

## FOR YOUR CONSIDERATION

Production Designed by FRANÇOIS AUDOUY

CHRIS FARMER	Supervising Art Director
SCOTT PLAUCHÉ	Art Director (Louisiana)

LUKE FREEBORN.....Art Director (Vehicles)

JORDAN FERRER.....Art Director (New Mexico)

MATT GATLIN, CHRISTINA KIM.....Assistant Art Directors

Set Designers KEVIN LOO, TRINH VU, WALTER SCHNEIDER, BRIAN WAITS, NICOLE REED LEFEVRE, JESSICA STUMPF

Graphic Designers STEPHANIE CHARBONNEAU, WILL EASTIN, ROGER JOHNSON NICK PUGH.....Illustrator/Vehicle Designer

Illustrators SHAE SHATZ, PAUL OZZIMO, LANDON LOTT, KEITH CHRISTENSEN, EDON GURAZIU, JOE STUDZINSKI

Concept Artists ZACHARY BERGER, KEITH CHRISTENSEN, STEFFEN REICHSTADT, AARON SIMS, ALEX TUIS, EVE VENTRUE

> Storyboard Illustrators GABRIEL HARDMAN, MARC A. VENA, JOHN COVEN

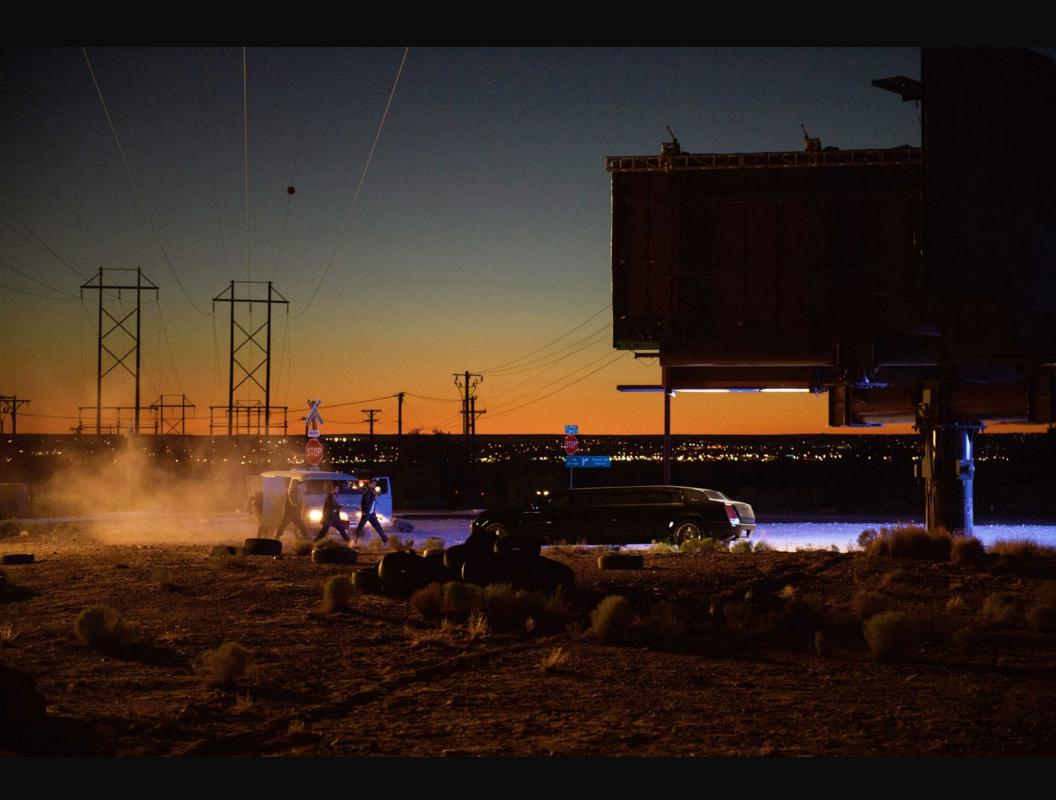
OZZY INGUANZO.....Research Consultant



"Logan" was a 13-month journey...

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...A collaboration with writer and director James Mangold on a parallel world-building track, as he found the story and developed his vision.







"The ruthless efficiency of putting actors in front of a greenscreen has taken a toll on authenticity and also the performances, with actors acting in a void. We wanted "Logan" to show the breeze in their hair, the sun on their face."

