



ART DIRECTORS GUILD

PORTFOLIO REVIEW REQUIREMENTS

Applicant must provide all materials from the 4 Parts listed below:

These materials may be from different projects. Please Organize, Label, & Present in order of designated parts.

Part 1 – Art Department Organization

Section 1. – Script Breakdown

Section 2. – Art Department Budget

Section 3. – Prep/Strike Schedule

Part 2 – Set Project - Locations

Section 4. – Set Project – Locations Including Disciplines :

4.A – Research/Materials Presentation

4.B – Sketch/Rendering

4.C – Director's Plan - Location

4.D – Location Site Survey Photos

Part 3 – Set Project - Stage

Section 5. – Set Project – Stage Including Disciplines:

5.A – Research/Materials Presentation

5.E – Director's Plan – Stage Set

5.B – Sketch/Rendering

5.F – Scale Drawings

5.C – Scale White Model (or Digital Model)

5.G – Paint (or Surface Finish)

5.D – Scale Stage Spotting Plan (or Venue Plan)

Documentation

Part 4 – Additional Materials

Section 6. – Additional Materials

6.A – Scale Drawings

6.B – Construction Documents

6.C – Graphic and Signage Design

6.D – Backing Information



ART DIRECTORS GUILD

PORTFOLIO REVIEW REQUIREMENTS

PORTFOLIO

Your portfolio must include the following materials. These materials can be from the same project or from many different projects. If you do not have some of the materials from previous work, you may create them for this application using a project of your choosing.

Projects created specifically for the portfolio review must originate or be based on a narrative script or treatment for a music video, live show or commercial. The source material can be from a produced project or from an original script.

Digital materials must be submitted as individual PDFs. No individual file may exceed 10MB in size. Please save any images at the highest resolution available at this file size.

Please Organize, Label, & Present in order of the designated parts.

Please Review Provided Examples

Part 1 – Art Department Organization

Section 1. – Script Breakdown

(or Director's Treatment, Agency Scene/Spot, Storyboard,
or
Act/Performance Breakdown)

Breakdown must represent the entirety of the project, or episode, and must include:

Scene numbers with page count (or applicable indicator of screen time or scene descriptions, see examples provided), and set list indicating all location and/or stage sets.

Applicant must also include no fewer than (3) of the following:

Graphics Breakdown, Props Breakdown, Set Decoration Breakdown, Special Effects/Pyro Breakdown, Picture Vehicle Breakdown, or Narrative Shot List.

Please Review Provided Examples

Part 1 – Art Department Organization

Section 1 - Script Breakdown

"Stretcher Bar"

Set/Scene Breakdown

4/1/2020

Art Department

No.	Set Description	Location	Scenes Numbers	Page	P/C
101	Ext. Los Angeles Hotel	Location	1(N)	2	3/8
	Ext. Porte Cochere and Driveway - Front Entry	Location			
	Ext. Los Angeles Hotel Patio & Driveway	Location	4(N)	4	1
			Total		1 3/8
102	Int. Los Angeles Hotel Hallway	Location	2(N)	2	1/4
	Int. Los Angeles Hotel Banquet Room	Location	3(N)	2	3 7/8
			Total		4 1/8
103	Ext. Boulevard Bus Stop	Location	5(N) Rain	7	1 5/8
	Ext. Boulevard - Near Bus Stop	Location	6(N) No Rain	9	3/8
	Ext. Boulevard Corner - Near Motel Row	Location	7(N)	9	3/4
		Location	8(N)	10	3/8
	Ext. Sleazy Motel - Dark Driveway	Location	9(N)	10	1 1/8
			Total		4 1/4
104	Ext. Apartment Building Street - Lori's Apt.	Location	10(N)	11	5/8
			12(N)	18	1 3/8
			Total		2
105	Ext. Shell's Place - Establish	Location	10(N) Part	11	0
			Total		0
106	Int. Shell's Place	Location	11(N)	12	5 1/2
		Location	37(N)	52	1 5/8
			Total		7 1/8
107	Ext. Chris and Mildred House	Location	13(D)	19	1/8
	Ext. Back Porch	Location	14(D)	19	5/8
		Location	17(D)	22	1 3/8
	Ext. Front of Mildred's House	Location	58(N)	80	1/8
			Total		2 1/4
108	Int. Chris and Mildred's House (includes:)	Location			
	Living Room	Location	15(D)	20	1 3/8
	Living Room	Location	59(N)	80	1
	Dining Room	Location	25(N)	34	2 1/2
	Kitchen	Location	16(D)	21	1/2
	Kitchen	Location	47(N)	66	1 3/4
	Bedroom	Location	28(N)	38	1
	Bathroom	Location			
	Small Side Room	Location			
			Total		8 1/8
109	Int. Lori and Jules Apartment (includes:)	Location			
	Living Room	Location	20(D)	29	1/8
	Bedroom	Location	18(D)	23	4 7/8
		Location	19(D)	28	1 1/2
			Total		6 1/2
110	Ext. Mid-Level Garden Restarant	Location	21(D)	29	3 1/4
			Total		3 1/4
111	Ext. Family Marts Flagship Store	Location	22(N)	33	1/8
			Total		1/8
112	Int. Family Marts Flagship Store	Stage			
	Gostarian's Office	Stage	66(D)	87	2 1/4
	Cashier's Cage	Stage	23(N)	33	1/2
	Cashier's Cage	Stage	27	38	1/4
	Cashier's Cage	Stage	32	48	1 7/8
	Cashier's Cage	Stage	52	72	1/8
	Cashier's Cage	Stage	65	87	3/4
			Total		5 3/4

"Stretcher Bar"

Set/Scene Breakdown

4/1/2020

Art Department

[illegible]

Part 1 – Art Department Organization

Section 1 - Script Breakdown

"My Fellow Americans" Location Information				last modified: 3/20/96
Script Date:	March, 1996	Director:	Peter Segal	Production Designer: Jim Bissell
Producer:	Warner Brothers	Michael Ewing Jean Higgins		Production number: Page number: 8
Set #:	Loc:	Type:	Set Description:	Location Notes:
435	Asheville	Int	Hollis Horsebarn-night scenenumbers: 195,196,222	Biltmore Estate TBD. NOT A DAIRYBARN SAME AS 447
436	Asheville	Ext	Maryland Road-Day scenenumbers: 199	TBD-Schedule Driven
438	Asheville	Ext	White House Kennedy Garden scenenumbers: 237,243	Build at Biltmore
439	Wash	Ext	White House N.E. Gate scenenumbers: 248	TBD ?
441	Asheville	Int	Witnaur's bedroom scenenumbers: 145	Biltmore Forest GINGER 2744768 25 → S. FOREST MALL, JUST PAST BROWN TOWN RD, RT 2ND LEFT, 9 DEERFIELD
443	L.A. Loc	Ext	Highway/Helicopter duel/culvert scenenumbers: 106,107,108,109,110,111,112,113	TBD LA
444	Asheville	Int	Wayne & Genny's Trailer-night scenenumbers: 128	Cover Set-Find location for Factory Lunchroom and build in space nearby DRAW.
445	Asheville	Ext	White House S.W. lawn scenenumbers: 214-228,232,233	Construct -Biltmore
445	Asheville	Ext	White House Southwest Lawn scenenumbers: 238,239,240,241	White House
446	Asheville	Int	Factory Lunchroom-Cleveland scenenumbers: 252	Asheville Warehouse DRAW.
447	Asheville	Int/Ext	Hollis Kitch/Ext Barn scenenumbers: 221	TBD ? SAME AS 445.
701	2nd Unit	Ext	Sky/Airforce 2 scenenumbers: 18	Stock footage?

Part 1 – Art Department Organization

Section 1 - Script Breakdown

1. Commercial Scene Breakdown

[Insert Production company Name]

19th August 2019

[Insert commercial name]

Scene / Vignette/ Spot	Set Dec	Props	Construction	SFX	Graphics	Picture vehicles	Notes
Ext. Rooftop + Chimney							
Santa stuffs bicycle down the chimney	Christmas lights	Santa's sack	Build one sided rooftop - on trucked base	Snow cover on rooftop		Santa's sleigh on roof	Dutch angle on roof 1, for different look
	Dress treetops behind roof	GPS and accessories on sleigh	Dbt ended roof set - brick + lapboard				
We notice a small gift on seat of sleigh		Wrapped gift - client box and wrapping paper					
		Wrapped bicycle					
Int. Living Room							
Santa sets up drum kit	Dress as family living room	Santa's sack	Build 2-wall living room set	Snow and ice on window	Custom printed posters		
Pos. other present delivery scenarios		Wrapped dumbbells	Two different looks	Flame-bar for fireplace			
		Drum Kit					
Ext. Santa's Cottage							
Santa enters cottage	Greens dressing	Santa's sack	Build double-sided front door flat - on wheeled jacks	Snow cover on ground and around front door		Santa's sleigh in driveway	Re-use set wall piece for other side of Int. Bedroom doorway
	Christmas lights	Pos. coffee mug or accessories					
		Wrapped gift - client box and wrapping paper					Approved wrapping paper, different from gift on sleigh
Int. Santa's Cottage - Hallway							
Santa enters and sips cocoa on table	Hallway dressing	Mug of cocoa	Build double-sided front door flat - on wheeled jacks	Snow cover on ground and around front door			
		Santa's sack		Flame-bar for fireplace			
		Wrapped gift - client box and wrapping paper					
Int. Santa's Bedroom							
Santa leaves gift next to Mrs Claus	Bedroom dressing	Wrapped gift - client box and wrapping paper	Build 2-wall Bedroom set	Snow and ice on window	Photos of the Claus'		Re-use set wall piece for other side of Ext. door

Part 1 – Art Department Organization

Section 2. - Art Department Budget

Must include:

A labor and materials budget for each stage set and/or location for a given project.

A Labor and Materials Budget must include no fewer than (4) of the following:

Stage Construction, Location Construction, Graphics, Set Decoration, Props, Picture Vehicles, Art Department Labor, and Research Materials.

Please Review Provided Examples

Part 1 – Art Department Organization

Section 2 – Art Department Budget

Art Department Budget

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"Blood Work"

Warner Bros. - Malpas Productions

No.	Set Description	Location	Labor	Materials	Total Budgeted	Total Actual	Variance
101	Ext. Crime Scene - Silver Lake	Cotter House	\$7,893.00	\$2,134.00	\$12,000.00	\$10,027.00	\$1,973.00
	Ext./Int. Tenement House	837 Beacon Street					
	Int. Entry Hall	Los Angeles					
	Int. Living Room						
	Ext. Street						
	Back Yards - Chain Link Fence						
102	Ext. Narrow Alley	WB Hennessey Street	\$55,800.00	\$24,977.00	\$80,000.00	\$80,777.00	-\$20,777.00
103	Ext./Int. Cedars Sinai Hospital	Bay Harbor Hospital	\$26,306.00	\$8,138.00	\$35,000.00	\$34,444.00	\$556.00
	Int. Exam Room	1437 W. Lomita					
	Hallway	Harbor City					
	Int. Cardiology Unit						
	Young Boy's Room						
	Int. McCaleb's Room						
	Int. Room 618						
104	Ext. Cabrillo Marina - San Pedro	Long Beach			\$1,500.00		
	Dock - Phone Booth	Shoreline Marina					
	Slip - "The Double Down"	450 E. Shoreline					
	Slip - "The Following Sea"	"G" Dock					
	Marina Jetty - Sunset						
105	Ext./Int. Boat "The Following Sea"	Location	\$304.00	\$1,624.00	\$3,500.00	\$1,928.00	\$1,572.00
	Forward Area	42' Grand Banks					
	Forward Head						
	Salon						
	Chart Table						
	Cabin - Bunk						
	Galley						
106	Int. Stateroom & Head	WB Stage 15	\$1,458.00		\$3,000.00	\$1,458.00	\$1,542.00
107	Ext. Boat "The Following Sea"	42' Grand Banks	\$9,618.00	\$4,616.00	\$12,500.00	\$14,234.00	-\$1,734.00
	Deck	Picture Vehicle Boat					
	Bridge						
	Pilot House Roof						
108	Int. Boat "The Double Down"	Location - Rental	\$1,296.00	\$361.00	\$2,500.00	\$1,657.00	\$843.00
109	Ext./Int. LAPD (West Valley Div)	Highland Park Station			\$30,000.00		
	Int. Detective Bureau	645 York Blvd.					
	Int. Homicide Bullpen	Los Angeles, CA.					
	Int. Interview Room						
	Int. Lieutenant's Room						
110	Ext./Int. Sherman Market	Aero Liquor & Jr. Market	\$3,621.00	\$3,112.00	\$6,000.00	\$6,733.00	-\$733.00
	Int. Stock Room	2527 W. Burbank Blvd.					
	Ext. Alley	Burbank					
	Int. Jaye's Car						
111	Int. Library	Bay Harbour Hospital			\$1,500.00		
112	Ext./Int. Sheriff's Department	N/E Police Station	\$33,103.00	\$11,981.00	\$46,000.00	\$45,084.00	\$916.00
	Front Desk	6045 York Blvd.					
	Int. Homicide	Highland Park					
	Detective Winston's Office						
	Dispatch						

Art Department Budget

1/5/2019 9:54 PM

"Blood Work"

Warner Bros. - Malpas Productions

No.	Set Description	Location	Labor	Materials	Total	Actual	Variance
113	Ext. Bank ATM Ready Teller	Antelope Valley Bank 31924 Crown Valley Rd Acton, CA.	\$10,332.00	\$3,136.00	\$9,000.00	\$13,468.00	-\$4,468.00
114	Int. Restaurant			\$314.00	\$1,500.00	\$314.00	\$1,186.00
115	Int. Buddy's Car	Picture Vehicle			\$1,500.00		
116	Int. Valley Computing	WB Office Services			\$1,500.00		
	Reception Desk						
	Cubicle - J. Lockridge						
117	Ext. West Valley Industrial	WB Mill Alley			\$2,500.00		
118	Int. Toliver's	Warner's Metal Shop	\$8,626.00	\$16,267.00	\$38,000.00	\$24,893.00	\$13,107.00
	Reception Office						
	Stairway to Office						
	Int. Toliver's Office						
119	Ext. Cordell House				\$1,500.00		
	Int. Garage						
120	Ext. Neighborhood	Location TBD			\$2,500.00		
	(Sherman Oaks)						
121	Ext./Int. Lockridges' House	11815 Addison			\$2,500.00		
	Int. Living Room	Valley Village					
122	Ext. Pacific Ocean	Pacific Ocean Location			\$0.00		
123	Ext. Cargo Ship (Beached)	San Pedro Bay	\$21,295.00	\$6,315.00	\$27,500.00	\$27,610.00	-\$110.00
	Deck	U.S. Port Services					
	Int. Corridor Backing (Partial)	Berth 60					
124	Int. Cargo Ship	Stage Sets Interiors	\$76,468.00	\$82,423.00	\$410,000.00	\$158,891.00	\$251,109.00
	Corridors	Stage 15					
	Int. Engine Room						
	Int. Engine Room Tool Room						
	Int. Oilier Room						
198	Construction Startup		\$13,684.00	\$9,616.00	\$25,000.00	\$23,300.00	\$1,700.00
	Total				\$736,500.00		
2302	Construction Coordinator				\$30,000.00		
2303	Construction Foreman				\$27,000.00		
2304	Paint Foreman				\$35,000.00		
2305	Tool Foreman				\$20,000.00		
2307	Backings				\$0.00		
2308	Greens				\$40,000.00		
2309	Scaffolding				\$25,000.00		
2316	Purchases						
2317	Box Rentals				\$35,000.00		
2318	Outside Equipment Rentals				\$25,000.00		
2401	Striking - Labor				\$30,000.00		
2402	Flat Bid Striking Costs / Restoration				\$30,000.00		
2416	Striking - Material				\$25,000.00		
2485	Miscellaneous Expenses				\$10,000.00		
2497	Trash and Hazardous Materials				\$15,000.00		
	Total				\$347,000.00		
	Grand Total				\$1,083,500.00		

Part 1 – Art Department Organization

Section 2 – Art Department Budget

2. Commercial Art Department Bid Budget

[Insert date]		V.1					
Art Labor	Hours	Days	Rate	OT hrs	OT 1.5	OT 2.0	\$ Total
Prod. Designer	OC - 12	9	\$ 1,400.00		\$ -	\$ -	\$ 12,800.00
Art Director	OC - 12	7	\$ 1,100.00		\$ -	\$ -	\$ 7,700.00
Coordinator	OC - 12	11	\$ 650.00		\$ -	\$ -	\$ 7,150.00
Art PA	12	11	\$ 300.00		\$ -	\$ -	\$ 3,300.00
Set Decorator	OC - 12	9	\$ 850.00		\$ -	\$ -	\$ 7,650.00
Shopper	10	7	\$ 600.00		\$ -	\$ -	\$ 4,200.00
Lead Man	10	7	\$ 750.00		\$ -	\$ -	\$ 5,250.00
Hypenates	10	8	\$ 550.00		\$ -	\$ -	\$ 4,400.00
Dressers	10	11	\$ 550.00		\$ -	\$ -	\$ 6,050.00
Prop Master	10	8	\$ 700.00		\$ -	\$ -	\$ 5,600.00
Asst. Prop	10	5	\$ 600.00		\$ -	\$ -	\$ 3,000.00
Greensperson	10	3	\$ 650.00		\$ -	\$ -	\$ 1,950.00
Illustrator	10	0	\$ 800.00		\$ -	\$ -	\$ -
Graphic Designer	10	2	\$ 800.00		\$ -	\$ -	\$ 1,600.00
			Lab or Total				\$ 70,450.00
			PT/P&W		33%		\$ 23,248.50
			Lab or Total				\$ 93,698.50

Construction							
Cabin set							\$ 15,000.00
							\$ -
							\$ -
Disposal							\$ 1,000.00
Strike 1096							\$ -
Transport							\$ 750.00
Total							\$ 16,750.00

Rental & Purchase							
Set Dec Rental & Purchase							
Ext. Wedding Party							\$ 8,000.00
Ext/ Int. Garage							\$ 8,000.00
Ext. BBQ							\$ 7,500.00
Int. Bowling							\$ 3,500.00
Ext. Bonfire							\$ 5,000.00
Ext. Rec League							\$ 3,500.00
Total							\$ 35,500.00

Hand Prop Rental & Purchase							\$ 2,500.00
Prop makes							\$ -
Greens							\$ 12,000.00
SFX							\$ 6,500.00
Picture Vehicles		0	\$ 450.00				\$ -
Graphics printing							\$ 800.00
Total							\$ 21,800.00

Transport/ Mileage/ Misc	Days						
Trucks		5	\$ 185.00				\$ 925.00
Prop Truck		5	\$ 185.00				\$ 925.00
Office Supplies							\$ 150.00
Mileage							\$ 800.00
Gas/ Parking							\$ 800.00
Set Expendables (Hazer etc)							\$ 850.00
Kit Rentals							\$ 900.00
Truck Supplies							\$ 1,200.00
Meals/ Craft							\$ 500.00
Transport/ Misc Total							\$ 6,750.00

Budget Total	\$ 174,498.50
Original Bid	179,341.00
Balance	\$ 4,842.50

Bid subject to change. Crew on 10 hr days. P&W at 33%

Part 1 – Art Department Organization

Section 3. – Prep/Strike Schedule (or Calendar)

Must include:

A schedule (or calendar) that outlines the scope of work for prep days and strike days, including prep days and strike days for other departments, when their work interfaces directly with Art Department.

Applicants must include no fewer than (5) of the following departments that interface with the Art Department:

Construction, Plaster, Paint, Greens, Graphics, Props, Set Decoration, Set Lighting, Grip, Picture Vehicles, Special Effects, or Visual Effects.

Please Review Provided Examples

Part 1 – Art Department Organization

Section 3 – Prep/Strike Schedule Calendar

June						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
26	27	28	29	30	31	1
	Stage Const. Prep and Layout Int. Lori's Studio Apartment Int. Familymart's Cashier Cage. <small>Begin Stage Rental</small>		<small>Prep Int. Lori & Jules</small>	Int. Lori's Studio Apt. / Cashier's Cage Layout <small>Prep Int. Lori & Jules</small>	<small>Dress Int. Lori & Jules</small>	
2	3	4	5	6	7	8
Location Int. Lori & Jules Apt. Bedroom Scenes 18	Location Int. Lori & Jules Apt. Bedroom Scenes 19 - 20 - 38 - 55 - <small>Prep LA Hotel Banquet Room & Patio</small>	Location Int. Los Angeles Hotel Banquet Room Strike Lori & Jules Ext. Int. Mildred's House <small>Prep Ext. Metal Row</small>	Location Ext. Los Angeles Hotel Front Entry / Patio & Driveway Scenes 1 - 4 <small>Prep - Dress Int. Holder Gallery</small>	Location Int. Holder Gallery Ext. Metal Row Blvd. Scenes 6 - 7 - 8 - 9 <small>Prep/Dress Ext. Family Mart Store Int. Sebastian's Office</small>		
9	10	11	12	13	14	15
Location Ext. Family Mart's Flagship Store Int. Sebastian's Office Scenes 22 - 66 Ext. / Int. Chaz's Garage Scenes 24 - 27	Location Ext. Mid Level Garden Restaurant <small>Day of Dress</small>	Location Ext. Mildred's House / Back Porch Int. Mildred's House Living Room Scenes 13 - 14 - 15 - 17	Location Int. Mildred's House Kitchen Bedroom - Living Rm. Scenes 16 - 26 - 47	Location Int. Mildred's House Kitchen Bedroom - Dining Rm. Ext. Mildred's House Scenes 59 - 25 - 58		
16	17	18	19	20	21	22
Location Ext. Park Int. Bank Backscenes Ext. Park & Dark Star <small>Day of Dress</small> <small>Dress Int. Shell's Place</small> <small>Strike Ext/Int. Mildred's</small>	Location Ext. Santa Monica Flea Market Int. Payday Loans Office Ext. Int. Used Bookstore Scenes 34 - 47 - 36 - 36 - 37B <small>Strike Ext/Int. Mildred's</small>	Location Int. Shell's Place Scenes 11 - 37 <small>Stage Dress Int. Lori's Studio Apartment</small>	Location Int. Shell's Place Scenes 11 - 37 <small>Stage Dress Int. Lori's Studio Apartment</small>	Location Ext. Beveland Bus Stop Apartment Building & Street <small>Scenes 5 - 40 - 12</small> <small>Strike Int. Shell's Place</small> <small>Stage Dress Int. Lori's Studio Apartment</small>		
23	24	25	26	27	28	29
	Stage Int. Lori's Studio Apartment Scenes 29	Stage Int. Lori's Studio Apartment Scenes 29	Stage Int. Lori's Studio Apartment Scenes 31 - 38 - 39	Stage Int. Lori's Studio Apartment Scenes 48 - 41	Stage Int. Lori's Studio Apartment Scenes 42 - 44 - 45	

July						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
30	1	2	3	4	5	6
	Stage Int. Lori's Studio Apartment Scenes 48 - 49 - 58	Stage Int. Lori's Studio Apartment Scenes 57 - 68	Stage Int. Lori's Studio Apartment Scenes 62	Stage Int. Familymart's Cashier's Cage Scenes 23 - 27 - 22 - 52 - 45	Holiday	
7	8	9	10	11	12	13
	Stage/Strike	Stage/Strike	Stage/Strike	Stage/Strike	Stage/Strike	
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

Breakdown
47 Stage Rental Days
20 Stage Prep Days
9 Shoot Days
5 Strike Days
15 Location Days

PREP SCHEDULE EXAMPLE

Part 1 – Art Department Organization

Section 3 – Prep/Strike Schedule

Gantt Chart

Nine Eleven Movie LLC
"Nine Eleven"

Art Department Construction Schedule

1/5/2019

[illegible]

Part 2 – Section 4 - Set Project - Locations

Section 4.A – Research/Materials Presentation

Applicant must include a Research/Materials Presentation for EITHER (1) Interior OR (1) Exterior Location.

Must include:

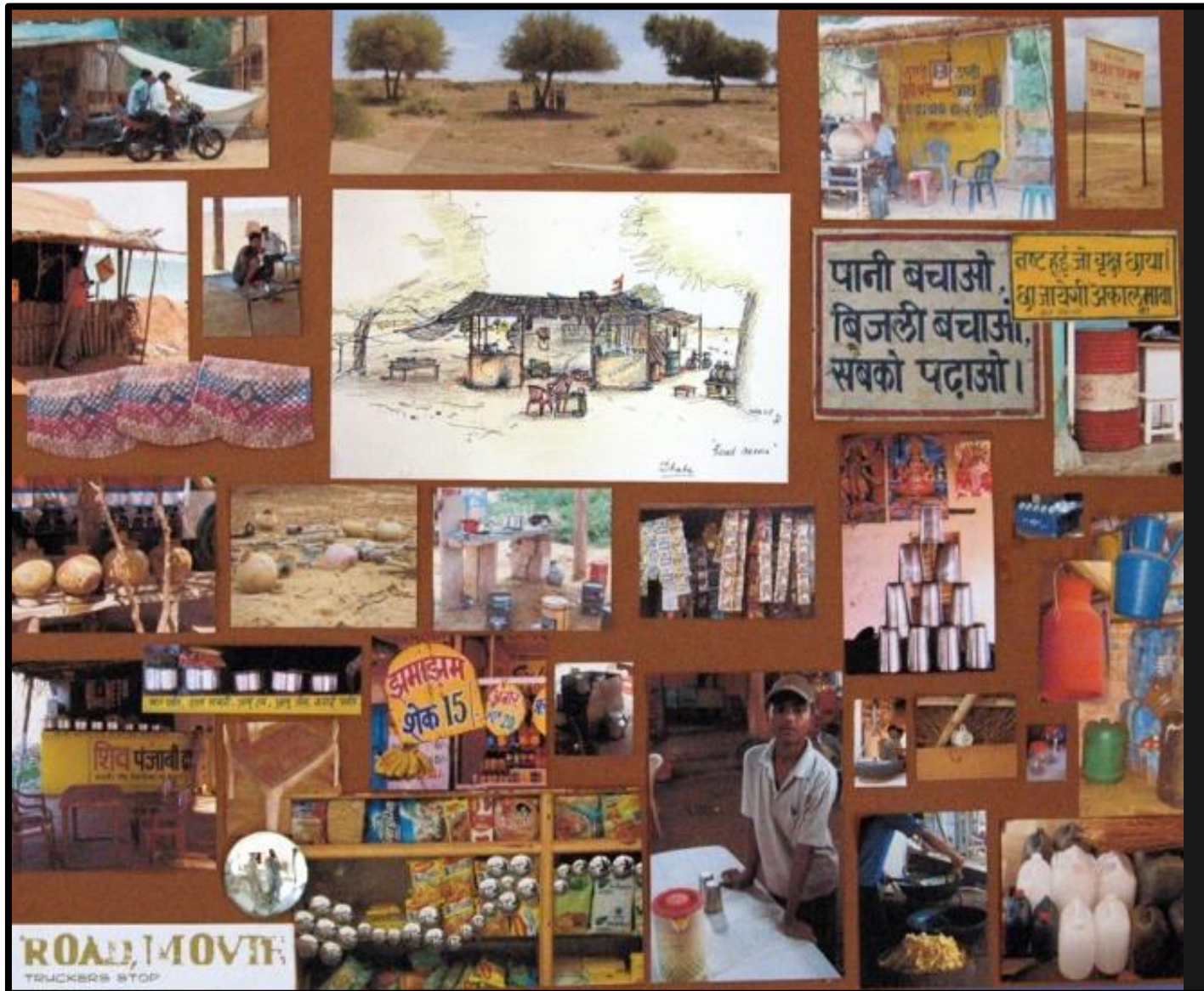
A composed research presentation/mood board that clearly depicts the intent of the design.

Research/Material Presentation must include, but is not limited to examples of each of the following:

Architectural Style, Visual Style, Set Decoration, Color Palette.

Please Review Provided Examples

Section 4.A – Research/Materials Presentation



Research/Mood Boards **Part 2 – Set Project - Location**

Part 2 – Set Project - Location

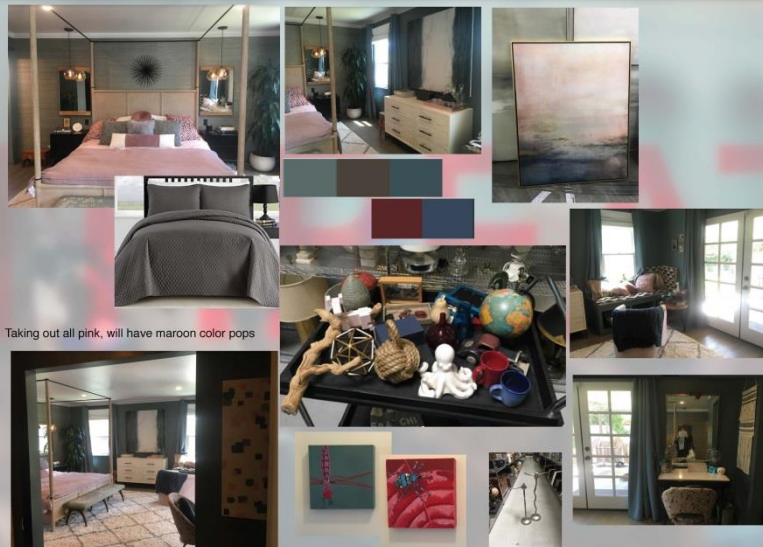
Section 4.A – Research/Materials Presentation

The Threat

Market Mood



The Threat



The Threat



The Threat



Part 2 – Section 4 - Set Project - Locations

Section 4.B – Sketch/Rendering

Applicant must include a Sketch/Rendering for BOTH (1) Interior AND (1) Exterior Location.

Must include:

Thumbnails Sketches, Hand Sketches, or Digital Renderings communicating design alterations of an interior and exterior location.

