

# Dirk Gently's

HOLISTIC DETECTIVE AGENCY

## DESIGN PRESENTATION



**PRODUCTION DESIGN** by Thomas William Hallbauer

**Supervising Art Director:**  
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**Art Directors:**  
Gregory Clarke  
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**Set Designers:**  
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Chelsea Brown  
Peter Merrison

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**Construction:**  
Chris Thompson

**Set Decorators :**  
Michael Jovanovski  
Sam Higgins  
**Property :**  
Jonathan Drover

# SEASON DESCRIPTION/SYNOPOSIS

While there is a rich and detailed backstory that informs the case of the season that will present bizarre and seemingly disconnected clues, the explanation for what is really going on - the BIG TWIST - is very simple... it comes down to this concept:

A boy, Francisco Cardenas, has the power to literally make his dreams come true. He dreamed/created the magical **KINGDOM OF WENDIMOOR**, hoping to escape his life, **BERGSBERG, MT 1967**.

**BUT**, he fell into a coma before he could get there. That was many years ago and he remains in a coma; he is now a grown man, a prisoner and a test subject of **BLACKWING**. As he is in a coma he is unable to affect his now very real creation, **WENDIMOOR**, which has continued to exist without him and has fallen victim to dire circumstances... All Francisco can do is try and communicate his one simple wish to Dirk:

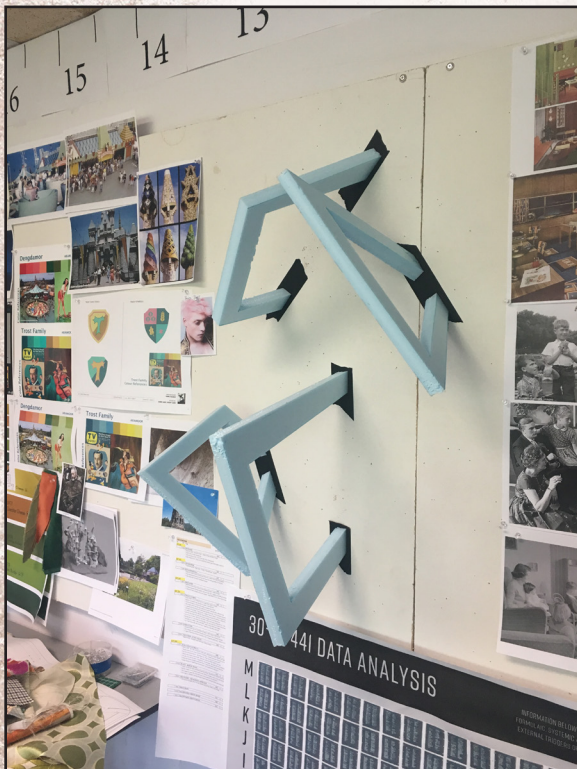
Help him escape **BLACKWING** and fulfill the prophecy he created. Getting Fransisco to **WENDIMOOR** before both worlds are destroyed. It won't be easy. Especially because the message, in typical **DIRK GENTLY** fashion, is not exactly clear, and remember...

**EVERYTHING IS CONNECTED!**





Every season of “Dirk Gently’s Holistic Detective Agency” is a new case and treated as a limited series... same characters, but all new environments, sets and in this case... worlds! There are three unique, and wildly different environments that were designed and created for Season 2:



### 1. BERGSBERG, MONTANA (Present Day and 1967)

Mainly a farming district located in the plains of central Montana, Bergsberg is almost entirely empty, after most of the people left the area following an unexplained incident in the 1960's.

### 2. BLACKWING

A high security underground government facility that has been resurrected from the edges of cancellation. This place has played host to the strangest phenomena the Earth has to offer.

### 3. KINGDOM OF WENDIMOOR

The fairytale fantasy kingdom created by a little boy with a big imagination that has fallen into ruin and is increasingly being plagued by betrayal and bloodshed.

# WENDIMOOR



EXT. KINGDOM OF WENDIMOOR

**Dirk**  
**Gently's**  
HOLISTIC DETECTIVE AGENCY

# BERGSBERG



EXT. MIDDLE OF NOWHERE FIELD - The Boat



EXT. FIELD- The Tree

# BLACKWING



INT. PROJECT ICARUS' CHAMBER (aka DIRK GENTLY)



