STEPHANIE SPIEGEL

ART DIRECTION

Stephaniespiegel@gmail.com stephanie-spiegel.com 617. 872.0141 I.A.T.S.E LOCAL 800 Art Directors Guild of America

EXPERIENCE

Based On A True Story S2 TV Series	Asst. Art Director	PD Alec Contestabile	Peacock	2024
Future Ad Campaign	Production Designer	Dir. Charles Bergquist	GRIZZLY INC	2023
Silverton Casino Ad campaign	Production Designer	Dir. Charles Bergquist	Sixteenfifty	2023
The Company You Keep TV Series	Asst. Art Director	PD Kevin Bird	ABC	2023
The Mother Feature Re-shoots	Asst. Art Director	PD Jean-Francois Campeau	Netflix	2023
A Friend Of The Family Mini Series	Asst. Art Director	PD John D. Kretschmer	Peacock	2023
The L Word: Generation Q TV Series	Asst. Art Director	PD Valerie Green	Showtime	2022
A Deeper Look Mini series	Art Director	PD Alec Contestabile	Peacock	2022
The Break Up Documentary Series	Production Designer	Dir. Eli Despres	Edgeline Films	2022
Jack In The Box Live Event	Production Designer	Dir. Anthony Nickolchev	Helo Media	2022
Bertie The Brilliant Short Film	Art Director	PD Joshua Sankar	HBO Max	2022
Sketchbook Limited Series	Art Director	PD Alec Contestabile	Disney+	2021
Alters I Feature	Art Director	PD Alec Contestabile	Endless Media	2021
Black Monday S3 I TV Series	Art Dept. Assistant	PD Alec Contestabile	Showtime	2021
Black Bird Lane I TV Pilot	Art Dept. Assistant	PD Nina Ruscio	HBO Max	2021
Content Castle I 20,000sqft Installation	Art Director	PD Adam Rowe	NRG Esports	2021
Sunnyside S1 TV Series	Art Dept. Assistant	PD Ian Phillips	NBC	2020
The Good Place S4 I TV Series	Art Dept. Assistant	PD Ian Phillips	NBC	2019
Doubting Thomas Feature	Production Designer	Dir. Will Mdadden	Lexicon Entertainment	2019
Home I Feature	Production Designer	Dir. Alexander Rockwell	Westwood	2018
Splitting Up Together TV Series	Art Dept. Assistant	PD Ian Phillips	NBC	2018
Kominsky Method S1 TV Series	Art Dept. Assistant	PD Denny Dugally	Netflix	2018
Shirkers Documentary	Illustrator	Dir. Sandy Tan	Netflix	2017
The Last Witch Hunter Feature	Art. Dept. Assistant	PD Julie Bergoff	Lionsgate	2017
Ant-Man I Feature	Art Dept. Assistant	PD Shepherd Frankel	Marvel Studios	2016
Mordecia I Feature	Art Dept. Assistant	PD James Merifield	Lionsgate	2015
FDUCATION				

EDUCATION

UNIVERSITY OREGON Eugene,OR Landscape Architecture Masters Program

WESLEYAN UNIVERSITY Middletown,CT Bachelor of Arts in American Studies 2008

SKILLS

VECTORWORKS SKETCH UP ILLUSTRATOR INDESIGN PHOTOSHOP KEYNOTE PAGES

RENDERING HAND DRAFTING MICROSOFT OFFICE MODEL MAKING

REFERENCES

ALEC CONTESTABILE

Production Designer Email: alec.contestabile@gmail.com

Cell: 949.205.9341

GARY CHRISTENSEN

Construction Coordinator Email: erag@sbcglobal.net

Cell: 626.375.4819

COLIN de ROUIN

Art Director/Set Designer Email: colinder@mac.com Cell: 310.919.9575

STEPHANIE SPIEGEL

ART DIRECTION & DESIGN









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

PORTFOLIO

ABOUT

STEPHANIE SPIEGEL

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



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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Based On A True Story Season 2 - Assistant Art Director