Please Review Provided Examples

Part 2 – Set Project - Locations

Section 4.B – Sketch(es)/Rendering



Part 2 – Set Project - Locations

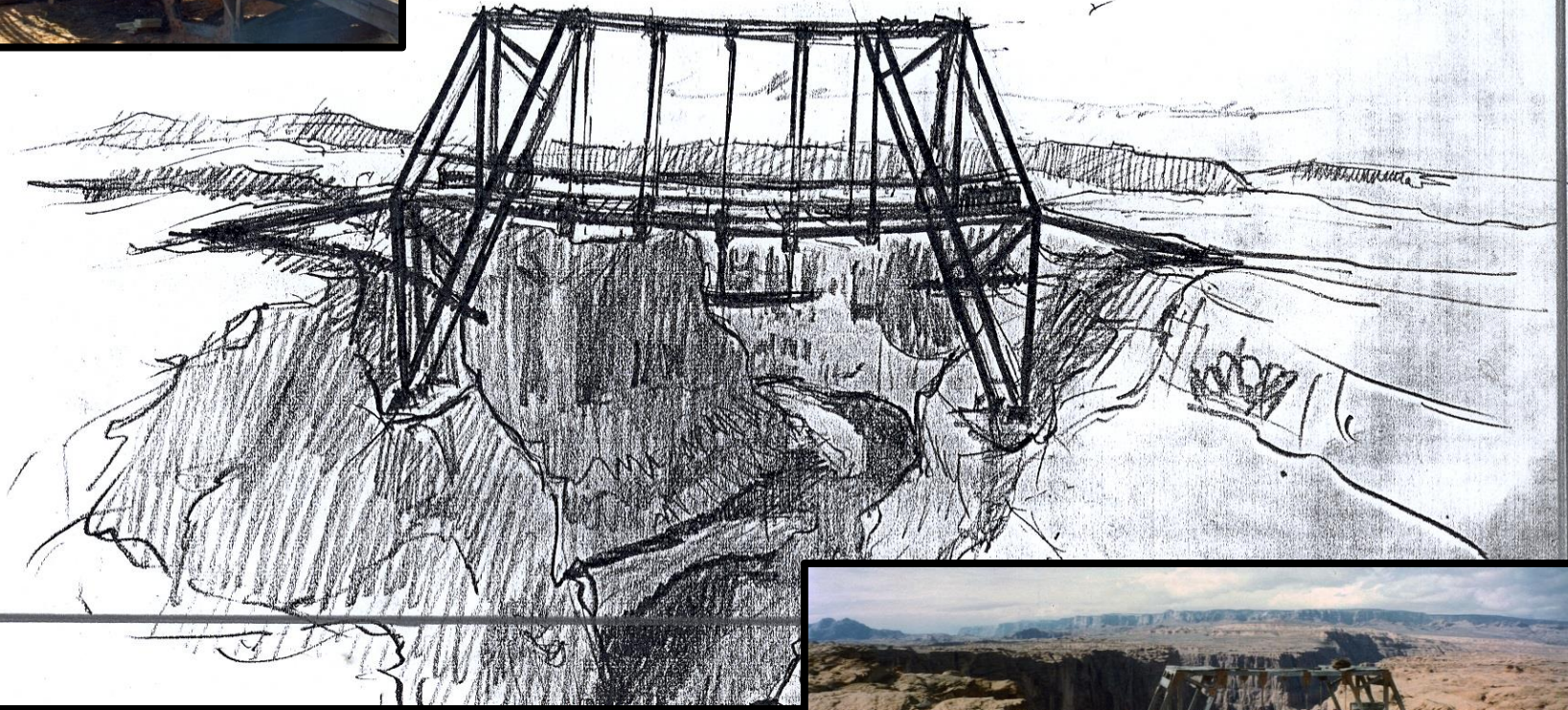
Section 4.B – Sketch(es)/Rendering



Part 2 – Set Project - Locations

Section 4.B – Sketch(es)/Rendering

Thumbnail Sketch



Location Alteration Sketch w/Visual Effects

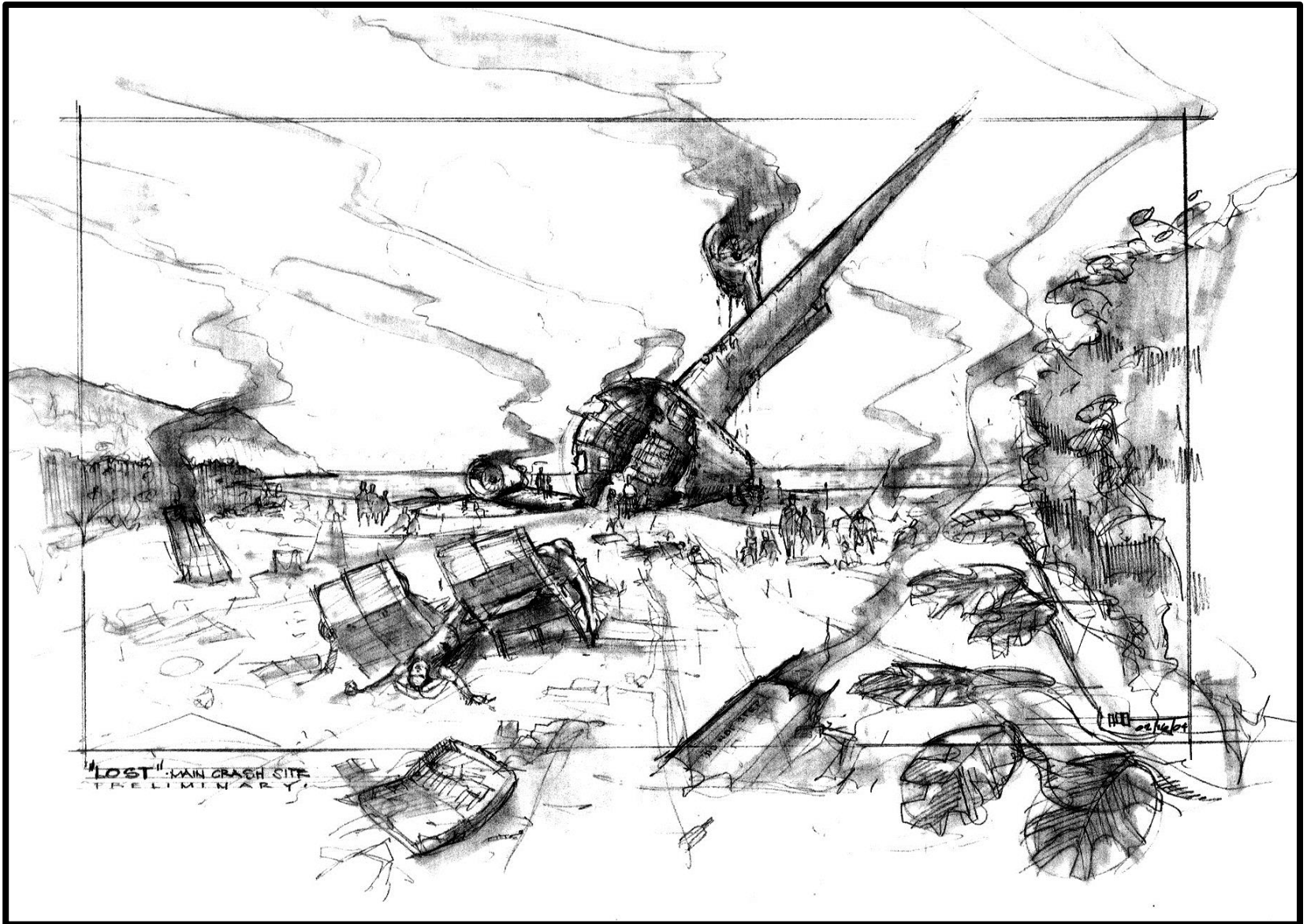
Digital Visual Effects Line



Location: Colorado River – Page, Arizona

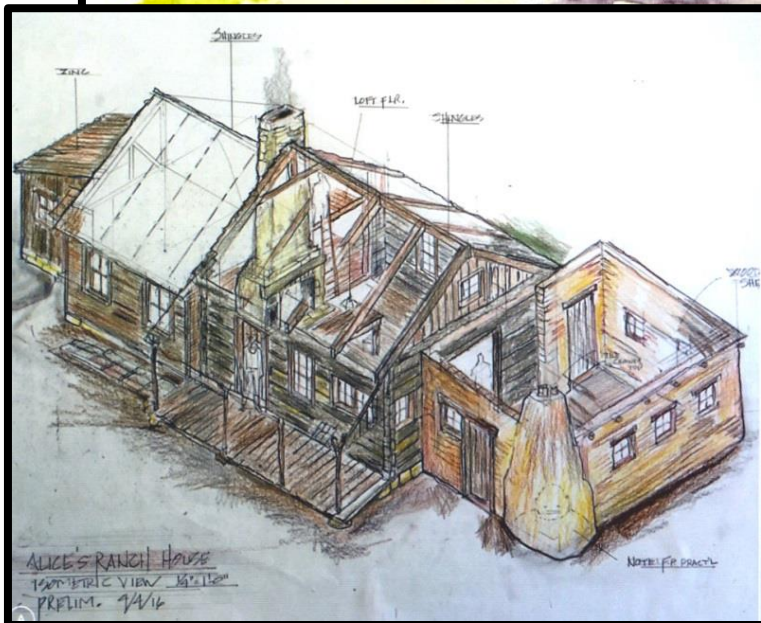
Part 2 – Set Project - Locations

Section 4.B – Sketch(es)/Rendering



Part 2 – Set Project - Locations

Section 4.B – Sketch(es)/Rendering



Part 2 – Set Project - Locations

Section 4.B – Sketch(es)/Rendering



Proposed Digital Location Sketch

Location – Palos Verdes Korean Friendship Bell

Part 2 – Section 4 - Set Project - Locations

Section 4.C – Director's Plan - Location

Applicant must include a Director's Plan for BOTH (1) Interior AND (1) Exterior Location.

Must include:

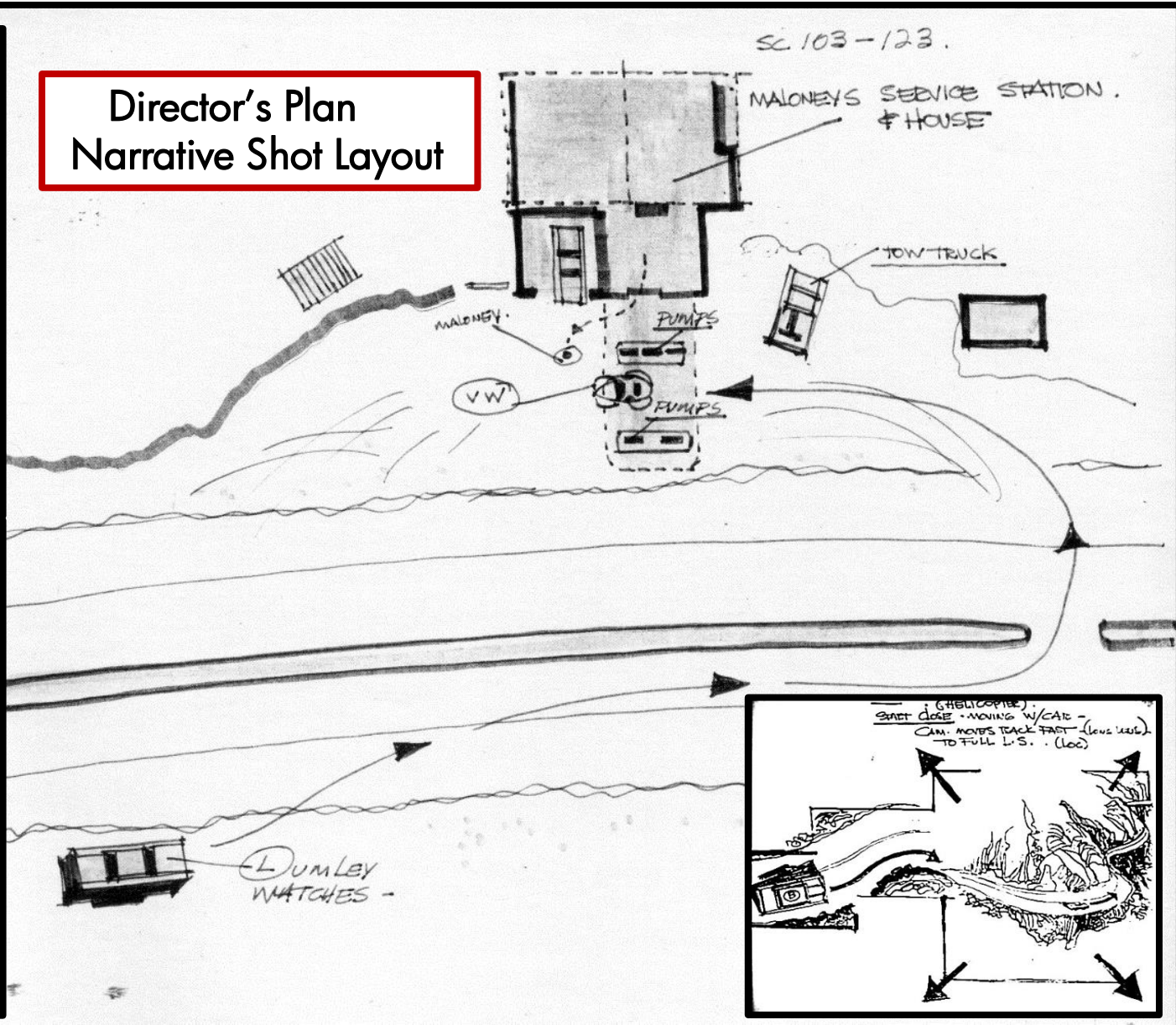
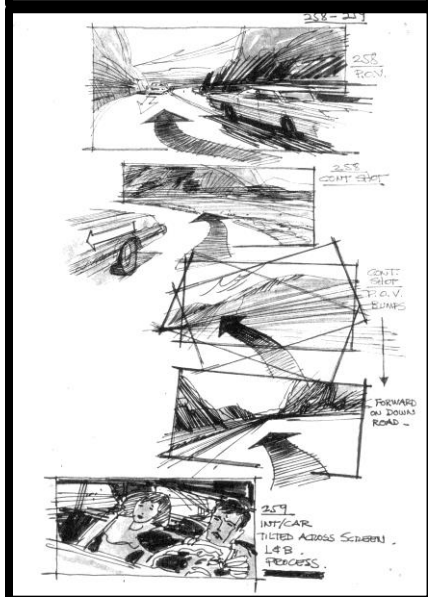
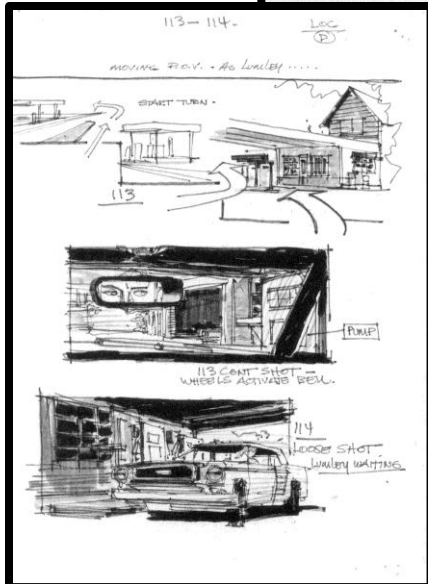
The placement of Design Alterations, Set Pieces, and/or Set Decoration.

Please Review Provided Examples

Part 2 – Set Project - Locations

Section 4.C – Director's Plan - Location

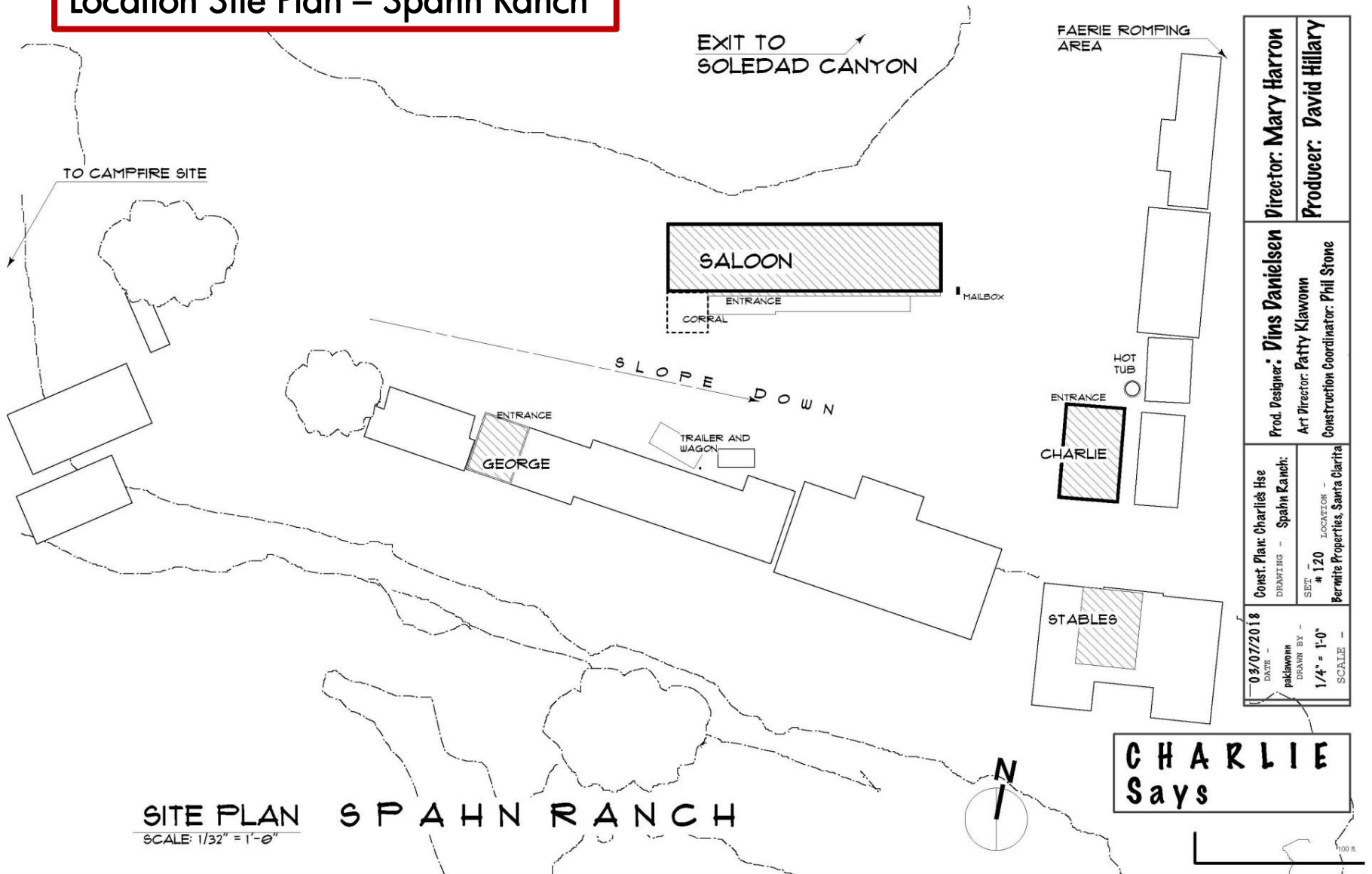
Director's Plan Narrative Shot Layout



Part 2 – Set Project - Locations

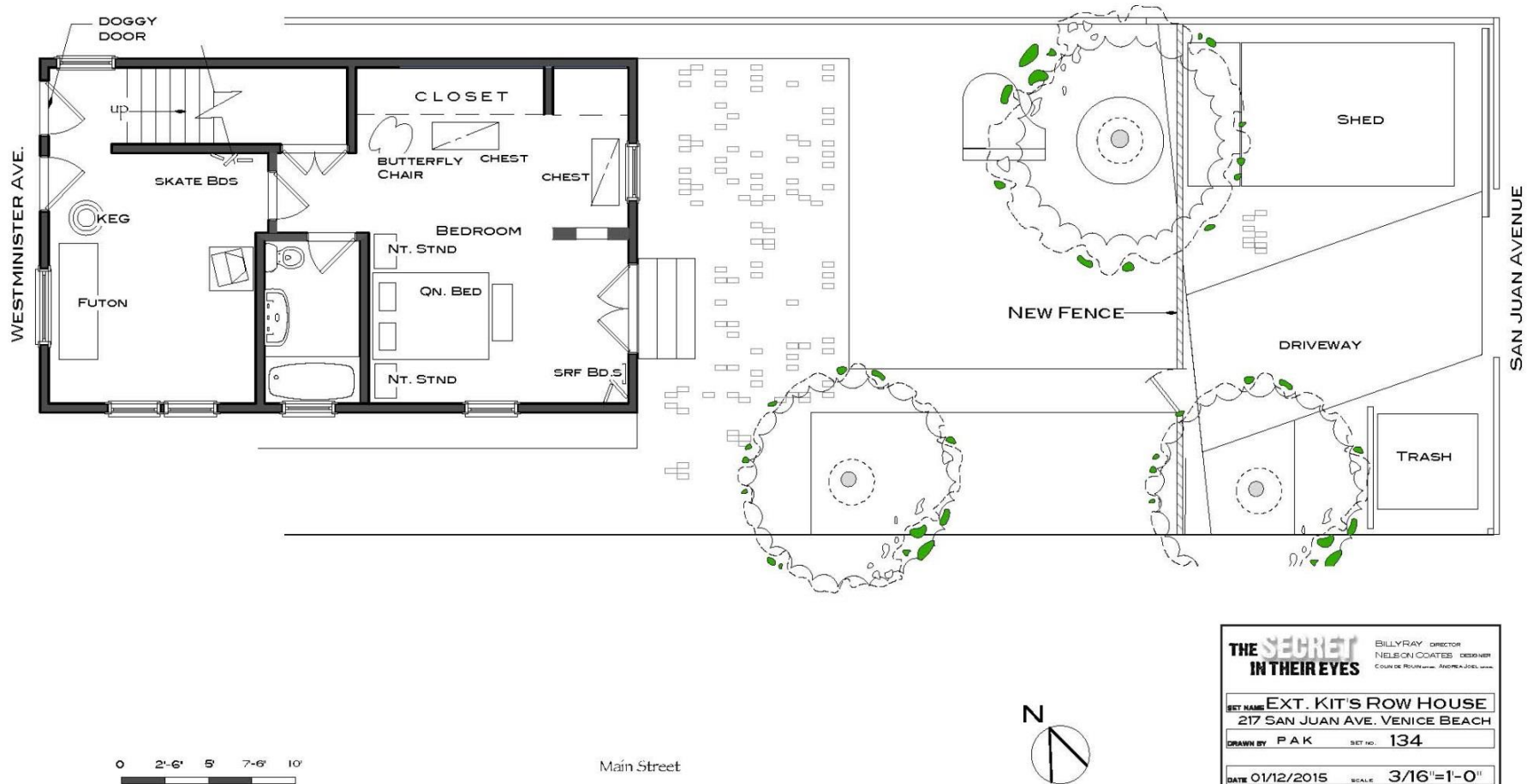
Section 4.C – Director's Plan - Location

Location Site Plan – Spahn Ranch



Part 2 – Set Project - Locations

Section 4.C – Director's Plan - Location



Part 2 – Section 4 - Set Project - Locations

Section 4.D – Location Site Survey Photos

Applicant must include Location Site Survey Photos with their notes for EITHER (1) Interior OR (1) Exterior Location.

Must include:

Photos with notes indicating design alterations to location.

Visual design alterations may include:

Added Construction, Plaster, Paint, Greens, Graphics, Props, Set Decoration, Practical Lighting, Picture Vehicles, placement of Special Effects and Visual Effects.

Please Review Provided Examples

Location



Part 2 – Set Project - Locations

Section 4.D – Location Site Survey Photographs

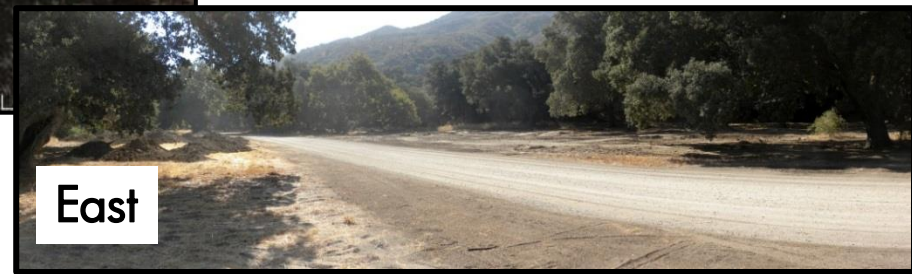
Final Image



Digital Site Sketch Overlay

Part 2 – Set Project - Locations

Section 4.D – Location Site Survey Photographs



Golden Oak Ranch

Part 2 – Set Project - Locations

Section 4.D – Location Site Survey Photographs



Location Photos

Ext. Location Setting
w/ Alterations



Design Sketch/Color Elevation



Part 2 – Set Project - Locations

Section 4.D – Location Site Survey Photographs

Multi-Story Setting



Court House Square - Block No. 2 - Building Facade No. 207

Scale: No scale to photograph.

Court House Square North

Facade Refurbishing Notes

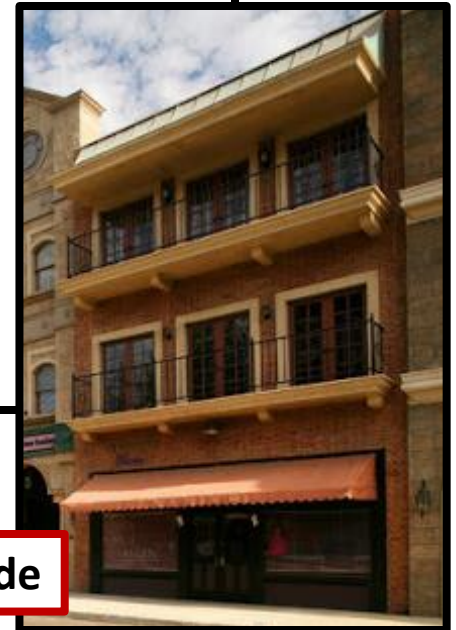
1. Remove existing awning from first floor entry door. Drapery to match fabric and recover for re - installation.
2. Remove existing signage and hold for re - installation all exterior signage.
3. Replace all waterdamaged plywood flooring on first, second, and third floors that is deemed and appears to be structurally unsafe.
4. Remove all Brick Veneer Skins and Gutter downspouts from Facade.
5. Repair and Prep for Repaint all Fire and Heat damaged surface areas on Main Exterior Cornices and decorative banding frieze coursing. Repair balcony, balcony soffits and as stone balcony support brackets with cement finish to tie - in to existing. Refurbish balcony railings. Secure all balcony railings and repaint to match existing condition.
6. Repair and prep for paint restoration Balcony roof section and all roof flashing.
7. Repair and Replace all fire and heat damaged window and door units. Replace all door, window jambs, and sash units and re - glaze door and window units as deemed necessary upon inspection. Sand, Prep, and Repaint all facade window, door, cornice and decorative trim to restore and match existing.
8. Repair all underlayment facade face sheathing as necessary.
9. Re - attach Flemish Bond Brick veneer to facade face with Universal Studio Staff Shop Fire Rated Fiberglass Flemish Bond Brick No. 464. Re - point all veneer skins, touch - up and tie - in.
10. Repaint and Age Facade to restore and match existing facade.
11. Re - Glaze all windows and doors with 3/16" Clear Glass as necessary.
12. Re - install Awning and All Signage Removed prior to Refurbishment of facade.

Glazing Notes:

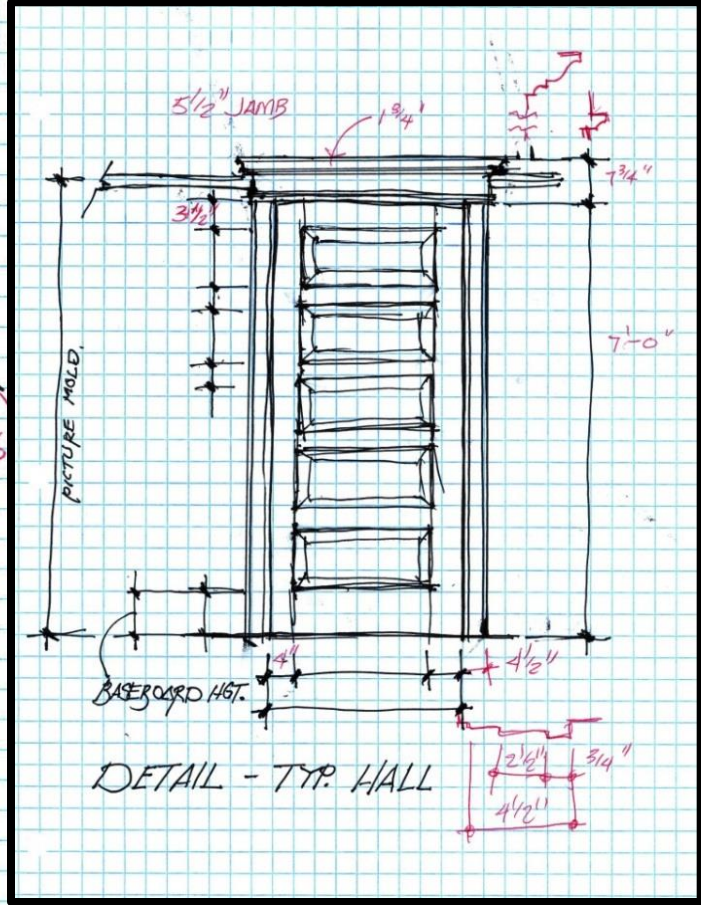
All window glazing shall be 3/16" thick clear double strength, except where noted.
All ground level storefront window, full glass and half glass entry doors shall be 1/4" thick tempered glass.

Alterations/Refurbish Notes

Refurbished Facade



Section 4.D – Location Site Survey Photographs



Typical Example - Plan – Field Location Measurements

Part 3 – Section 5 - Set Project - Stage

Applicant must provide all materials listed below, for ONE multi-room stage set or live performance stage set.