INT. PROJECT ICARUS' CHAMBER



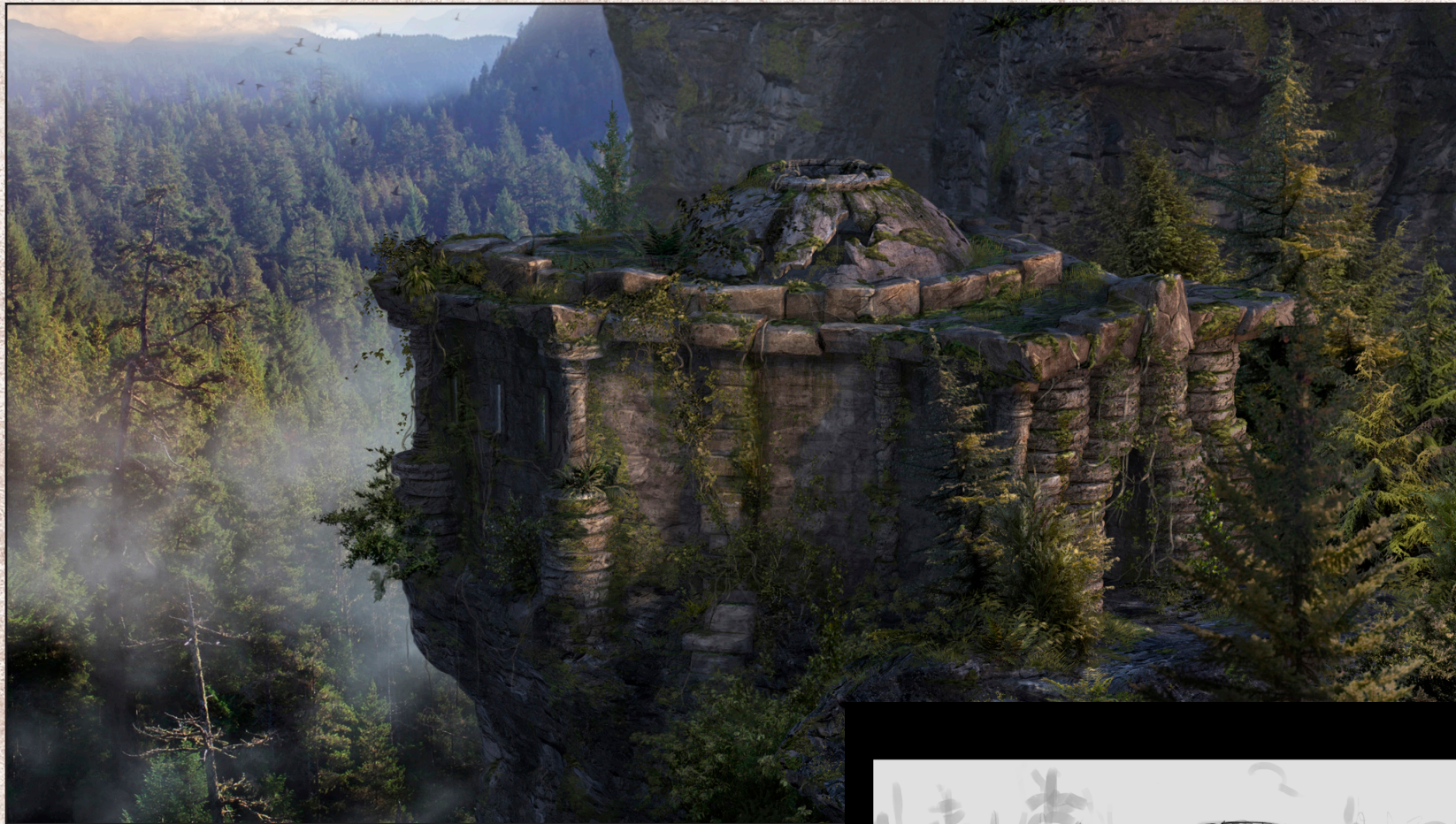
INT. THRONE ROOM

# WENDIMOOR



INT. THRONE ROOM

# WENDIMOOR



EXT. THRONE ROOM



EXT. THRONE ROOM - SKETCH OF # 3B



# WENDIMOOR



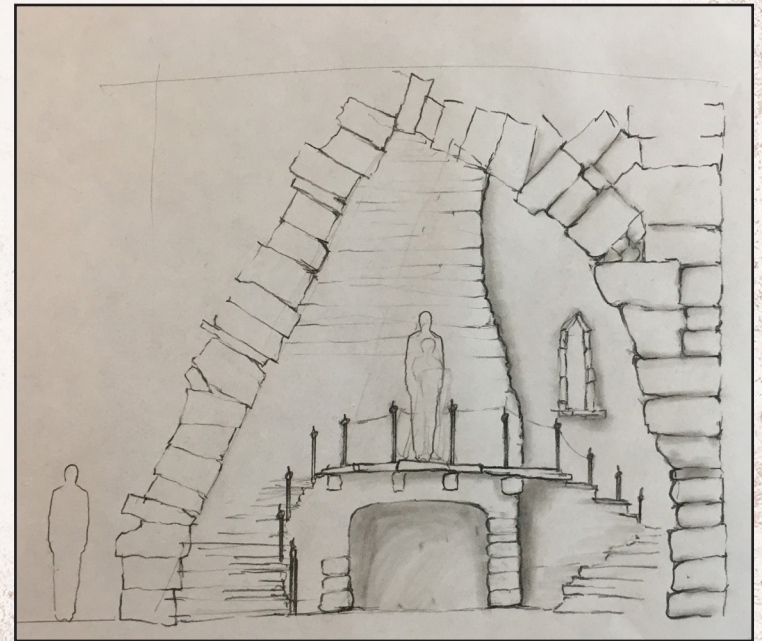