Paul T. Goldman - Art Director

Sketchbook - Art Director

The Company You Keep - Assistant Art Director

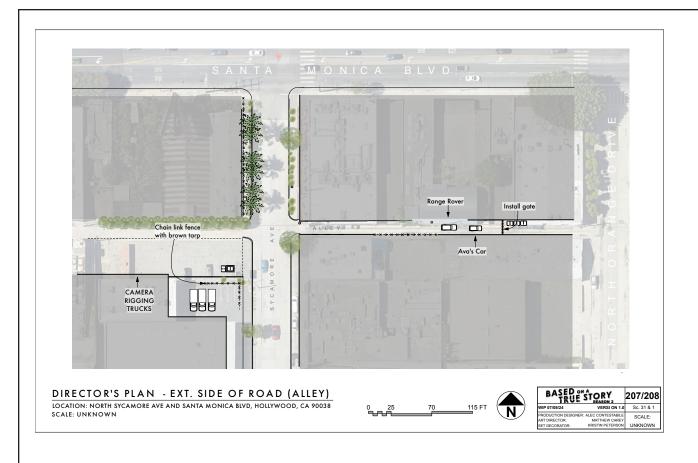
What to Expect - Set Designer

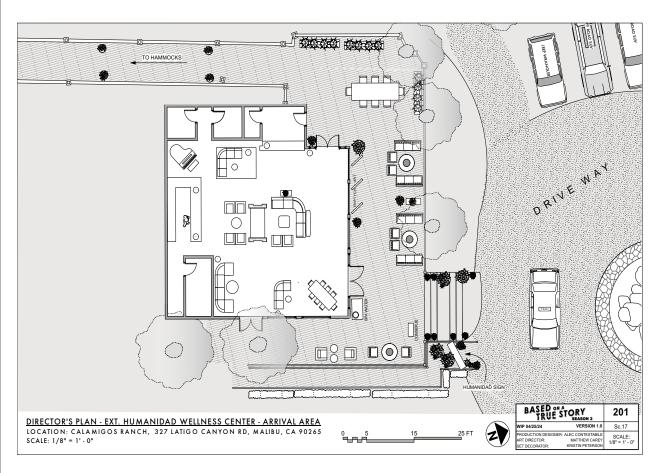
Future App - Production Designer

The Break Up - Production Designer

Content Castle - Art Director

Work Note Examples - Assistant Art Director





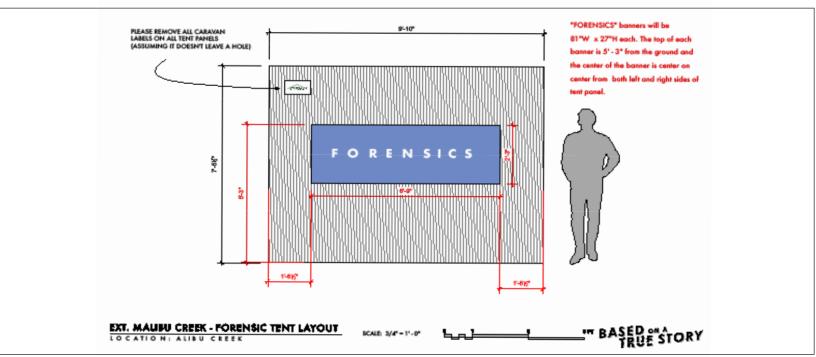


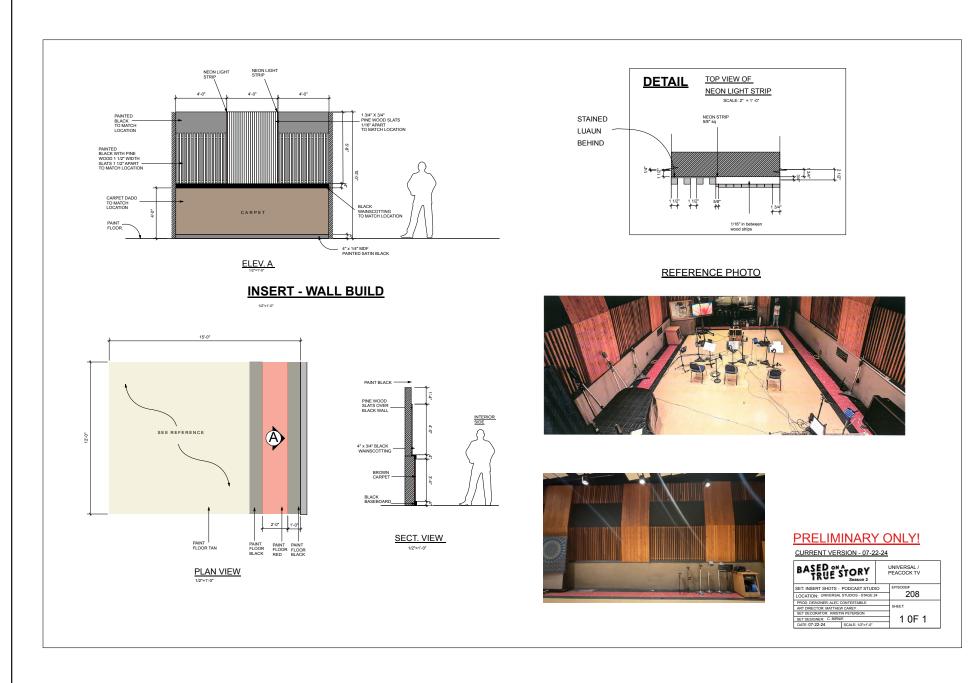
BASED ON A TORY TRUE Segson 2

As an Assistant Art Director for the second season of Based on A True Story, I contributed to a diverse range of stage builds and location transformations as well as provide directors plans, hardware breakdowns and work notes each week.

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

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.