These materials must be from the same set.

Section 5.A – Research/Materials Presentation

Must include:

A composed research presentation/mood board that clearly depicts the intent of the design.

Research/Materials Presentation must include, but is not limited to, examples of each of the following:

Architectural Style, Visual Style, Set Decoration, Color Palette.

Please Review Provided Examples

Part 3 – Set Project - Stage

Section 5.A – Research/Materials Presentation



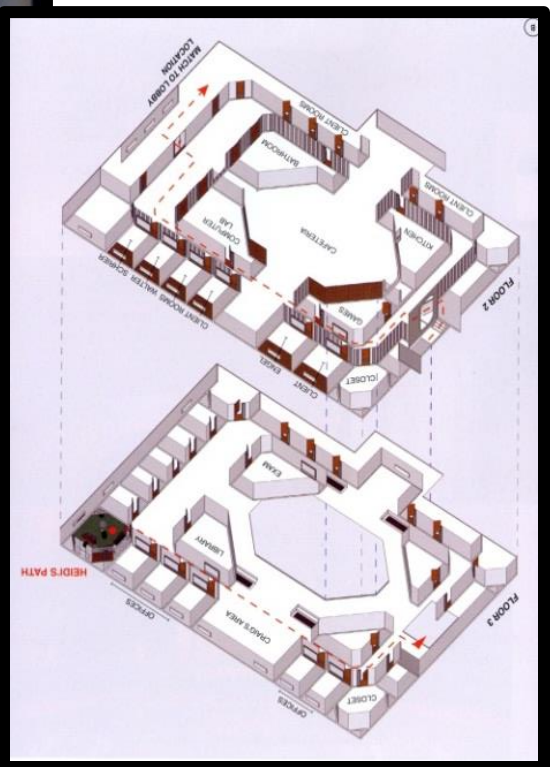
Art Department Production Design/Set Decoration Mood/Style Board Examples

Part 3 – Set Project - Stage

Section 5.A – Research/Materials Presentation



Color Board



Part 3 – Set Project - Stage

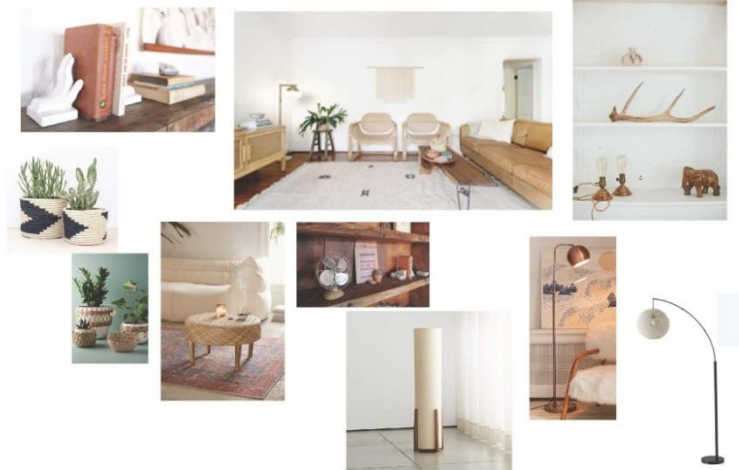
Section 5.A – Research/Materials Presentation

Typical Presentation Boards

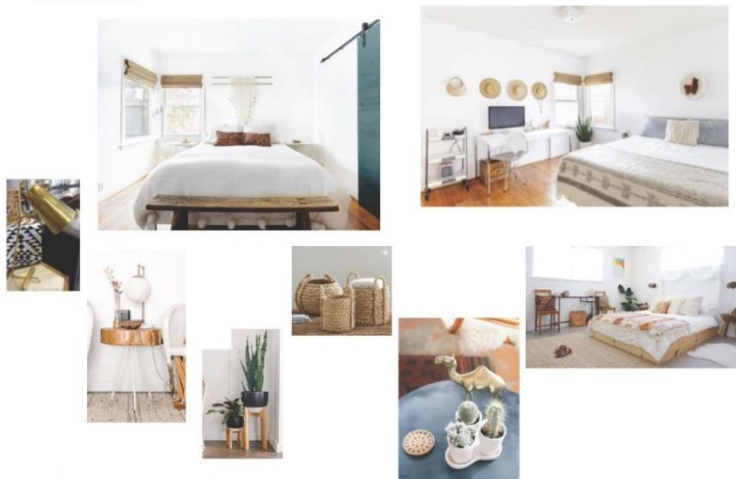
Garden and Picnic table



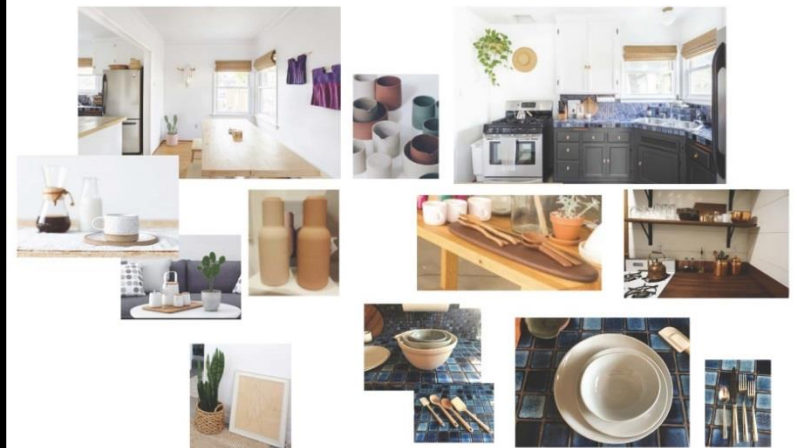
Living Room



Bedroom 1 & 2



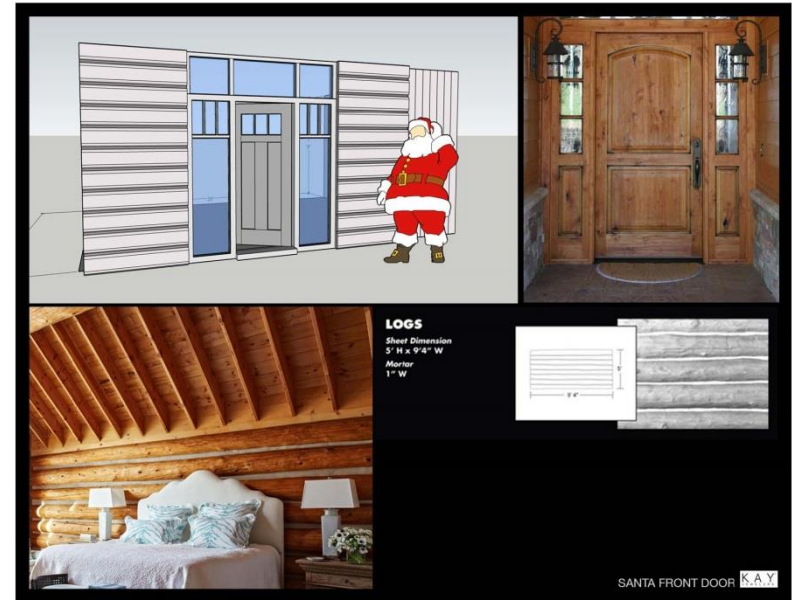
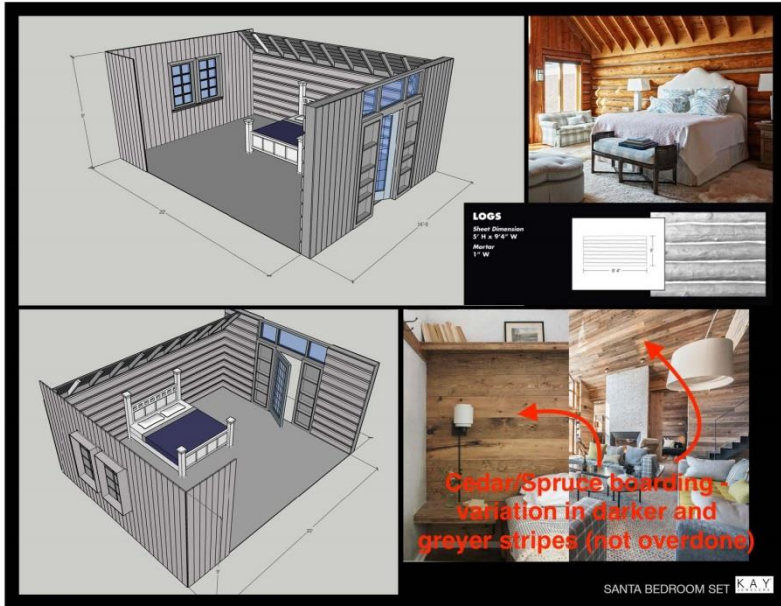
Kitchen / Bathroom



Part 3 – Set Project - Stage

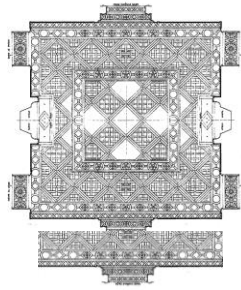
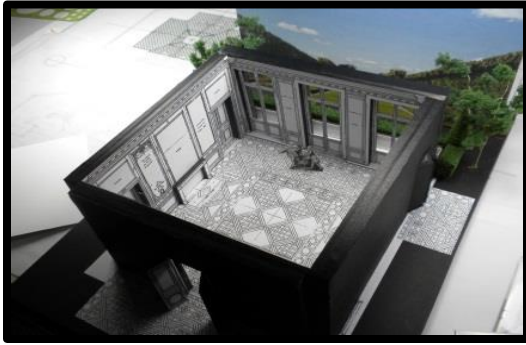
Mood/Tone Boards

Section 5.A – Research/Materials Presentation

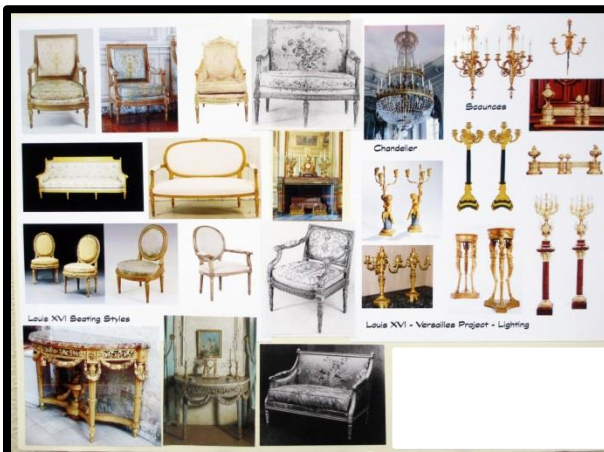


Part 3 – Set Project - Stage

Section 5.A – Research/Materials Presentation



Mood/Tone Boards



Part 3 – Set Project - Stage

Section 5.A – Research/Materials Presentation

Scene Tonal Breakdown



Part 3 – Section 5 - Set Project - Stage

Applicant must provide all materials listed below, for one multi-room stage set or Live performance stage set.

These materials must be from the same set.

Section 5.B – Sketch/Rendering

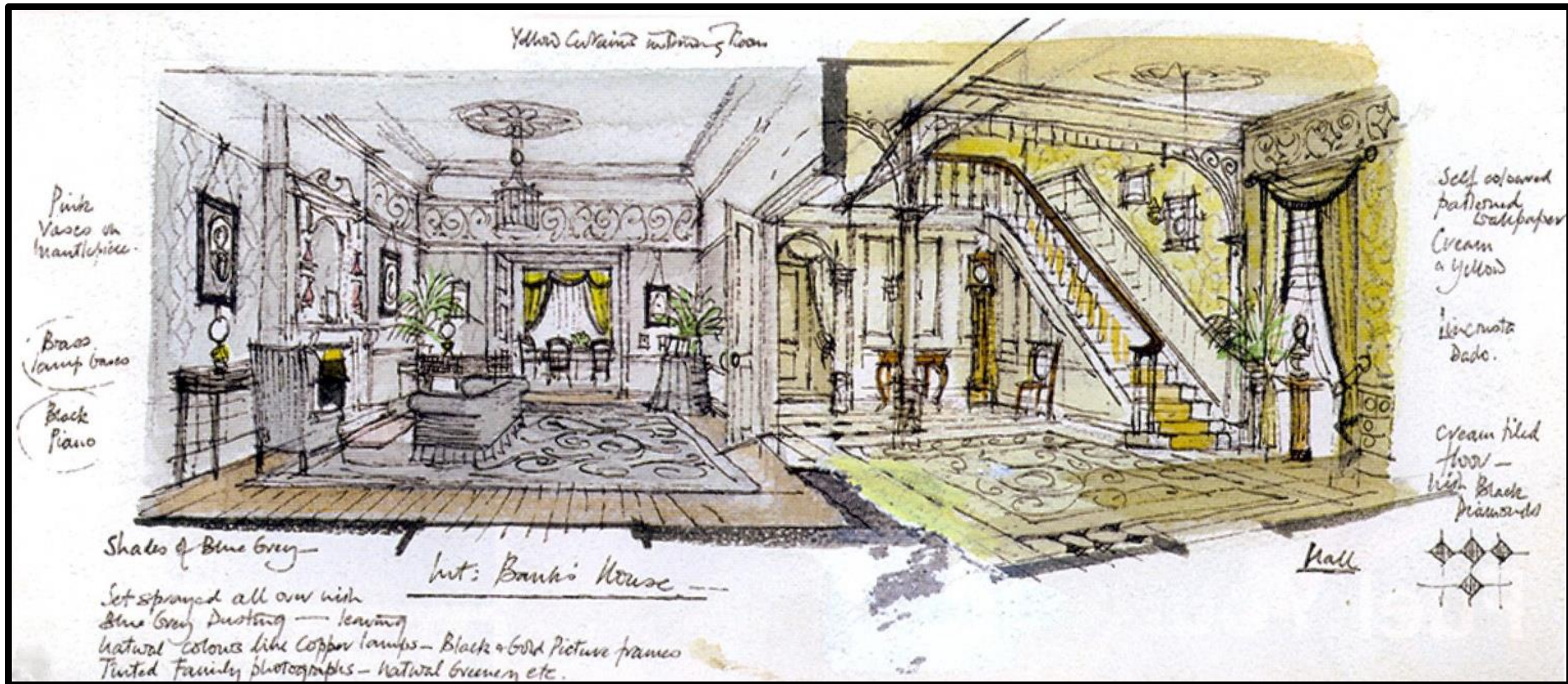
Must include:

Thumbnail Sketch, Hand Sketch or Digital Rendering communicating the design of the set.

Please Review Provided Examples

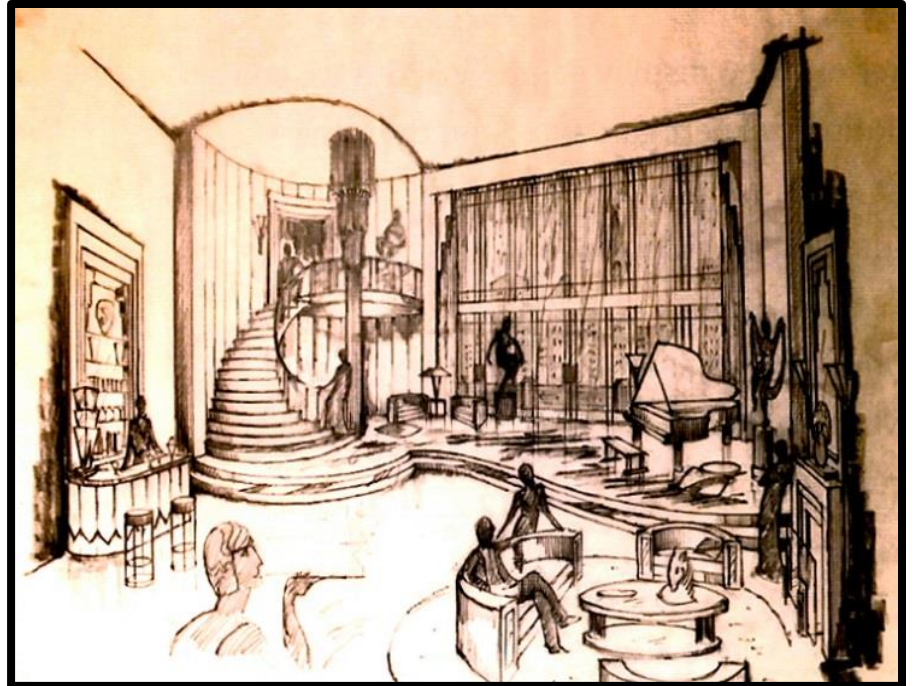
Part 3 – Set Project - Stage

Section 5.B – Sketch/Rendering



Part 3 – Set Project - Stage

Section 5.B – Sketch/Rendering



Part 3 – Set Project - Stage

Section 5.B – Sketch/Rendering



Part 3 – Set Project - Stage

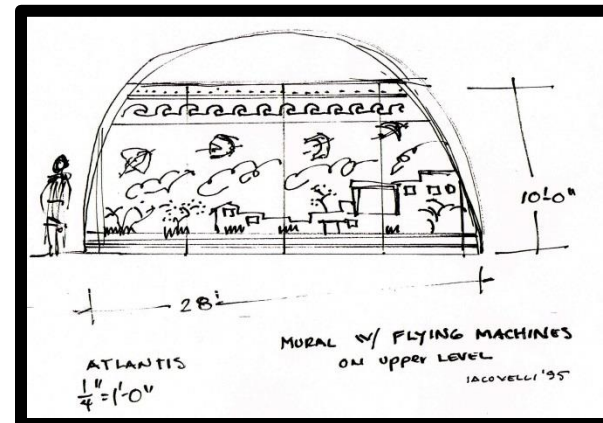
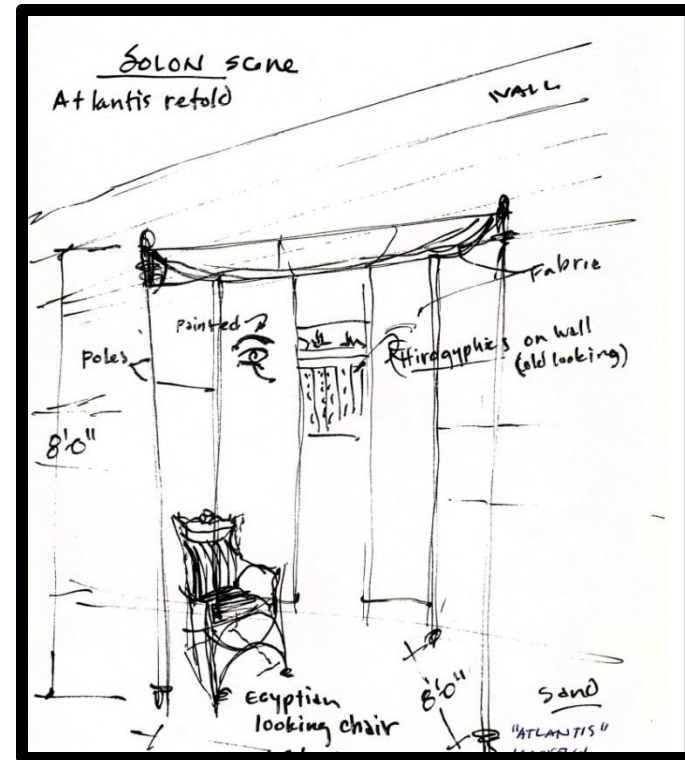
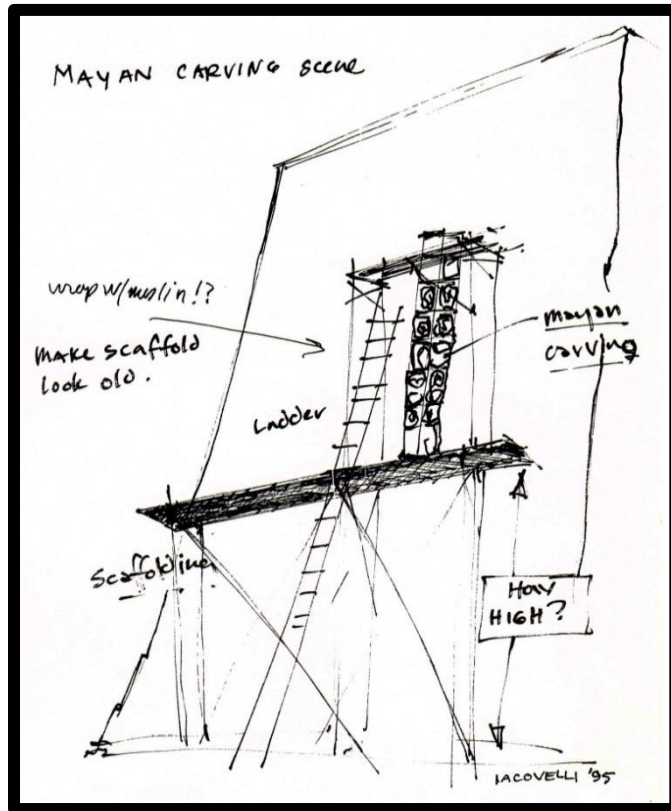
Section 5.B – Sketch/Rendering



Proposed Digital Location Sketch

Part 3 – Set Project - Stage

Section 5.B – Sketch/Rendering



Part 3 – Set Project - Stage

Section 5.B – Sketch/Rendering

Set/Prop Shipwreck Concept Dressing Sketches

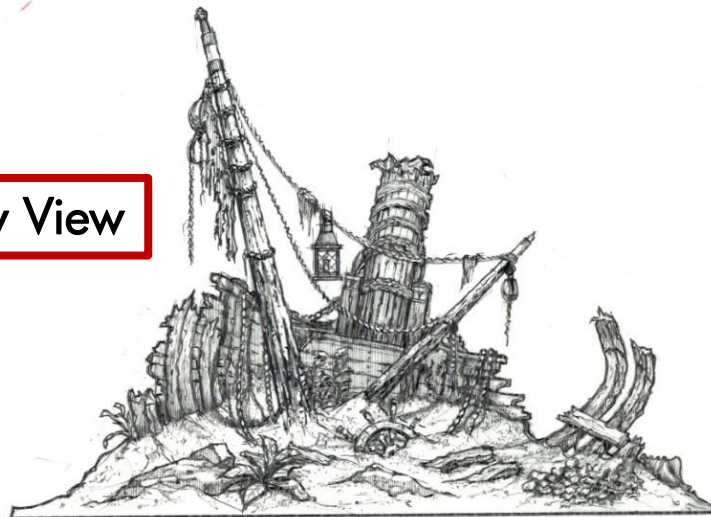


Port Bow View



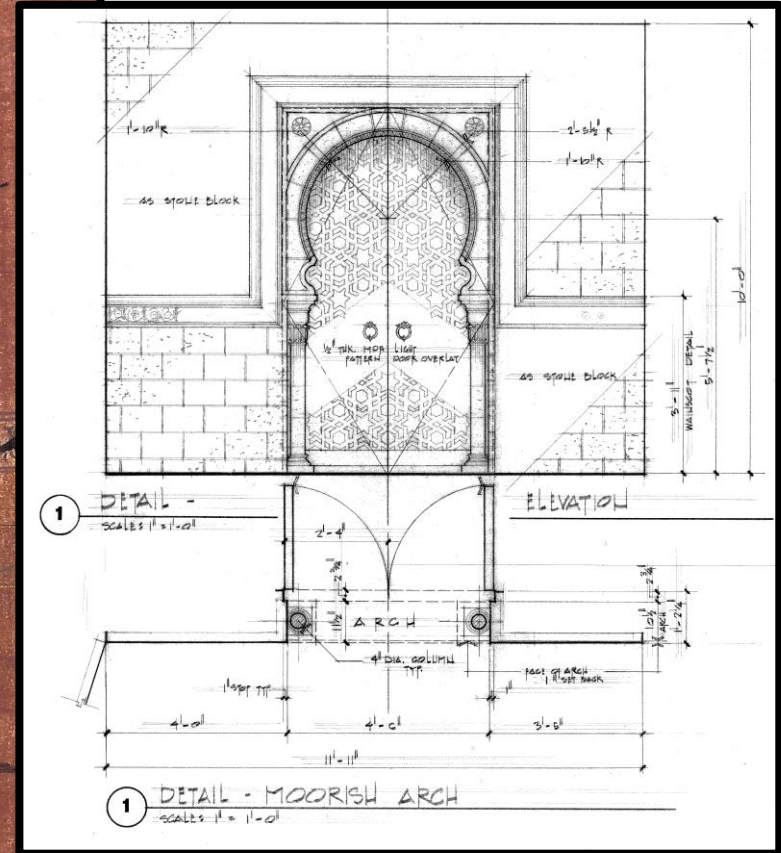
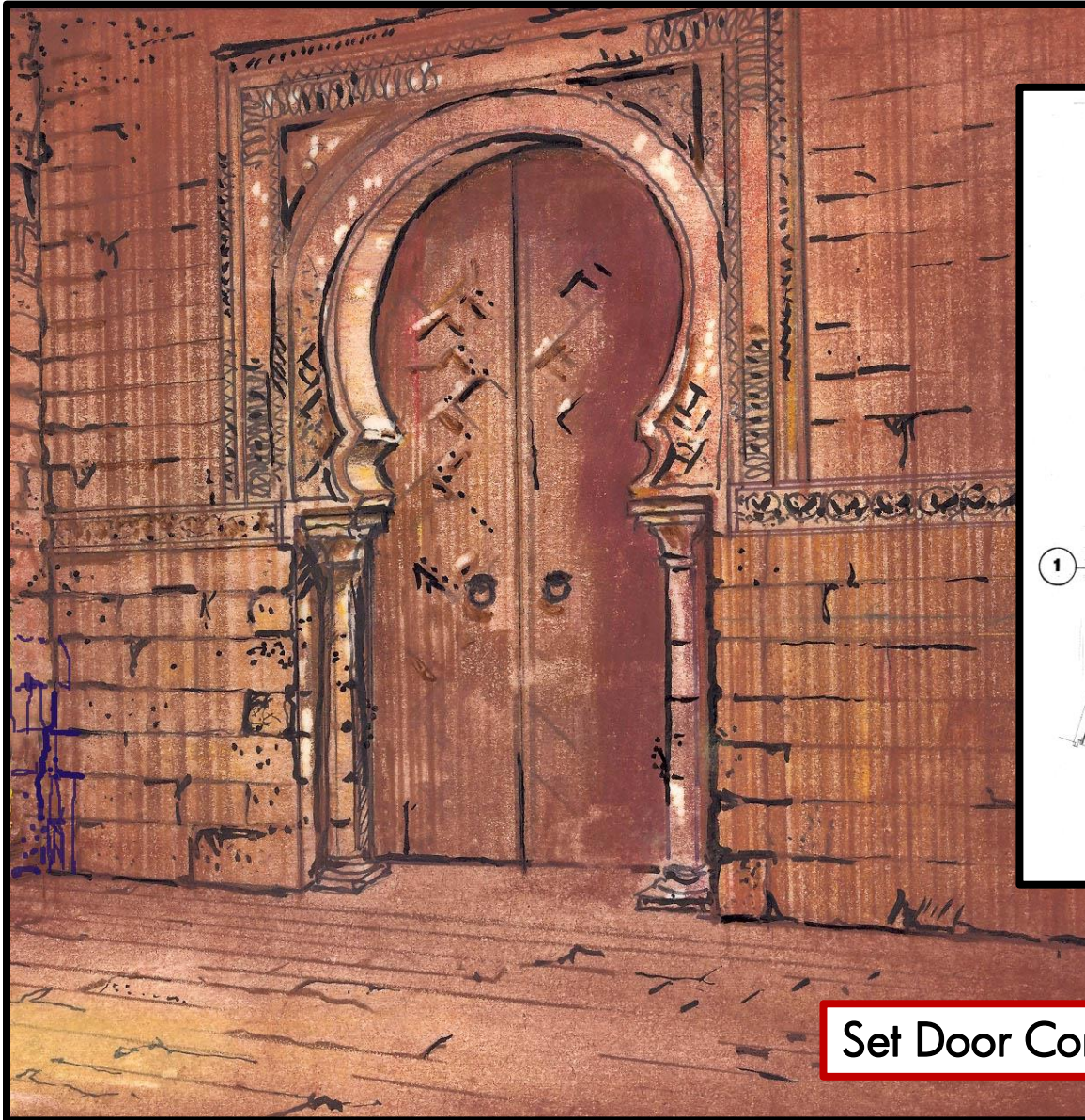
Starboard Bow View

Forward Bow View



Part 3 – Set Project - Stage

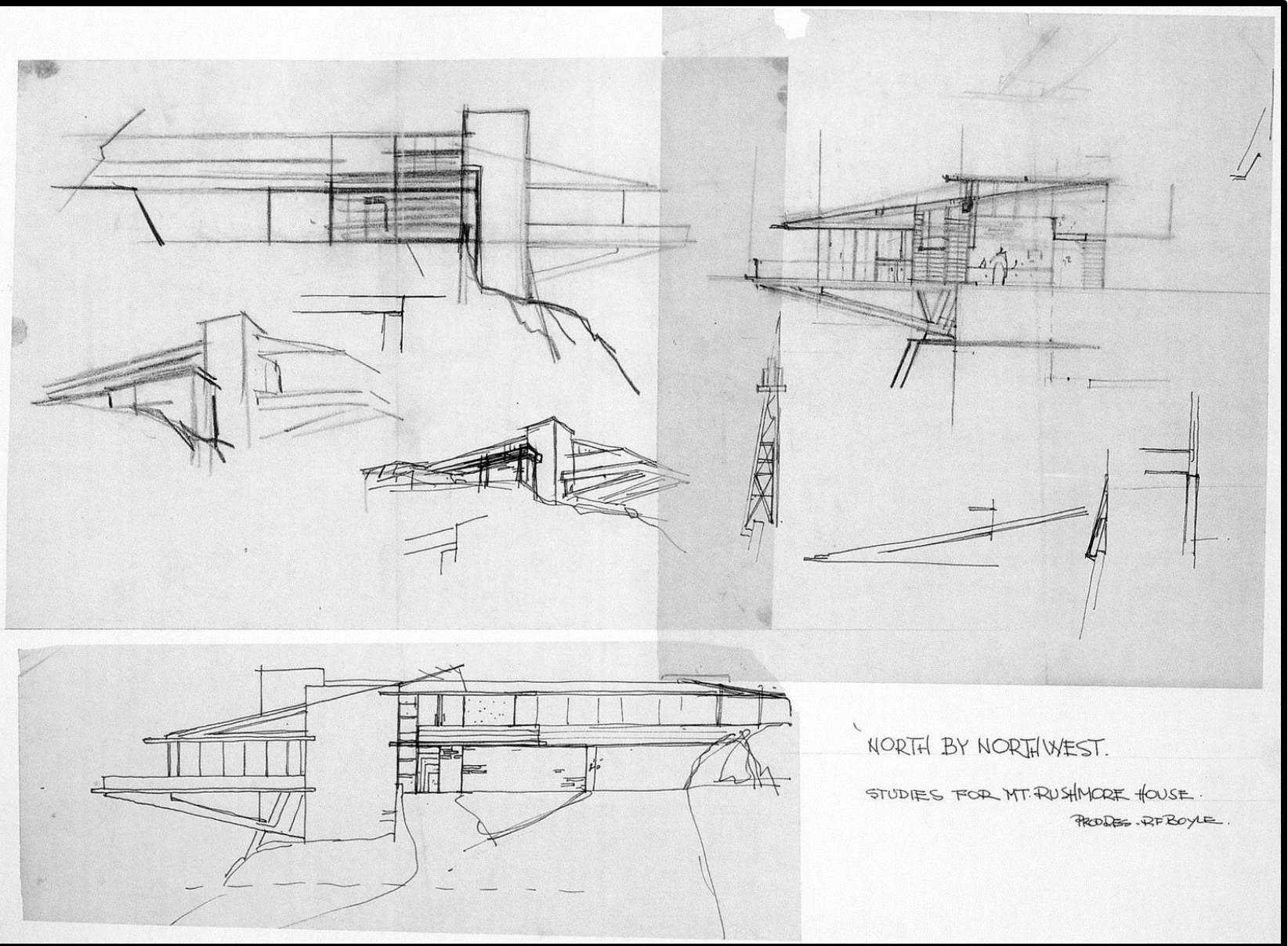
Section 5.B – Sketch/Rendering



Set Door Concept Sketch

Part 3 – Set Project - Stage

Section 5.B – Sketch/Rendering



Part 3 – Section 5 - Set Project - Stage

Applicant must provide all materials listed below, for ONE multi-room stage set or Live performance stage set.

