



PRODUCTION DESIGNER - DAVE BLASS

SUPERVISING ART DIRECTOR - MARK ZUELZKE

ART DIRECTOR - DEAN O'DELL

1st Asst Art Dir./Set Designer - Jeff Smith

1st Asst Art Dir./Set Designer - Sylvain Bombardier

1st Asst Art Dir./Set Designer - Barbara Agbaje

1st Asst Art Dir./Set Designer - Dwight Hendrickson

2ND ASST ART DIR./SET DESIGNER - LEKS RAAMAT

1st Asst Art Dir./Graphics - Paul Greenberg

1st Asst Art Dir./Graphics - Pearlamina Cheung

1st Asst Art Dir./Concept Artist - Henry Fong

1st Asst Art Dir./Storyboards - Alex Lyons

1st Asst Art Dir./Storyboards - Bartol Rendulic

2ND ASST ART DIR./SET DESIGNER - ANNA LUPI

2ND ASST ART DIRECTOR - ADRIANA BOGAARD

ART DEPT COORD - JC CUTHBERT

SET DECORATOR - CHERYL DORSEY

ASSISTANT DECORATOR/ LEAD - JP DAME

LEAD SET DRESSER #2 - BLAIR STACKARUK

LEAD SET DRESSER #3 - ANDY GROTE

SET DEC BUYER #1 - SARAH GARDNER

SET DEC BUYER #2 - CHERIE SPENCER

On Set Dresser - Scott Holdsworth

ASSISTANT ON SET DRESSER - BARB WALLACE

PROPERTY MASTER - DAVIN SNIP

Props Buyer - Sue Yuzwak

Props Buyer - Marty Lake

PROPS ON SET - TYLER UNRAU

Props On Set - Vince Consiglio

Props Graphic Designer - David Meredith

CONSTRUCTION COORD - KEVIN FORSTNER

HEAD CARPENTER - KEVIN "FROG" HUGHES

ASST HEAD CARPENTER - NIGEL LEWIS

ASST HEAD CARPENTER - PAUL RAPATI

BENCH CARPENTER - DAVID GRAVELLE

WELDER - NICHOLAS BRYAN

LABOUR FOREMAN - JEFF TRAVAGLINI

KEY SCENIC ARTIST - JOE BOWER

SCENIC ARTIST - MELISSA MORGAN

