

STEPHANIE SPIEGEL

ART DIRECTION & DESIGN



ALL ABOARD V1.02.07.25
ADG - Art Directors Guild of America

PORTFOLIO

ABOUT

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I.A.T.S.E Local 800
ADG - Art Directors Guild of America

STEPHANIE SPIEGEL



Stephanie Spiegel is an Art Director, production designer, terraformer and prop-maker based out of Los Angeles, CA. After graduating from Wesleyan University in 2008, she was accepted into the landscape architecture masters program at the University of Oregon.

Following her time in graduate school, Stephanie narrowed in on her passion for futuristic spaces, creating authentic future worlds that, despite being from this world and for this world, are ultimately stuck in the existential.

When she's not on set, she can be found painting, experimenting with different mediums, creating sculptures out of odds and ends, doing voice over work or hanging out with her cat, Mittens.

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The Company You Keep – Assistant Art Director

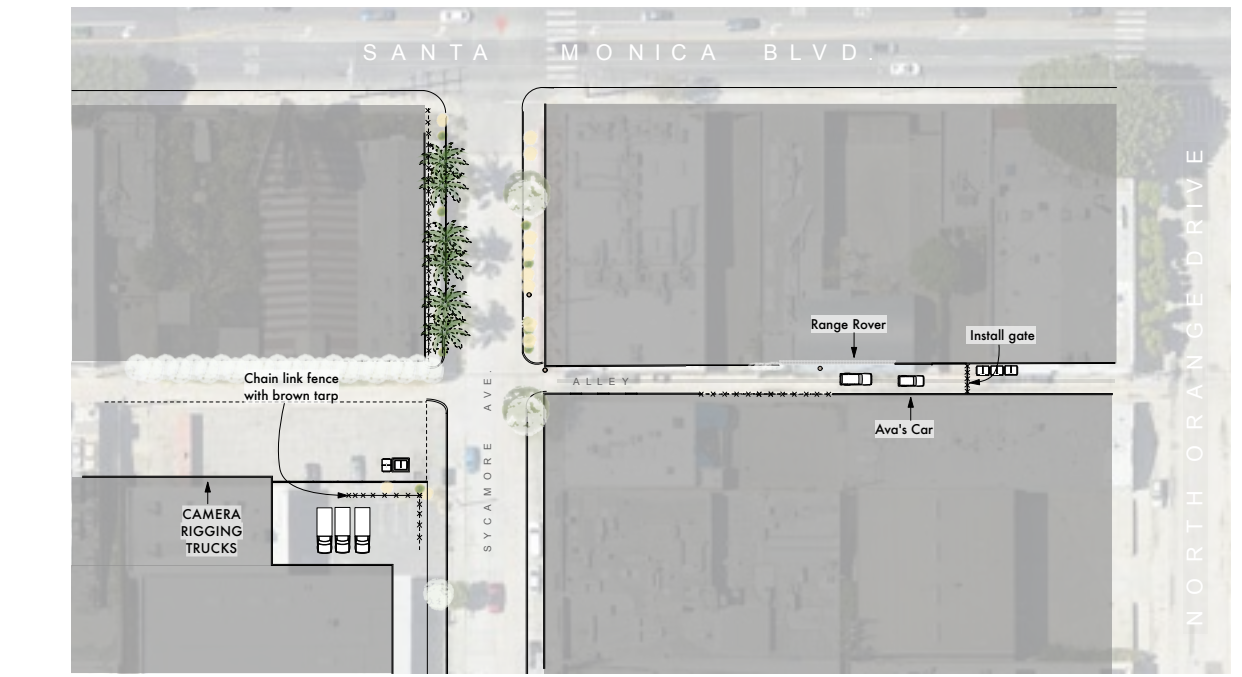
What to Expect – Set Designer

Future App – Production Designer

The Break Up – Production Designer

Content Castle – Art Director

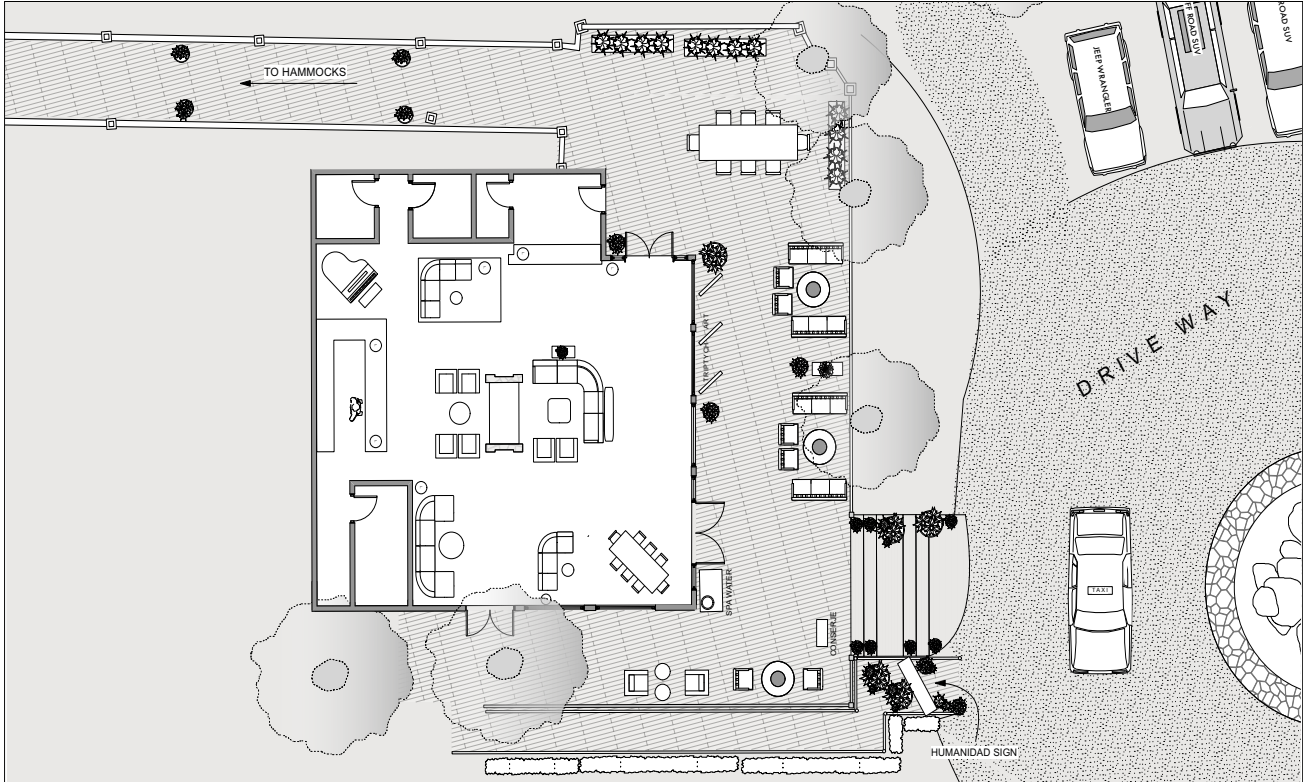




DIRECTOR'S PLAN - EXT. SIDE OF ROAD (ALLEY)
LOCATION: NORTH SYCAMORE AVE AND SANTA MONICA BLVD, HOLLYWOOD, CA 90038
SCALE: UNKNOWN

BASED ON A TRUE STORY
SEASON 2
WIP 07/09/24
PRODUCTION DESIGNER: ALEC CONTESTABLE
ART DIRECTOR: MATTHEW CAREY
SET DECORATOR: KRISTIN PETERSON

207/208
Sc. 31 & 1
SCALE: UNKNOWN



DIRECTOR'S PLAN - EXT. HUMANIDAD WELLNESS CENTER - ARRIVAL AREA
LOCATION: CALAMIGOS RANCH, 327 LATIGO CANYON RD, MALIBU, CA 90265
SCALE: 1/8" = 1' - 0"

BASED ON A TRUE STORY
SEASON 2
WIP 04/25/24
PRODUCTION DESIGNER: ALEC CONTESTABLE
ART DIRECTOR: MATTHEW CAREY
SET DECORATOR: KRISTIN PETERSON

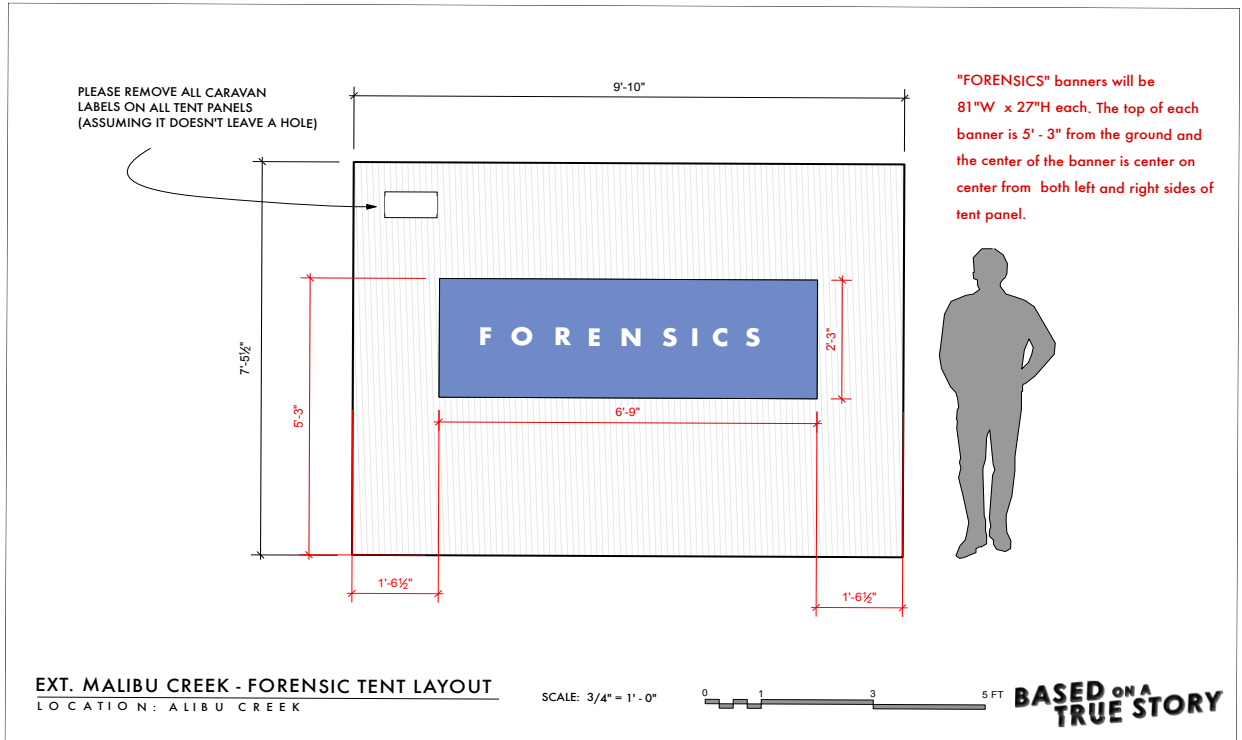
201
Sc. 17
SCALE: 1/8" = 1' - 0"