These materials must be from the same set.

Section 5.C – Scale White Model (or Digital Model)

Must include:

A scale white model (or digital model) showing design of set.

For White Models – Physical model must be brought to the interview. If the model is unavailable, applicant must provide no less than (5) photos of the model, including an overhead view, which clearly conveys the space.

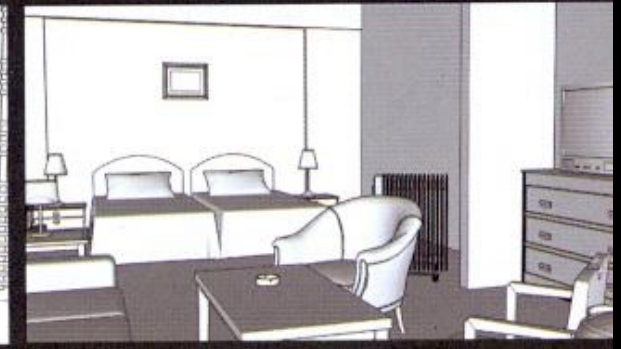
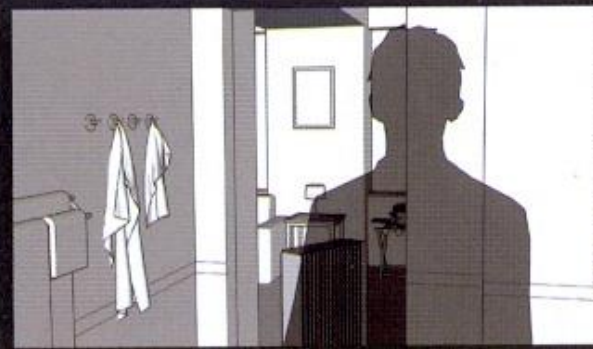
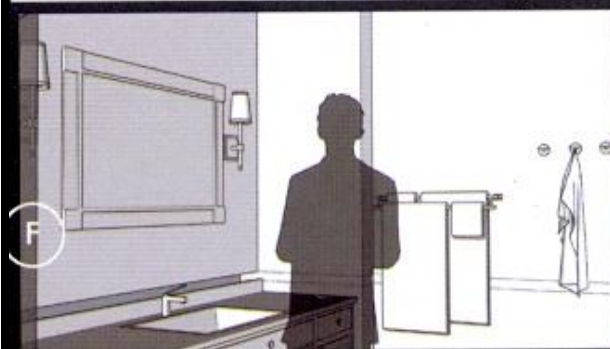
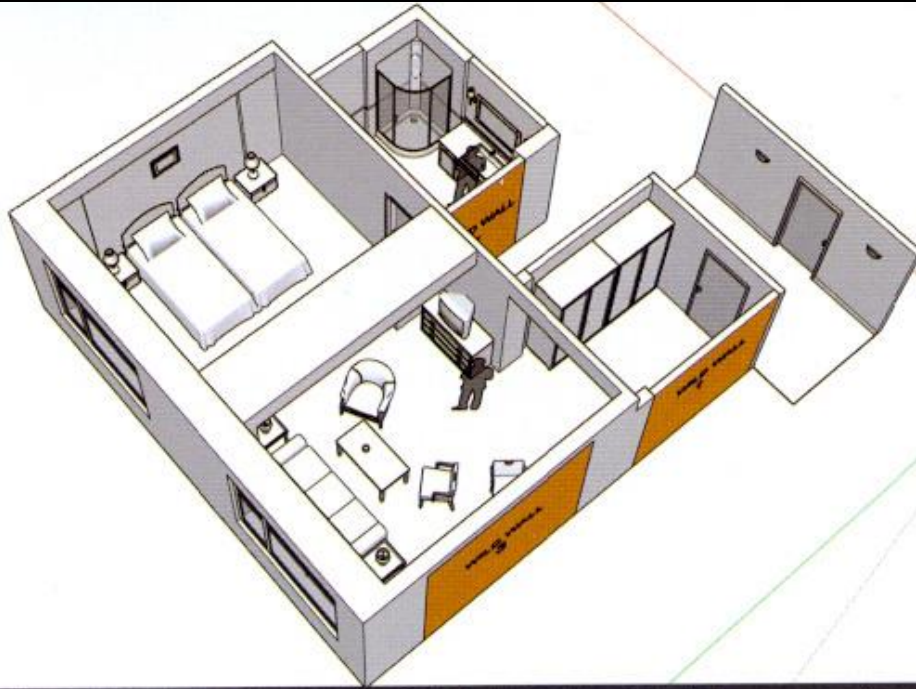
For Digital Models – Applicant must provide no less than (5) views of the model, including an overhead view, which clearly conveys the space.
Alternatively, a fly-thru video is acceptable.

Please Review Provided Examples

Part 3 – Set Project - Stage

Section 5.C – Scale White Model (or Digital Model)

Stage Digital Model with Views

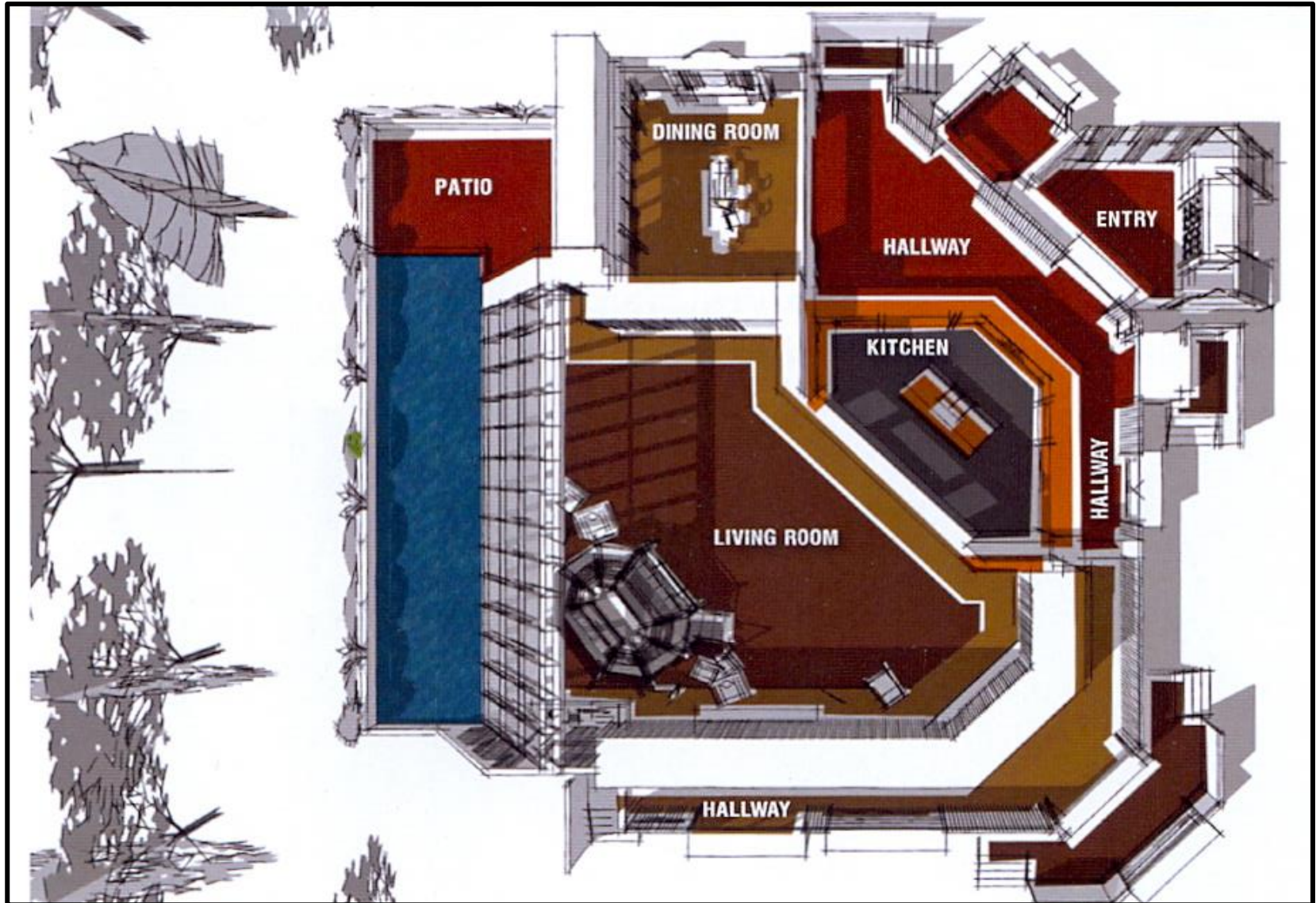


Multiple Camera Image Views

Part 3 – Set Project, Stage

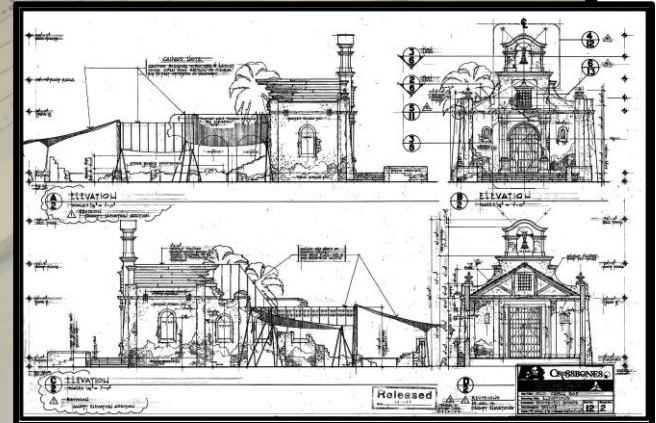
Stage Digital Model Overhead View

Section 5.C – Scale White Model
(or Digital Model)



Part 3 – Set Project - Stage

Section 5.C – Scale White Model (or Digital Model)



Part 3 – Set Project - Stage

Section 5.C – Scale White Model (or Digital Model)

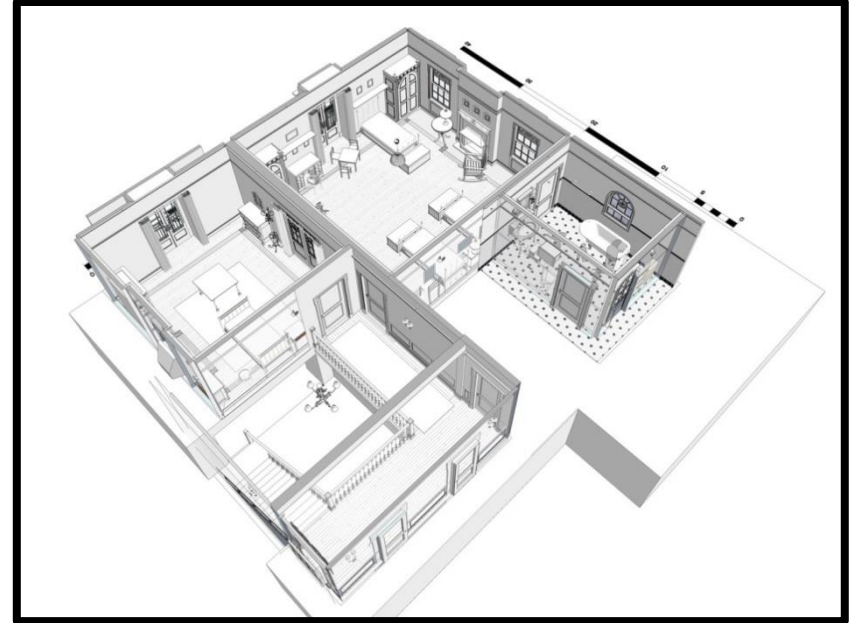
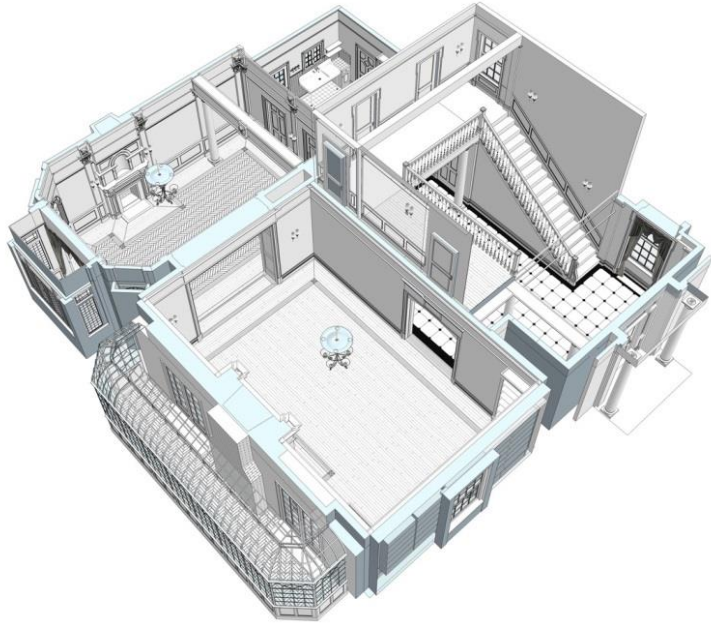


Finished Location Set

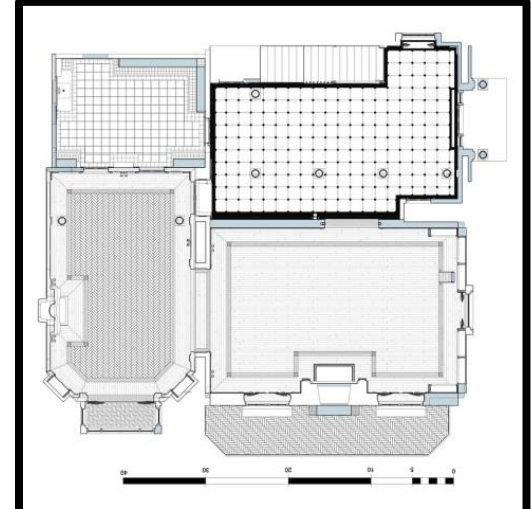
Part 3 – Set Project - Stage

Section 5.C – Scale White Model (or Digital Model)

Stage Digital Model

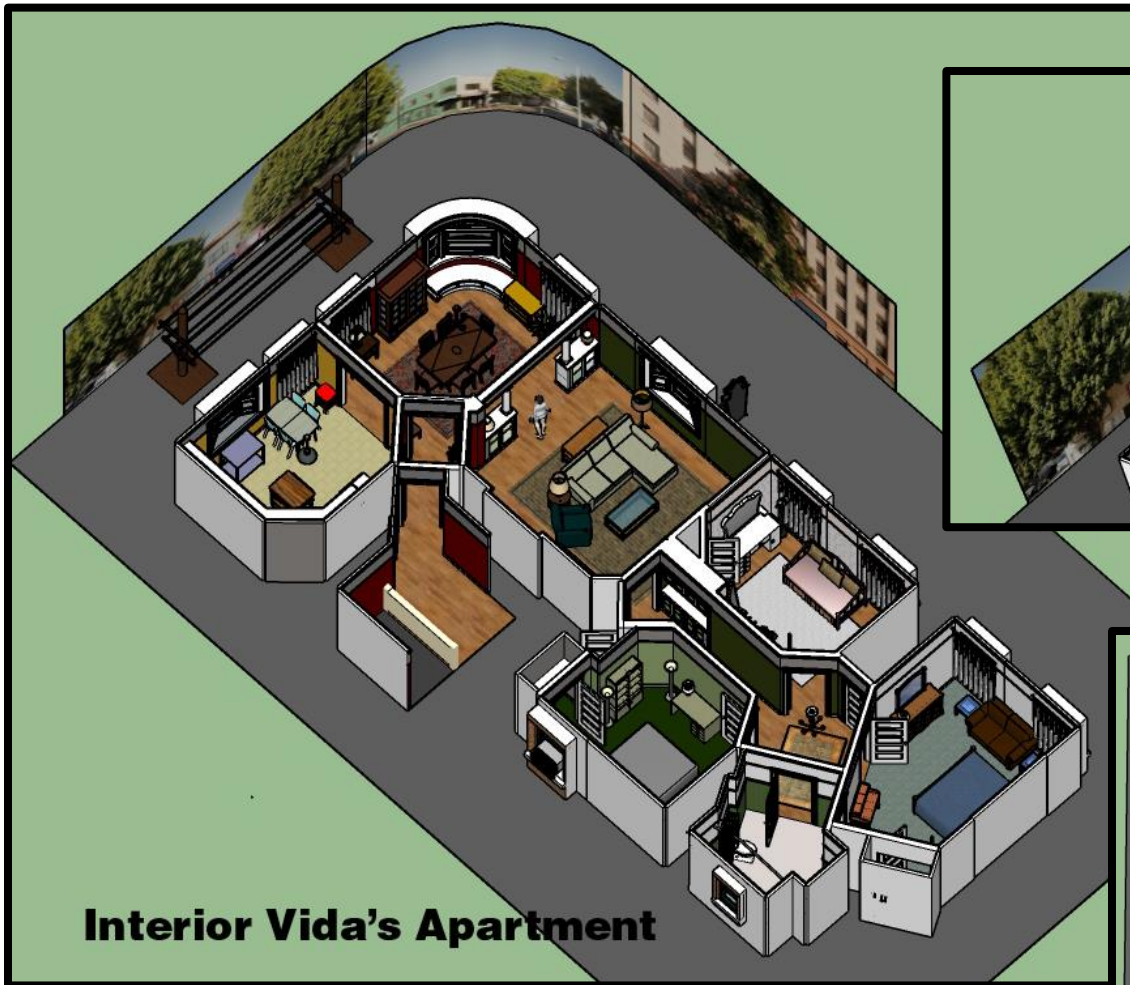


Camera View



Part 3 – Set Project - Stage

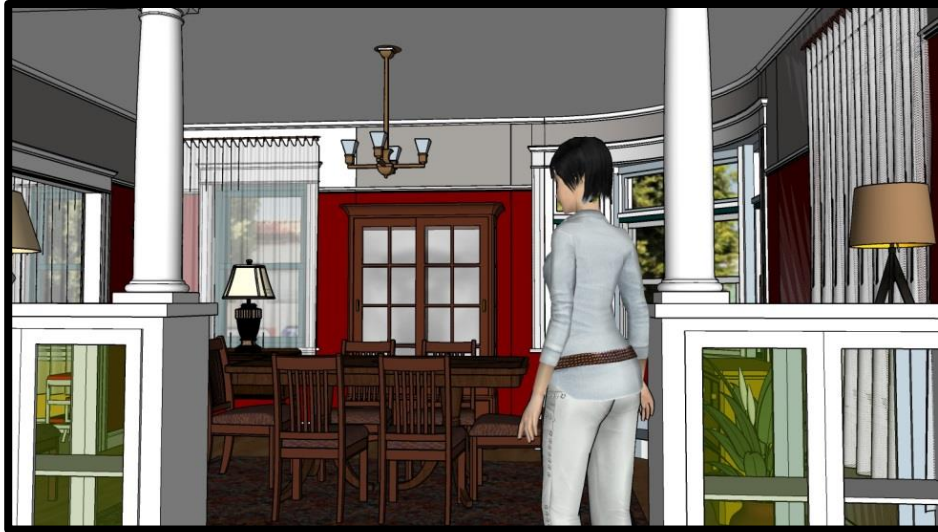
Section 5.C – Scale White Model (or Digital Model)



Part 3 – Set Project - Stage

Stage Digital Model – Camera Views

Section 5.C – Scale White Model (or Digital Model)



Part 3 – Section 5 - Set Project - Stage

Applicant must provide all materials listed below, for ONE multi-room stage set or Live performance stage set.

These materials must be from the same set.

Section 5.D – Scale Stage Spotting Plan (or Venue Plan)

Must include:

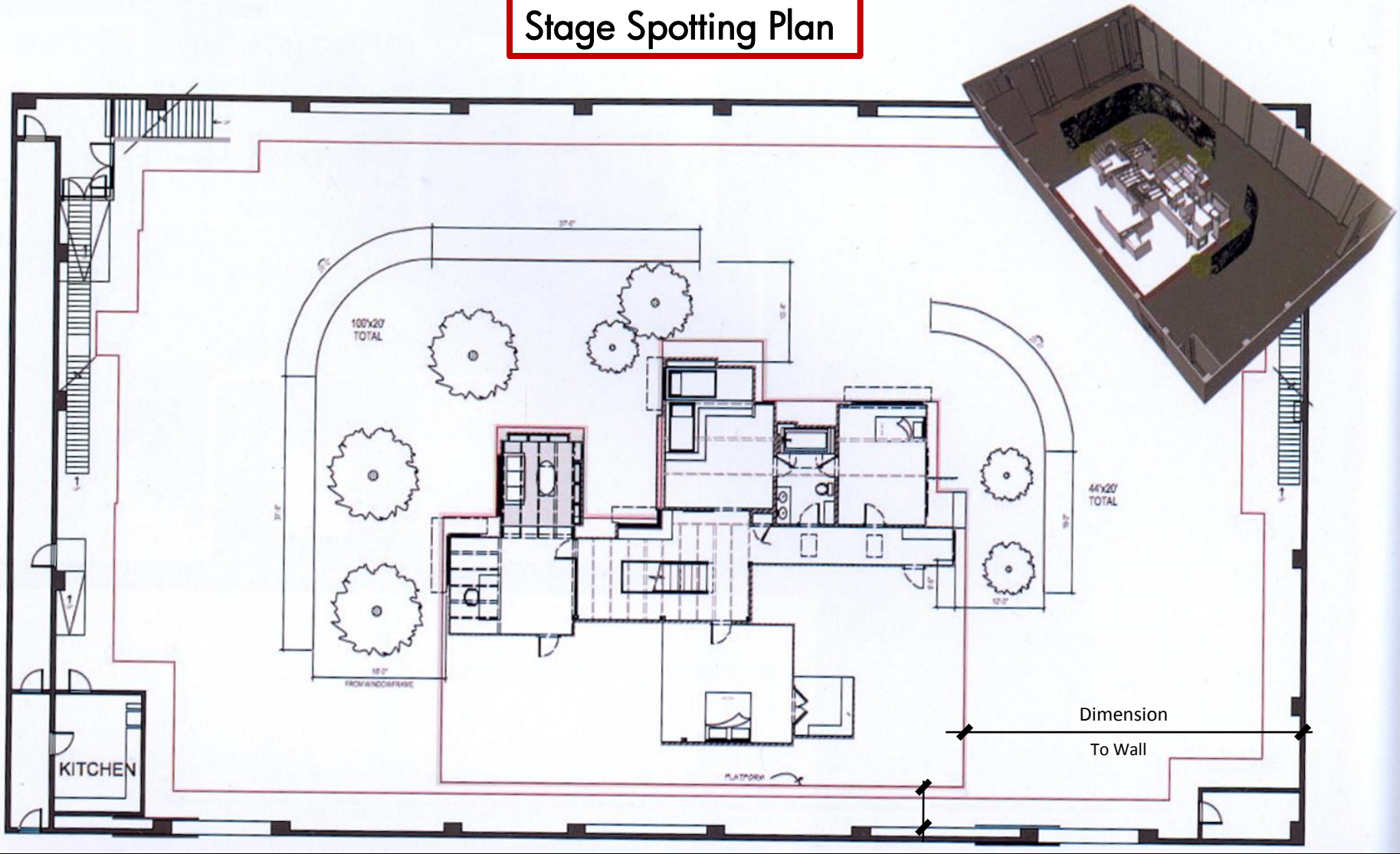
Labels and dimensions indicating placement of sets, backings, stage walls, stage doors, and fire-lanes on a sound stage or venue.

Spotting Plan may also include, but is not limited to:

Greens, Picture Vehicles, Media Surfaces, Audience risers, Camera Placement.

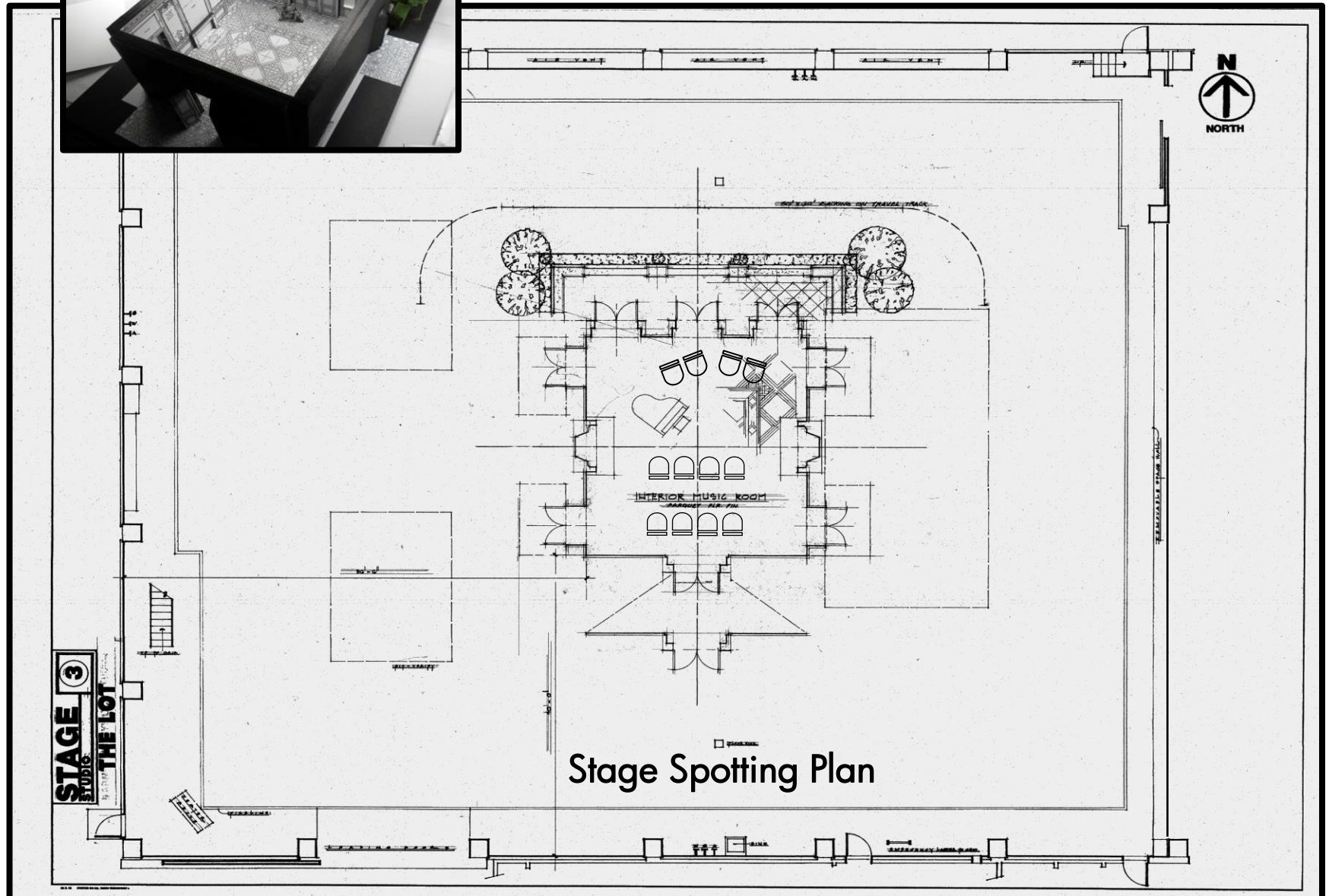
Please Review Provided Examples

Stage Spotting Plan



Part 3 – Set Project, Stage

Section 5.D – Scale Stage Spotting Plan or Venue



Part 3 – Section 5 - Set Project - Stage

Applicant must provide all materials listed below, for one multi- room stage set or Live performance stage set.