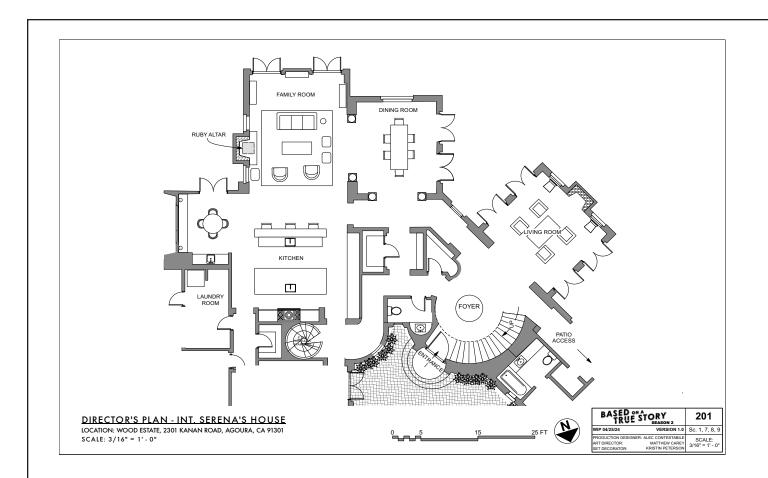


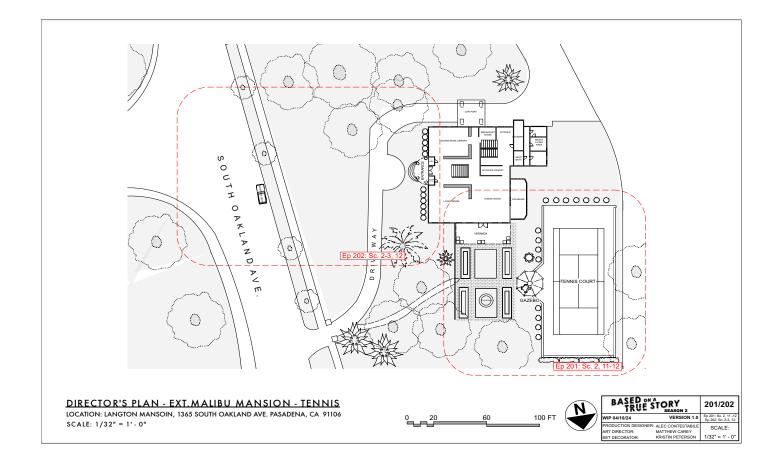


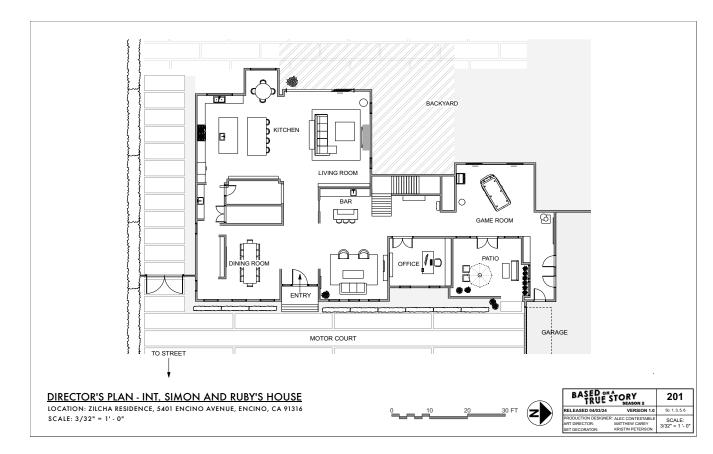




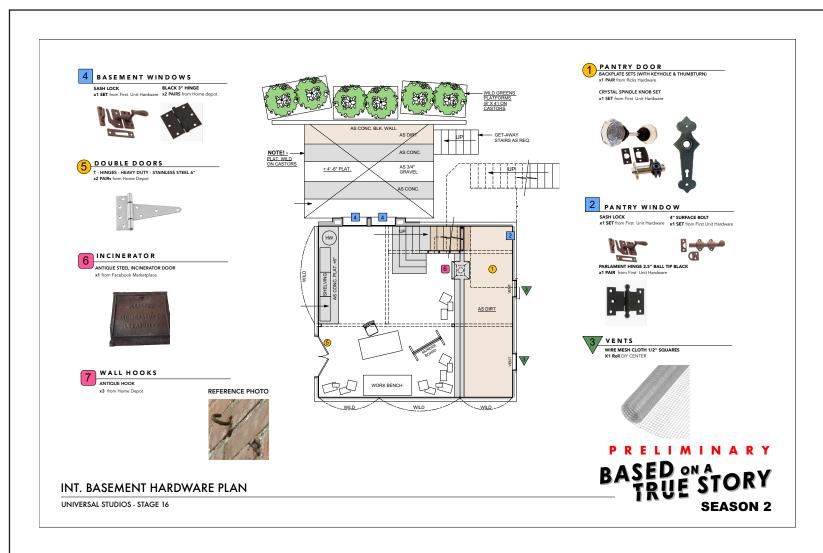
In our last block of shooting we had to recreate a wall from a location for insert shots. I was designated to draw the wall and part of the floor for construction. The set photos to the right are of the location in Hollywood for wall reference.















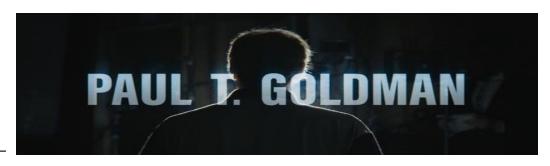




Paul T. Goldman is a docu-fiction series that is part feature, part documentary and part reality show... kind of.

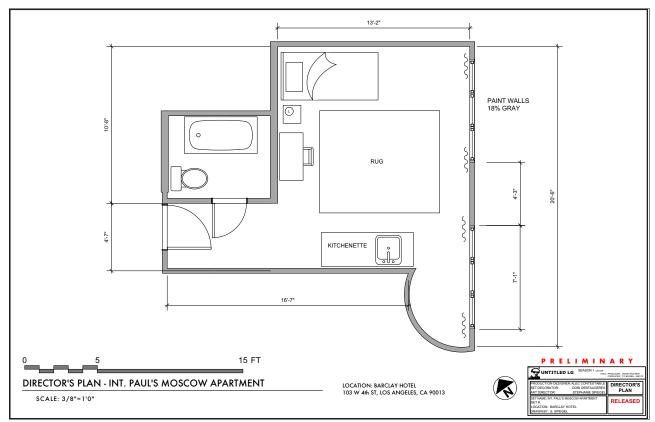
Production Designer, Alec Contestabile brought me on as his Art Director for this wild ride. We had our work cut out for us. Roughly 99 sets scheduled in the span of three weeks. Spread out from Long Beach to Disney Ranch.

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

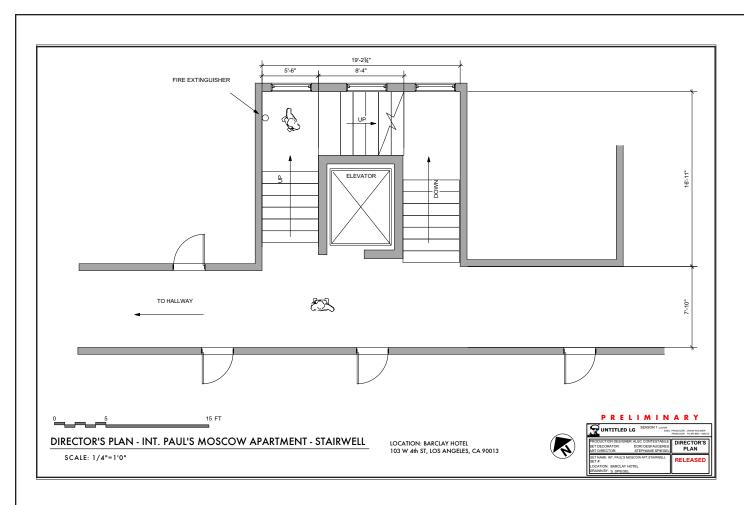


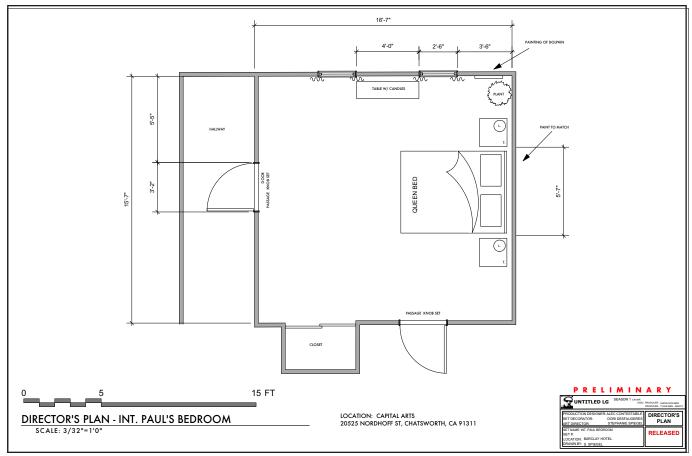


















Art Director - Paul T. Goldman





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.