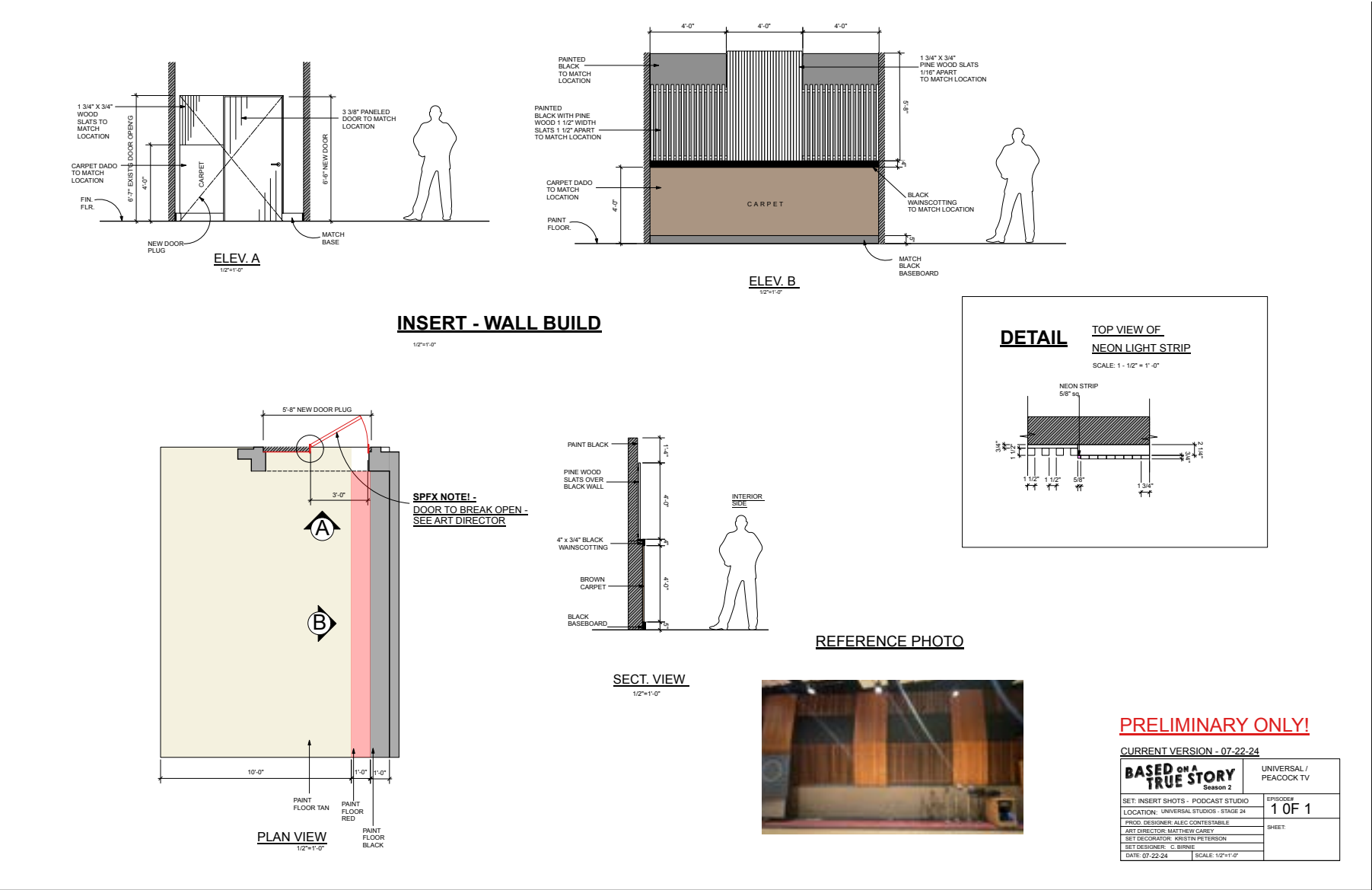


As an Assistant Art Director, I contributed to a diverse range of stage builds and location transformations as well as provide directors plans and work notes each week.

One of our major projects involved recreating a detailed landscape from a real-world location, requiring meticulous attention to scenic design. Additionally, we transformed multiple locations across Los Angeles, adapting existing spaces to seamlessly fit the show's aesthetic and narrative needs.

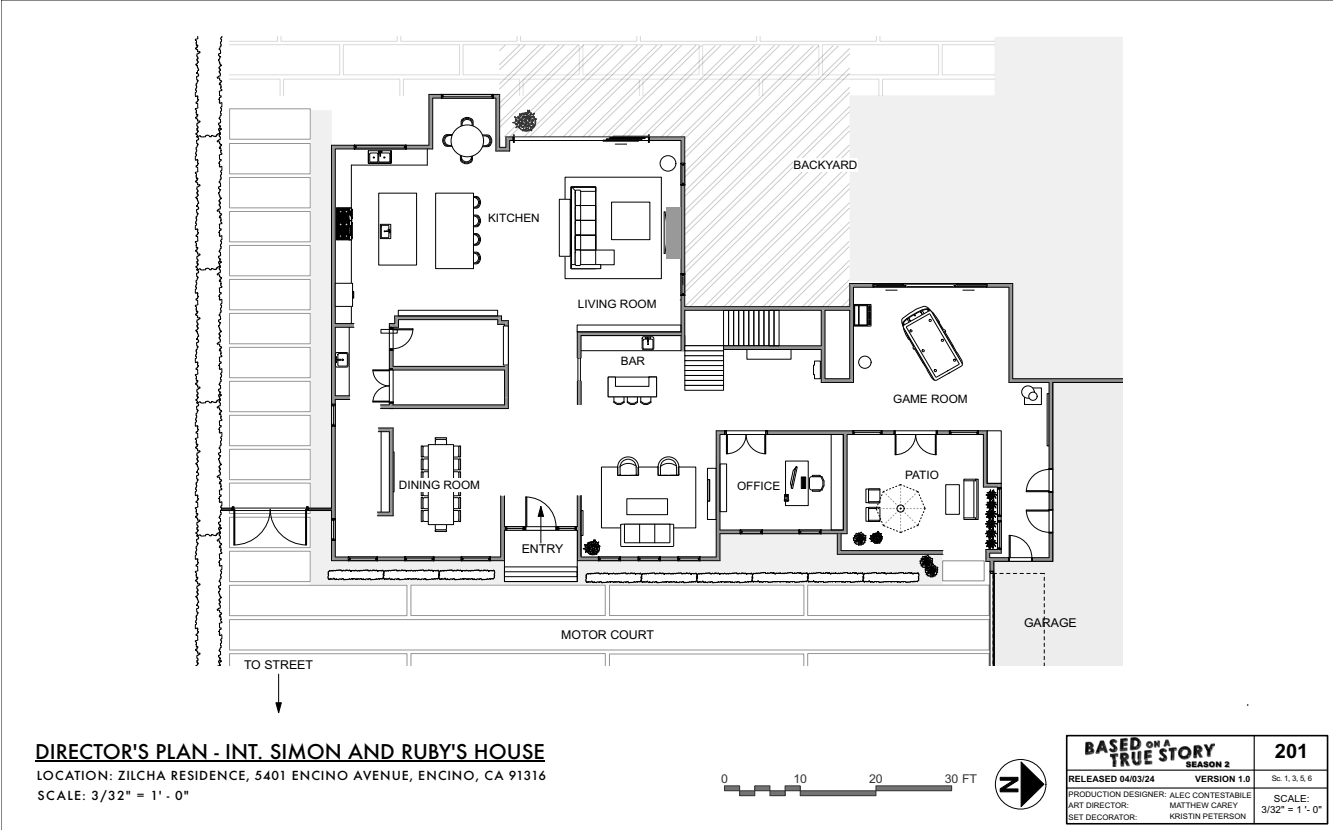
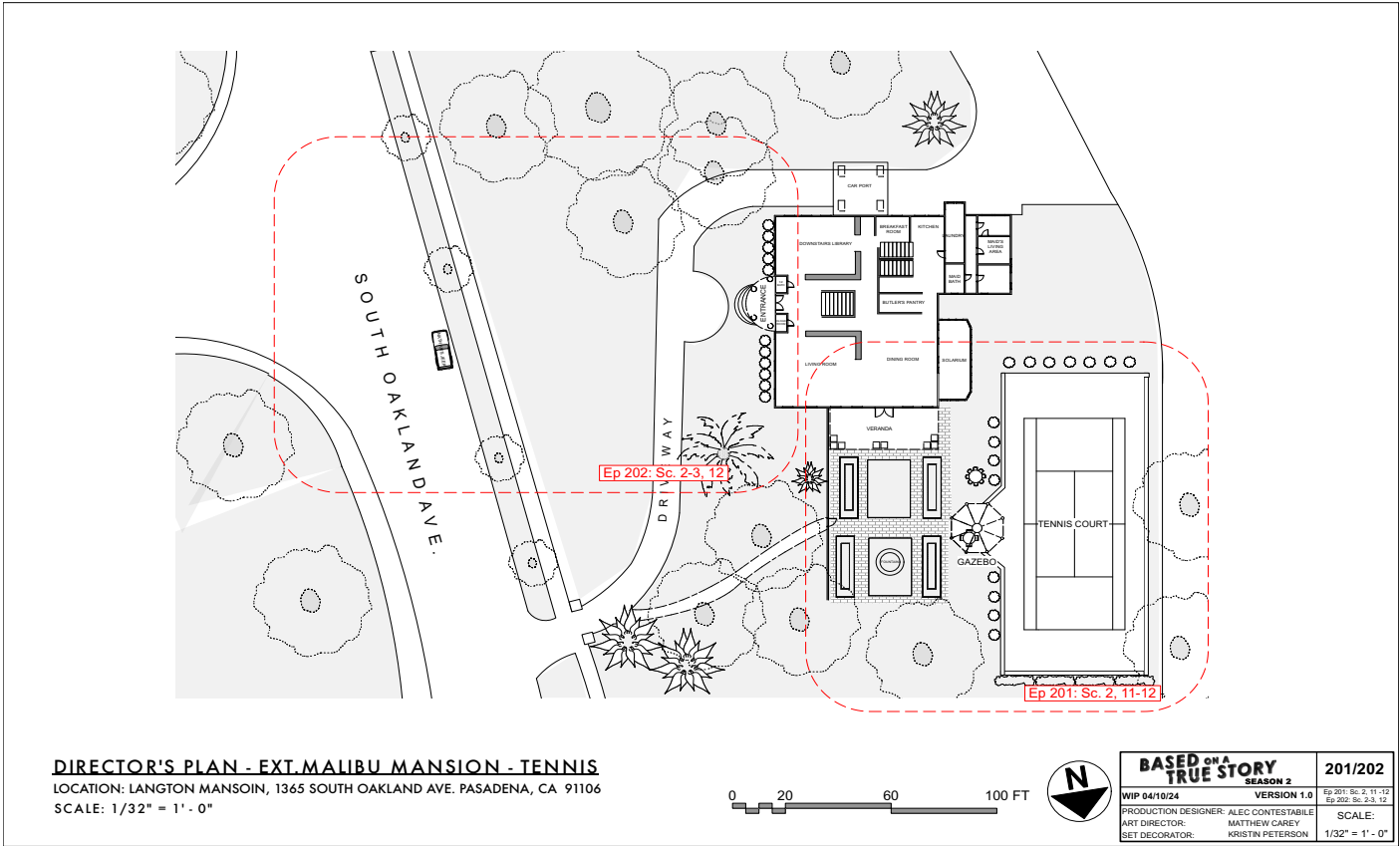
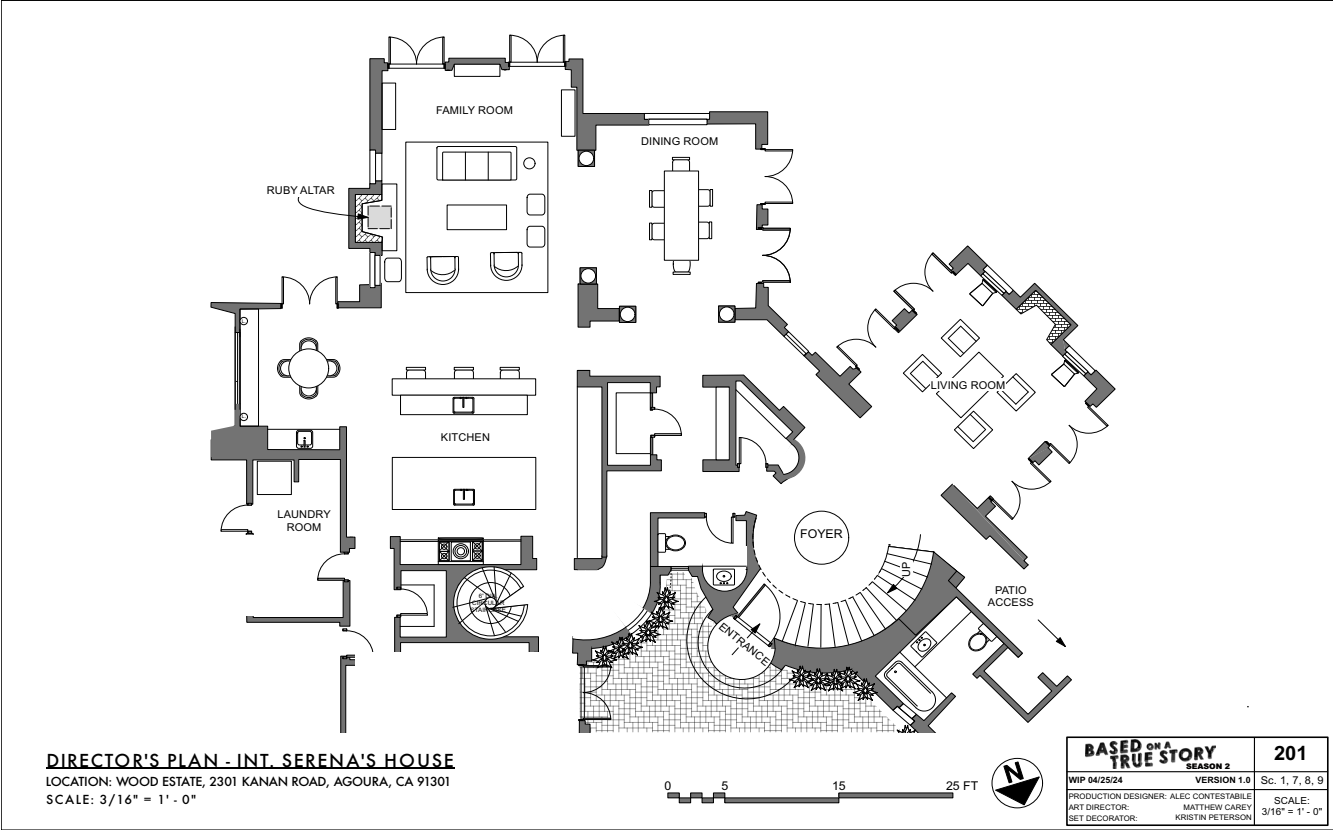
Our work also integrated special effects on several sets, and collaborating closely with the special effects team was a smooth and efficient process. This collaboration ensured that practical effects blended seamlessly with the production design, enhancing both realism and cinematic impact.