These materials must be from the same set.

Section 5.E – Director's Plan – Stage Set

Must include:

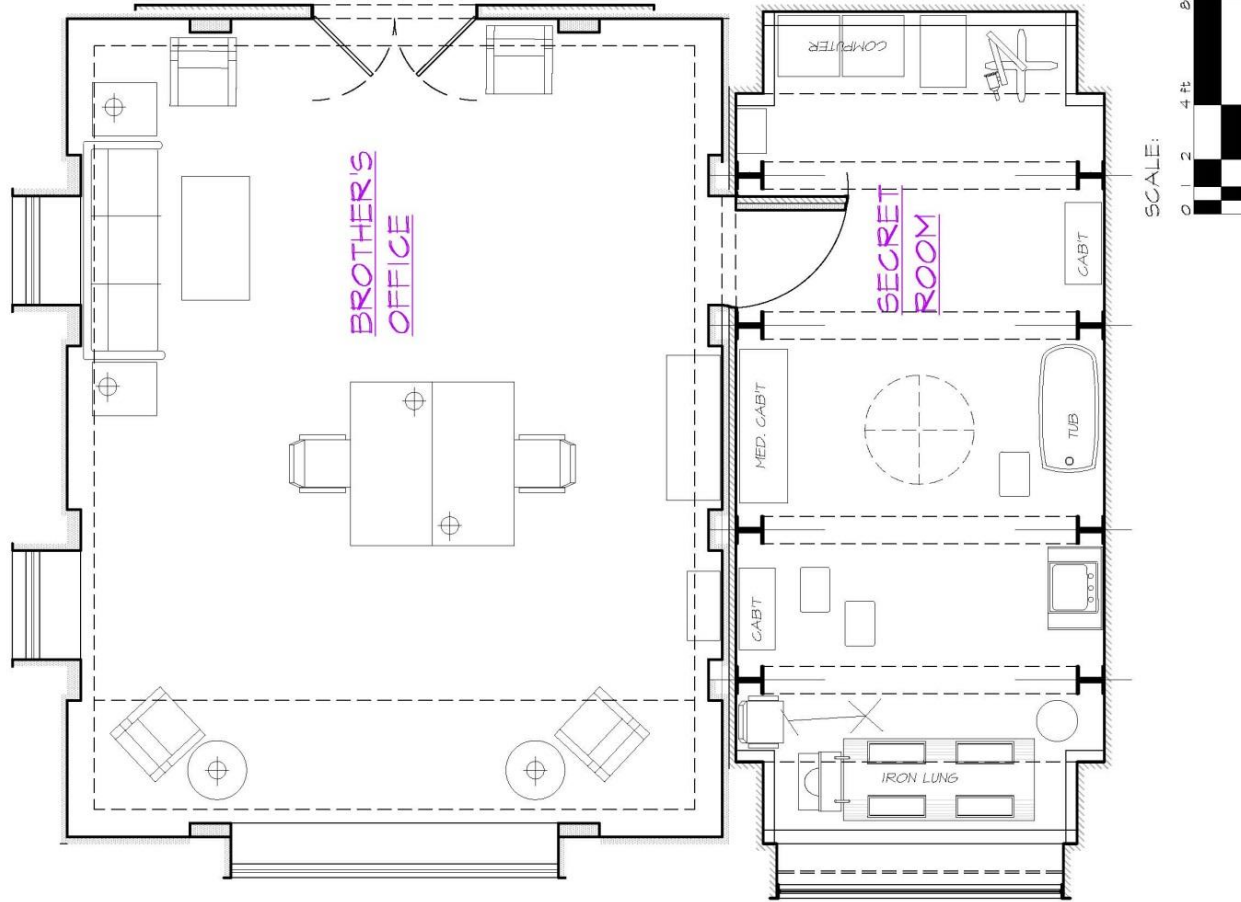
A set plan with placement of Set Decoration/Set Pieces.

Please Review Provided Examples

Part 3 – Set Project - Stage

Section 5.E – Director's Plan

Director's Plan Example

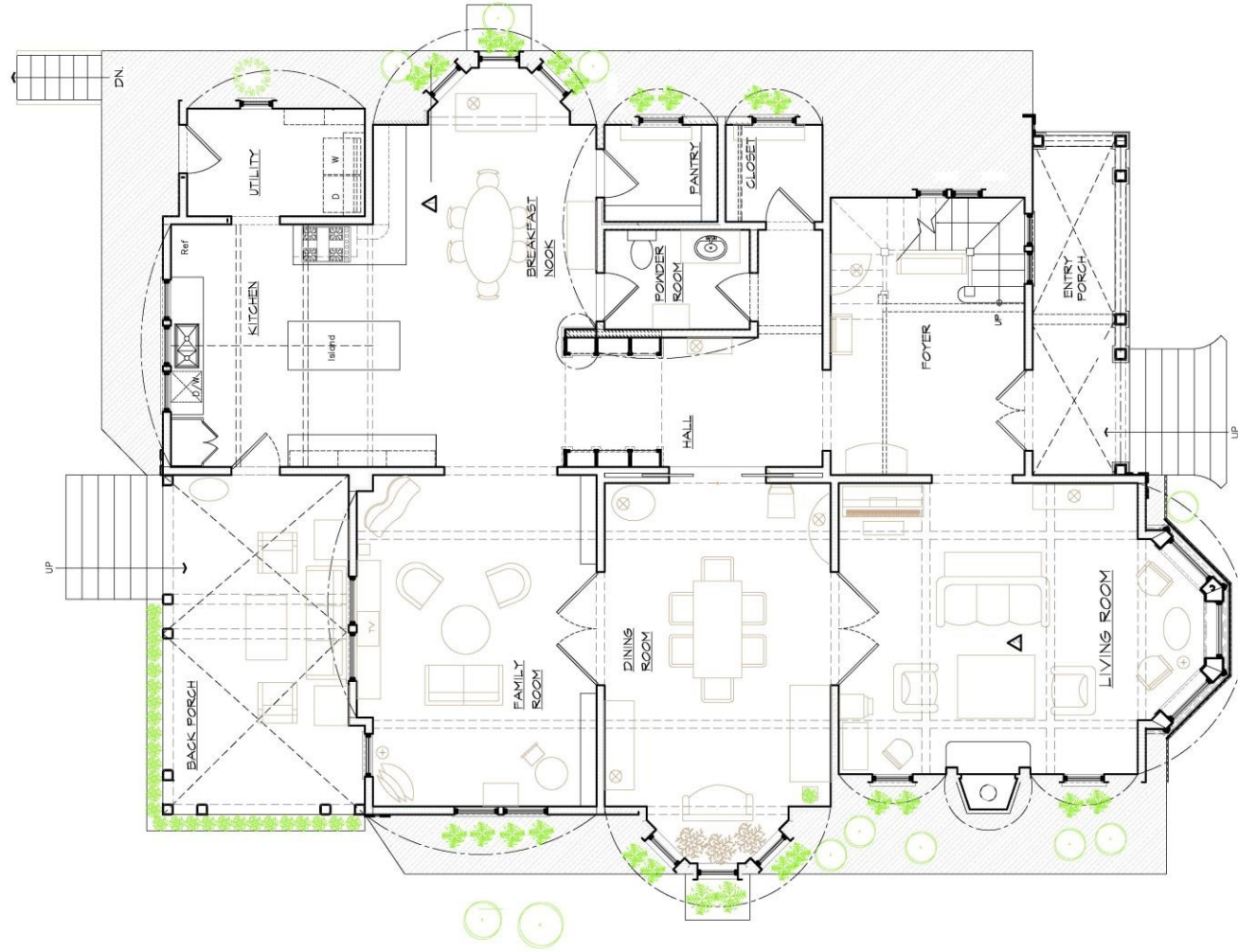


BLACK MONDAY <i>Season 2</i>	SET: INT.: LEIGHMAN BROS. OFFICE & SECRET ROOM	MONDAY
	Location: STAGE THREE(3)-OCCIDENTAL	Shoot Date: 9/30/19
	Scale: 1/4" = 1'-0"	

Part 3 – Set Project - Stage

Section 5.E – Director's Plan

Director's Plan Example



PERMANENT SET	INT. VASSER HOUSE, 1ST FLOOR
DATE	02/10/07
DESIGNED BY	FOX
DRAWN BY	PLAN 02/10/07
20th Century	FOX 02/10/07

PLAN: INT.: DAN'S HOUSE

1/4" = 1'-0"

Part 3 – Section 5 - Set Project, Stage

Applicant must provide all materials listed below, for ONE multi-room stage set or Live performance stage set.

These materials must be from the same set.

Section 5.F – Scale Drawings

Drawings do not need to be finished construction drawings, but must demonstrate an understanding of communication regarding the design of constructed sets.

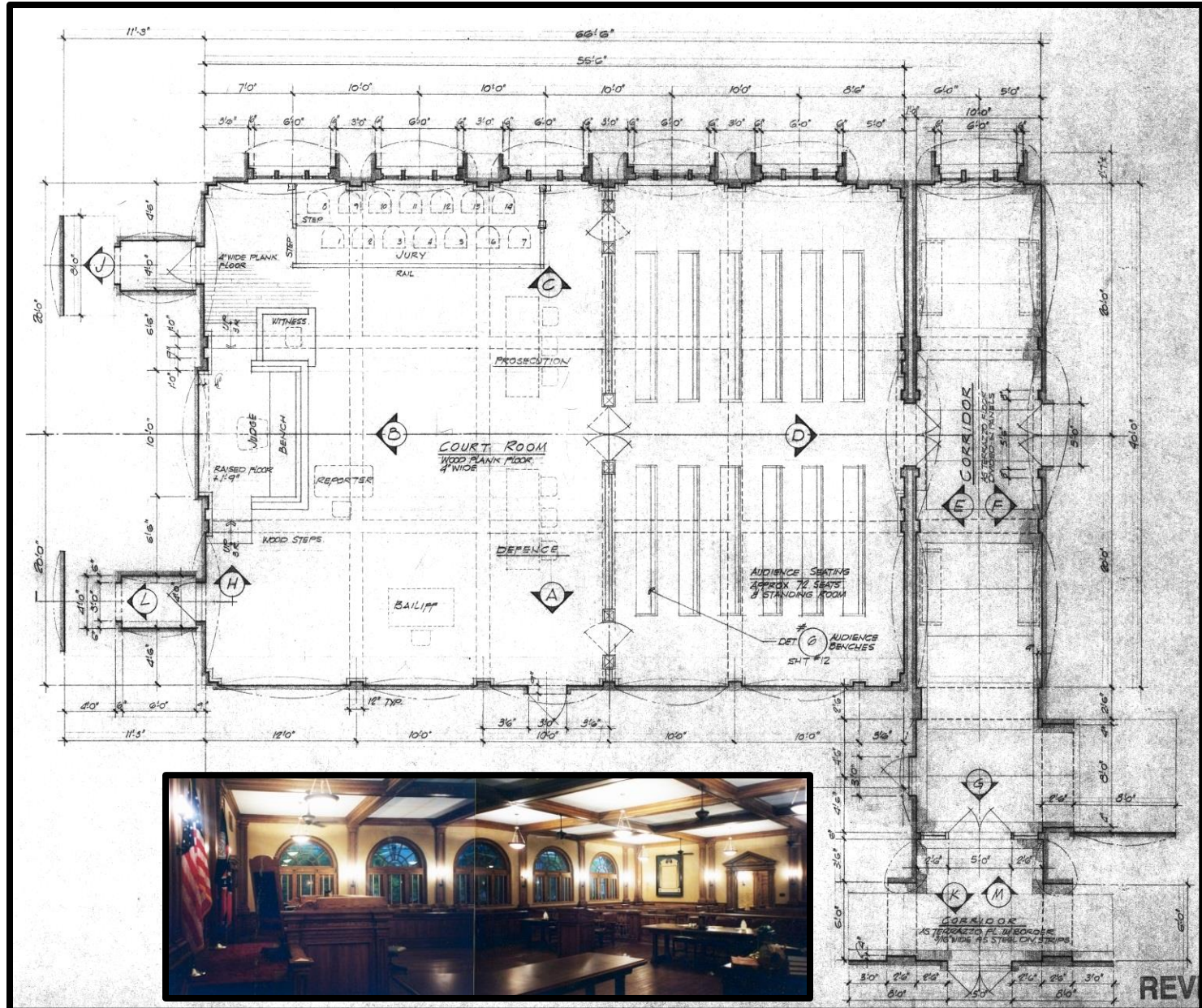
Must include:

A Ground Plan, Elevations/Sections and one Set Detail.
Indicate Wild Walls and Reflected Ceiling Plan, as applicable.

Please Review Provided Examples

1/4" Stage Floor Plan

Part 3 – Set Project - Stage Section 5.F – Scale Drawings

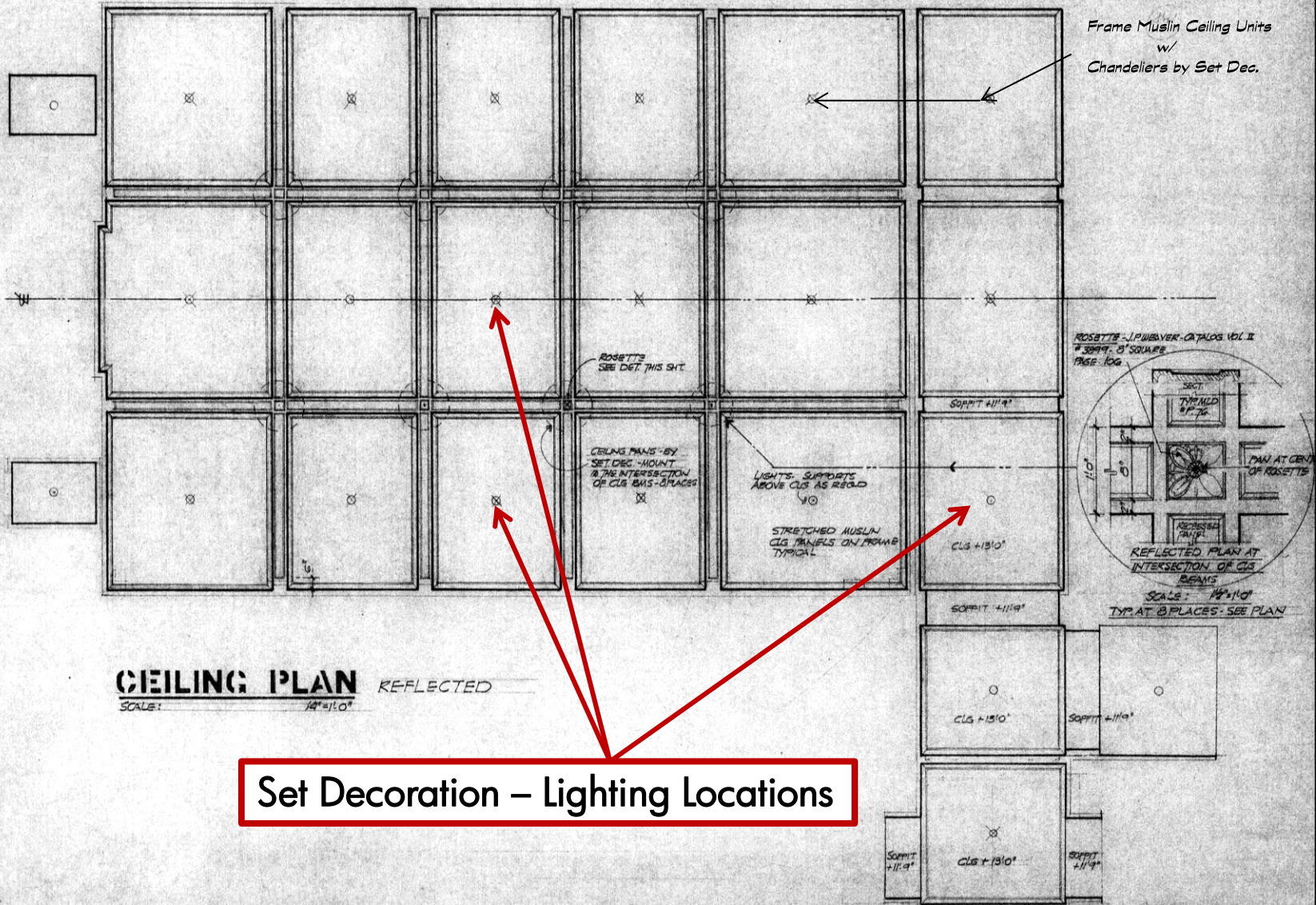


Part 3 – Set Project - Stage

Section 5.F – Scale Drawings

Part 3 – Set Project - Stage

Section 5.F – Scale Drawings



Frame Muslin Ceiling Units
w/
Chandeliers by Set Dec.

ROSETTE
SEE DET. THIS SHIT

CEILING FANS - BY
SET DEC. - MOUNT
IN THE INTERSECTION
OF CLG RMS - 8 PLACES

LIGHTS. SUPPORTS
ABOVE CUB AS REQD

STRETCHED MUSLIN
CLG PANELS ON FRAME
TYPICAL

SOFT 4119

CL 6 + 1310"

SO 17 411-

 $51.6 \pm 15.0^\circ$

— *Continued*

ROSETTE - J.P. WEAVER - CATALOG VOL. II
3899 - 8" SQUARE
PREF. LOG.

SECTION

TYPE MLD
11-76

PLAN AT CENTER
OF ROSETTE

REFLECTED
FANGL

REFLECTED PLAN AT
INTERSECTION OF GAS
BEAMS

SCALE: 1/8" = 1'-0"

TYP. AT 8 PLACES - SEE PLAN

CEILING PLAN REFLECTED

SCALE: $10'' = 1'-0''$

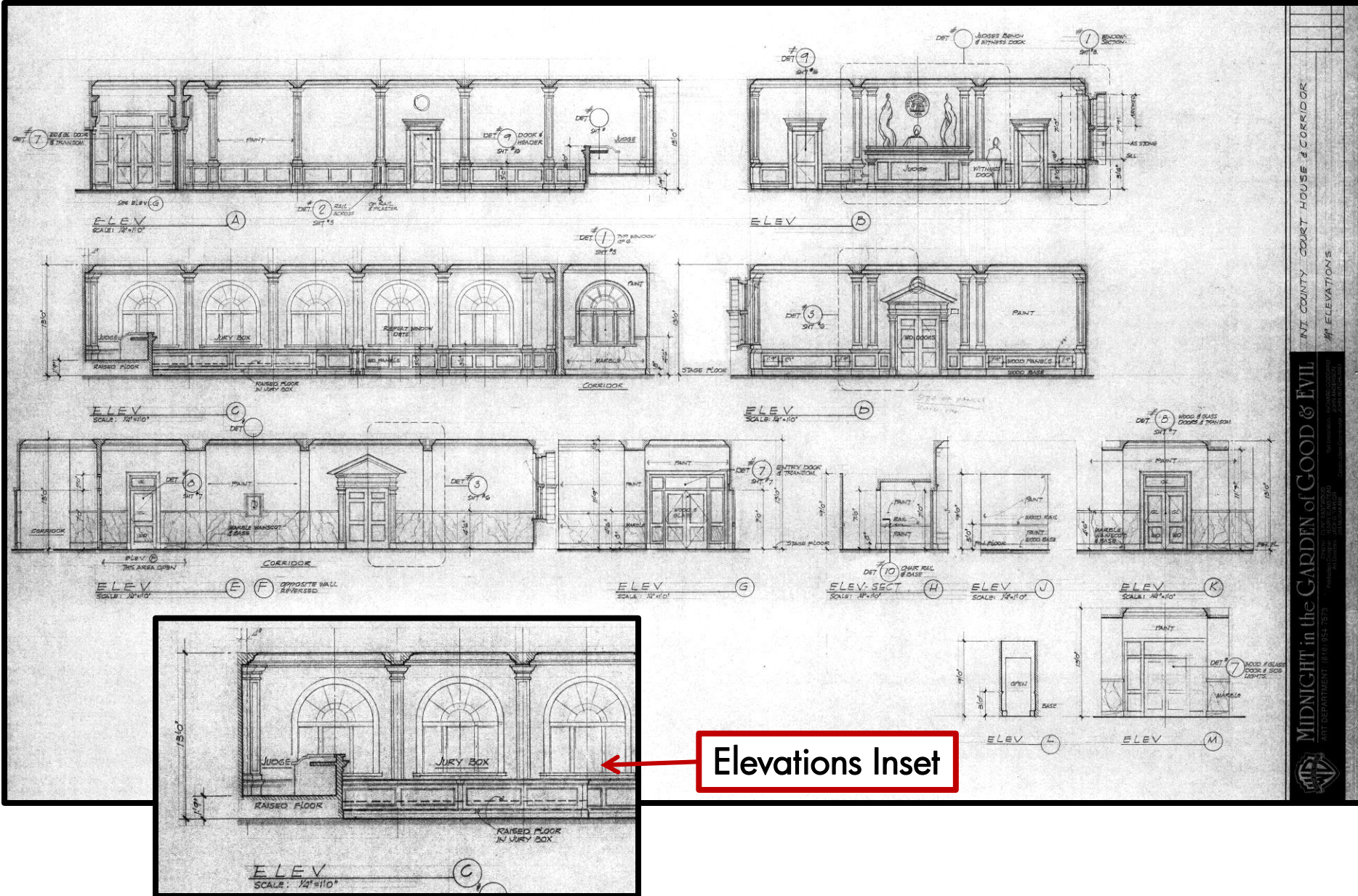
Set Decoration – Lighting Locations

REVISED

1/4" Elevations

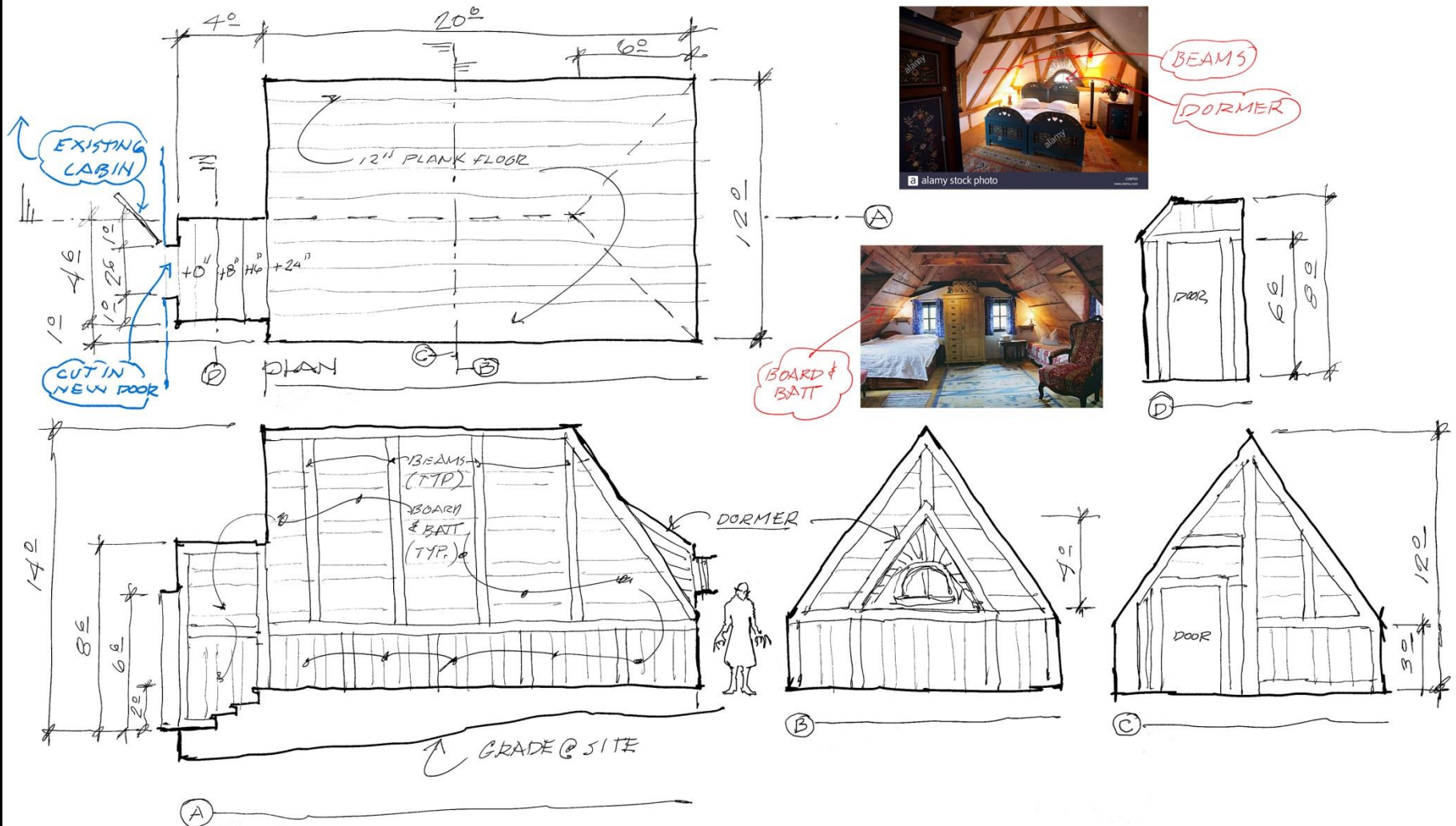
Part 3 – Set Project - Stage

Section 5.F – Scale Drawings



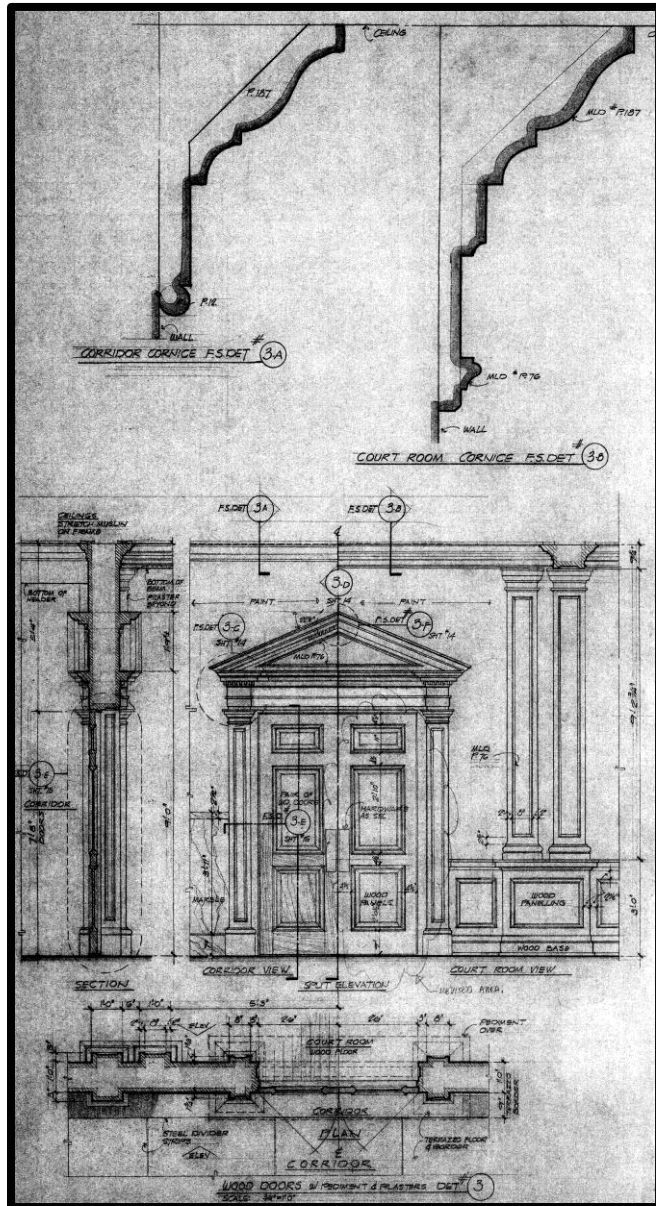
Part 3 – Set Project - Stage

Section 5.F – Scale Drawings



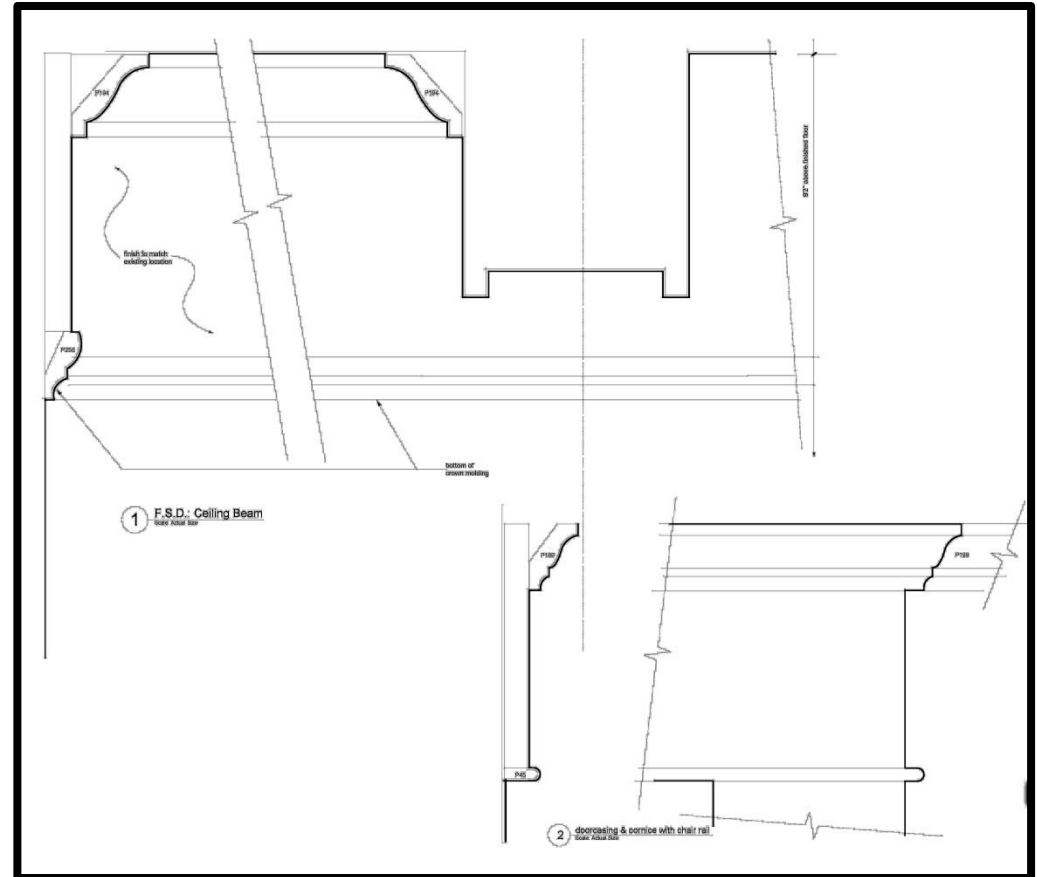
TRANSYLVANIAN BEDROOM
 1/4" = 1'0"