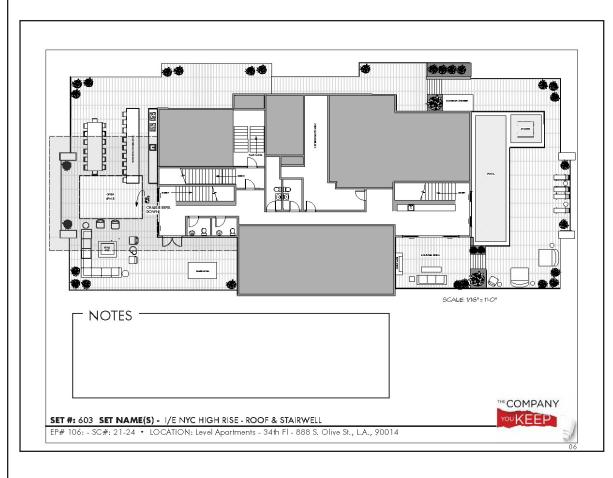


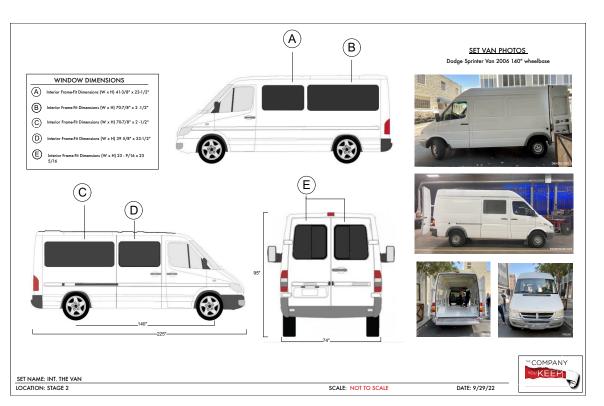
Stage one: Mood Boards

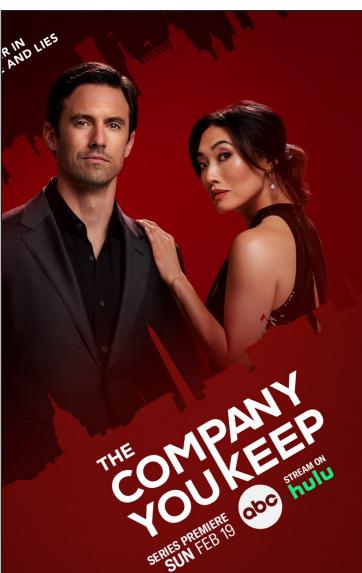
Stage Two: SketchUp Model

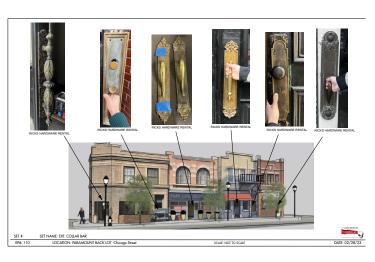
Stage Three: Renderings

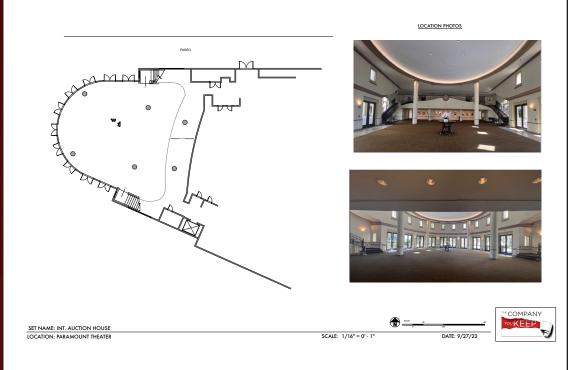


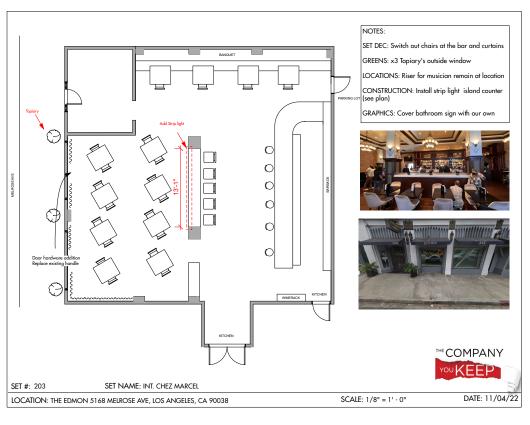


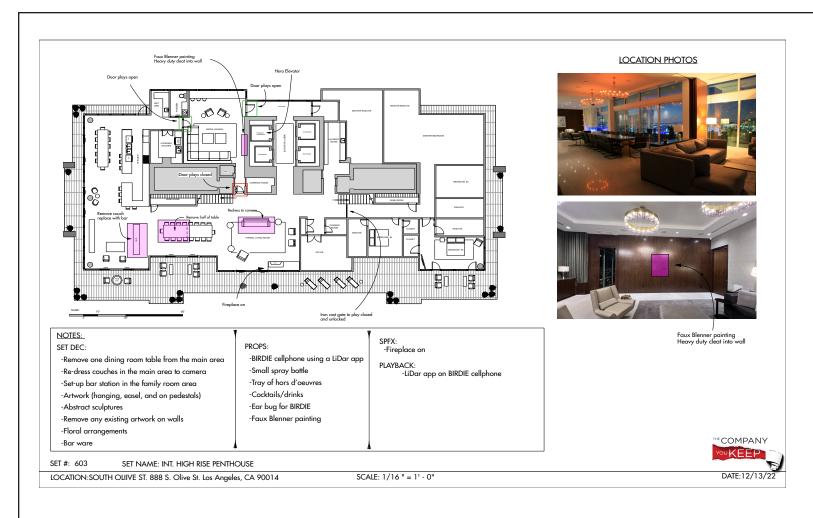










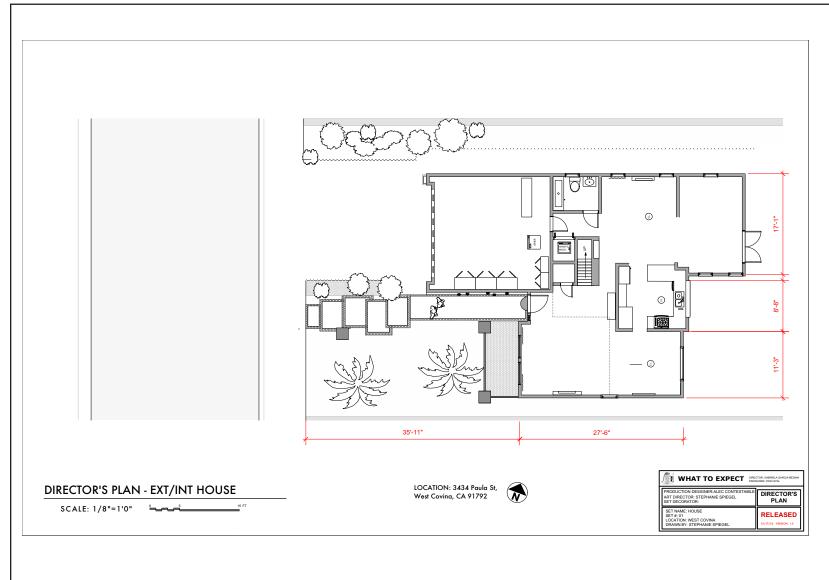








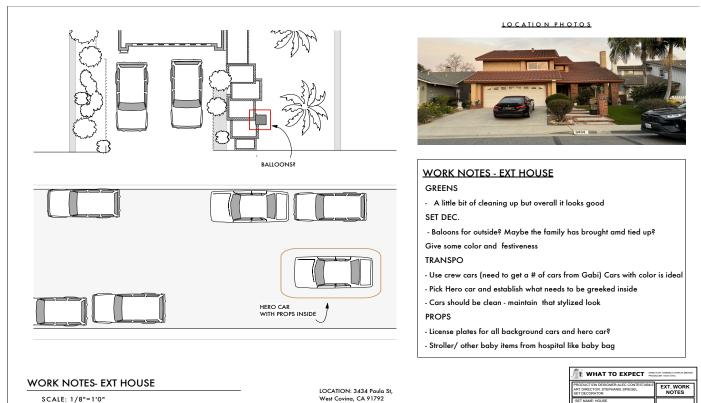


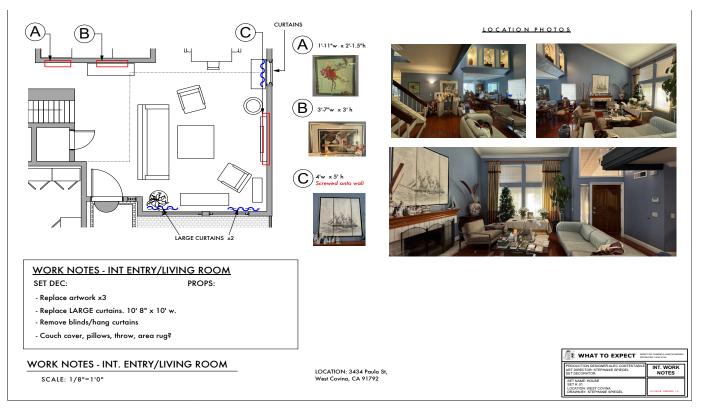