In our last block of shooting we had to recreate a wall from a location for insert shots. I was designated to draw the wall and part of the floor for construction.





4 BASEMENT WINDOWS

SASH LOCK **BLACK 3" HINGE**
x1 SET from First Unit Hardware x2 PAIRS from Home depot



5 DOUBLE DOORS

T - HINGES - HEAVY DUTY -
x2 PAIRS from Home Depot.



INCINERATOR

ANTIQUE STEEL INCINERATOR
x1 from Facebook Marketplace



WALL HOOKS

ANTIQUE HOOK
x3 from Home Depot

REFERENCE PHOTO



1 PANTRY DOOR

BACKPLATE SETS (WITH KEYHOLE & THUMBTURN)
x1 PAIR from Ricks Hardware

CRYSTAL SPINDLE KNOB SET

x1 SET from First Unit Hardware



SASH LOCK

x1 SET from First Unit Hardware

4" SURFACE BOLT

x1 SET from First Unit Hardware



PARLAMENT HINGE 2.5" BALL BEARING
x1 PAIR from First Unit Hardware



3 VENTS

WIRE MESH CLOTH 1/2" SQUARES
X1 Roll DIY CENTER



INT. BASEMENT HARDWARE PLAN

**BASED ON A
TRUE STORY**



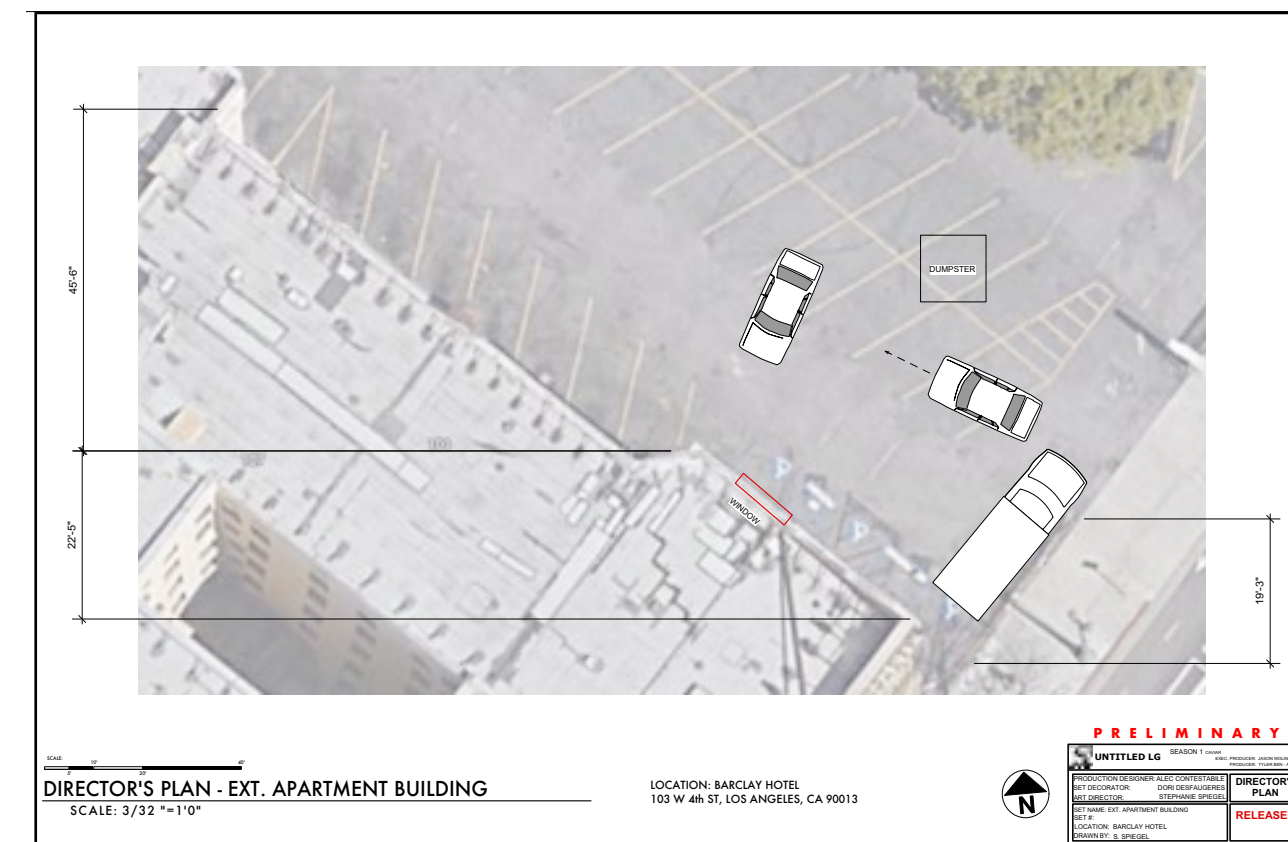
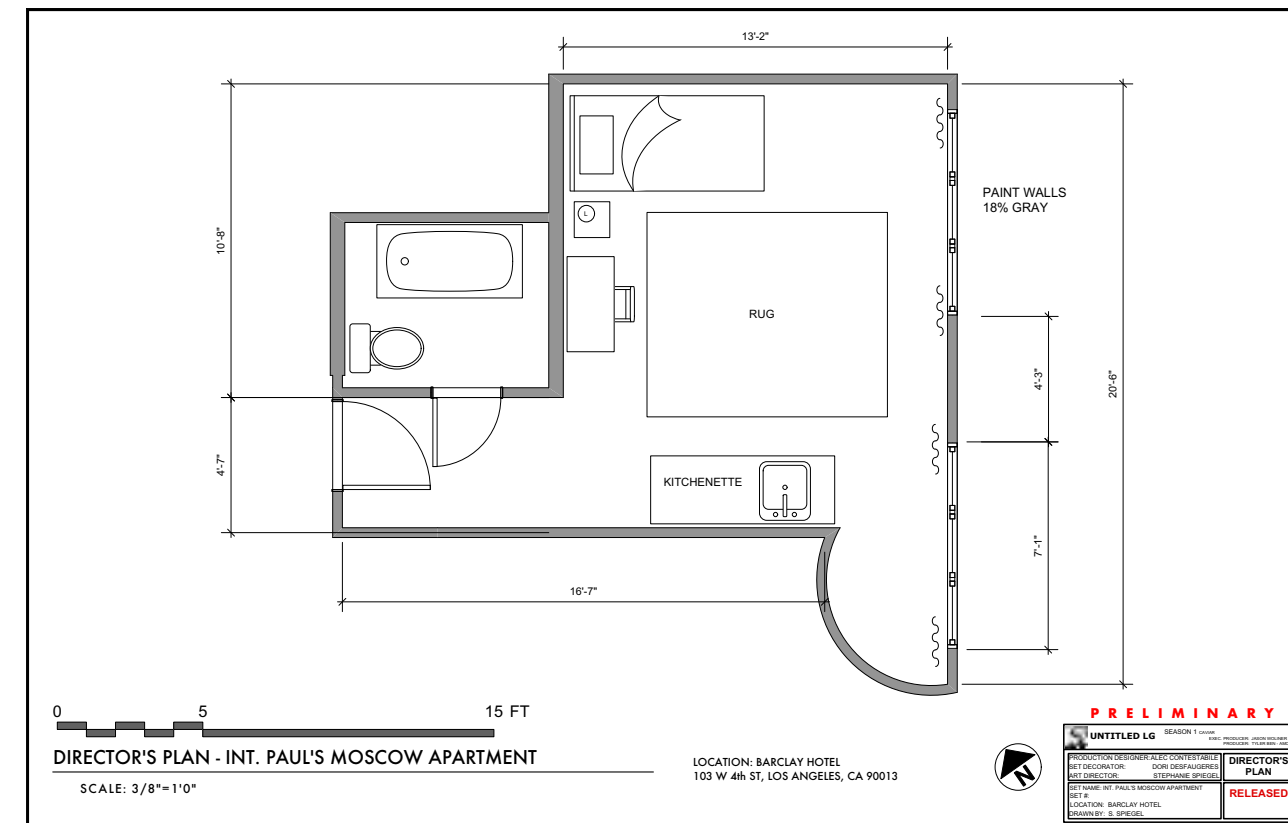