Scaled Details



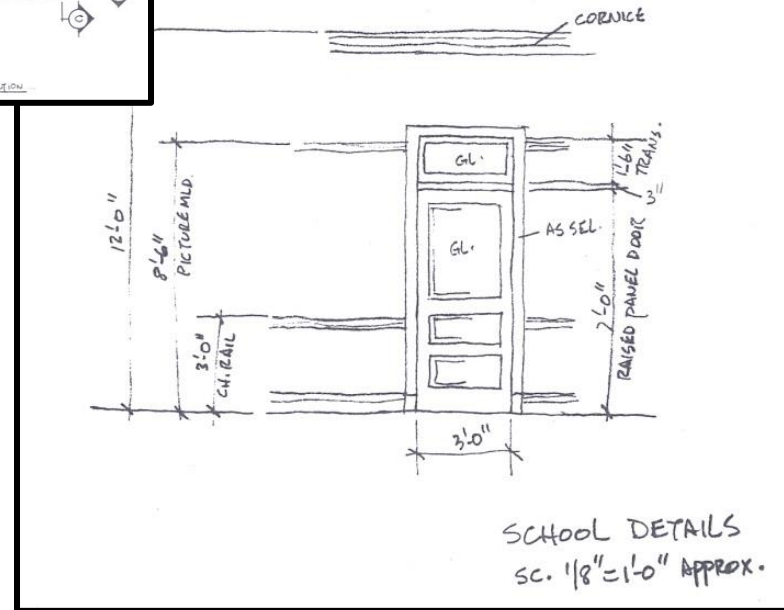
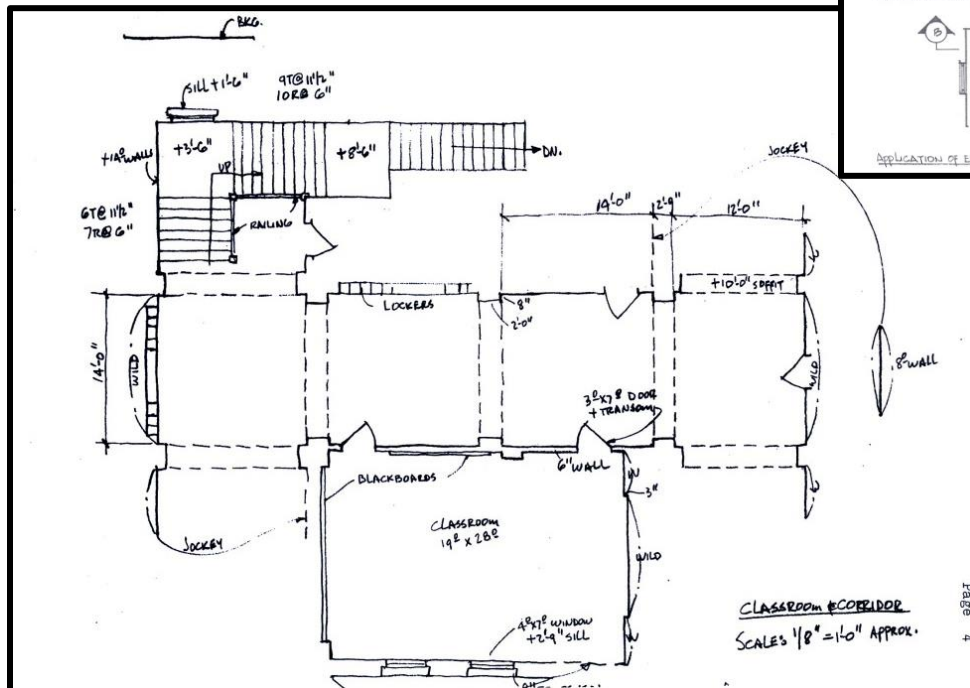
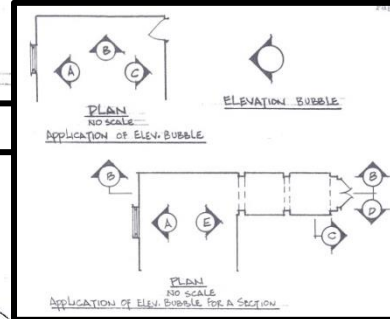
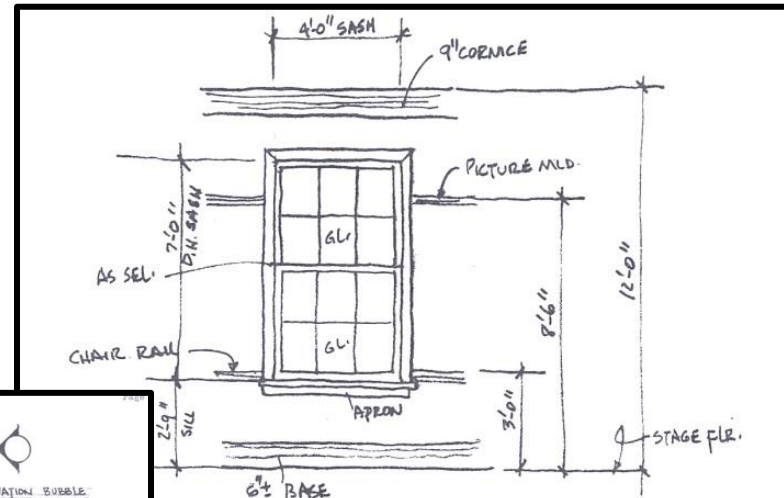
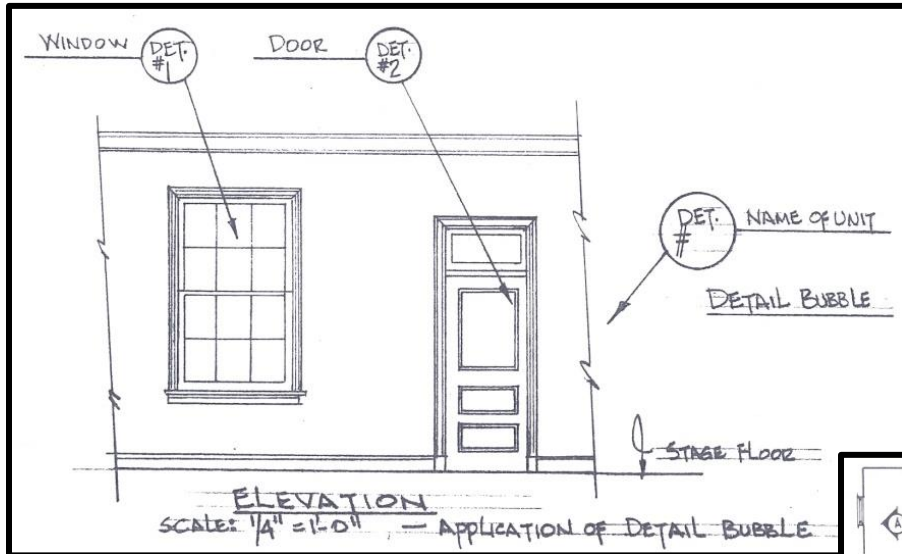
Part 3 – Set Project - Stage

Section 5.F – Scale Drawings



Digital or Hand Drawn

Section 5.F – Scale Drawings



Part 3 – Section 5 - Set Project - Stage

Applicant must provide all materials listed below, for ONE multi-room stage set or Live performance stage set.

These materials must be from the same set.

Section 5.G – Paint (or Surface Finish) Documentation

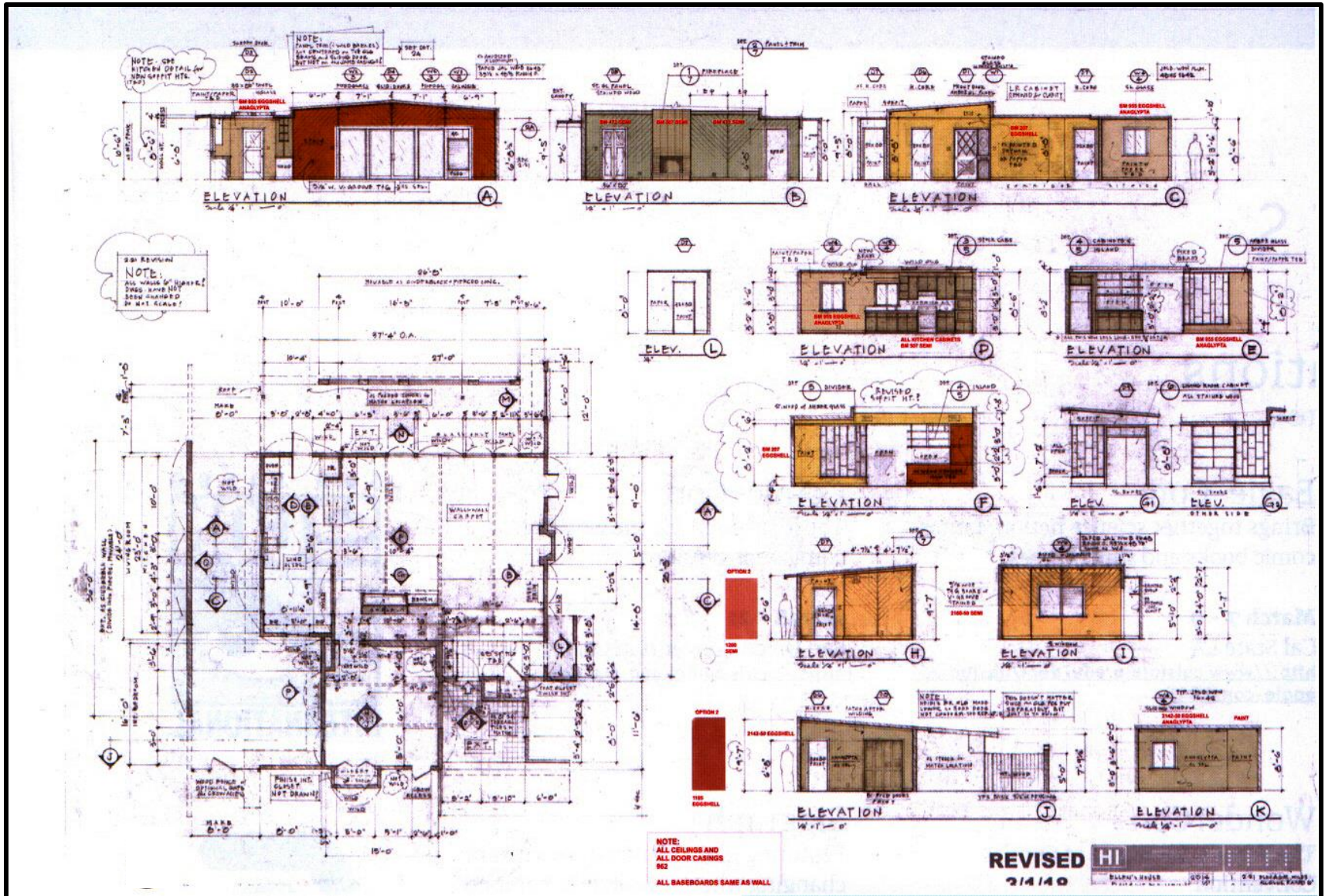
Must include:

Paint Elevation(s), Photo/Texture Reference Board, and any other applicable information.

Please Review Provided Examples

Color/Paint Elevations

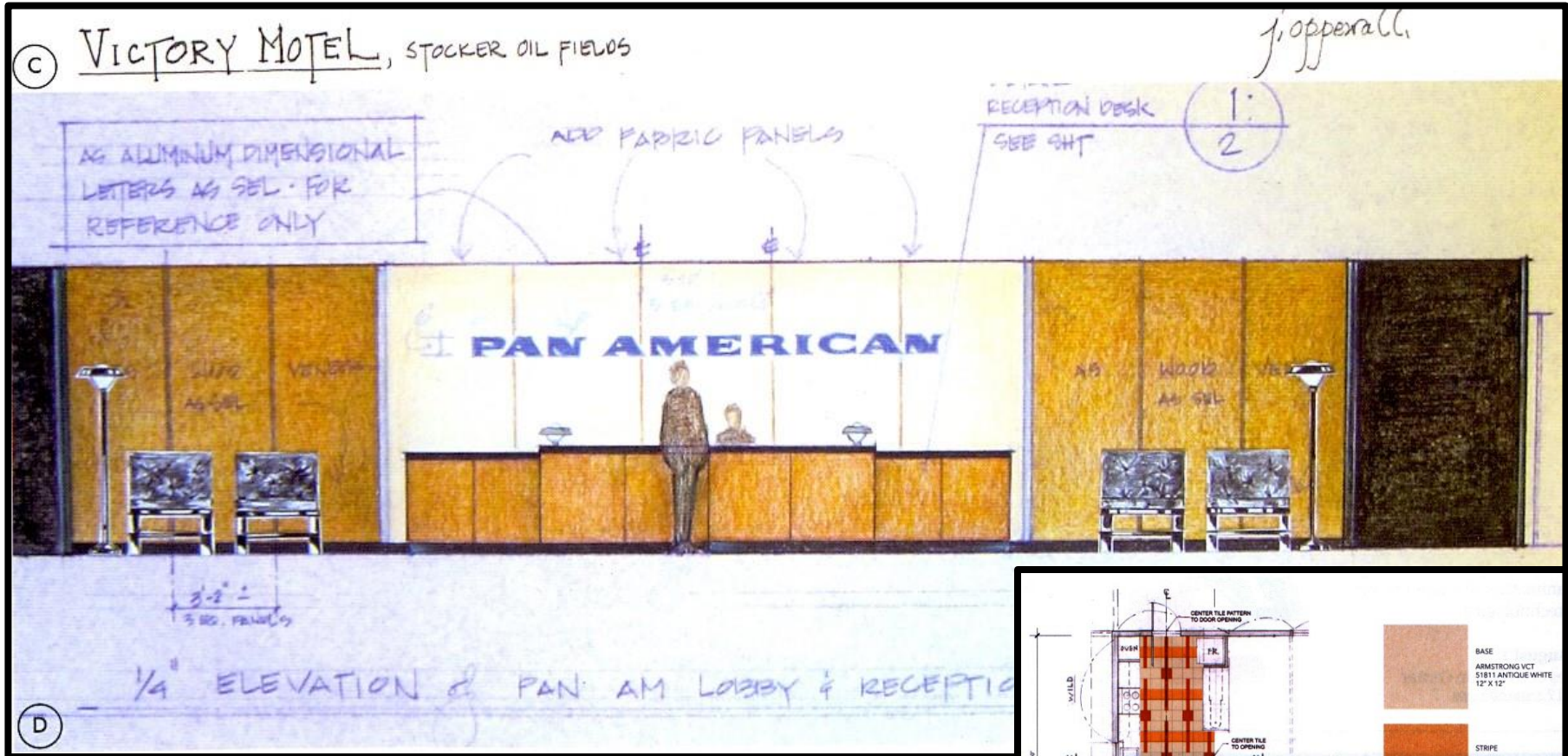
Section 5.G – Paint Documentation (or Surface Finish)



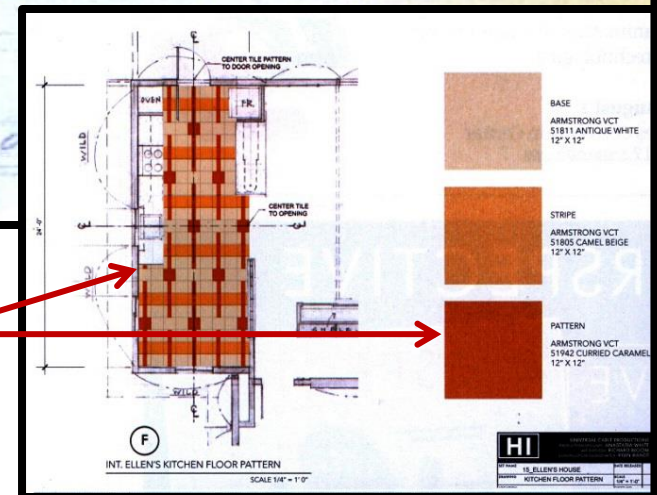
Part 3 – Set Project - Stage

Typ. Color/Paint Elevations

Section 5.G – Paint Documentation or (Surface Finish)



Typical Floor Color Layout Pattern & Specifications



Part 3 – Set Project - Stage

Section 5.G – Paint Documentation (or Surface Finish)

Color/Paint Elevations

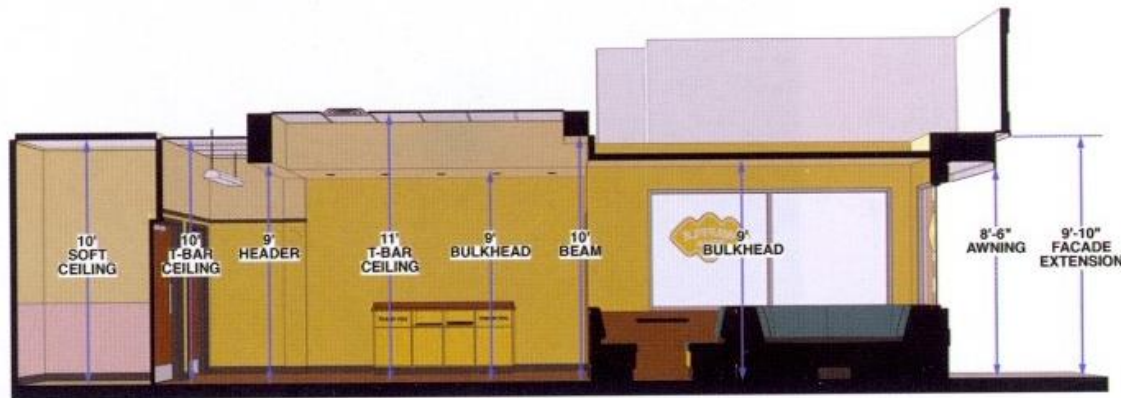
FLUORESCENT LIGHT
FIXTURES IN KITCHEN
& STORAGE ROOM

KITCHEN CEILING
BEAMS ARE
6" HIGH x 8" WIDE

LIGHTING POCKET ON
UNDERSIDE OF
FACADE EXTENSION



SECTION VIEW 1

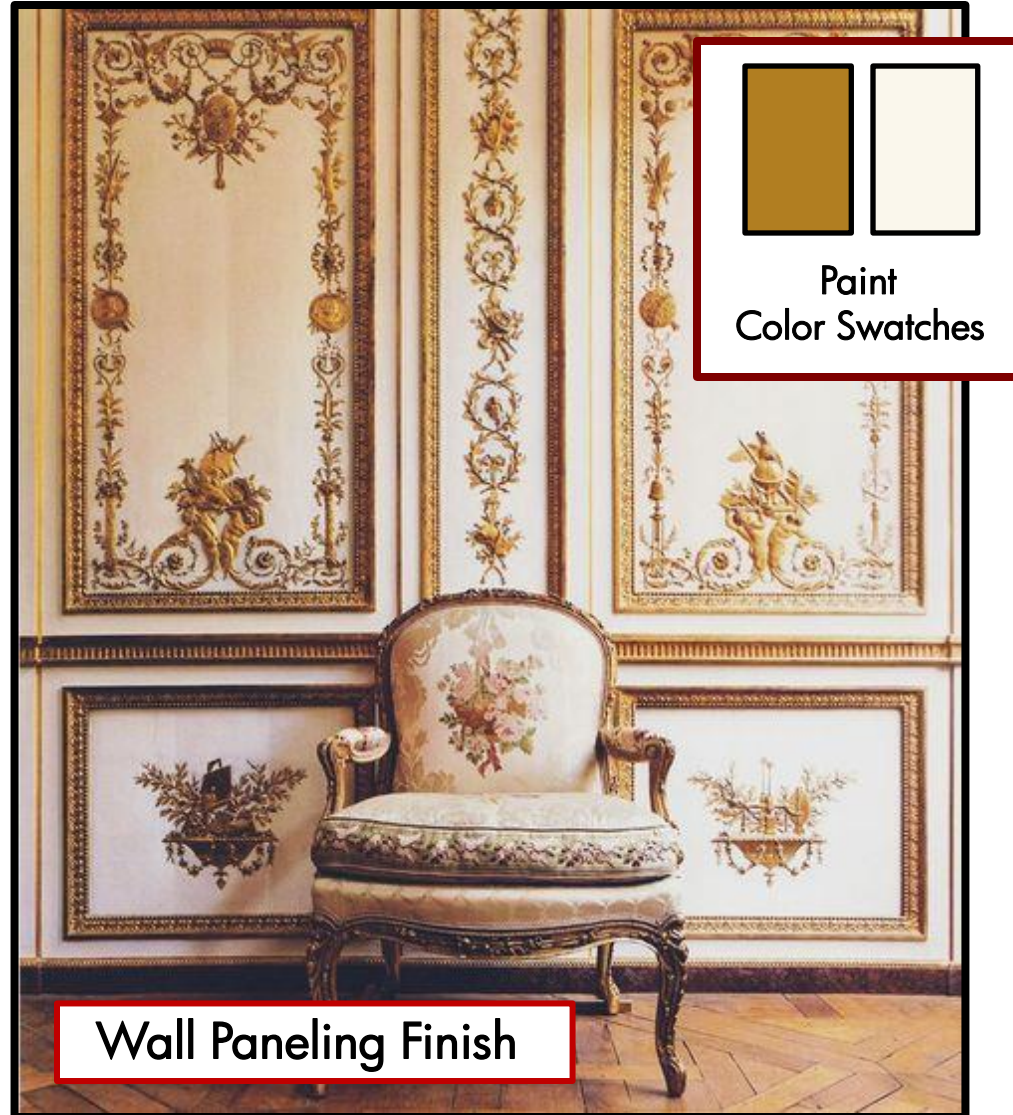


SECTION VIEW 2



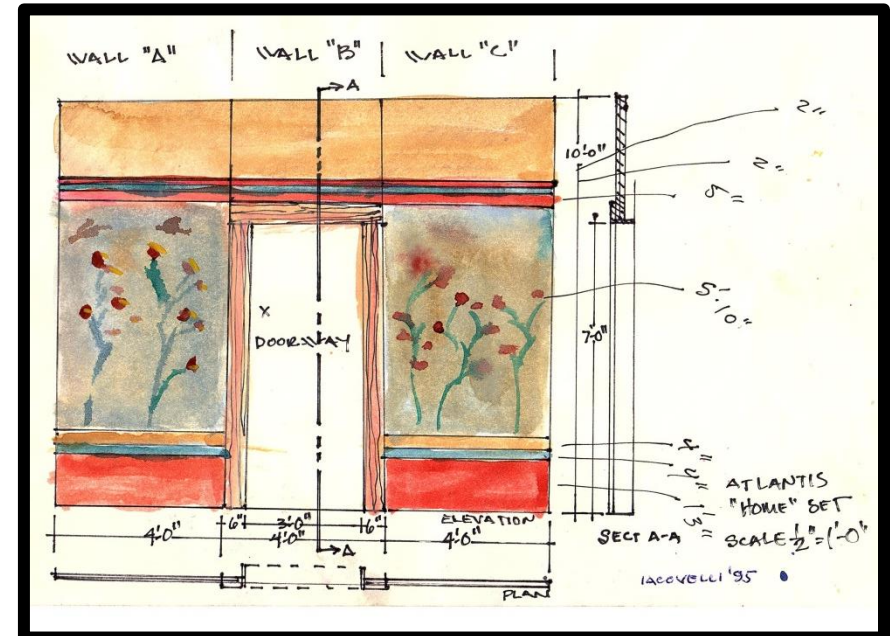
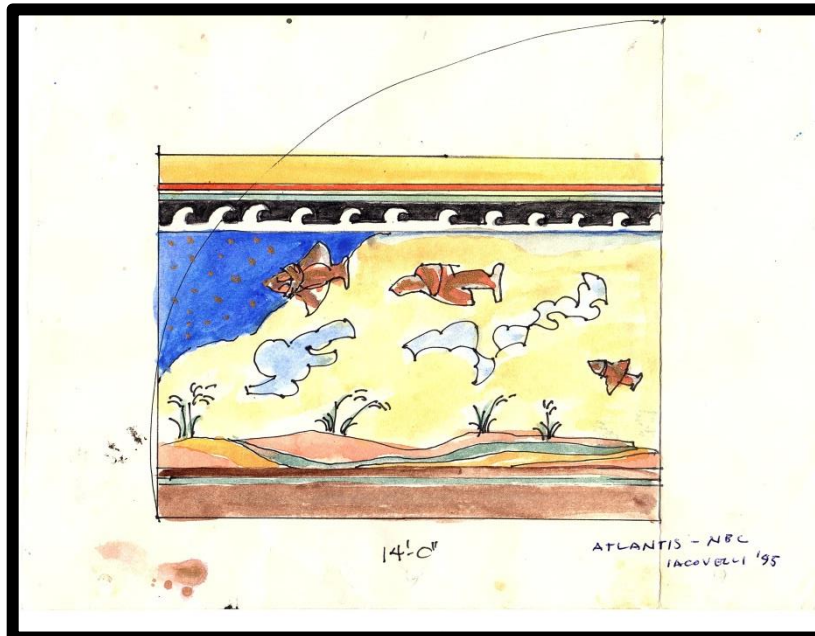
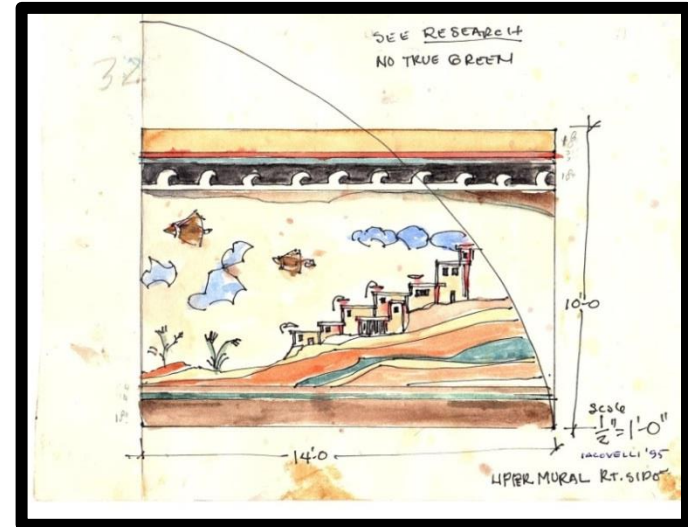
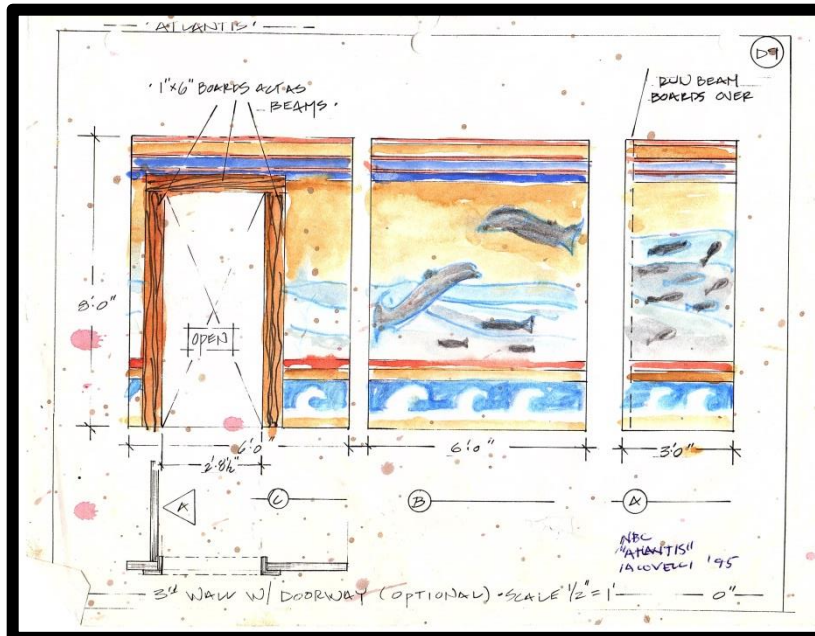
Part 3 – Set Project - Stage

Section 5.G – Paint Documentation (or Surface Finish)



Part 3 – Set Project - Stage

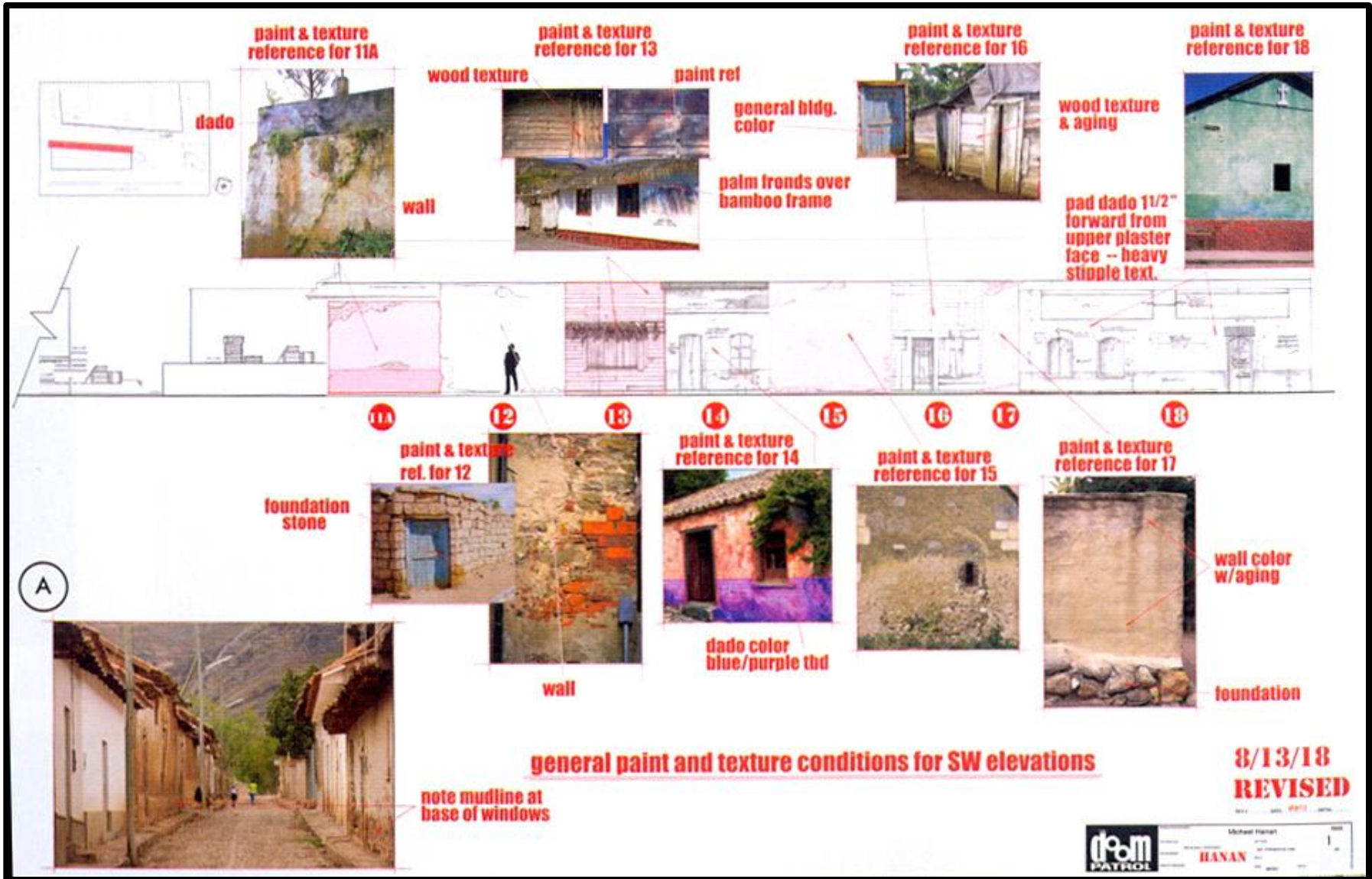
Section 5.G – Paint Documentation or (Surface Finish)



Part 3 – Set Project - Stage

Texture Finish Research/ Material Board

Section 5.G – Paint Documentation (or Surface Finish)



Part 4 – Section 6 - Additional Materials

Applicant Must provide all materials listed below.
These materials may be from different projects.