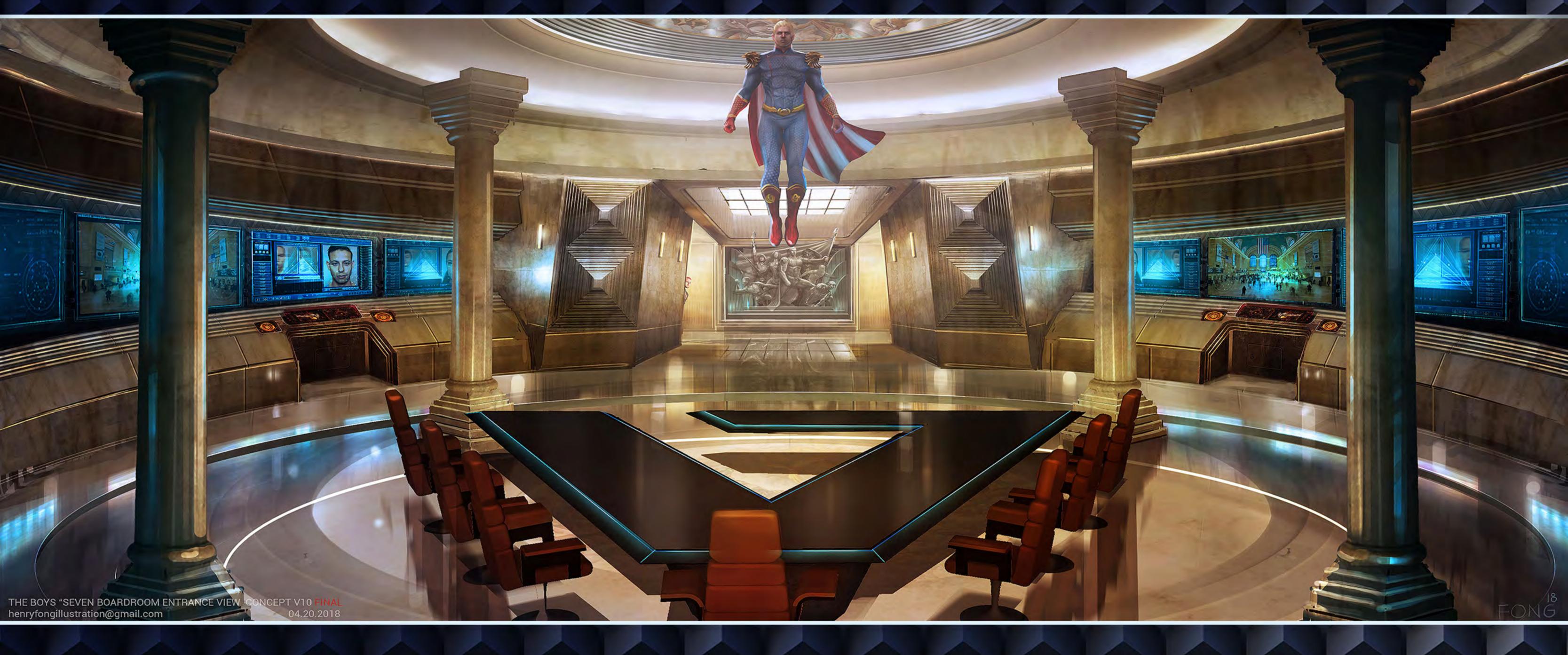
LEAD SCENIC ARTIST - BRANDON LANGFORD

LEAD SCENIC ARTIST - MARTY LAKE

SCULPTOR - GREG ARONOWITZ



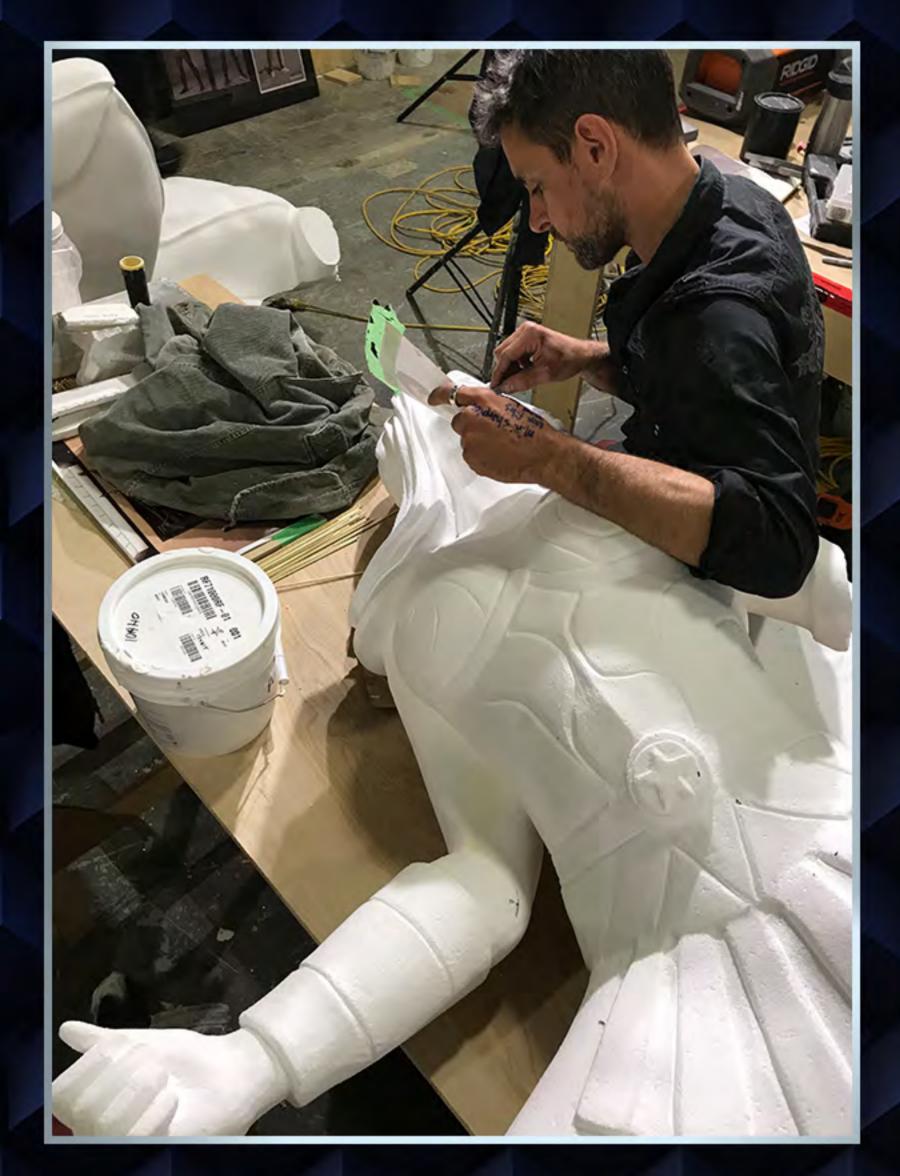
Superheroes are often as popular as celebrities, as influential as politicians, and sometimes even as revered as gods. But what would they be like if they were real? They would be jerks, let's face it. What happens when the heroes go rogue and start abusing their powers? When it's the powerless against the super powerful, "The Boys" is based on the Graphic Novel By Garth Ennis and Darick Robertson and takes a swipe at the Marvel and DC universes with "The Seven" a elite group of Superheroes controlled by the powerful Vought International Corporation. The overall tone of the show was 100% PRESENT DAY REALISTIC. All of the technology, and world building was done with the idea that with the flip of a switch, Superheroes were real, and how would they be integrated into our present day environments. They would have corporate branding, and advertising everywhere, they would be a mixture of the Justice League, Trump and the Kardashians. Glossy, loud and out to save the world. They would have a boardroom that would be commensurate with their status. We wanted something that stroked their egos of being Greek Gods, but was also influenced with a Neoclassical Political vibe, as they sought real world influence. The room needed to be centered around a table that would seat all Seven heroes in a unique way.