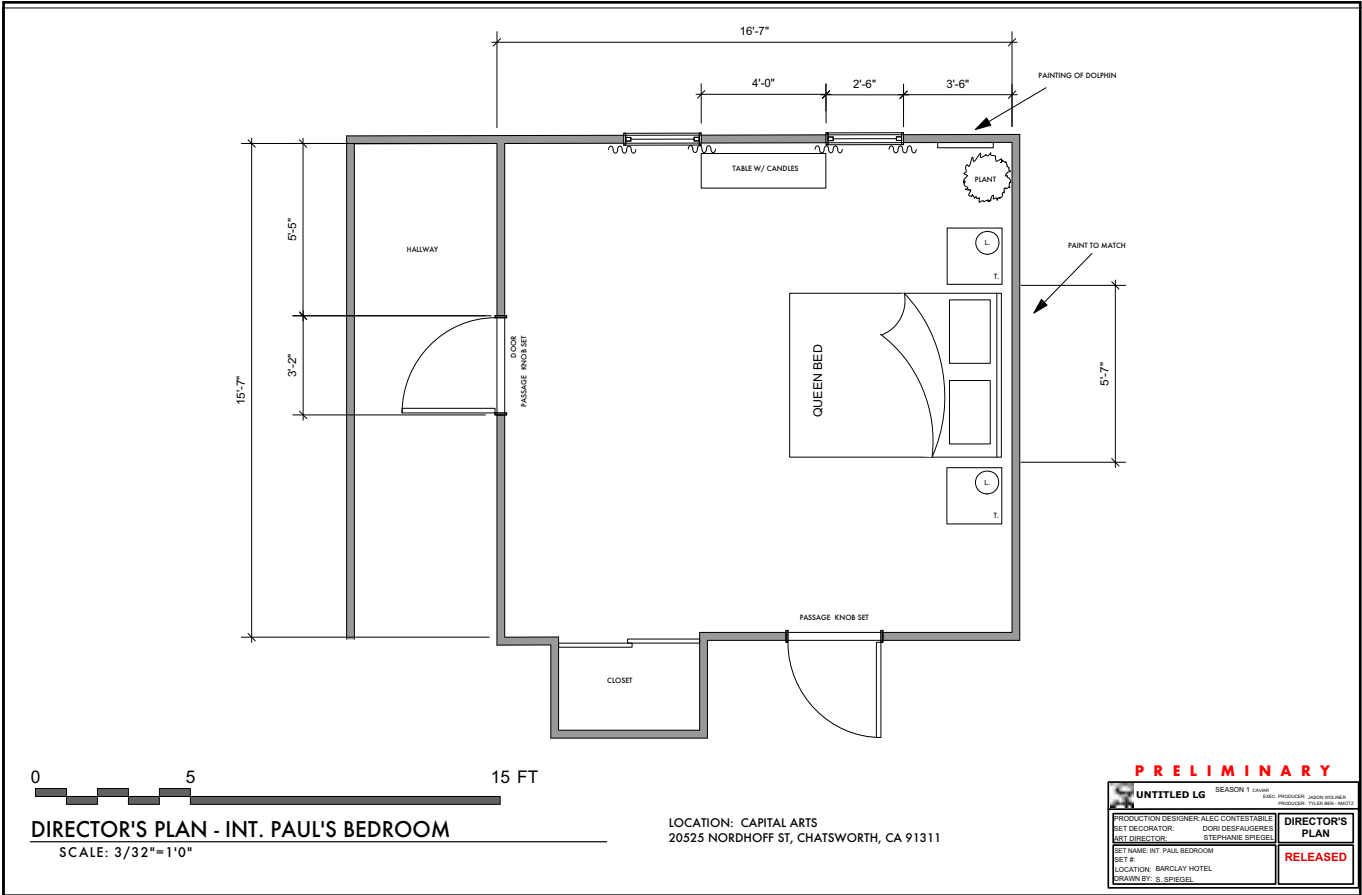
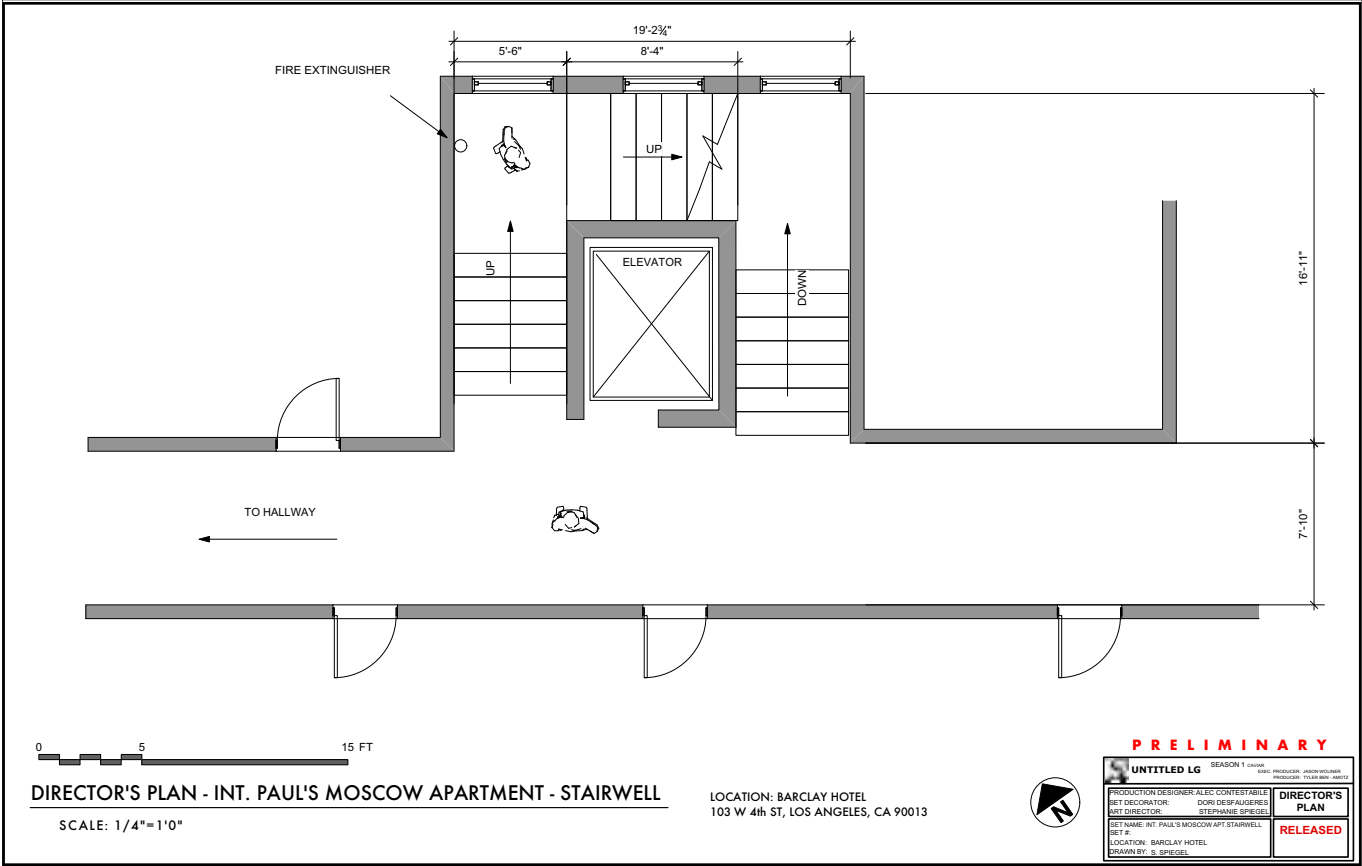
UNTITLED LG SERIES

Paul T. Goldman is a docu-fiction series that is part feature, part documentary and part reality show... kind of.

Production Designer, Alec Contestabile brought me on as his Art Director for this wild ride. We had our work cut out for us. Roughly 99 sets scheduled in the span of three weeks. Spread out from Long Beach to Disney Ranch.