Section 6.A – Scale Drawings of Traditional Architectural Details

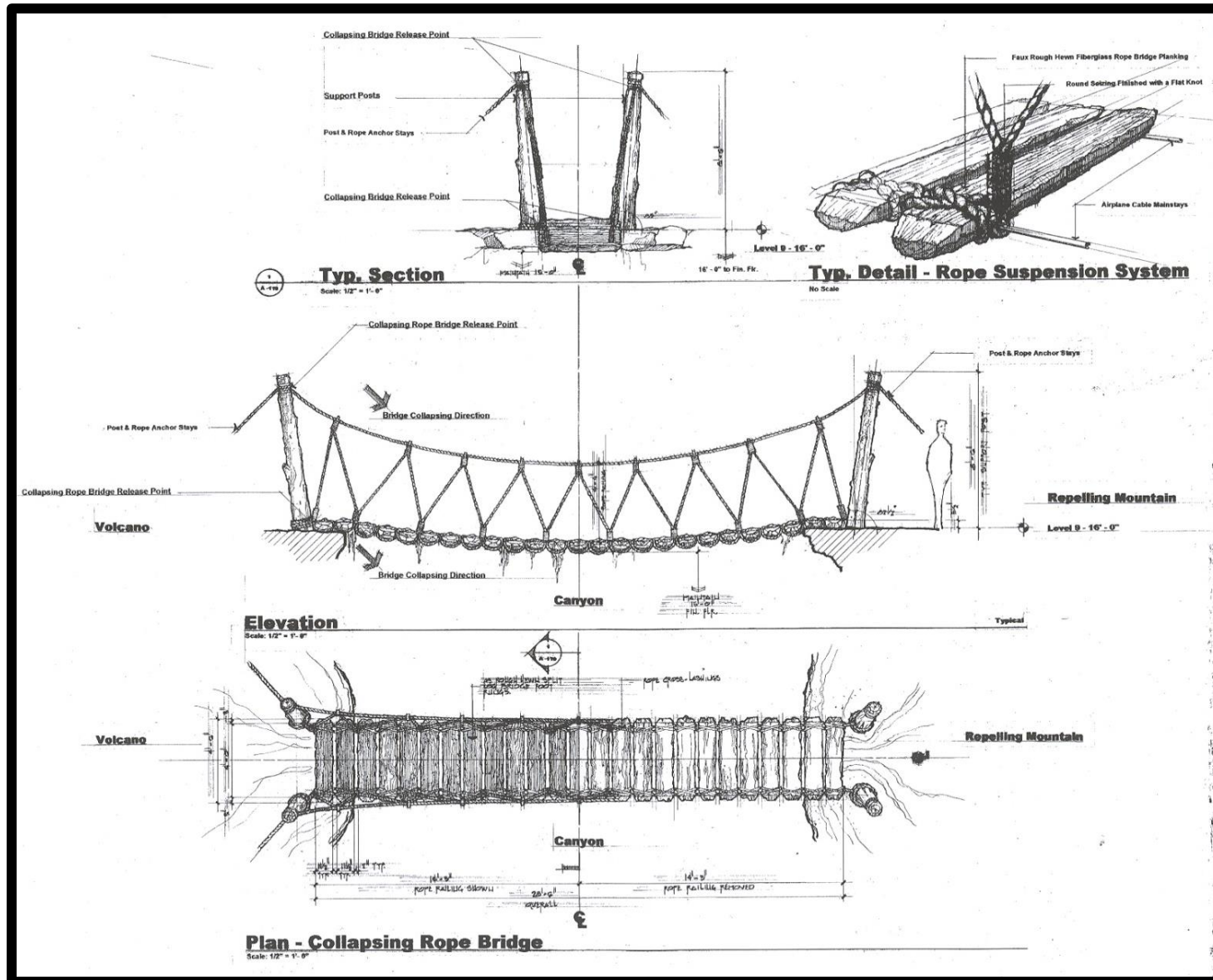
Drawings do not need to be finished construction drawings, but must demonstrate an understanding of communication regarding the design of constructed sets.

Must include at least (2) traditional architectural details, for example:
Window Detail, Door Detail, Moulding Detail, Stairs, Columns, etc.

Please Review Provided Examples

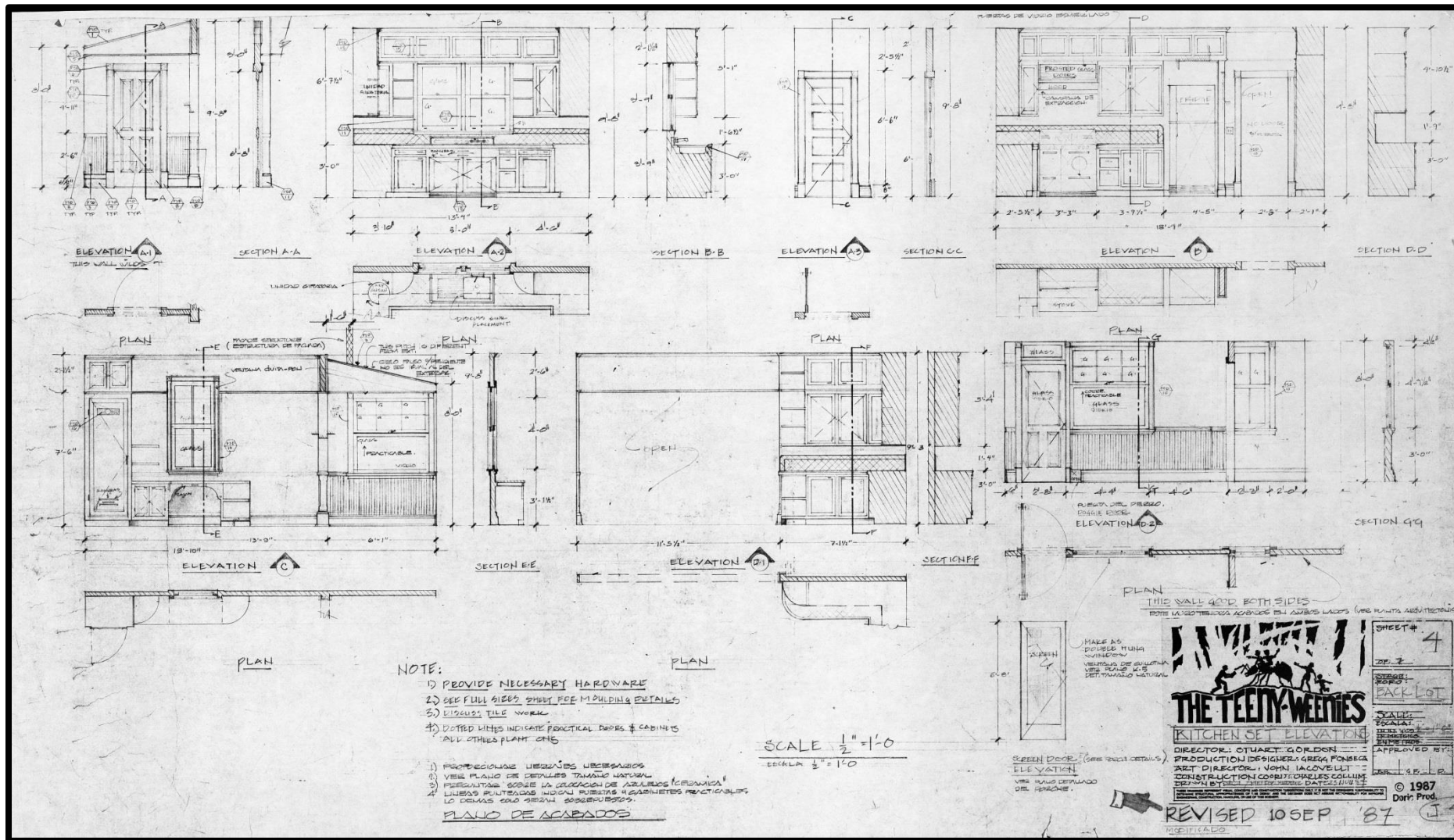
Part 4 – Section 6 - Additional Materials

Section 6.A – Scale Drawings of Traditional Architectural Details



Part 4 – Section 6 - Additional Materials

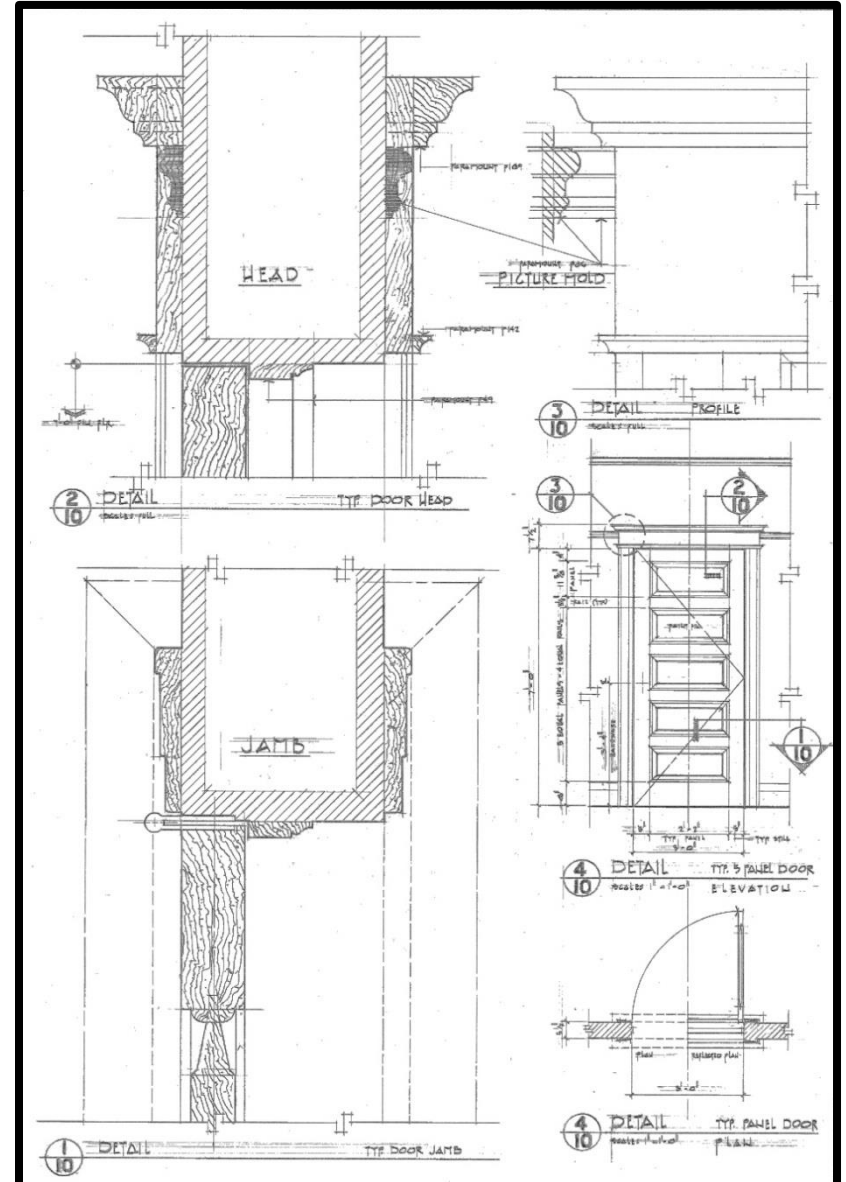
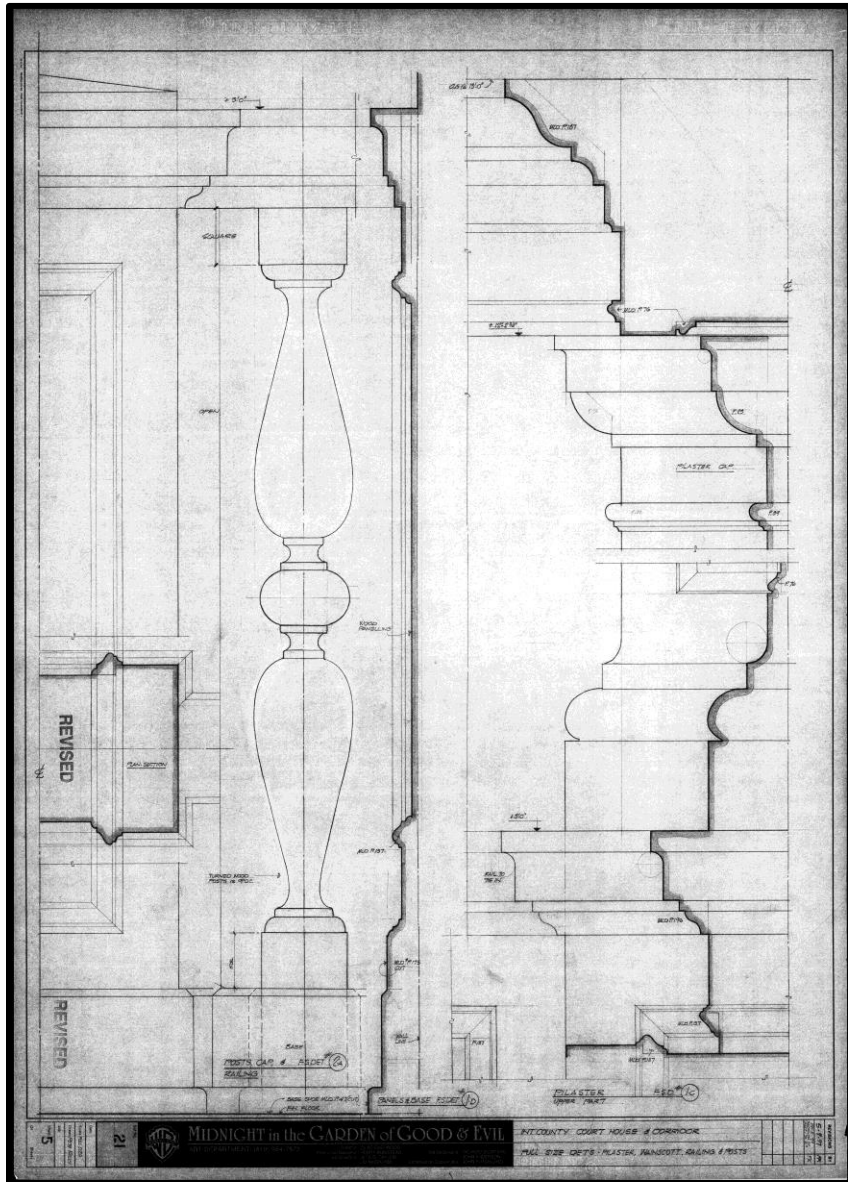
Section 6.A – Scale Drawings of Traditional Architectural Details



Section 6.A – Scale Drawings of

Typ. Molding Details

Traditional Architectural Details



Part 4 – Section 6 - Additional Materials

Applicant Must provide all materials listed below.

These materials may be from different projects.

Section 6.B - Construction Documentation

All construction documentation must be keyed to a ground-plan, elevation, or relevant drawing.

Schedules may be in the form of either a spreadsheet or a visual representation.

Must include (2) of the following:

Door Schedule, Window Schedule, Hardware Schedule,
Greens Schedule.

Must include (1) of the following:

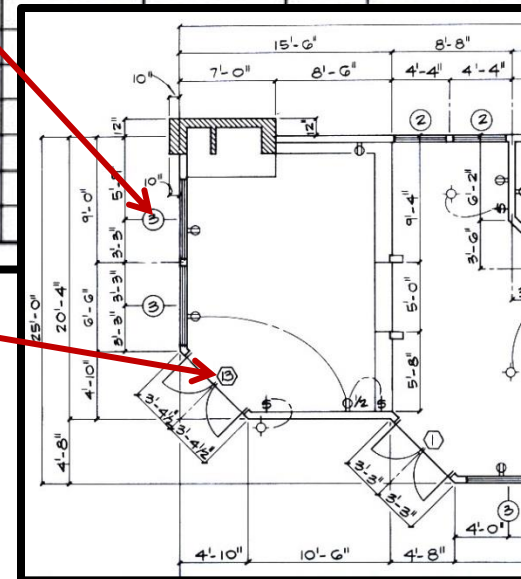
Set Practical Lighting Plot, Picture Vehicle Schedule, Special Effects/Pyro
Schedule, Masking Schedule.

Please Review Provided Examples

Part 4 – Section 6 - Additional Materials

Section 6.B – Construction Documentation

DOOR SCHEDULE								WINDOW SCHEDULE						
SYM.	WIDTH	HEIGHT	THK	HC/SC	TYPE	MATERIAL	REMARKS	SYM.	WIDTH	HEIGHT	TYPE	FRAME	SCR	REMARKS
①	PR.3'-0"	6'-8"	1 3/4"	S.C.	GLASS PANEL	WD./GLS.	USE 1/4" GLS. P.P.T.	①	3'-6"	4'-0"	FIXED	WOOD		1/4" TEMP. CASEMENT BELOW
②	2'-8"	6'-8"	1 3/4"	—	FRENCH DOOR	WOOD		②	4'-0"	2'-0"	CASEMENT	WOOD		1/4" TEMP.
③	2'-4"	6'-8"	1 3/4"	S.C.	SLAB	WOOD	ASH	③	6'-0"	7'-0"	FIXED	WOOD		1/4" TEMP. CASEMENT BELOW
④	2'-8"	6'-8"	1 3/4"	S.C.	SLAB	WOOD	ASH	④	4'-0"	4'-0"	FIXED	WOOD		1/4" TEMP.
⑤	2'-6"	6'-8"	1 3/8"	H.C.	SLAB	WOOD		⑤	2'-0"	4'-0"	CASEMENT	WOOD		1/4" TEMP.
⑥	2'-4"	6'-8"	1 3/8"	H.C.	SLAB	WOOD		⑥	4'-0"	6'-0"	FIXED	WOOD		1/4" TEMP. CASEMENT BELOW
⑦	2'-8"	6'-8"	1 3/8"	H.C.	SLAB	WOOD		⑦	6'-0"	6'-0"	FIXED	WOOD		1/4" TEMP.
⑧	2'-0"	6'-8"	1 3/8"	H.C.	SLAB	WOOD		⑧	6'-0"	6'-0"	FIXED	WOOD		1/4" TEMP. CASEMENT BELOW
⑨	PR.2'-4"	6'-8"	1 3/4"	S.C.	GLASS PANEL	WD./GLS.	USE 1/4" GLS. P.P.T.	⑨						
⑩	PR.3'-2"	6'-8"	1 3/8"	H.C.	BI-FOLD	WD. (ASH)		⑩						
⑪	PR.2'-2"	6'-8"	1 3/8"	H.C.	SLAB	WD. (ASH)		⑪						
⑫	2'-0"	6'-8"	1 3/8"	H.C.	BI-FOLD	WD. (ASH)								
⑬	PR.2'-0"	7'-8"	1 3/4"	—	FRENCH DOOR	WOOD								
⑭	5'-8"	6'-8"	1 3/8"	H.C.	BI-FOLD	WD. (ASH)								
⑮	6'-6"	6'-8"	1 3/8"	H.C.	BI-FOLD	WD. (ASH)								



Plan w/Plan Symbols Insert

TYPICAL BASIC DOOR & WINDOW SCHEDULE

Part 4 – Section 6 - Additional Materials

Section 6.B – Construction Documentation

Door Schedule with Graphic Hardware Selection Specifications



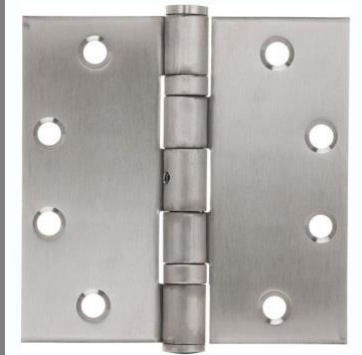
Schlage A53PD Orbit Entrance
Knob Lock



Schlage L9050P Lever Lockset
Satin Finish 626



Offset Pull Handle, Stainless Steel
BF 157 A Pair Glass Doors
Tubular – Back to Back



5" x 5" Brushed Aluminum Hinging



Schlage AL80PD Tulip Knob Tubular
Entrance – Satin Finish



Schlage Mortise Cylinder Key Lock
Tubular w/ Polished Back Plate



Commercial Door Pull
w/ Back Plate – St. Stl.



Door Closer, Standard Duty
Cast Aluminum LH303 Lawrence



Schlage AL70PD Lever Lockset Tubular
Satin Finish 626



Schlage AL80PD Lever
Lockset Tubular



Standard Wall Mount
Door Stop Satin Fin.



Standard Door Mount
Door Stop Satin Fin.

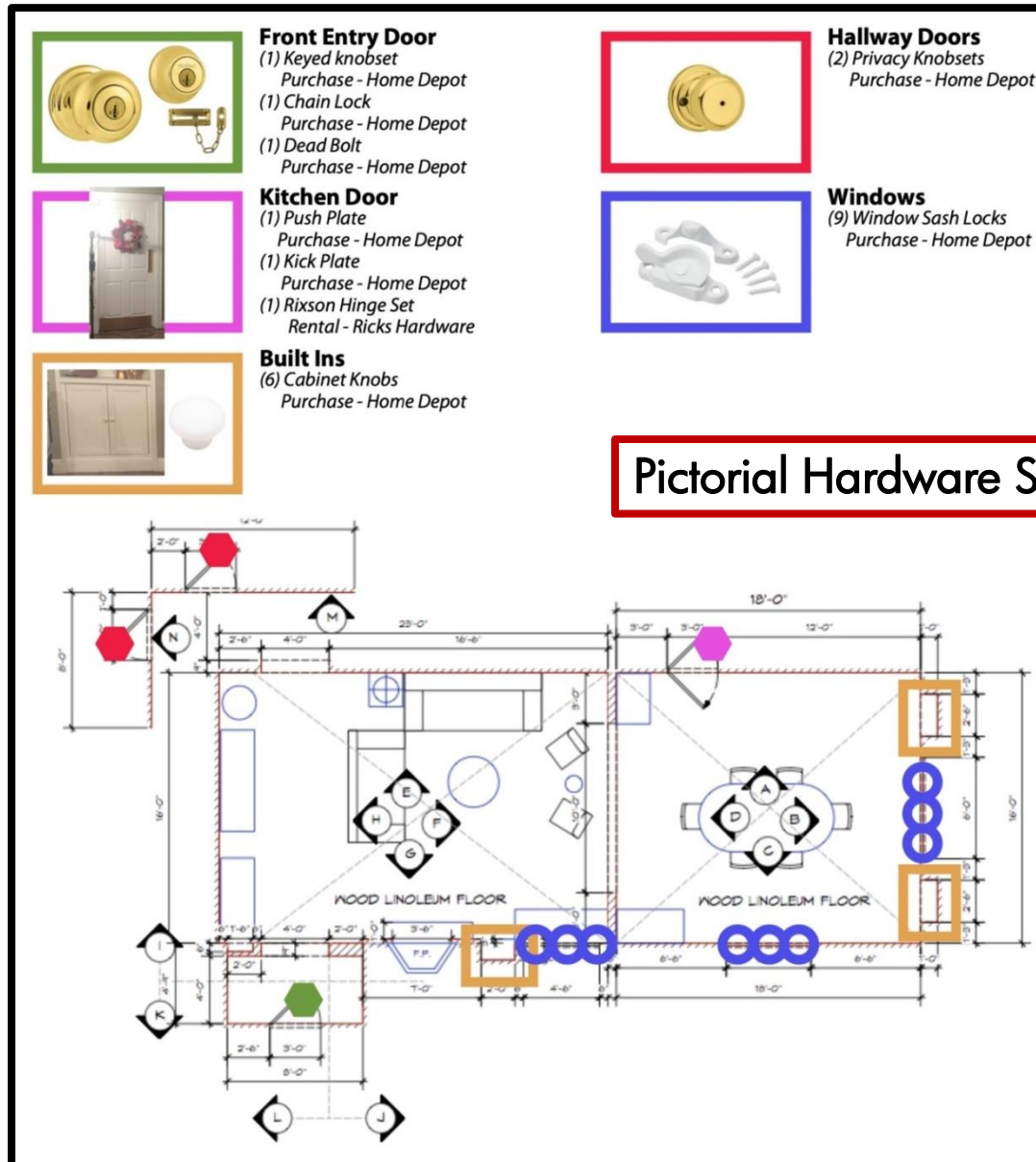


Panic Exit Device
Satin Finish PE6500

Pictorial Hardware Selection Schedule

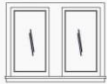



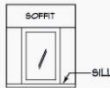

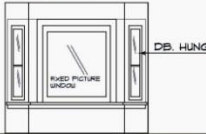

Part 4 – Section 6 - Additional Materials

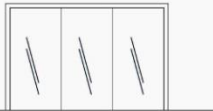

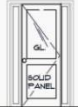
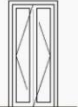
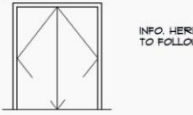
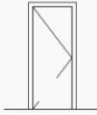
Section 6.B – Construction Documentation



Part 4 – Section 6 - Additional Materials

Section 6.B – Construction Documentation

<p>TOTAL: 1 SIZE: 10"W. X 54"H. MATL: CLR.GLS. & WOOD SASH LOCATION: DINING ROOM</p>  <p>W-1 DOUBLE WINDOW SCALE: 1/4" = 1'-0"</p>	<p>TOTAL: 1 SIZE: 32"W. X 54"H. MATL: CLR.GLS. & ALUMINUM SASH LOCATION: GREAT ROOM.</p>  <p>W-2 DBL HUNG WINDOW SCALE: 1/4" = 1'-0"</p>
<p>TOTAL: 1 SIZE: 51"W. X 60"H. MATL: CLR.GLS. & ALUMINUM LOCATION: FRONT RM</p>  <p>W-3 DBL SNGL PANE SCALE: 1/4" = 1'-0"</p>	<p>TOTAL: 2 SIZE: 64"W. X 54"H. MATL: WOOD SASH LOCATION: DINING ROOM</p>  <p>DOUBLE HUNG</p> <p>W-4 DINING RM. WINDOWS SCALE: 1/4" = 1'-0"</p>
<p>TOTAL: 1 SIZE: 30"W. X 44"H. MATL: CLR.GLS. & ALUMINUM FIXED WINDOW</p>  <p>W-5 KITCHEN WINDOW SCALE: 1/4" = 1'-0"</p>	<p>TOTAL: 1 SIZE: 12"W. X 54"H. MATL: CLR.GLS. & WOOD SASH LOCATION: DINING RM.</p>  <p>FIXED WINDOW</p> <p>W-6 SIDE WINDOW SCALE: 1/4" = 1'-0"</p>
<p>TOTAL: 1 SIZE: 112"W. X 60"H. MATL: CLR.GLS. & ALUMINUM SASH W/WOOD FRM. LOCATION: FRONT ROOM</p>  <p>W-7 BAY WINDOW SCALE: 1/4" = 1'-0"</p> <p>**NOTE: THIS WINDOW MATCHES LOCATION</p>	<p>TOTAL: 1 SIZE: 30"W. X 54"H. MATL: LOCATION: BACK RM HALLWAY</p>  <p>W-8 WINDOW: BACK ROOM SCALE: 1/4" = 1'-0"</p>

<p>TOTAL: 1 SIZE: 126"W. X 84"H. MATL: CLR.GLS. & ALUMINUM FRAME LOCATION: GREAT ROOM</p>  <p>D-1 SLIDING TRIPLE GLASS DOORS SCALE: 1/4" = 1'-0"</p>	<p>TOTAL: 2 SIZE: 36" W. X 84" H. MATL: LOCATION: BACK HALLWAY</p>  <p>D-2 3 PANEL DOOR SCALE: 1/4" = 1'-0"</p>
<p>TOTAL: 1 SIZE: 48"W. X 84"H. MATL: CLR.GLS. & SOLID PANEL LOCATION: DINING ROOM</p>  <p>D-3 DOOR W/SIDELITES SCALE: 1/4" = 1'-0"</p>	<p>TOTAL: 1 SIZE: 34"W. X 84"H. MATL: LOCATION: HALLWAY/LAUNDRY</p>  <p>D-4 LOUVER DOORS SCALE: 1/4" = 1'-0"</p>
<p>TOTAL: 1 SIZE: 65"W. X 84"H. MATL: LOCATION: MAIN ENTRY</p>  <p>D-5 ENTRY DOUBLE DOORS: SCALE: 1/4" = 1'-0"</p>	<p>TOTAL: 2 SIZE: 30"W. X 84"H. MATL: LOCATION: BACK OF STAIR & GARAGE ENTRY</p>  <p>D-6 DOOR: SCALE: 1/4" = 1'-0"</p>

Digital Pictorial Door and Window Schedule

Part 4 – Section 6 - Additional Materials

Applicant Must provide all materials listed below.