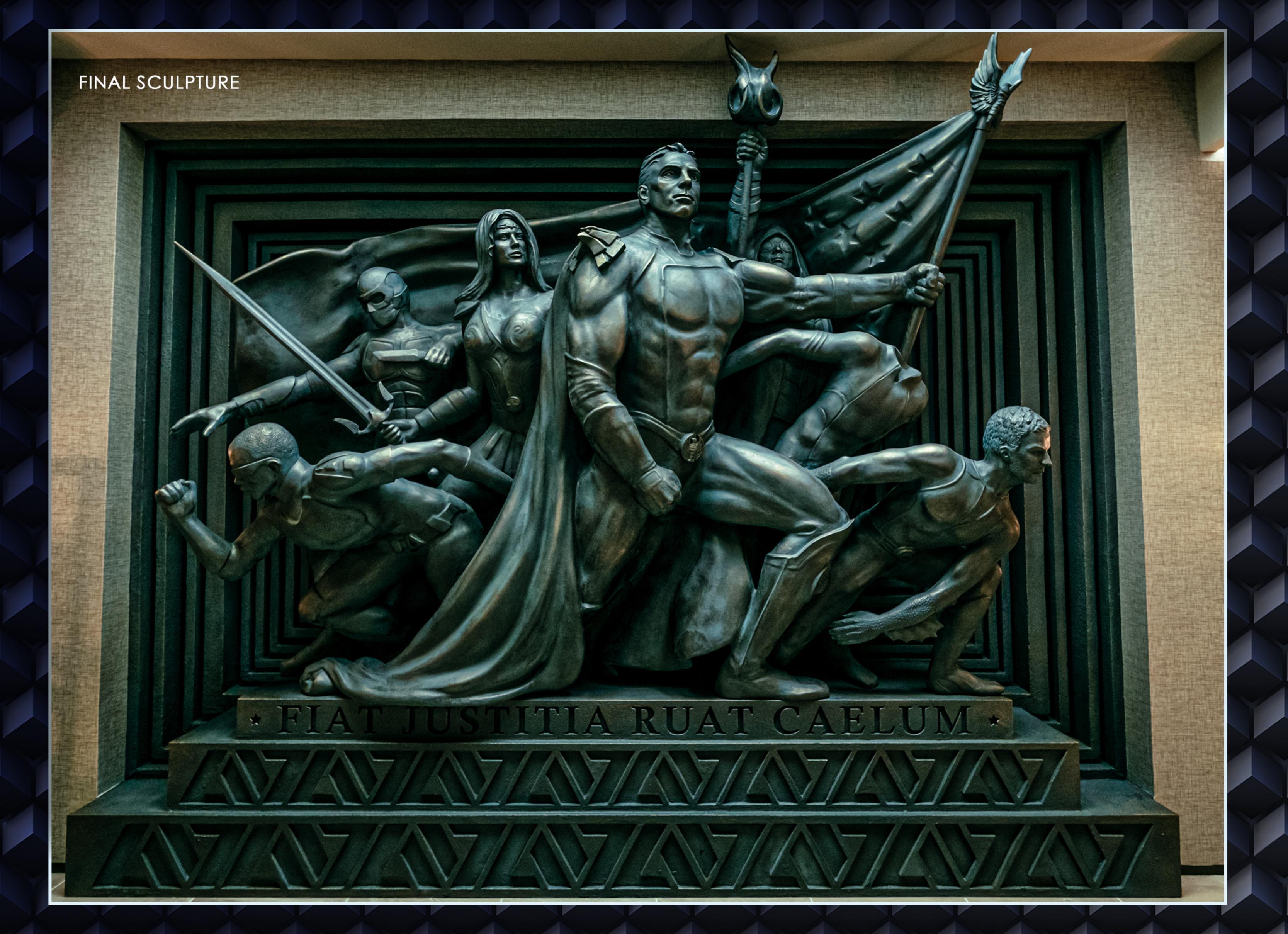
