We had a handful of builds and practical effects. And despite the odds, we delivered.

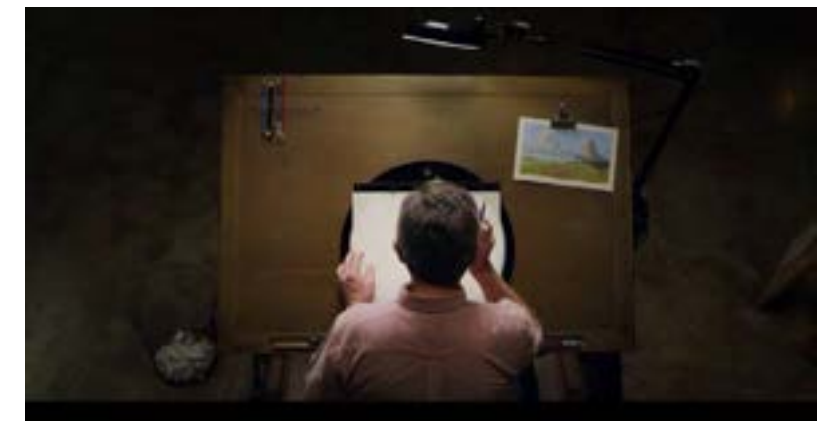


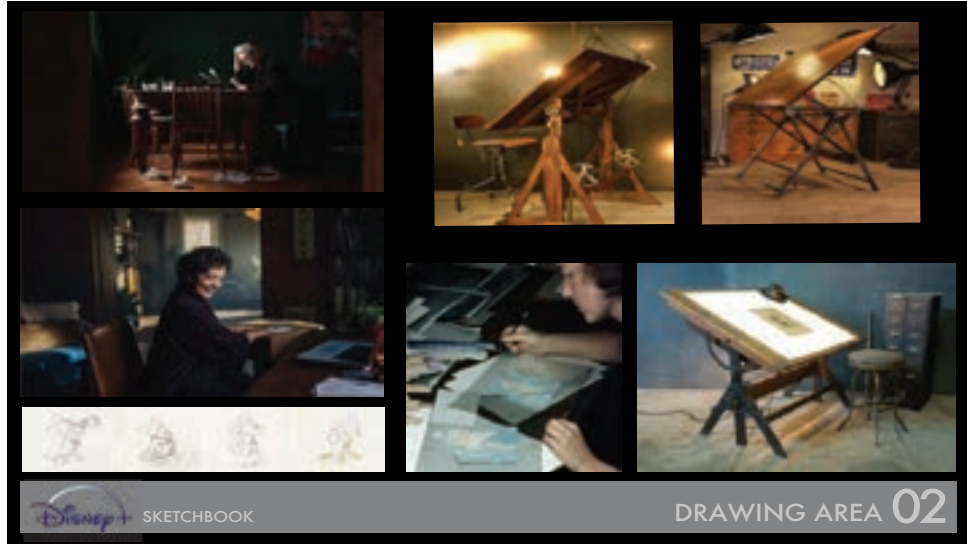




SKETCHBOOK – artists behind our favorite disney characters. shared their creative process, teaching viewers how to draw their memorable characters as well as watching their characters come to life.

As Art Director I surveyed the location, drew the plan and as well as the sketch up model. We were able to create a world on paper that translated into the real world perfectly. This was an absolute dream job.





Stage one: Mood Boards

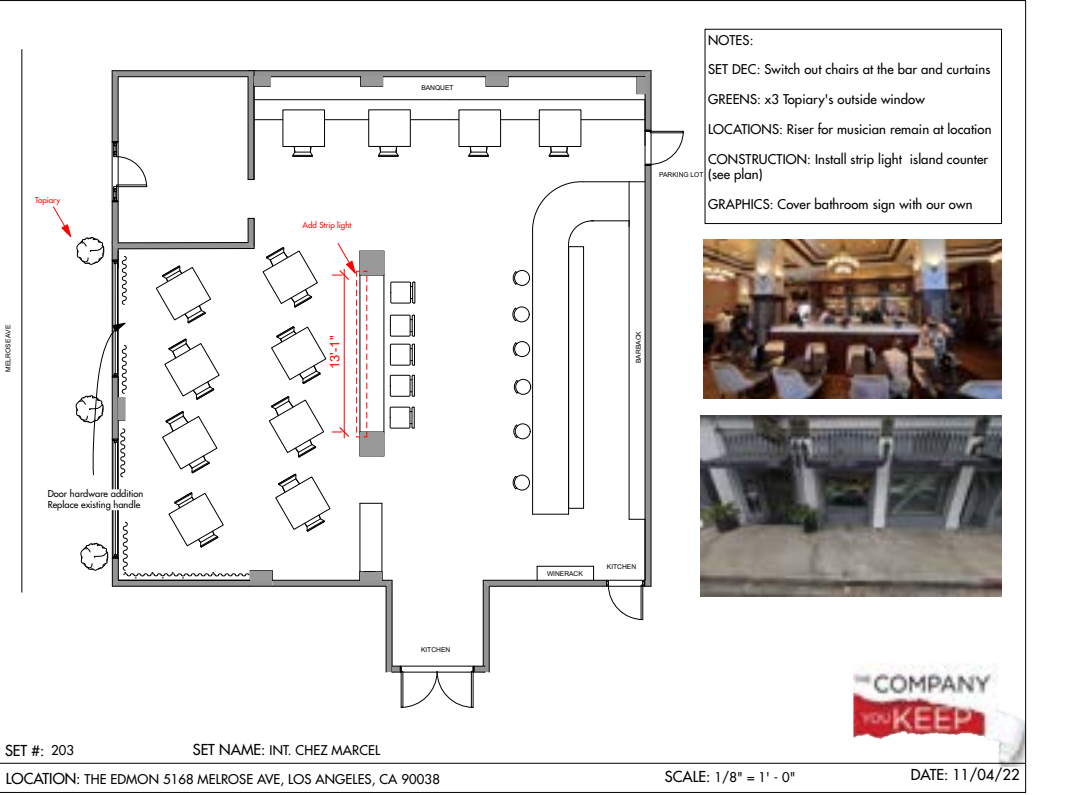
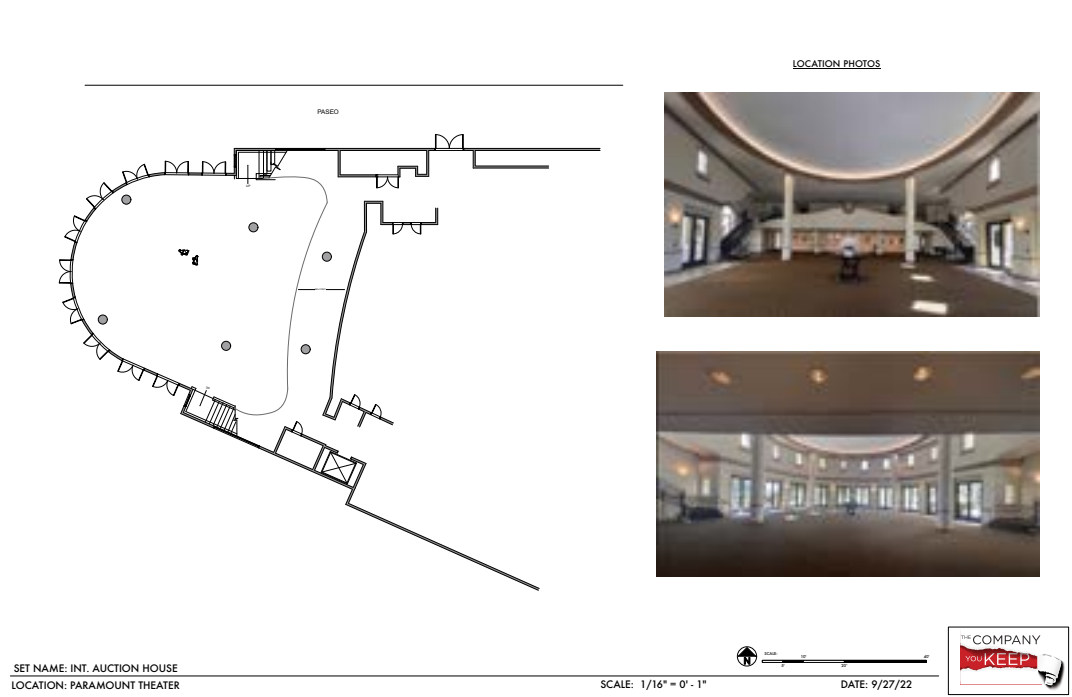
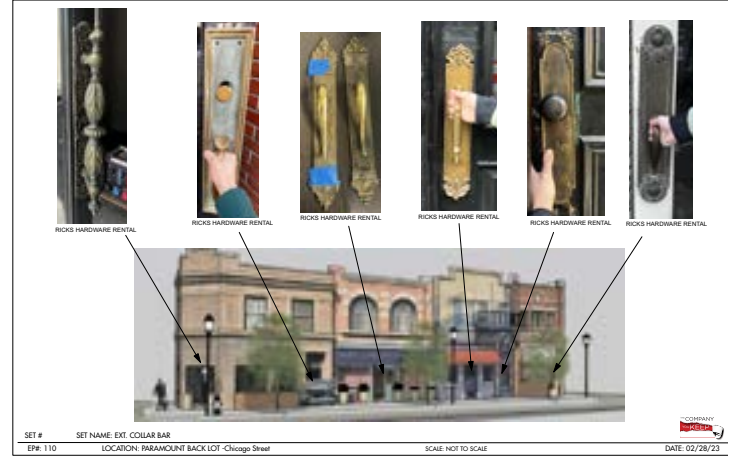
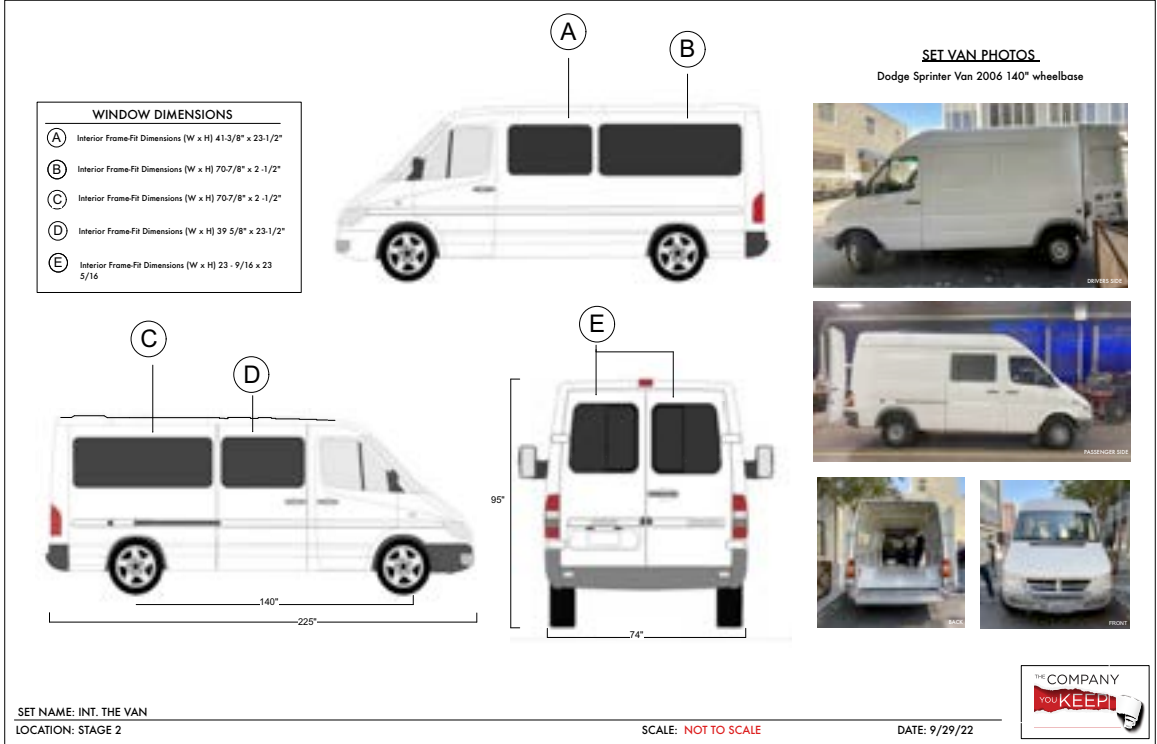
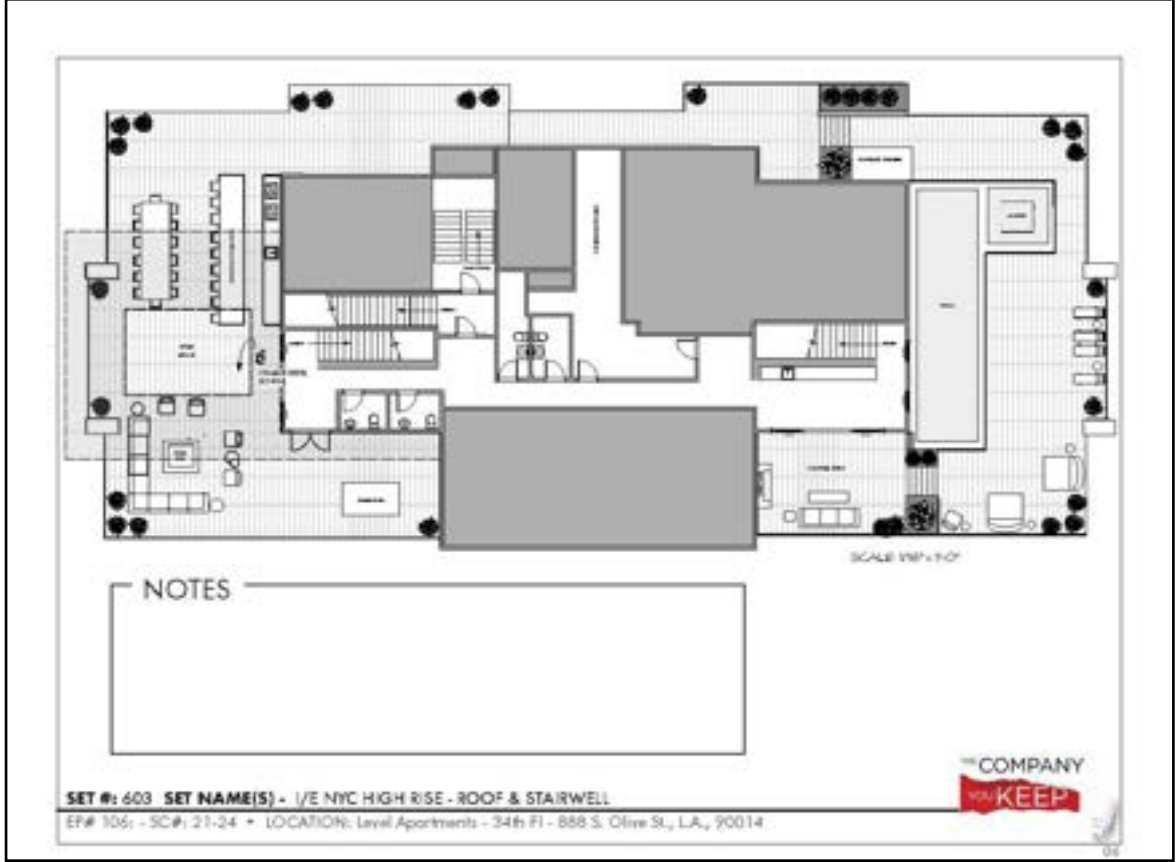