These materials may be from different projects.

Section 6.C – Graphic and Signage Design

Must include research examples and a Digital (or Hand) Sketch for
(2) of the following:

Prop Graphic, Set Decoration Graphic, Architectural Sign/Element.

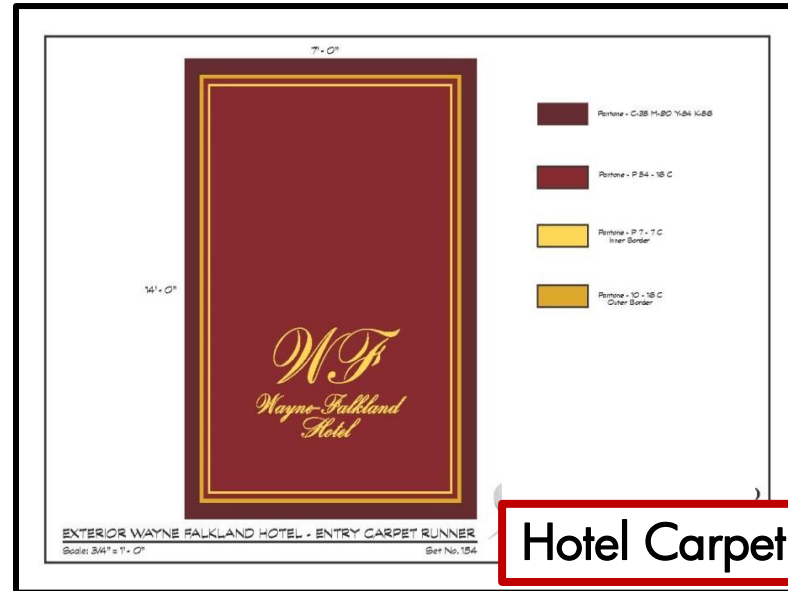
Please Review Provided Examples

Part 4 – Section 6 - Additional Materials

Section 6.C – Graphic and Signage Design



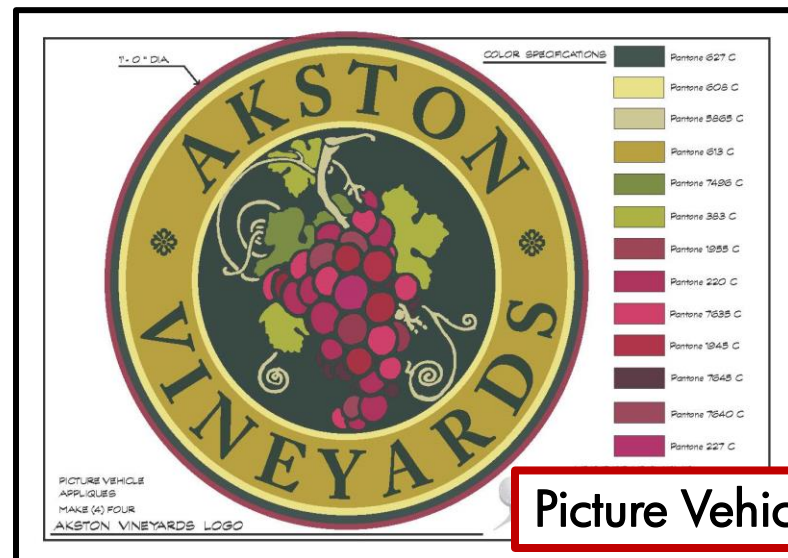
Prop Bottle Label Graphics



Hotel Carpet Runner



Architectural Window Signage



Picture Vehicle Logo

Part 4 – Set Project - Additional Materials

Section 6.C – Graphic and Signage Design



ELEVATION - GENERAL STORE SIGNAGE

FONT: OLD TOWN - REGULAR

SCALE: 1" = 1'-0" SET NO. 107

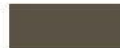
MAKE ONE (1)



BACKGROUND - PANTONE CMYK COATED P8-12C
SEMI-GLOSS



GENERAL STORE FONT - PANTONE 130C/
ARLON - 165 CHROME YELLOW



SIGNBOARD FRAME - PANTONE CMYK R13-16C
SEMI-GLOSS



GENERAL STORE STROKE - PANTONE 5467C/
ARLON 230 BOTTLE GREEN



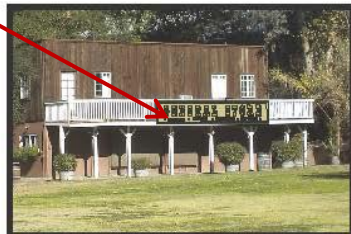
SIGNBOARD FRAME INSET QUARTER-ROUND &
INSET LINING FRAME
PANTONE 5467 C SEMI-GLOSS



GENERAL STORE DROP SHADOW AND ITEM COPY
PANTONE BLACK/ ARLON 03 BLACK

AGE SIGNAGE - FADED WARM WATER WASH AGE.

Location
Alteration



REFRESHMENT BUILDING

Location: Calamigos Ranch
321 South Latigo Canyon Road
Malibu, California, 90265
Refreshment Center

Note: Provide necessary hanging and mounting
Hardware rigging as needed for location
hanging. See Photo for mounting location

SET DECORATOR: DONALD KRAFFT

Part 4 – Section 6 - Additional Materials

Section 6.C – Graphic and Signage Design

Picture Vehicle Graphics

YELLOW CAB CO.
SKY-VIEW

RATES
20¢ First 1/4 Mile
5¢ Each Minute

Typical Driver's Side Elevation
No Bore
Similar Layout opposite side

Pantone 484 C
Pantone Black Outline

"SWEETWATER"
Production Designer: Jack G. Taylor, Jr.

YELLOW CAB COMPANY - "SKY - VIEW DOOR LOGO"

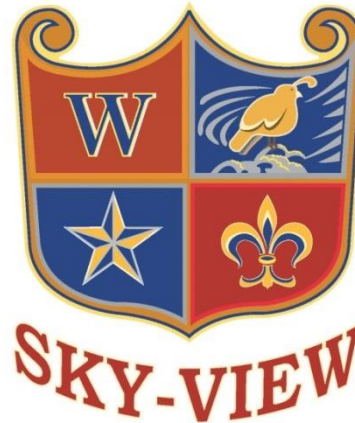
Driver's Side Elevation
Front Elevation

Passenger's Side Elevation
Rear Elevation

NEW YORK CITY - 1948 -1950 SKYVIEW TAXI CAB
Design: Taxi Cab

"SWEETWATER"
Production Designer: Jack G. Taylor, Jr.

YELLOW CAB CO.



Taxicab Logo Pantone Colors

	"YELLOW CAB CO." "SKY-VIEW"	Pantone 484 C
		Pantone 2758 C
		Pantone 121 C
		Pantone 153 C
		Pantone 145 C
		Pantone 186 C
		Pantone Cool Gray 8 C
		Pantone 1235 C
		Pantone C-O M-O Y-O K-5
		Pantone 1205 C
		Pantone 1405 C
		Pantone 411 C

YELLOW CAB COMPANY - "SKY - VIEW DOOR LOGO 1949

"SWEETWATER"

Production Designer: Jack G. Taylor, Jr.

Part 4 – Section 6 - Additional Materials

Section 6.C – Graphic and Signage Design



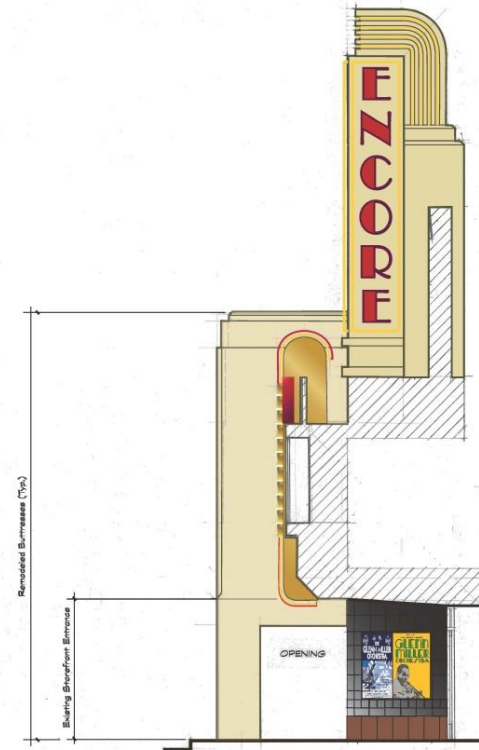
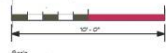
ENTRANCE ELEVATION

Scale: 1/4" = 1' - 0"

ENCORE THEATRE - TUSTIN, CALIFORNIA

EXTERIOR REMODEL

Scale: 1/4" = 1' - 0"



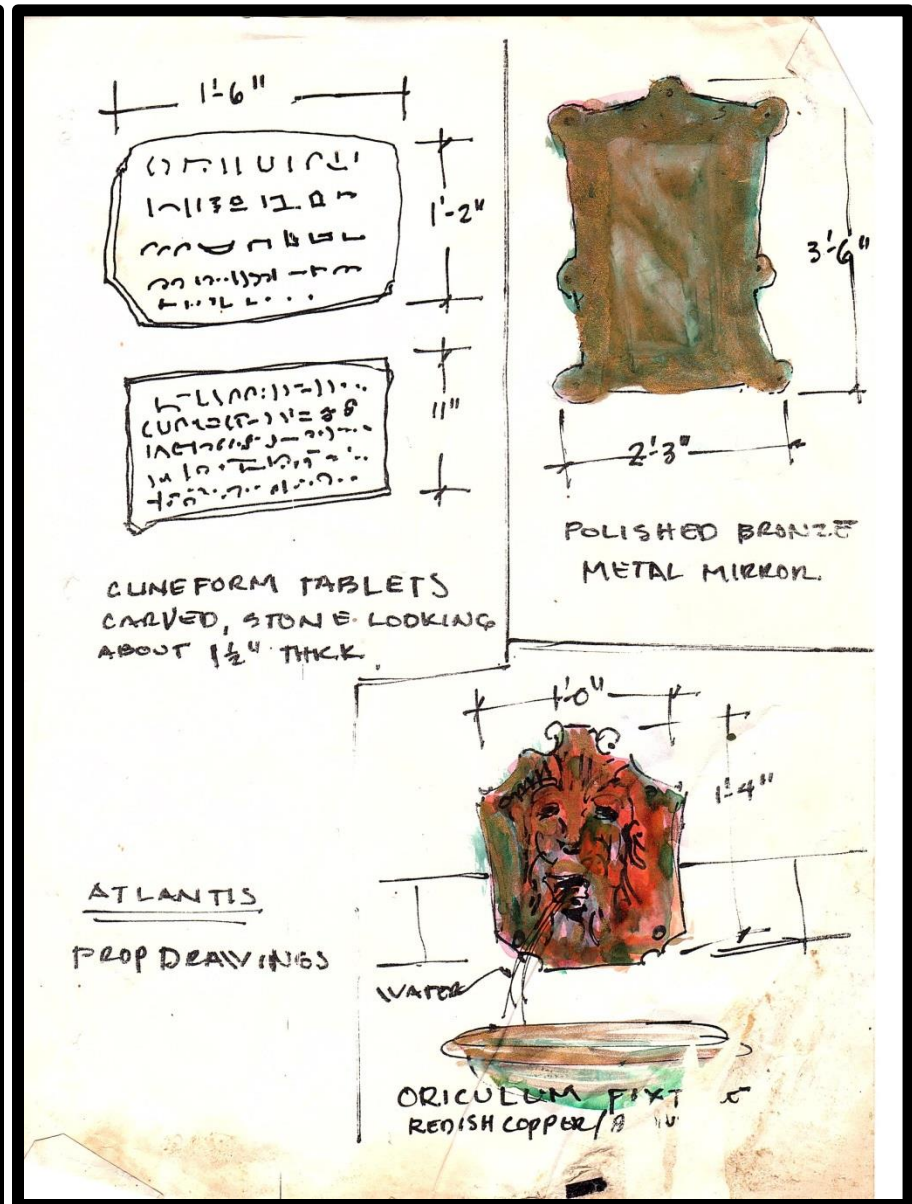
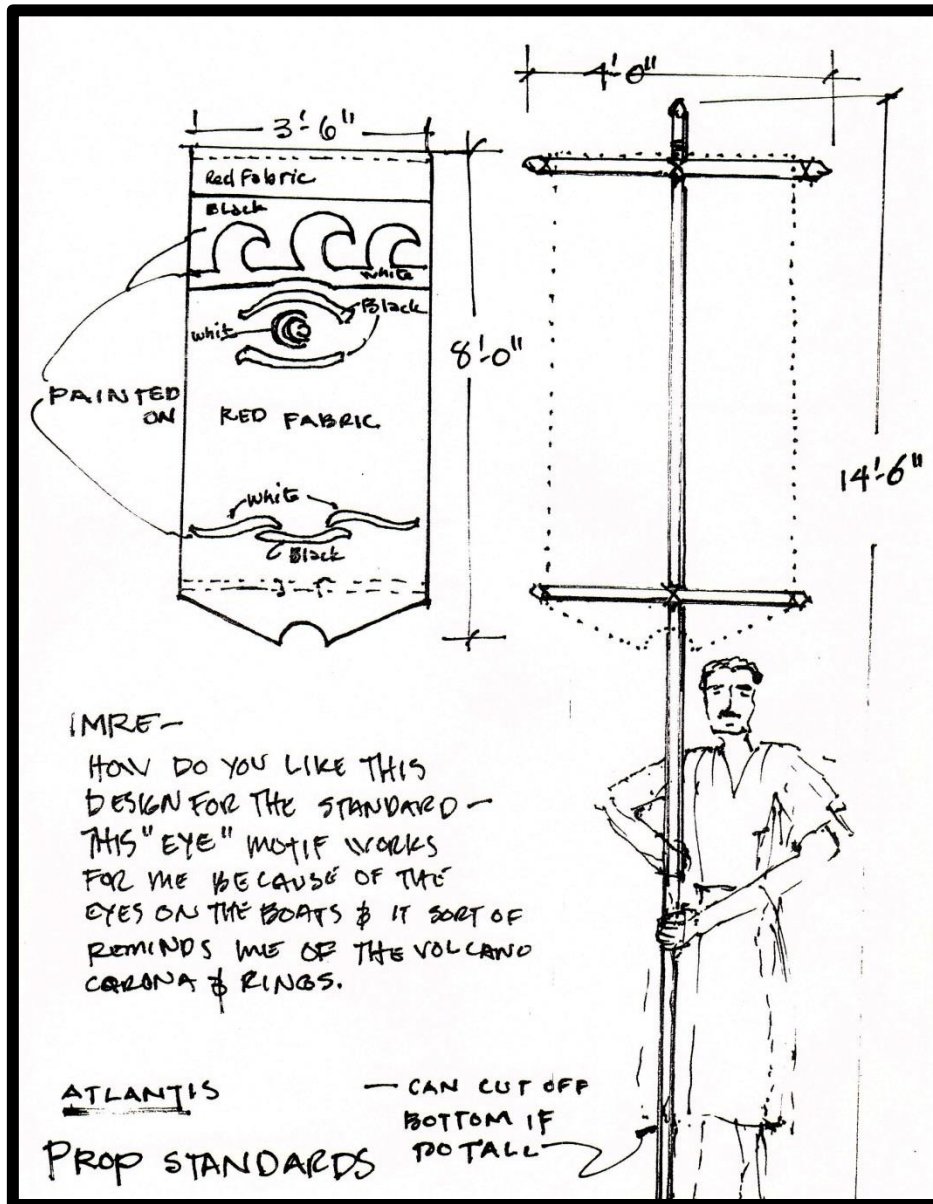
TYPICAL SECTION

Neon Colors

Tri-Phos White	
Ruby Red	
Dark Gold	

Part 4 – Section 6 - Additional Materials

Section 6.C – Graphic and Signage Design



Part 4 – Section 6 - Additional Materials

Applicant Must provide all materials listed below.

These materials may be from different projects.

Section 6.D - Backing Information

Must Include:

Visual Research, Material and Size Information, Sight-Line and Image Scale Study, and a Plan and Section showing a backing's relation to the stage set.

Please Review Provided Examples

Architectural Style

Part 4 – Section 6 - Additional Materials

Section 6.D – Backing Information

Painted Muslin Backing – Sky – Day/Night Lighting
Opaque rear of buildings and trees for Night window lighting effect.



105'- 0" x 21'- 0" J. C. Backings

Courtroom Backing Research – Wright Square, Savannah, Georgia



Part 4 – Section 6 - Additional Materials

Section 6.D – Backing Information

Exterior Research Location Photos –
Relating to Interior Settings

Digital Backing ties to Stage Set with Location

Rosco Digital Imaging Backing 15'-0" x 120'-0"

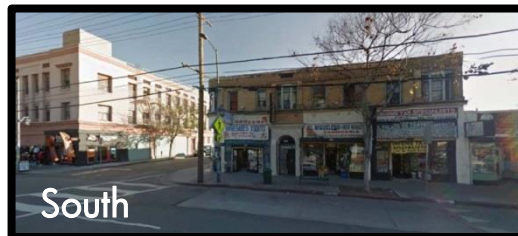
Day Backing

Night Backing

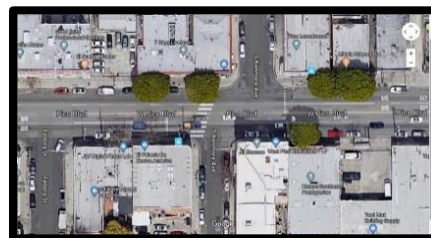
Ext./Int.
Location
Match



Digital Model & Backing



South



Location Intersection

West Pico
&
South Kenmore
Los Angeles, CA



West



East

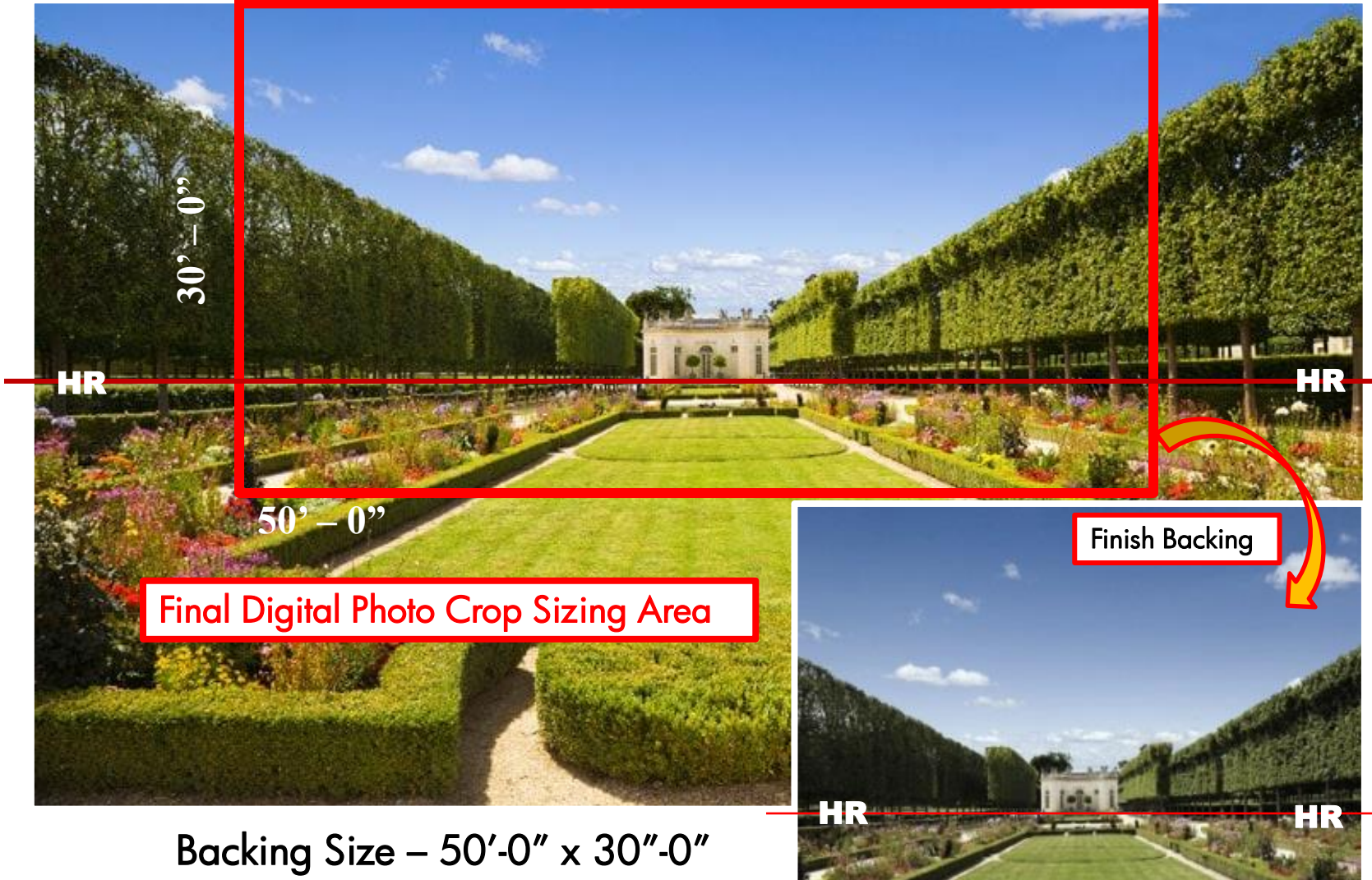


North

Part 4 – Section 6 - Additional Materials

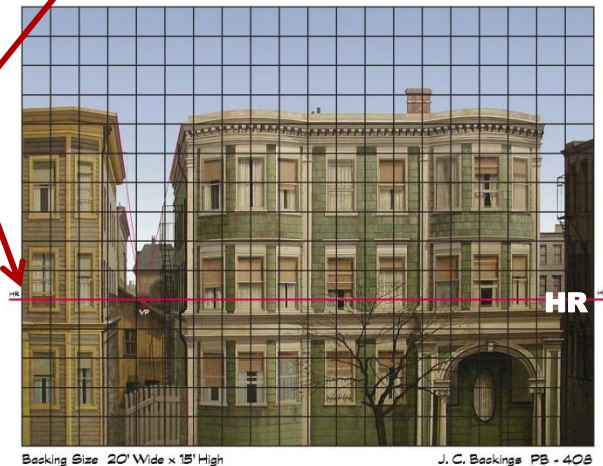
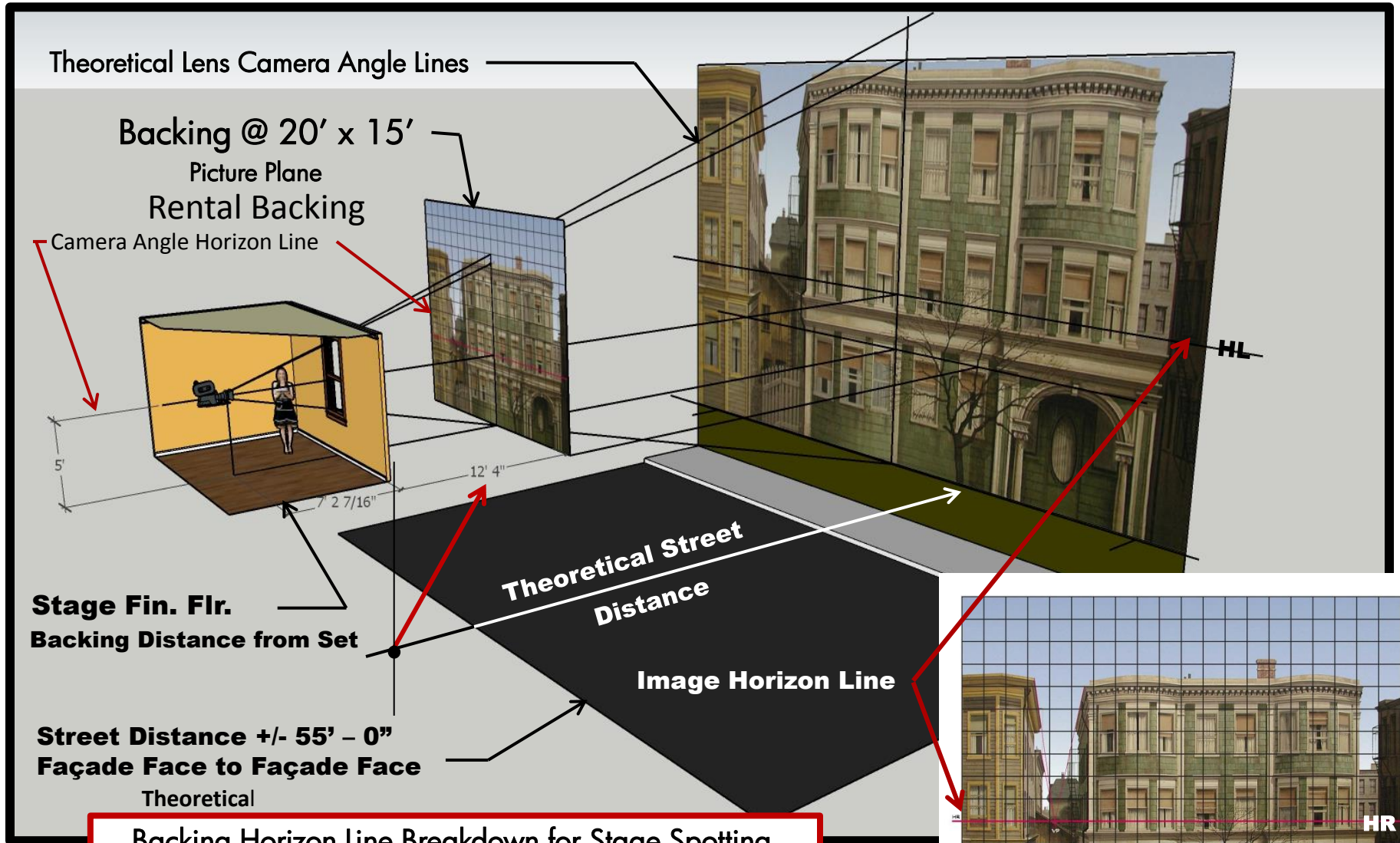
Section 6.D – Backing Information

Photoshop Sky Section Addition for Added Height



Part 4 – Section 6 - Additional Materials

Section 6.D – Backing Information



FREQUENTLY ASKED QUESTIONS

1. If I don't pass the Portfolio Review, can I re-apply? If you do not pass the review, you may re-apply for a reduced fee. There is no limit to how many times you may re-apply.
2. What are the requirements for Recommendation Letters? The application form must be filled out completely, including the name and title of the recommender. All recommendations need to be from professional work relationships; no educational relationships accepted.
3. What if I don't have all the required materials? All criteria must be submitted, or an interview will not be scheduled. If your submission is missing any required documents, you will be asked to re-submit with all required documents for a subsequent round of the Portfolio Review.
4. What materials can be included in the portfolio? The applicant may submit material from multiple projects on which they worked within the Art Department. The majority of the applicant's portfolio must come from their professional work, or may be created specifically for this review.
5. What documents can I submit from a signatory (union) production? Any documents submitted to the Portfolio Review that were created in the context of a signatory (union) production must have been completed in one of two ways:
 - Documents the applicant created while working under a Local 800 job classification (i.e., Asst. Art Director, Set Designer, Graphic Designer, etc.
 - Documents not covered by the applicant's job classification on the production, that the applicant created for the Portfolio Review and was not used as working documents on the production.