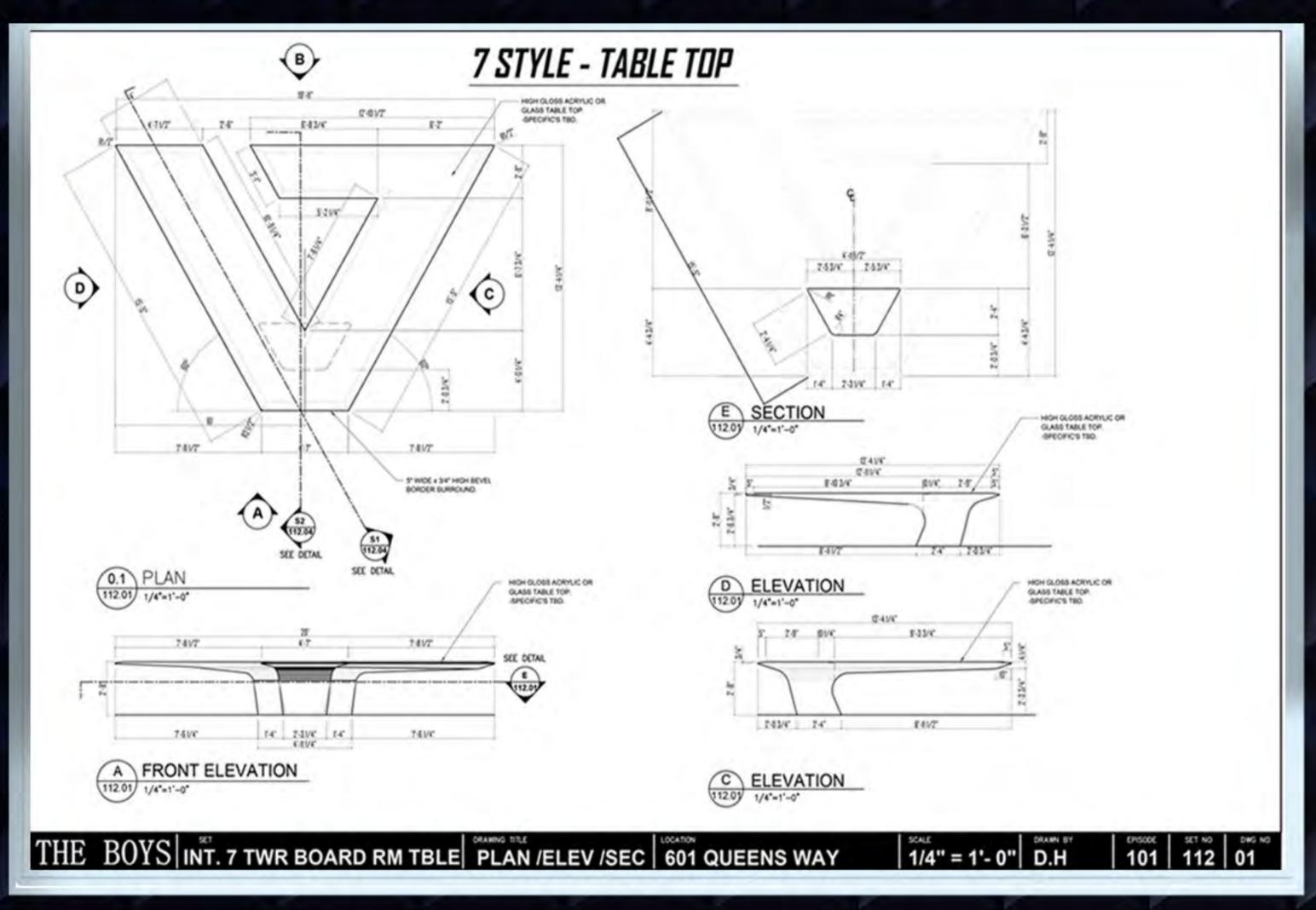