Stage Two: SketchUp Model

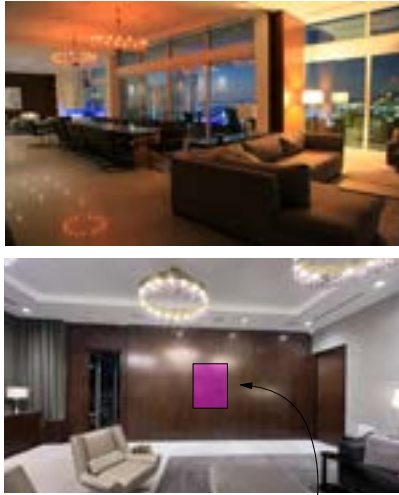


Stage Three: Renderings





LOCATION PHOTOS



Faux Blenner painting
Heavy duty cleat into wall

Door plays open

Hero Elevator

Door plays open

Door plays closed

Remove couch
replace with bar

Remove half of table

Redress to camera

PERSONAL LIVING ROOM

Fireplace on

Iron cast gate to play closed
and unlocked

NOTES:

SET DEC:

- Remove one dining room table from the main area
- Re-dress couches in the main area to camera
- Set-up bar station in the family room area
- Artwork (hanging, easel, and on pedestals)
- Abstract sculptures
- Remove any existing artwork on walls
- Floral arrangements
- Bar ware

PROPS:

- BIRDIE cellphone using a LiDar app
- Small spray bottle
- Tray of hors d'oeuvres
- Cocktails/drinks
- Ear bug for BIRDIE
- Faux Blenner painting

SPFX:

- Fireplace on

PLAYBACK:

- LiDar app on BIRDIE cellphone

THE COMPANY
youKEEP

DATE:12/13/22

SET #: 603

SET NAME: INT. HIGH RISE PENTHOUSE

LOCATION:SOUTH OLIVE ST. 888 S. Olive St. Los Angeles, CA 90014

SCALE: 1/16 " = 1' - 0"

LOCATION PHOTO



HERO UNIT

HERO UNIT

HERO UNIT

NOTES:

SET DEC:

- Crates

GPFX:

- Logos for crates

PAINT:

- Install logos on crates

PROPS:

- Hero crate with guns
- Charlie's phone - checks photo of note
- Combination padlock

TRANSPO:

- Charlie's bronco

WRITERS:

- Change the script to fit unit number at location "E1-11"

STORAGE UNIT NUMBER

E1-11

THE COMPANY
youKEEP

DATE:12/16/22

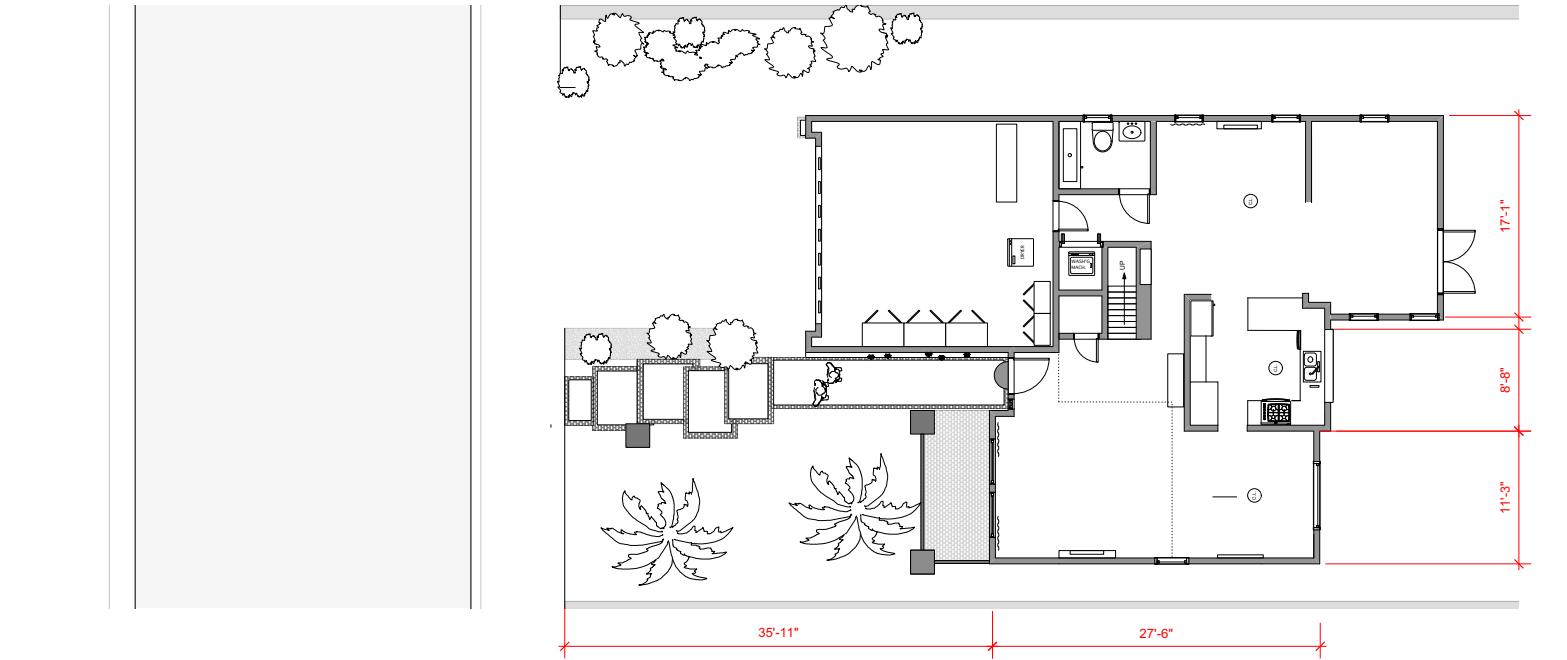
SET #: 609

SET NAME: EXT. STORAGE FACILITY

LOCATION: FORT STORAGE 1651 S. Central Ave, Los Angeles, CA 90021

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





DIRECTOR'S PLAN - EXT/INT HOUSE

SCALE: 1/8"=1'0"