WHAT TO EXPECT

I was fortuate to joing this team for prep. I surveyed the location, drew up the plans and drafted work notes.

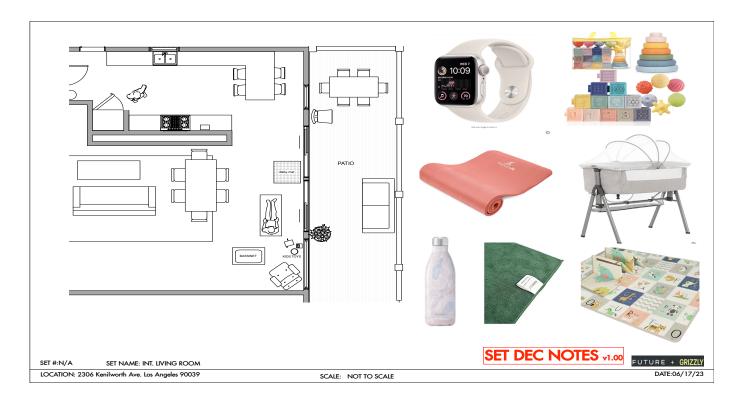


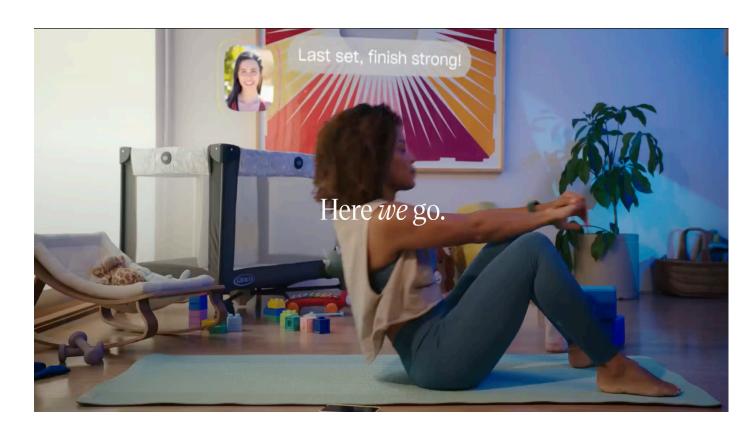


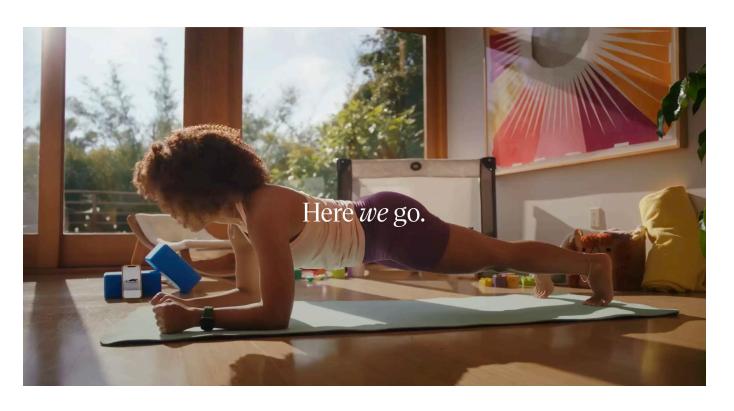


FUTURE APP client wanted five different "homes" in one location: a single family home in Silverlake. Despite the tight schedule and location restrictions we were able to create the different "homes" with curated set dressing.