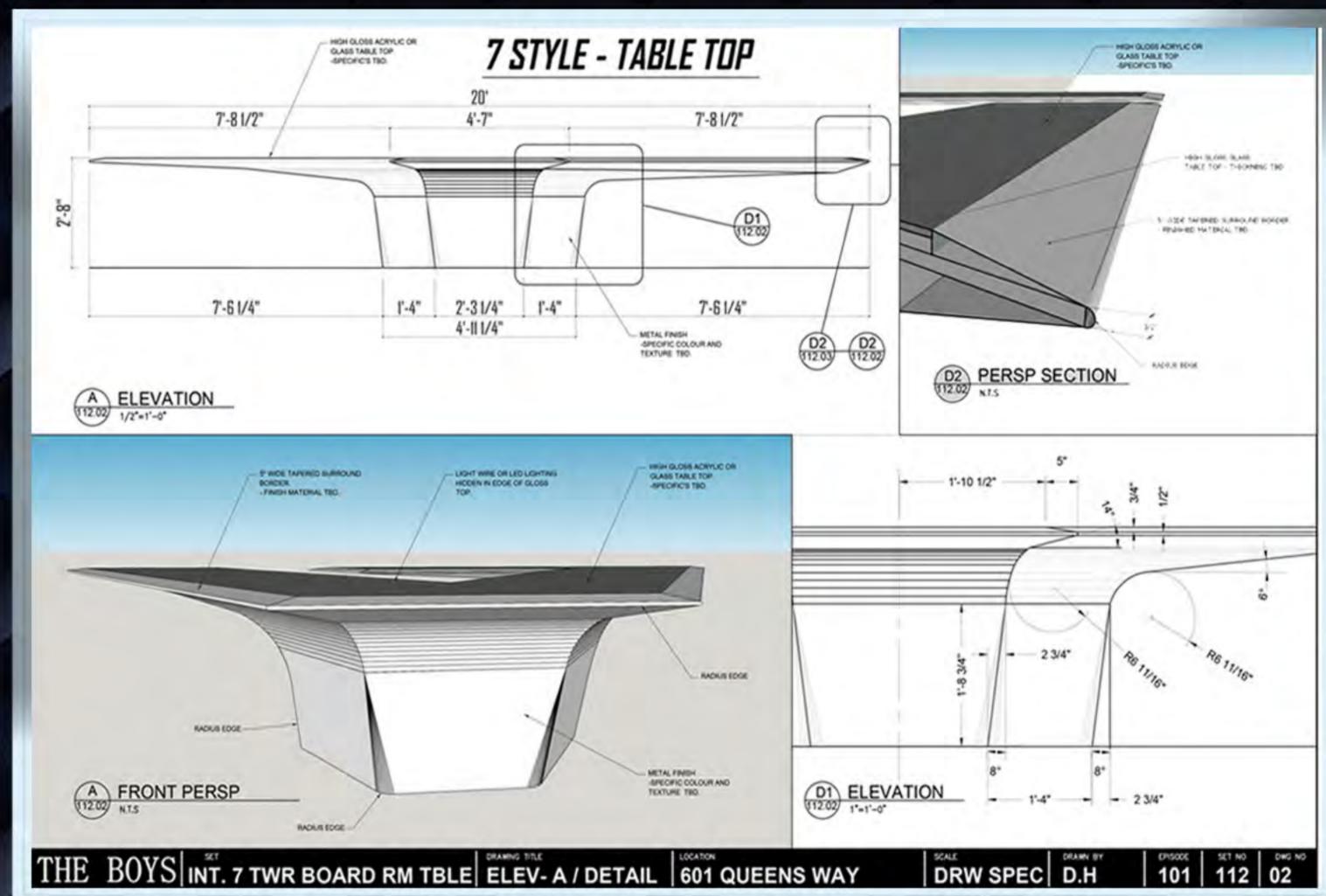