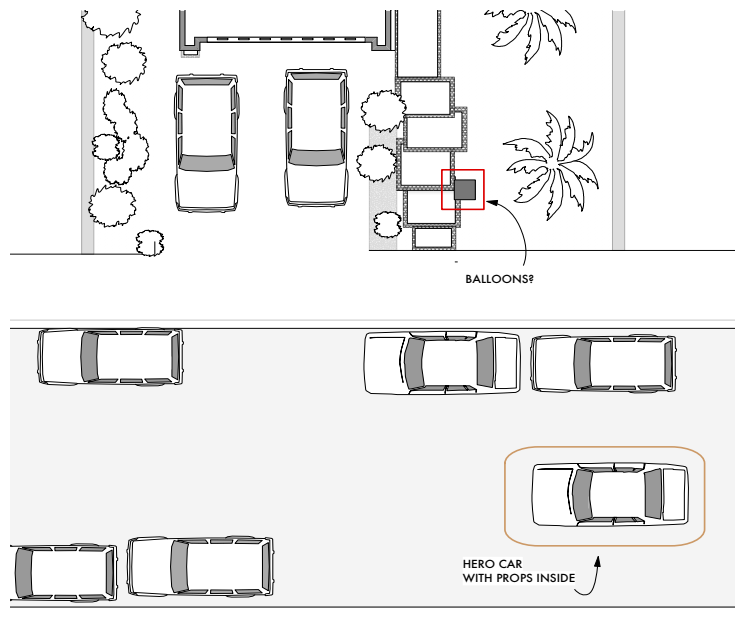
LOCATION: 3434 Paula St,
West Covina, CA 91792

WHAT TO EXPECT	DIRECTOR'S PLAN
PRODUCTION DESIGNER/ALEC CONTESTABLE ART DIRECTOR: STEPHANIE SPIEGEL SET DECORATOR:	RELEASED
SET NAME: HOUSE SET # 01 LOCATION: WEST COVINA DRAWN BY: STEPHANIE SPIEGEL	10/27/24 VERSION 1.0



WHAT TO EXPECT

I worked on this project for only a couple of days during prep. I surveyed the location, drew up the plan and drafted initial work notes.



WORK NOTES- EXT HOUSE

SCALE: 1/8"=1'0"

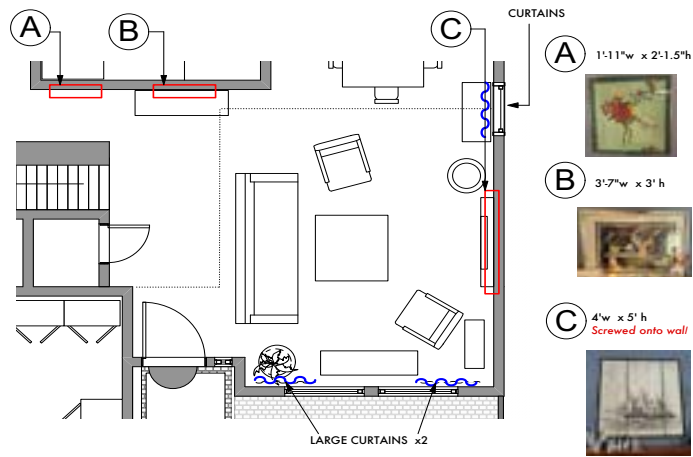
LOCATION: 3434 Paula St,
West Covina, CA 91792



WORK NOTES - EXT HOUSE

- GREENS
- A little bit of cleaning up but overall it looks good
- SET DEC.
- Balloons for outside? Maybe the family has brought and tied up?
- Give some color and festiveness
- TRANSPO
- Use crew cars (need to get a # of cars from Gabi) Cars with color is ideal
 - Pick Hero car and establish what needs to be greeked inside
 - Cars should be clean - maintain that stylized look
- PROPS
- License plates for all background cars and hero car?
 - Stroller/ other baby items from hospital like baby bag

WHAT TO EXPECT	EXT. WORK NOTES
PRODUCTION DESIGNER/ALEC CONTESTABLE ART DIRECTOR: STEPHANIE SPIEGEL SET DECORATOR:	
SET NAME: HOUSE SET # 01 LOCATION: WEST COVINA DRAWN BY: STEPHANIE SPIEGEL	10/27/24 VERSION 1.0



WORK NOTES - INT ENTRY/LIVING ROOM

- SET DEC:
- Replace artwork x3
 - Replace LARGE curtains. 10' 8" x 10' w.
 - Remove blinds/hang curtains
 - Couch cover, pillows, throw, area rug?
- PROPS:

WORK NOTES - INT. ENTRY/LIVING ROOM

SCALE: 1/8"=1'0"

LOCATION: 3434 Paula St,
West Covina, CA 91792



WHAT TO EXPECT	INT. WORK NOTES
PRODUCTION DESIGNER/ALEC CONTESTABLE ART DIRECTOR: STEPHANIE SPIEGEL SET DECORATOR:	
SET NAME: HOUSE SET # 01 LOCATION: WEST COVINA DRAWN BY: STEPHANIE SPIEGEL	10/27/24 VERSION 1.0



FUTURE APP client wanted five different “homes” in one location: a single family home in Silverlake. Despite the tight schedule and location restrictions we were able to create the different “homes” with curated set dressing.

SET #:N/A SET NAME: INT. KITCHEN

LOCATION: 2306 Kenilworth Ave. Los Angeles 90039 SCALE: NOT TO SCALE

SET DEC NOTES v1.00

FUTURE + GRIZZLY

DATE:06/17/23



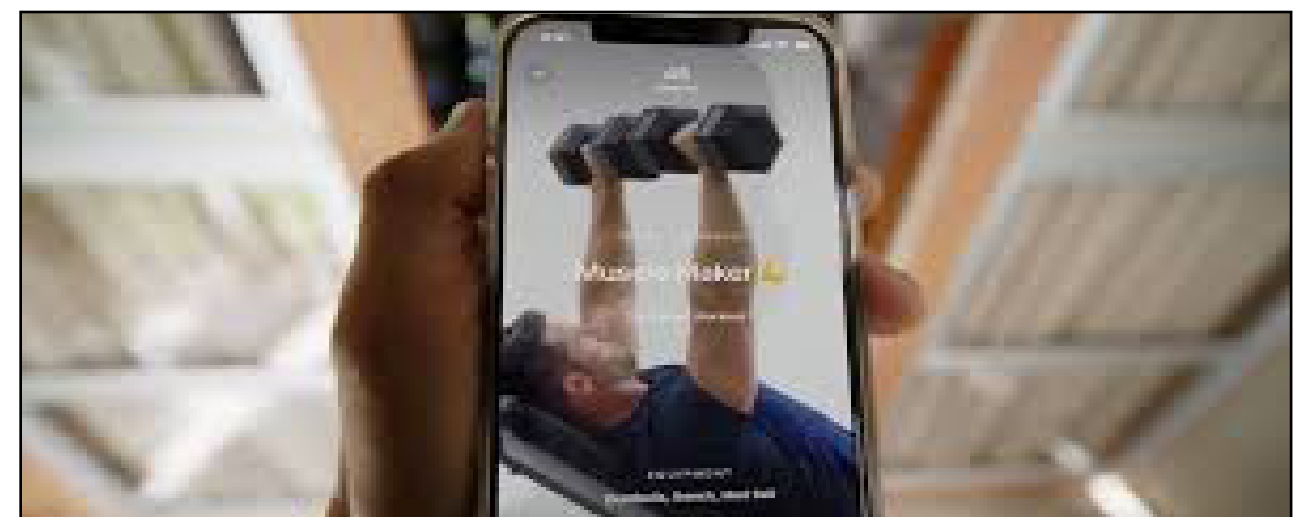
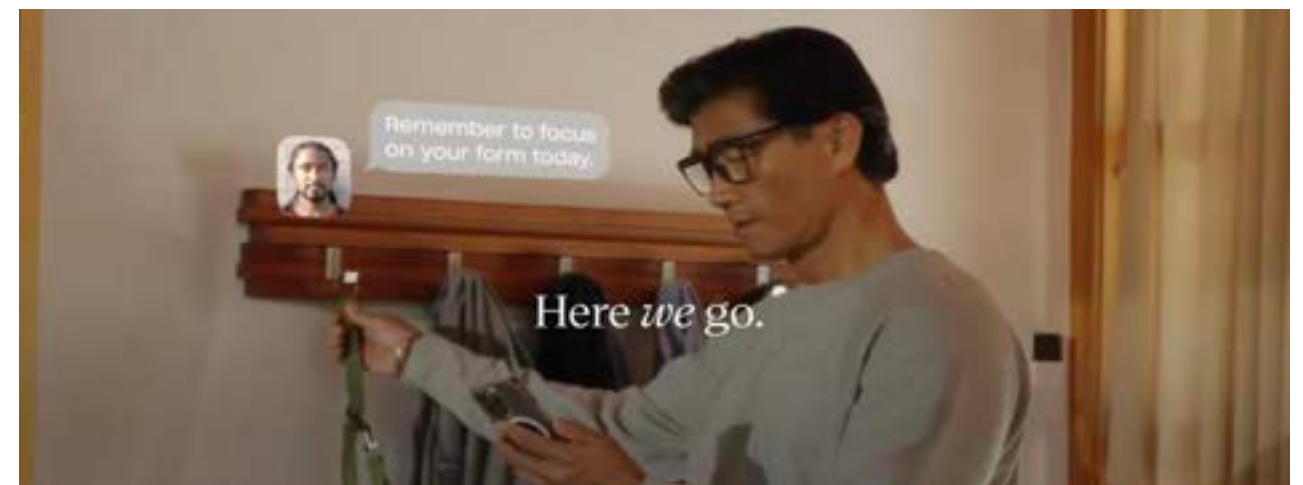
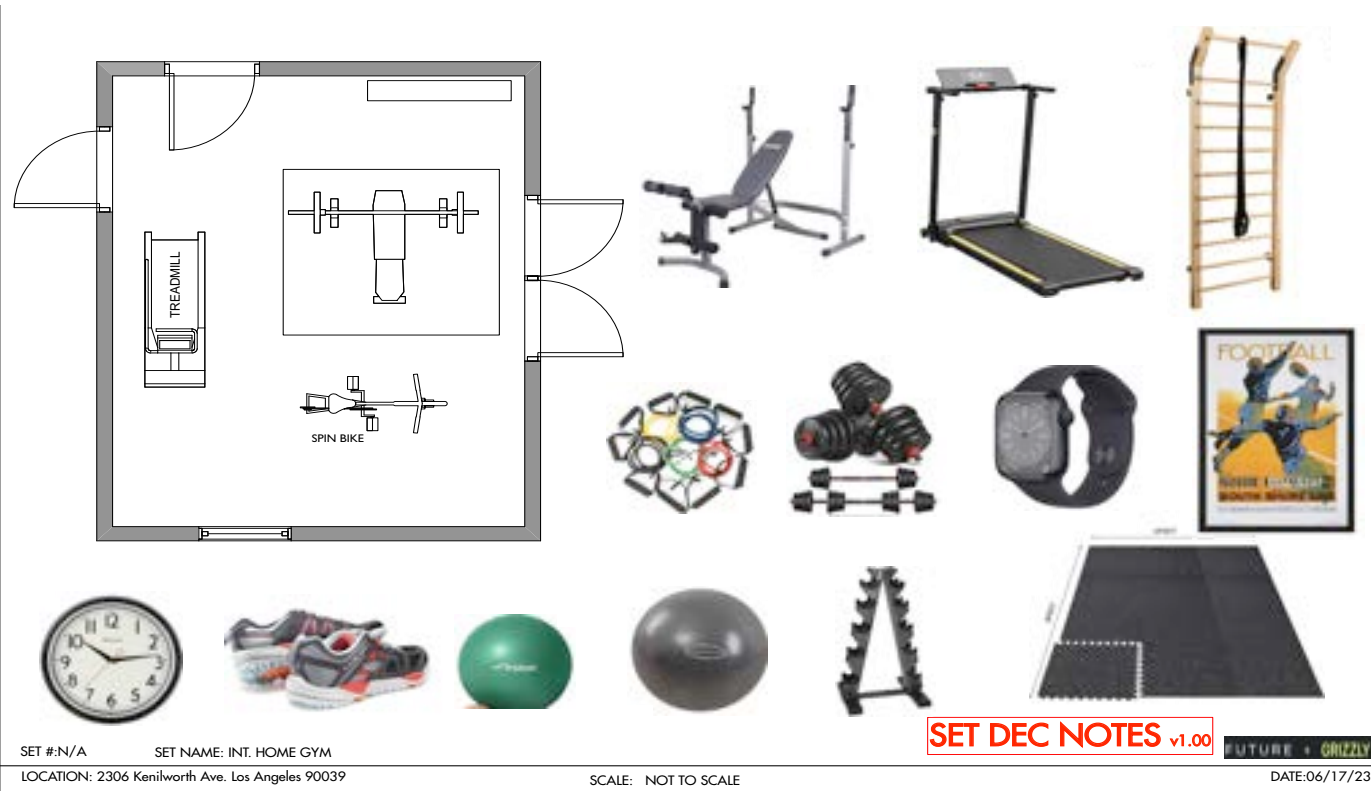
SET #:N/A SET NAME: INT. LIVING ROOM