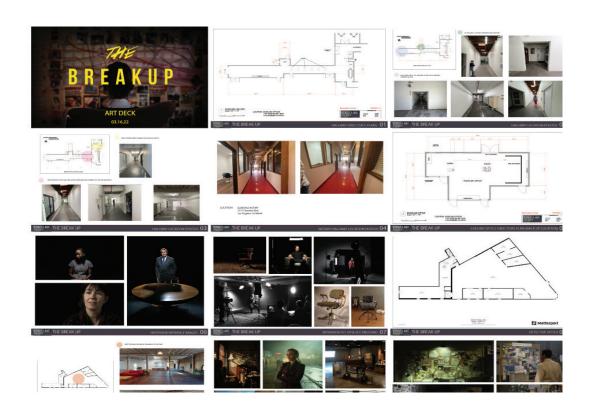








The BREAKUP - a docuseries pitch for Hulu. Each episode focused on the aftermath of a real life couples' breakup. Although the subjects were real, the narrator was a fictionalized private investigator of sorts. I designed his heartbreak headquarters whose office is full of Breakup "evidence" and research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

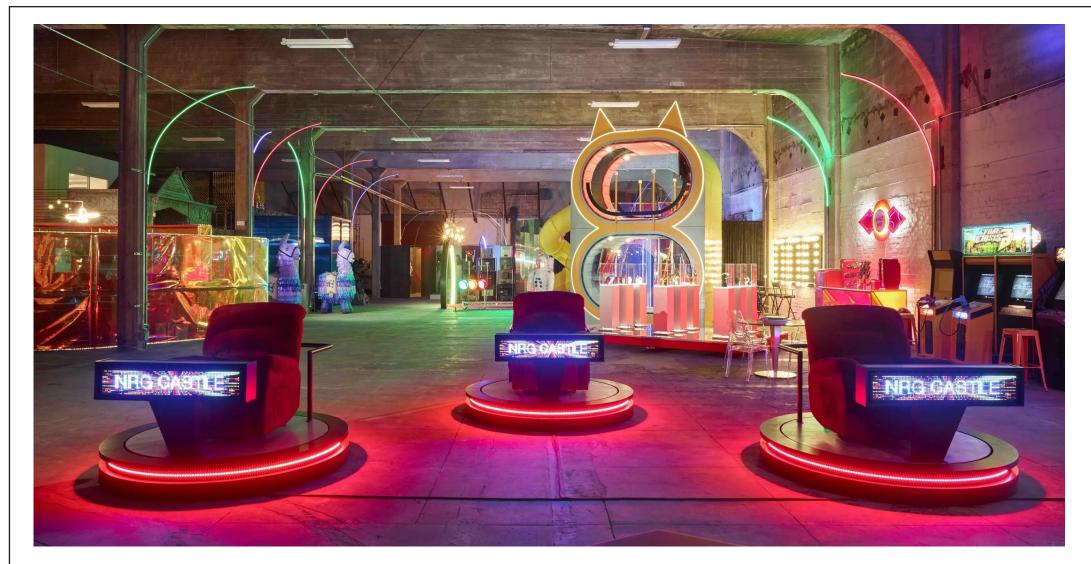








Production Designer - The Break UP



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.

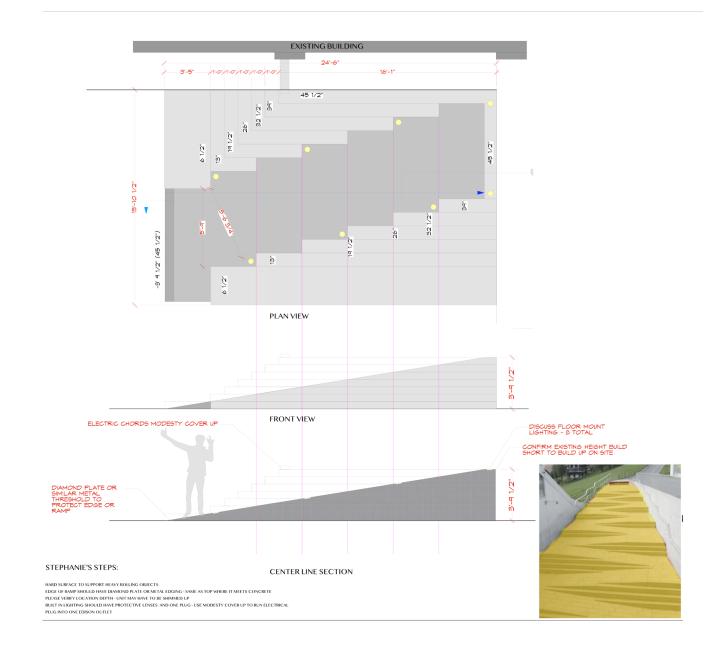
As the art director and main boots on the ground, I had my hand in every detail in this space. Due to the massive scale of this

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.



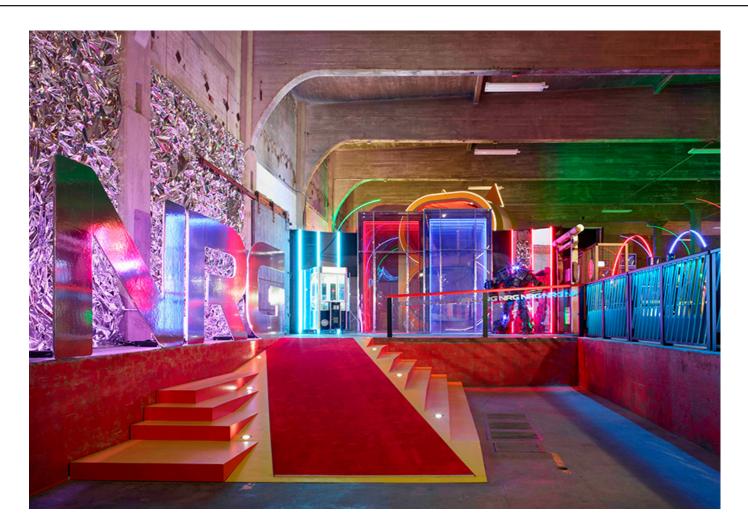














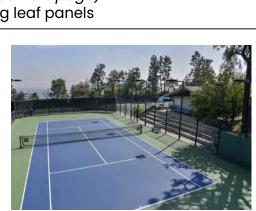
Art Director - NRG ESPORTS CASTLE



LOCATION PHOTOS









EXT. COUNTRY
CLUB - TENNIS
COURT

La Canada Flintridge Country
Club
5500 GODBEY DR, LA CANADA
FLINTRIDGE, CA 91001

SHOOT: DAY 1: Mon, June 24th, 7A-5:30P (Loc - 5A E.I., 7P T.L., Base - 4a E.I., 8p T.L.) SHOOT: DAY 2: Tues, June 25th, 7A-4:30P (Loc - 6A E.I., 7P T.L., Base - 4a E.I., 9p T.L.) SHOOT: DAY 3: Wed, June 26th, 7A-5:30P (Loc - 6A E.I., 7P T.L., Base - 4a E.I., 10p T.L.)