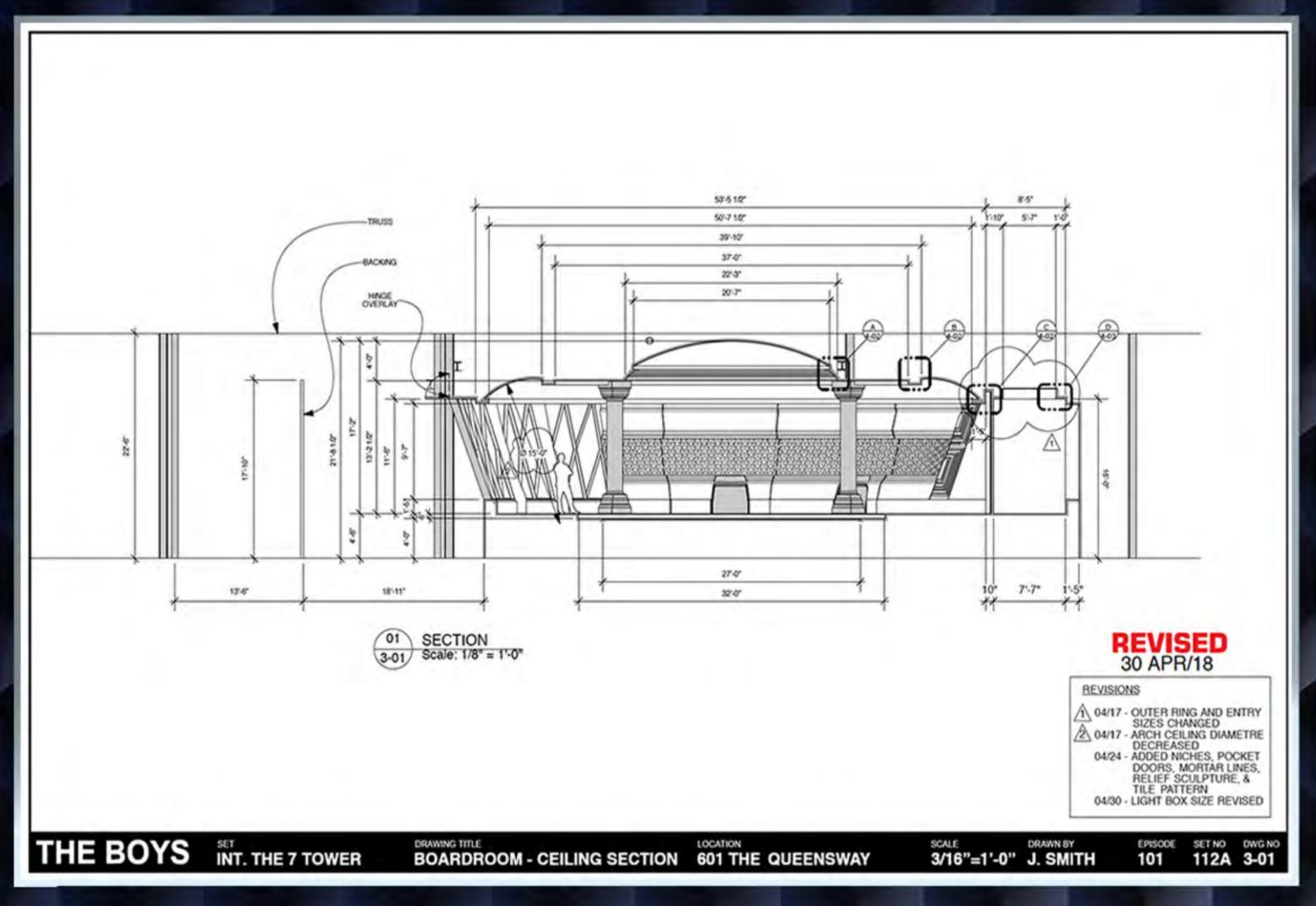