INT/EXT. THRONE ROOM - Build



INT. THRONE ROOM - Build



INT. THRONE ROOM - Build



INT. THRONE ROOM - Sketch



WAKTI WAPNASI - Magical Forest Witch

# WENDIMOOR



WAKTI WAPNASI - Character Concept



INT. WAKTI WAPNASI HUT



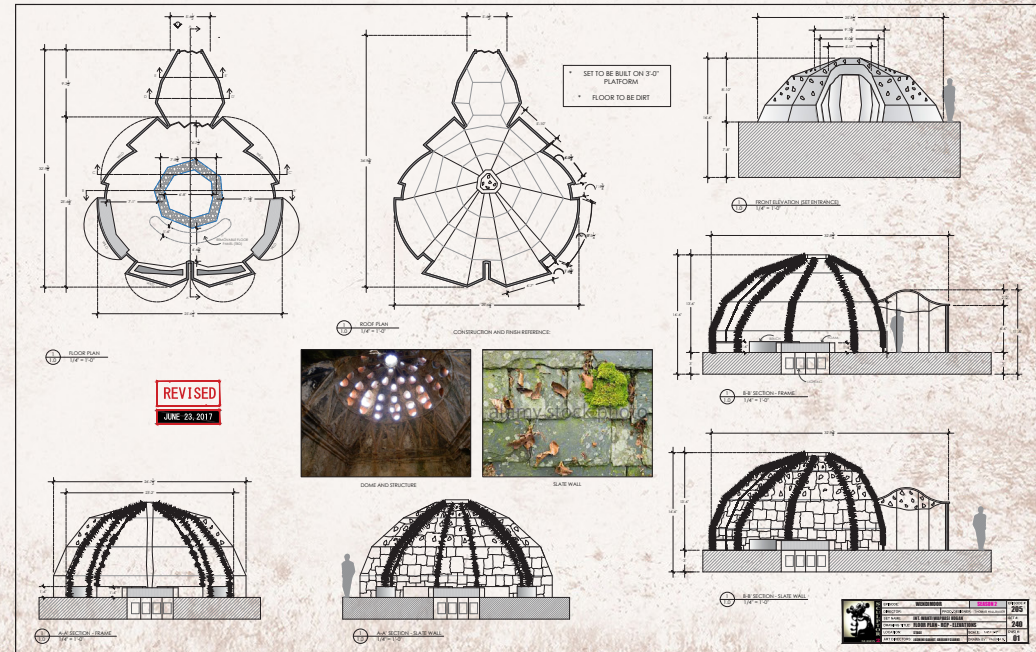