PREP: Sun, June 23rd, 7A-5P **STRIKE:** Thurs, June 27th, 7A-5P

WORK NOTES

CONSTRUCTION:

- Install x2 opaque black fabric banners over two location logos on background court mesh walls
- Install large graphic on hero tennis court covering location logo on cinder block wall
- Rotate x3 tennis court canopy benches 180° so the location logo is out of view
- Move the hero canopy bench slightly away from the umpire chair (see plan)

PAINT:

- Touch up roller marks on green concrete wall on hero tennis court. (See following page)
- Paint net ball holder black (see following page)

GRAPHICS:

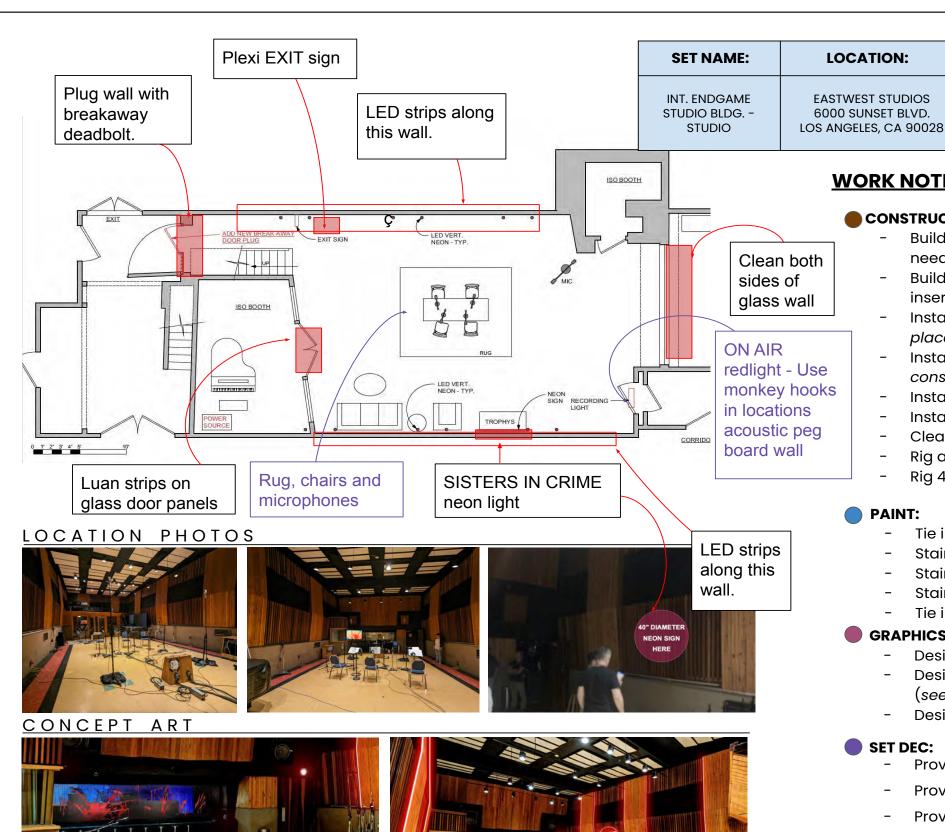
- Create country club logo similar to the locations design
- Design banner to hang over concrete retaining wall logo (see following page)
- Design banners to cover X2 background 158"w x 50"h logos on court walls
- Design Danny Merrick posters/charity event swag for set dec and props
- Replace x8 grometted 14 ½" w x 14 ¼" h tennis court flags. (see next page)

SET DEC:

- Replace vinyl chairs in Audience seating
- Provide stadium seating chairs for the cement stairs in Audience Seating area
- Move green benches forward in Audience Seating area for wall of greens to go behind
- Lower tennis net as discussed on scout
- Provide umpire chair for hero court (please note placement on plan)
- Provide water cooler on hero court
- Replace x8 flags attached to tennis court nets
 - Place two benches on the hero court one on each side of the net. (see plan)

GREENS

- Provide 27'w x 7'h wall of greens with green boxes in Audience Seating along back wall behind benches. (see next page)
- Provide box masking leaf panels



WORK NOTES

ABSOLUTELY NO HOLES DRILLED IN RECORDING STUDIO

CONSTRUCTION:

Build 84" x 30" wood table for axe stunt dressing piece. (Design TBD - will need multiple inserts)

SHOOTS: Wed, July 17, 8A-8P (Loc - 7A E.I., 9P T.L., Base - 5a E.I., 10p T.L.)

PREP: Tues, July 16, 8:30A-8P (Loc - 7:30A E.I., 9:30P T.L., Base - 5a E.I., 10p T.L.)

Wed, July 17, 8A-8P (Loc - 7A E.I., 9P T.L., Base - 5a E.I., 10p T.L.)

Thurs, July 18, 8A-8P (Loc - 7A E.I., 9P T.L., Base - 5a E.I., 10p T.L.)

- Build 42" x 30" wood table (half of main stunt table for camera include inserts)
- Install SISTERS IN CRIME neon sign (see plan and reference photo for placement)
- Install plug wall with door (Art will provide three identical lever sets to construction and FX.)
- Install LED strips along wall (See next page)

STRIKE: Fri, July 19, 3:30P-10P

- Install strips to glass panel doors (see following page)
- Clean both sides of control room glass window
- Riq and install plexi EXIT sign at a 90° (see next page)
- Rig 40" diameter L.E.D neon sign (See plan and photo)

PAINT:

- Tie in plug door wall to location
- Stain wood tables (Color TBD)
- Stain wood supports for LED strips along wall (Jesse has stain colors)
- Stain luan strips for glass door panels (Jesse has stain colors)
- Tie in wire for Plexi EXIT sign to location