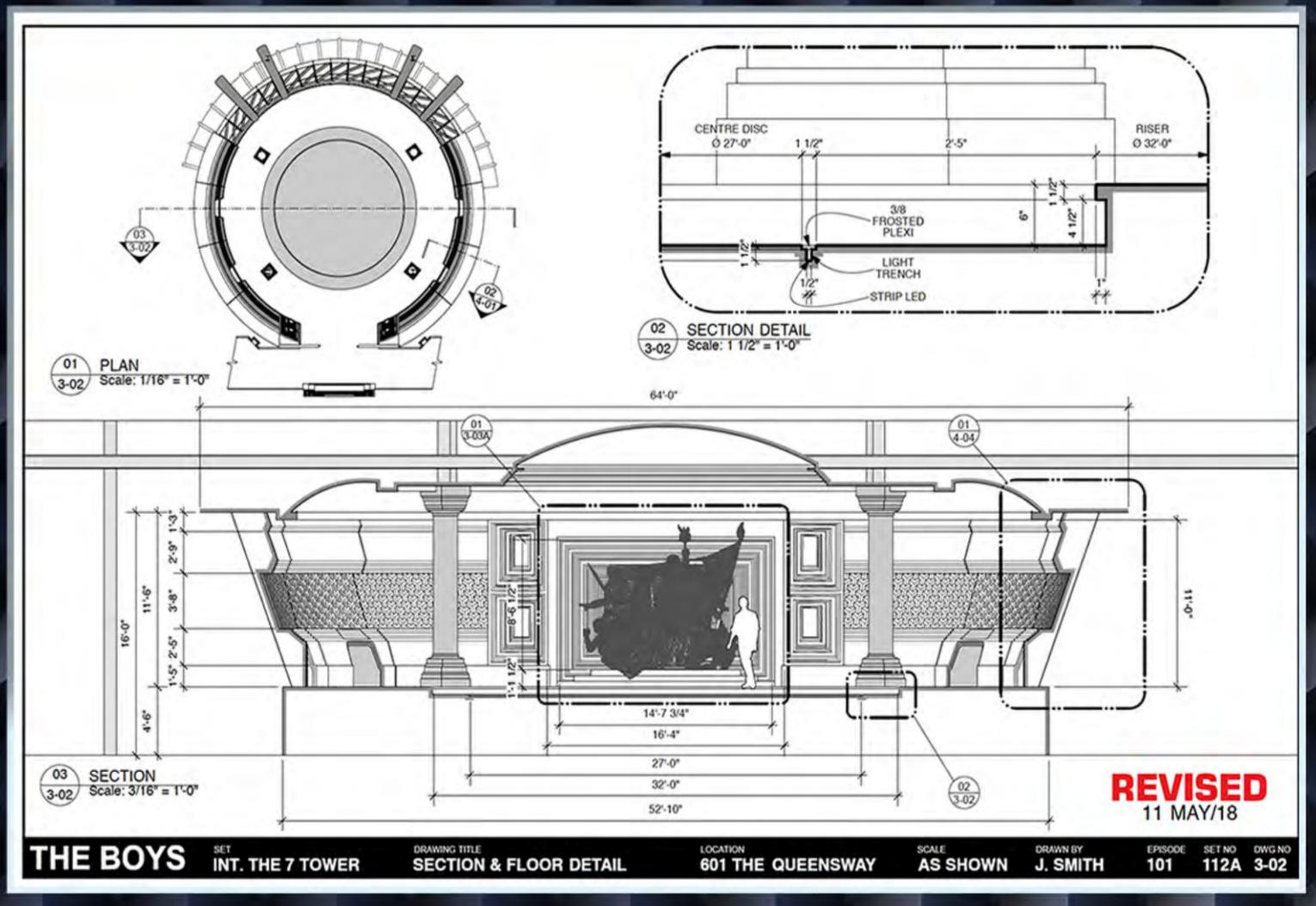
