INT. WAKTI WAPNASI HUT - Build



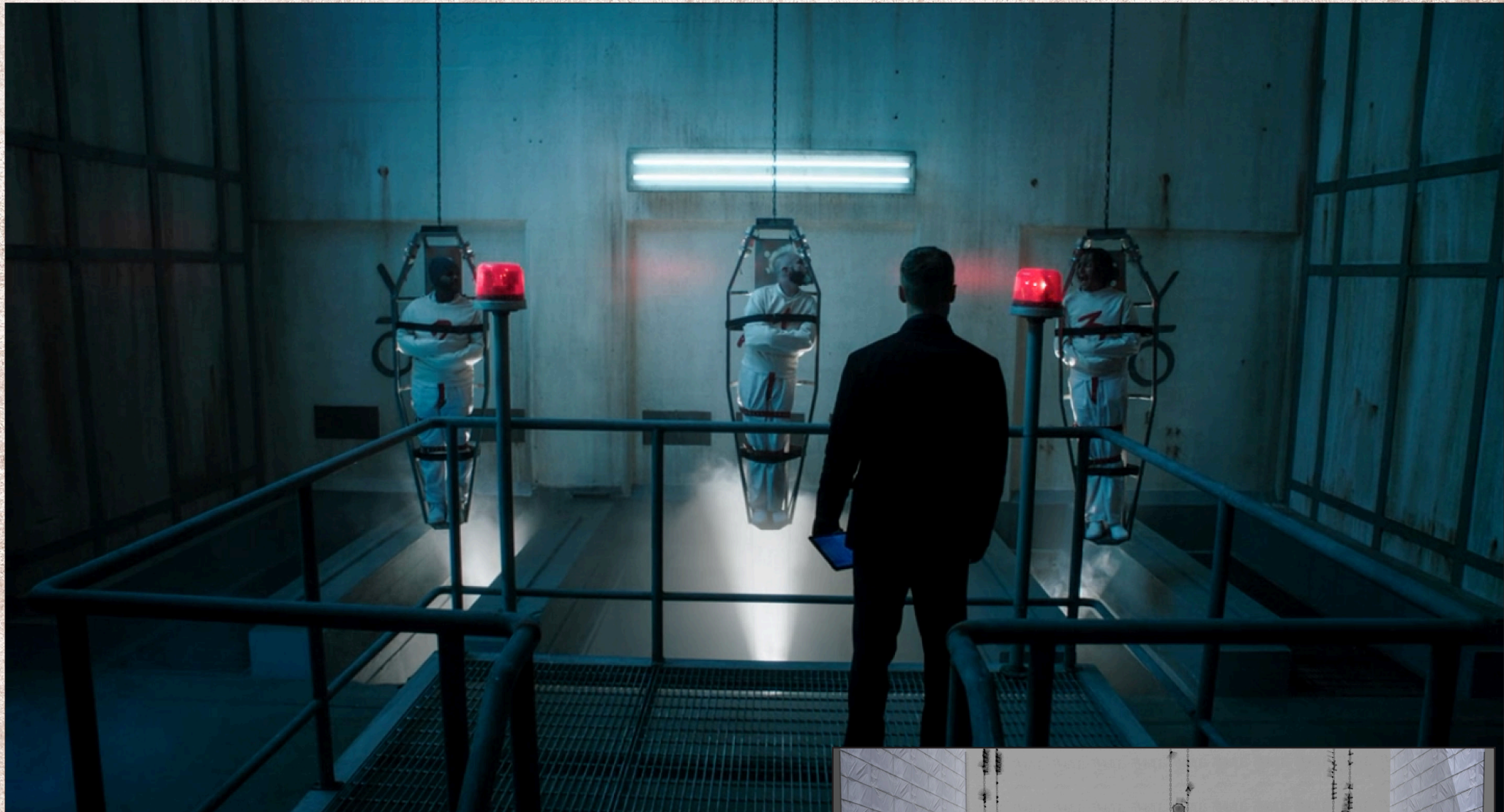
INT. WAKTI WAPNASI HUT - Build



INT. WAKTI WAPNASI HUT - Build

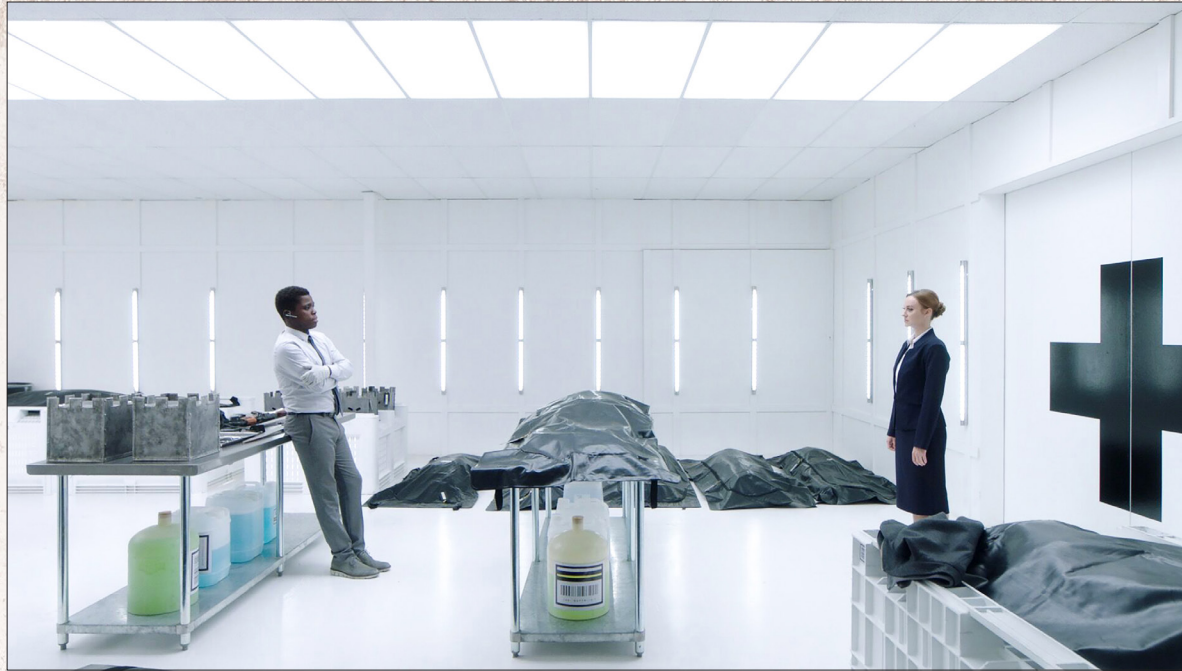


INT. WAKTI WAPNASI HUT - Build



INT. INCUBUS' CHAMBER (aka The Rowdy 3)