– James Mangold





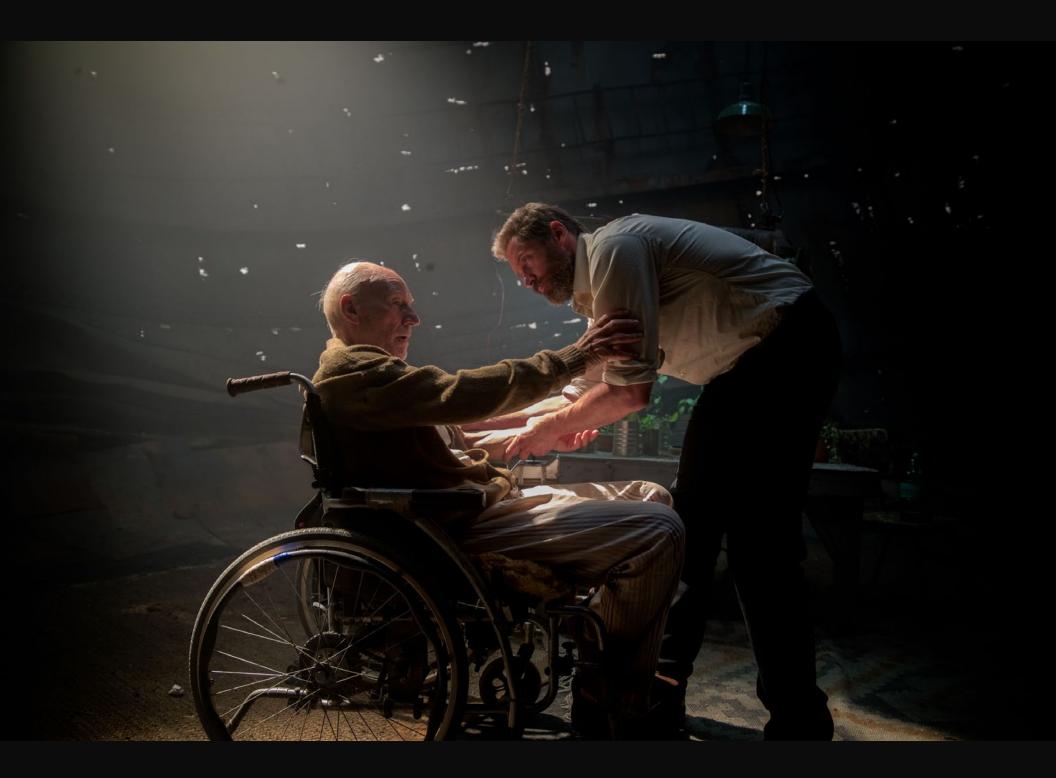




"The idea was to produce a more natural film...The whole take of the script was that this superhero world was a false dream, and life was more real for these characters."

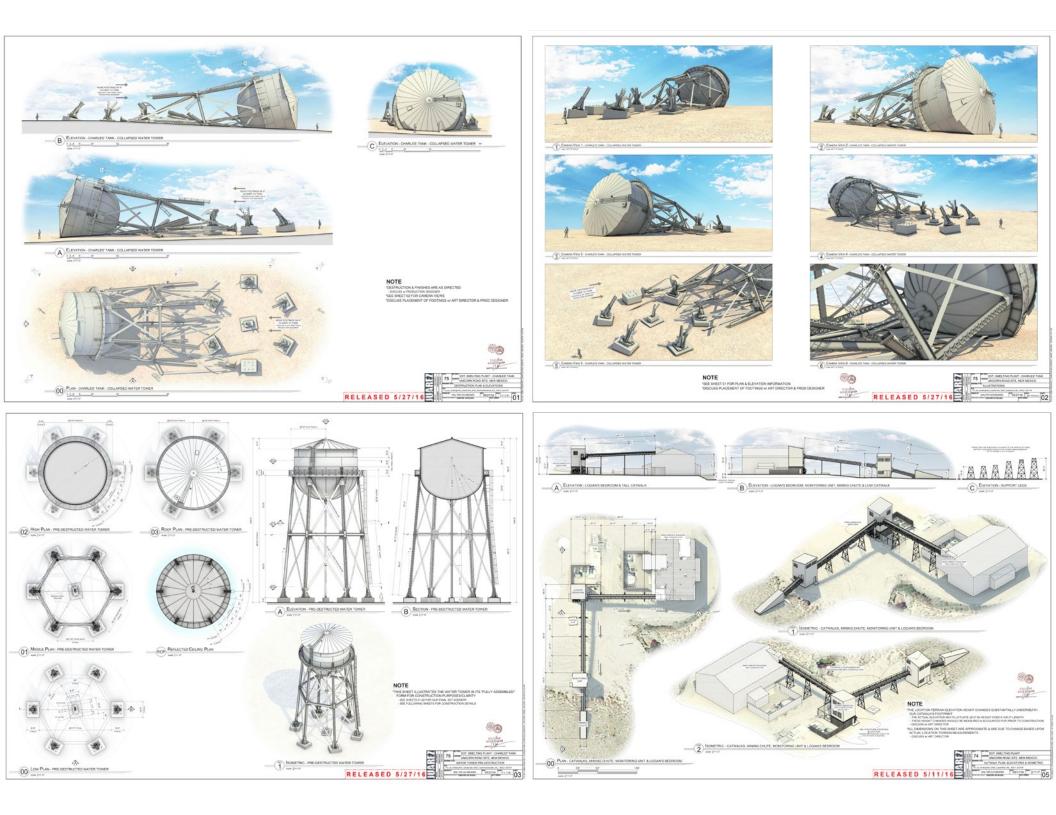
James Mangold













"Ultimately, the most important thing is making a cohesive and believable movie. No matter how cool something appears to be, if it distracts the audience from the story, it is bad design."

— Nick Pugh, Vehicle Designer







"I laid out a road map of America with a path that would serve to

enhance each beat of the story, to help develop a visual narrative."

— François Audouy





