UNDER SALT MARSH



BECOMING ELIZABETH



BODMIN JAIL MUSEUM



CHICKEN RUN TWO



VAMPIRE SURVIVORS

STANDBY ART DIRECTION

HAVING WORKED AS A STANDBY - I NEVER LOSE SIGHT OF THE END GOAL

IL:

SECTION B-B:
THE LABORATORIES

THE WATERFALLS

GRACE MAHONY

WINDOW DETAIL

LARGE COG
DETAIL
SCALE 1:20

LARGE COG DETAIL:
SCALE 1:20

THE WATERFALLS

GREEN ISLAND
PARKWAY BRIDGE