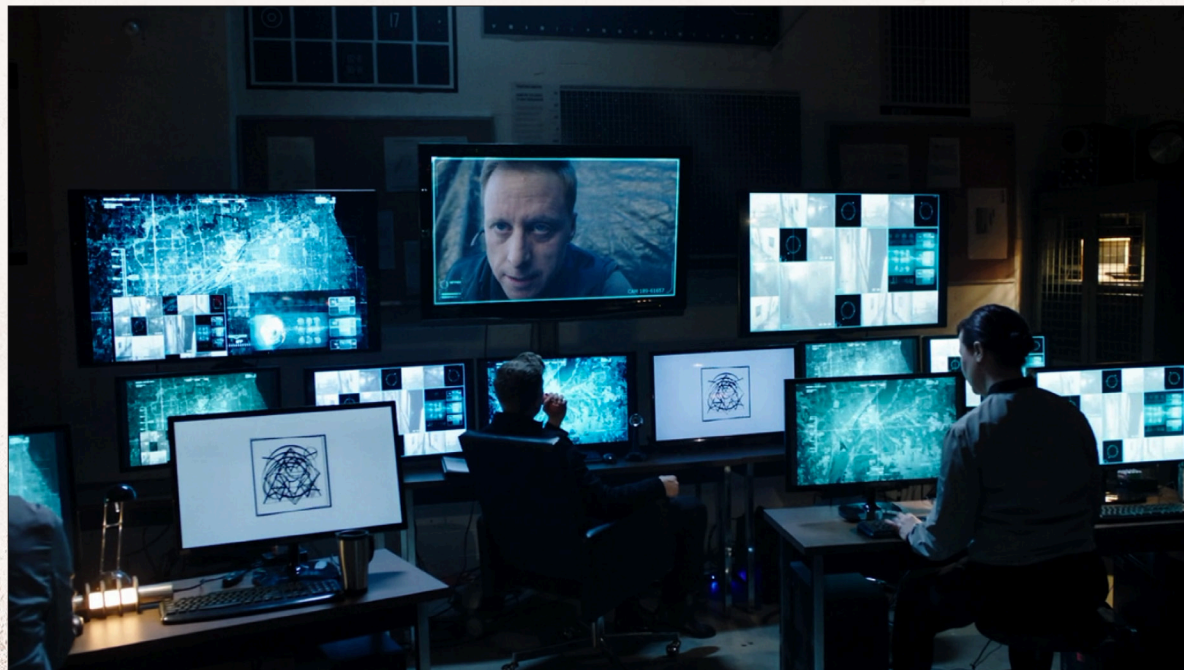
**INT. MEDICAL CENTRE**



**INT. ALPHA'S CHAMBER (aka Ken & Bently)**



INT. FRIEDKIN'S OFFICE



INT. SITUATION ROOM



# BLACKWING



INT. CHAMBER HALLWAY



INT. LOWER HALLWAY





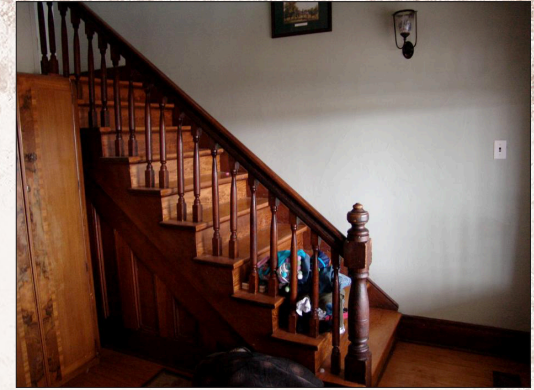
**EXT. CARDENAS HOUSE - Existing Location**



**EXT. CARDENAS HOUSE**



**INT. CARDENAS HOUSE - Existing Location**



**INT. CARDENAS HOUSE - Existing Location**



**INT. CARDENAS HOUSE - Location Work**



# BERGSBERG



INT. CARDENAS HOUSE - Present Day



INT. CARDENAS HOUSE - 1967



INT. CARDENAS HOUSE - The House within the House



**INT. CARDENAS HOUSE - Francisco's Room (Wallpaper) 1967**



**INT. CARDENAS HOUSE - Dining Room 1967**



**INT. CARDENAS HOUSE - Kitchen 1967**

# BERGSBERG



INT. CARDENAS HOUSE - Francisco's Room (Wallpaper) 1967

INT. CARDENAS HOUSE - Francisco's Room (Wallpaper) Present Day



INT. CARDENAS HOUSE - Francisco's Room Mural



INT. SHERIFF STATION

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HOLISTIC DETECTIVE AGENCY





# BERGSBERG



INT. SHERIFF STATION



SEE LAYERS IN FILE FOR BREAKDOWN  
\*NO 2011 0101 0101 0101 0101 0101  
\*NO 2011 0101 0101 0101 0101 0101  
\*NO 2011 0101 0101 0101 0101 0101



**INT. BORETON RESIDENCE - Living Room**

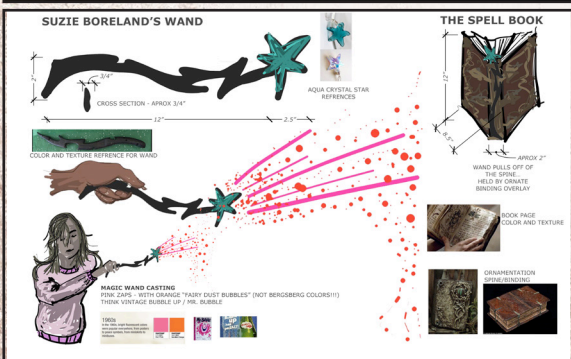
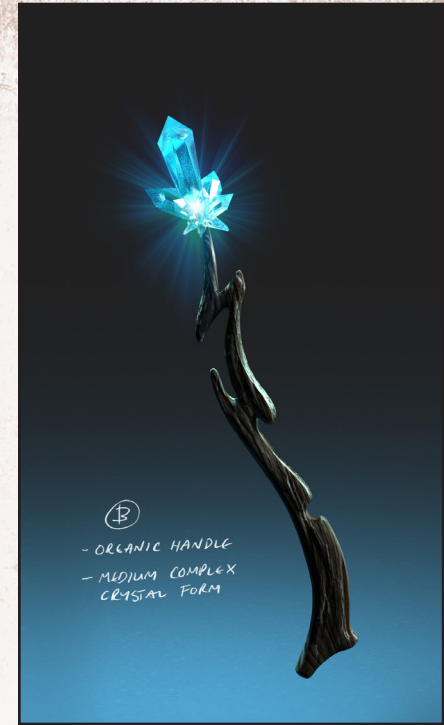