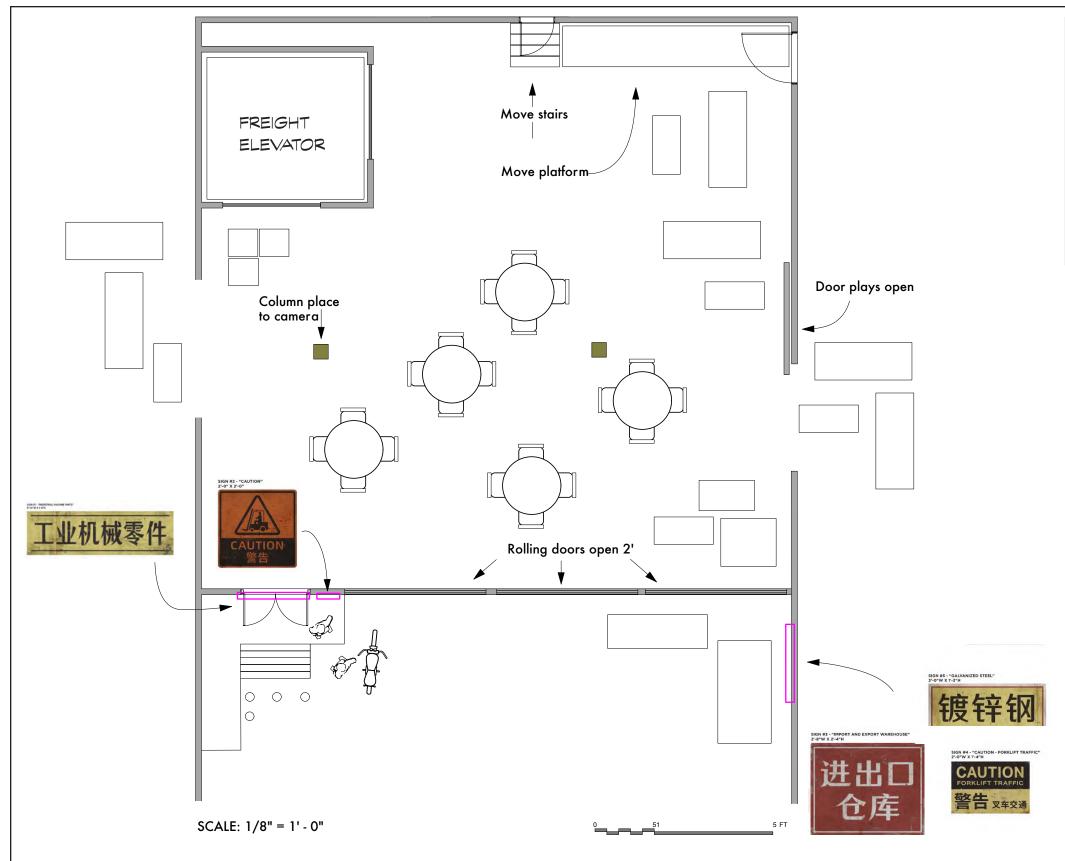
GRAPHICS:

- Design SISTERS IN CRIME neon light on plexi (see photo for placement)
- Design plexi EXIT sign (w/red letters) to hang over wood paneled wall (see next page)
- Design "SISTER IN CRIME" merchandise for trophy table

SET DEC:

- Provide rug and microphones. (see plan)
- Provide table with trophies and SISTERS IN CRIME merchandise
- Provide x4 chairs with arms, that can pivot and is on wheels.
- Provide 'ON AIR' red bulb light to go above door with monkey hook in location peg board holes







- WORK NOTES

ART DEPT/GRFX:

•GRFX: LARGE GRAPHIC ON INNER WALL OF RAISED WALKWAY (21'-3" \times 3'-5"), EXISTING GRAPHICS USED FOR EXTERIOR

CONSTR./PAINT:

- •UNBOLT WALKWAY FROM FLOOR AND RELOCATE IT AGAINST BACK WALL
- •UNBOLT STAIRCASE AND MOVE IT TO BACK WALL BENEATH DOOR
- PAINT ENTIRE MAIN ROOM
- •ASSEMBLE/PROVIDE ALL OF OUR EXISTING CRATES FROM PRIOR
- WAREHOUSE SETS, FREEPORT
- •(2x) FAUX COLUMNS @ 12'

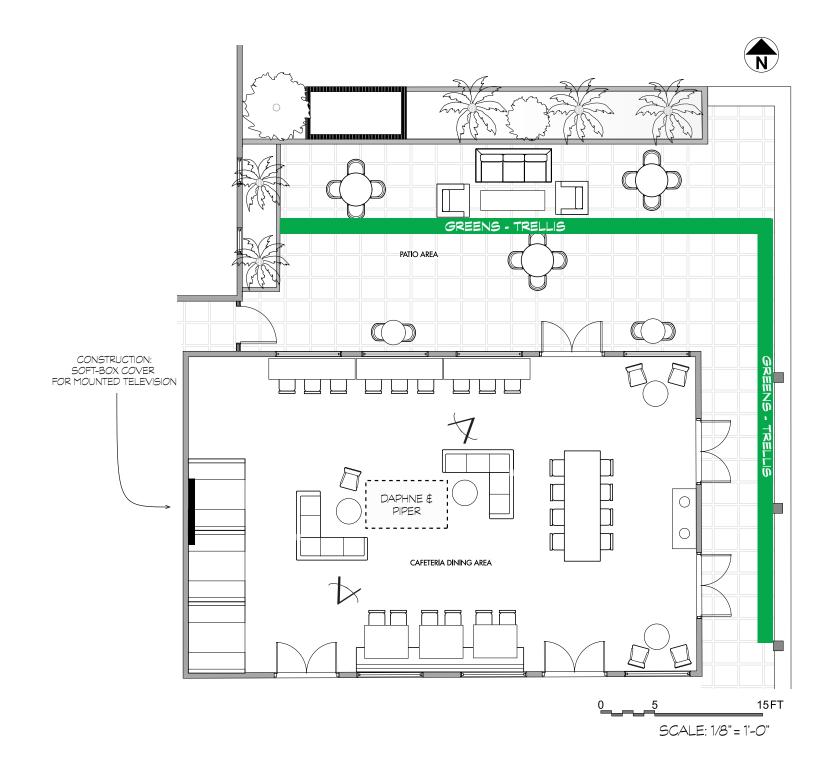
SET DEC:

- •TABLES, CHAIRS, CRATES
- •RE-DRESS LOADING DOCK AREA TO MATCH PRIOR
- •CRATES IN MAIN ROOM AND IN DOORWAYS OF CONNECTING ROOMS
- •FRIDGE AND SINK BY BACK WALL

SET #: 309 SET NAME(S) - INT IMPORT/EXPORT WAREHOUSE

EP#: 109 - SC#: 4, 5, 8 • LOCATION: Omega Warehouse - 5857 Santa Monica Blvd., Los Angeles, CA 90038













WORK NOTES:

SET DEC:

·SHEARS ON WINDOWS

*COVER-UPS FOR EXISTING ART WORK

ART DEPT/GRFX::

•GRFX: MENUS

GREENS:

TRELLISES TO BLOCK SURROUNDING GREENS

AND STUDIO

CONSTRUCTION:

•BUILD/INSTALL SOFT-BOX COVER FOR MOUNTED TELEVISION (44" x 75")

REVISED V2 - 12/07/22