LOCATION: 2306 Kenilworth Ave. Los Angeles 90039 SCALE: NOT TO SCALE

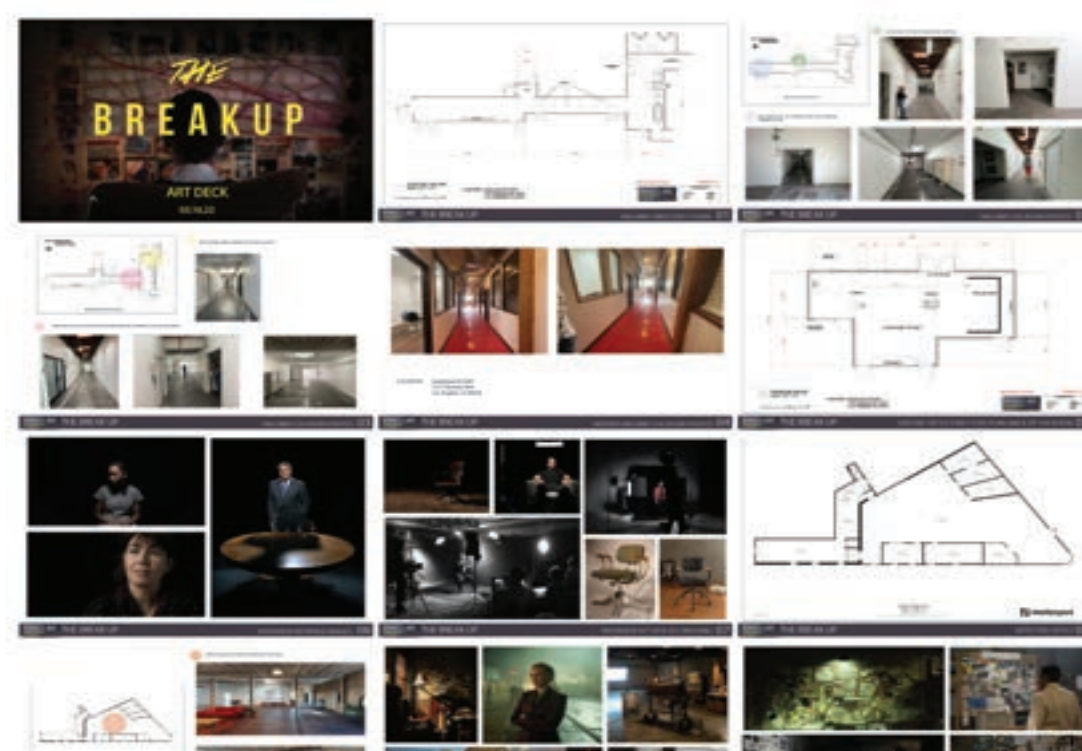
SET DEC NOTES v1.00

FUTURE + GRIZZLY

DATE:06/17/23



The BREAKUP - a docuseries pitch for Hulu. Each episode focused on the aftermath of a real life couples' breakup. Although the subjects were real, the narrator was a fictionalized private investigator of sorts. I designed his heartbreak headquarters whose office is full of Breakup "evidence" and research materials - a full on investigation in to the mysteries of love.





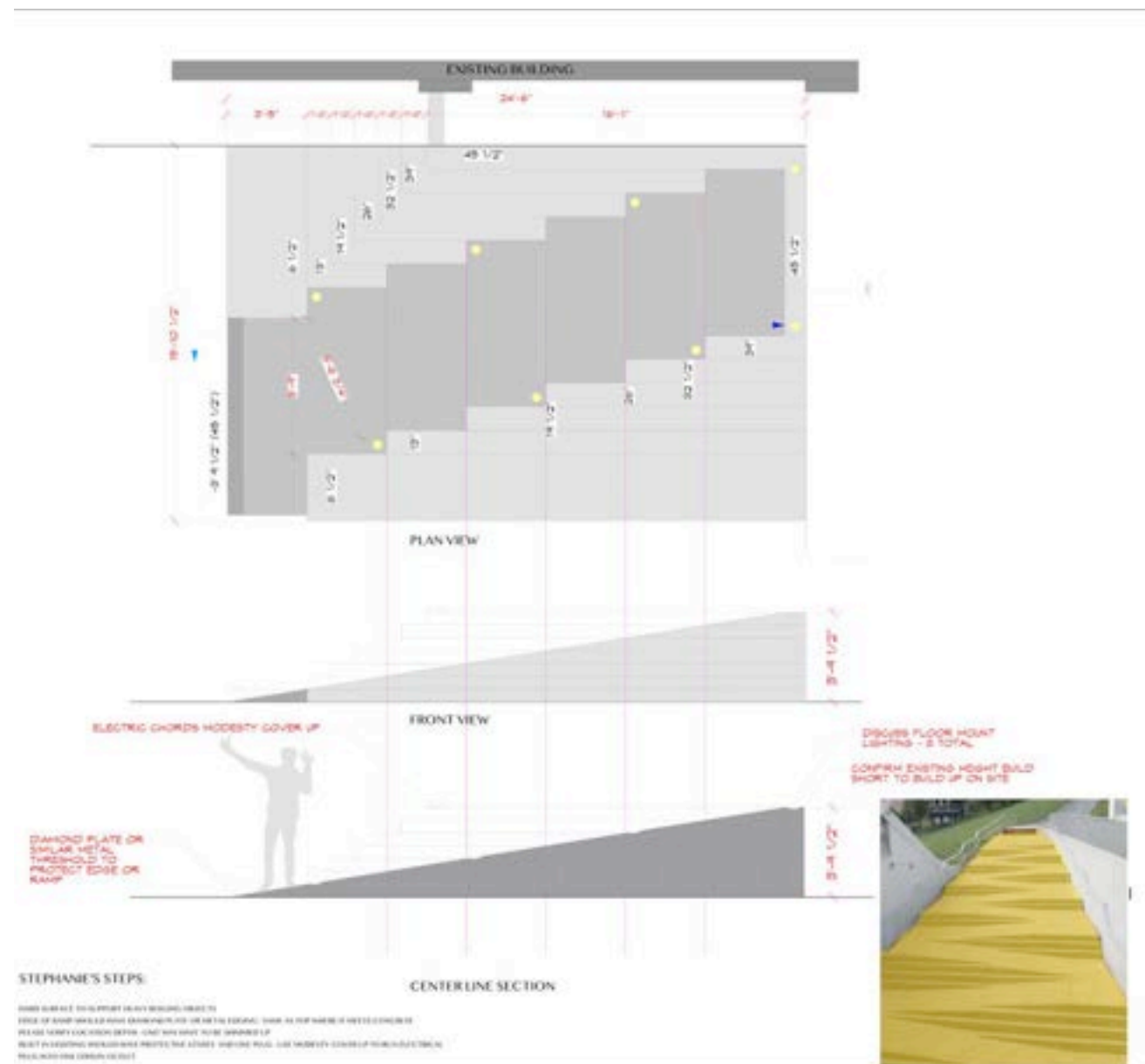
CONTENT CASTLE

NRG Esports created The Castle as a creative space in downtown Los Angeles. A space for gamers and the Youtube generation to promote products, play and game.

The 20,000sqft space includes 13 zones, each with a special theme and with modular peices for quick reassembling for future set changes. The space was designed for the famous Youtube gamers to live stream "challenges" and games for their fans.

As the art director and main boots on the ground, I had my hand in every detail in this space. Due to the massive scale of this project, I was able to design in addition to art directing. Notable peices include the double decker cat tree, an accessible entrances for those unable to walk up steps, a metal sphere for costume changes, an oval office rage room and an "every console ever" zone.





Art Director - NRG ESPORTS CASTLE