**INT. BAYLOR QUARRY - Office**



**EXT . BAYLOR QUARRY - Office**

# WENDIMOOR





**INT. THE HOUSE WITHIN THE HOUSE - Francisco's Room**



**INT. THE HOUSE WITHIN THE HOUSE - Hallway**



**INT. THE HOUSE WITHIN THE HOUSE - Hallway**

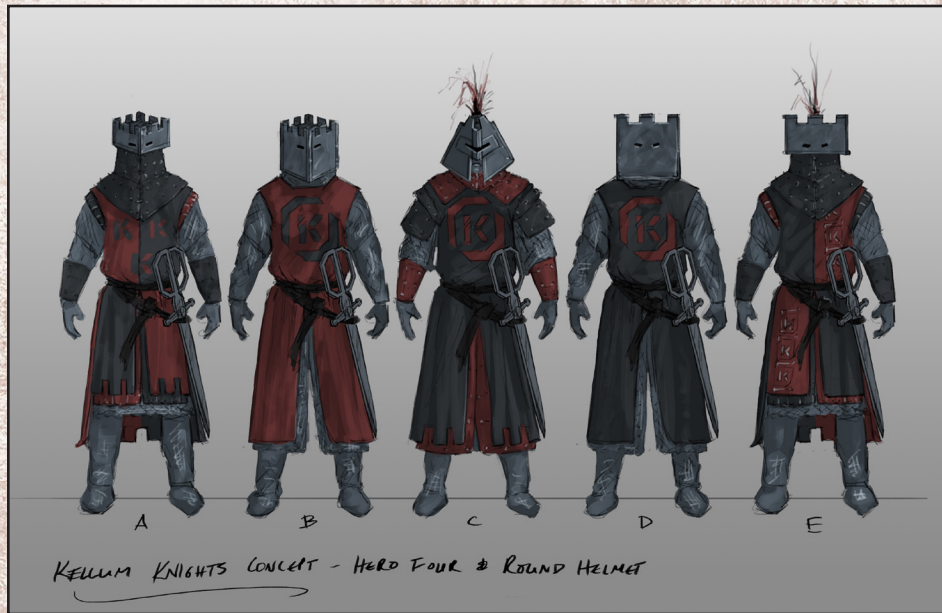


**EXT. SOUND OF NOTHING - Music Festival**

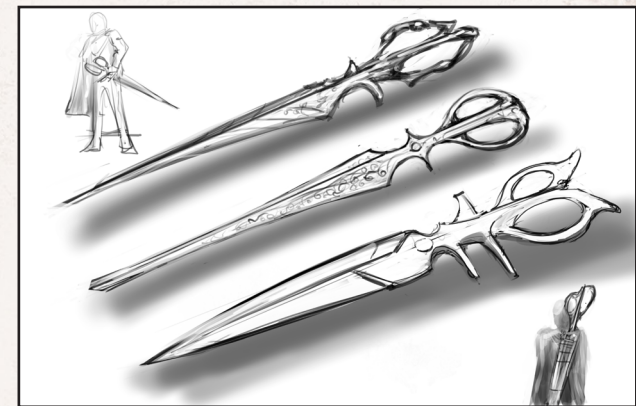
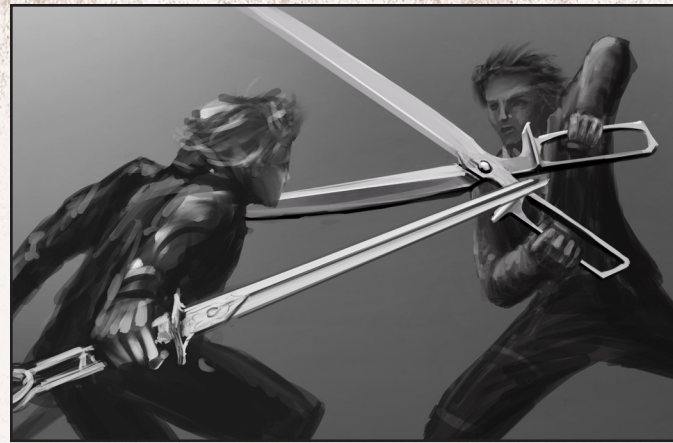


**INT. SOUND OF NOTHING - Music Festival**

# WENDIMOOR



KELLUM KNIGHTS - Character Concept



SCISSOR SWORD - Concept



KELLUM KNIGHTS



EXT. WENDIMOOR - Kellum Knight Battlefield

# WENDIMOOR



Unicorn - Concept



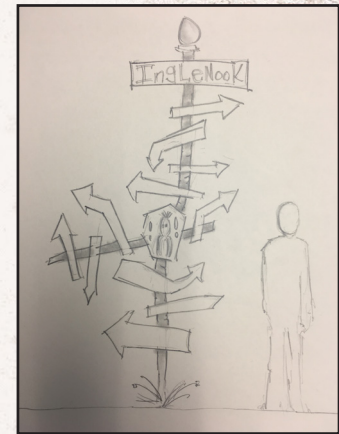
EXT. WENDIMOOR - Unicorns



EXT. WENDIMOOR - Prison Cart



EXT. WENDIMOOR - Directional Sign



Sign Sketch



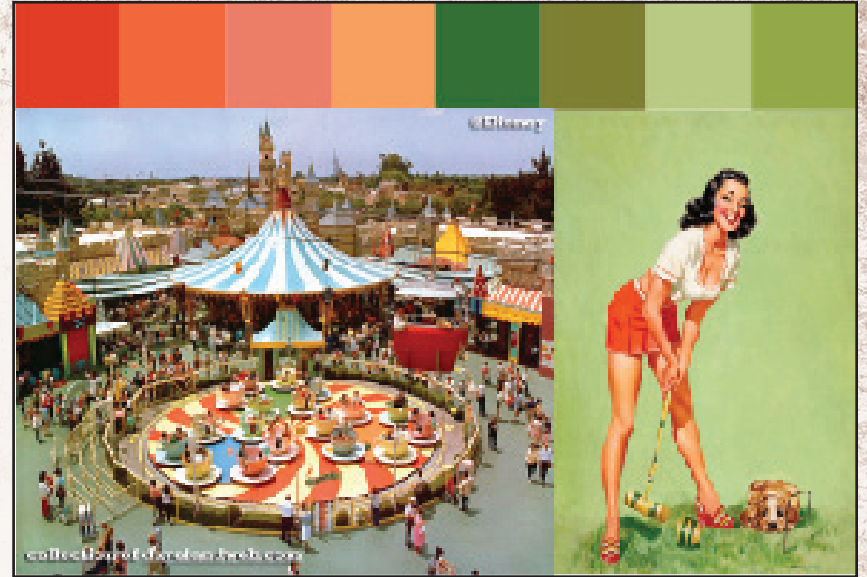
INT. DENGAMOR HOUSE - Main Hall



# WENDIMOOR



Dengdamor Family Crests



Dengdamor Family Color Palette

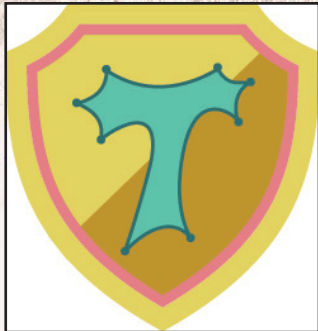
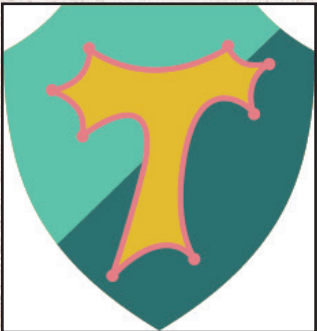


INT. DENGAMOR HOUSE - Main Hall - Build

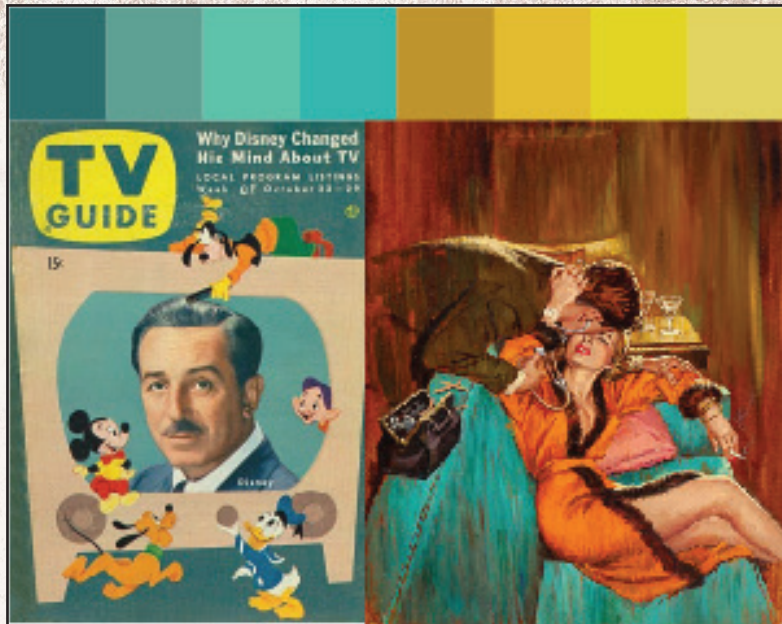


INT. DENGAMOR HOUSE - Main Hall - Build

# WENDIMOOR



Trost Family Crests



Trost Family Color Palette



INT. TROST FARM



EXT. TROST FARM

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# WENDIMOOR



Bofuki Nepo - Concept



EXT. BOFUKI VILLAGE



EXT. BOFUKI VILLAGE - Concept



PURPLE PEOPLE EATER CONCEPT - V03

Flying Purple People Eater - Concept



PURPLE PEOPLE EATER CONCEPT - V01



PURPLE PEOPLE EATER CONCEPT - V04

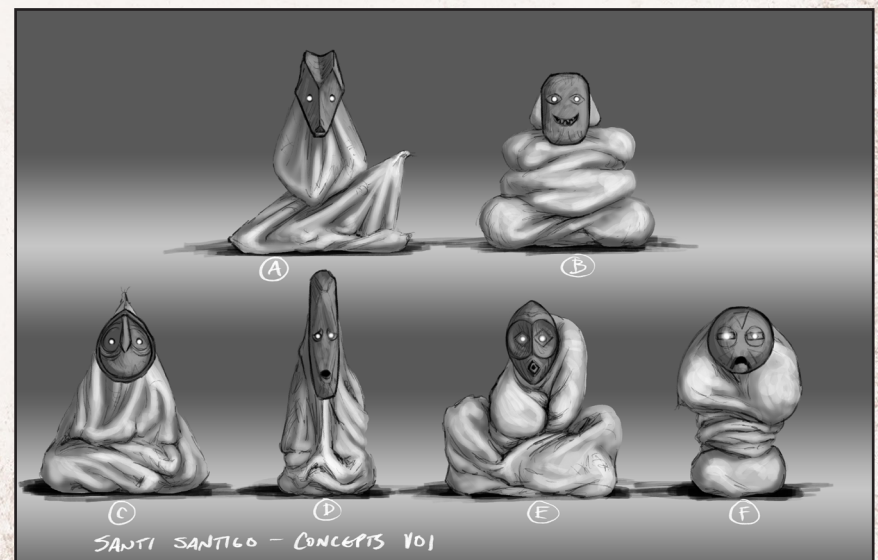
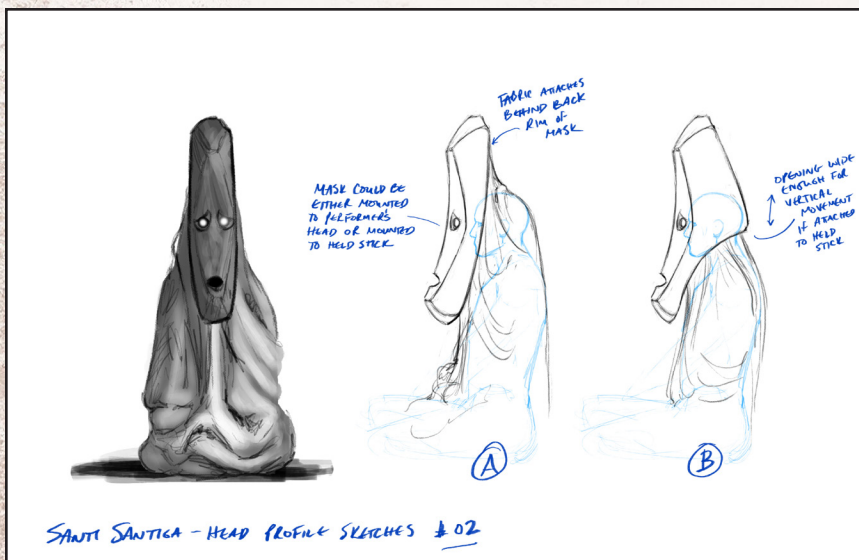


Flying Purple People Eater - Mural

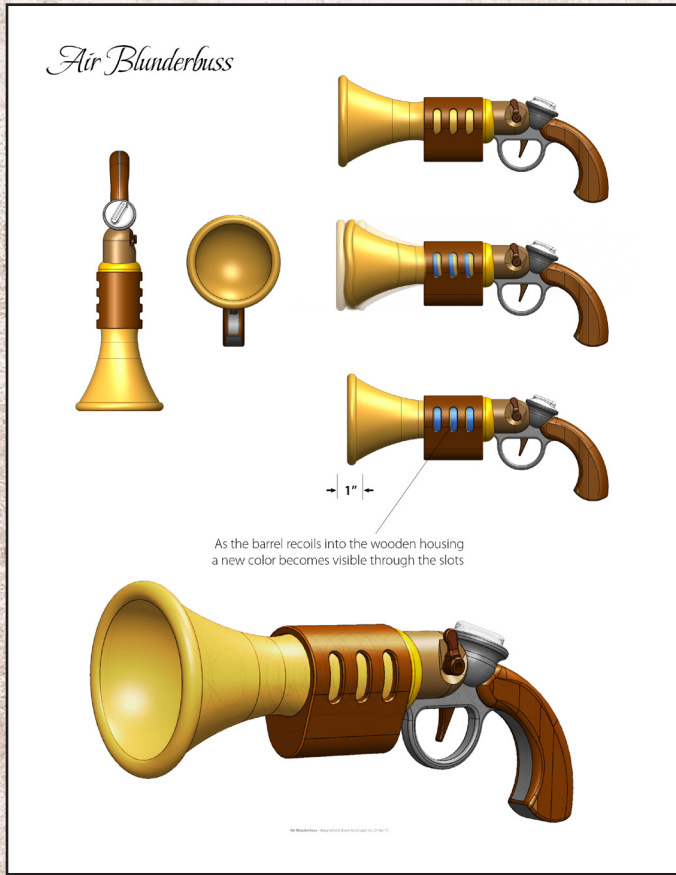
# WENDIMOOR



INT. WAKTI WAPANASI HUT - Santi Santigas



Santi Santigas - Concept



Pop Gun - Concept



Pop Gun - The House Within the House - Artwork



Pop Gun

# BERGSBERG



EXT. MIDDLE OF NOWHERE FIELD - Boat - 1967



EXT. MIDDLE OF NOWHERE FIELD - Boat - Present Day



BOAT - The House Within the House - Artwork



EXT. MIDDLE OF NOWHERE FIELD - Boat - Present Day - Build

# WENDIMOOR

EXT. DENG DAMOR - MANOR TEXTURE STUDY V01

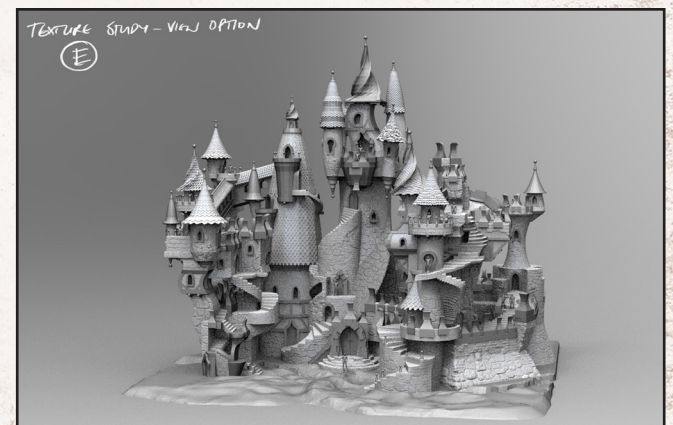


DENG DAMOR CONCEPT - "A" REV 01



DENG DAMOR CONCEPT - "E"

EXT. DENG DAMOR - Concept and Studies



TEXTURE STUDY - VIEW OPTION

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