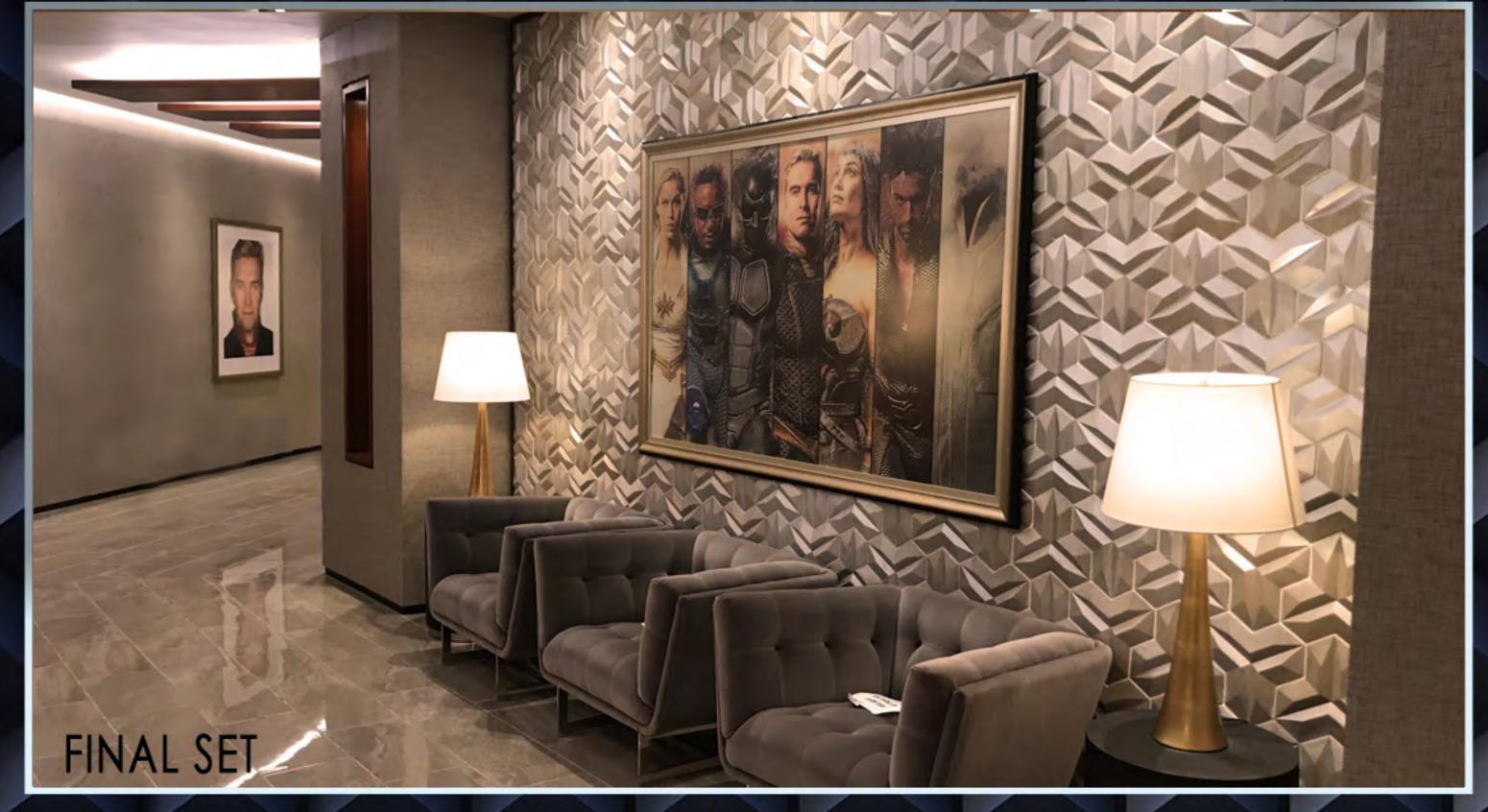








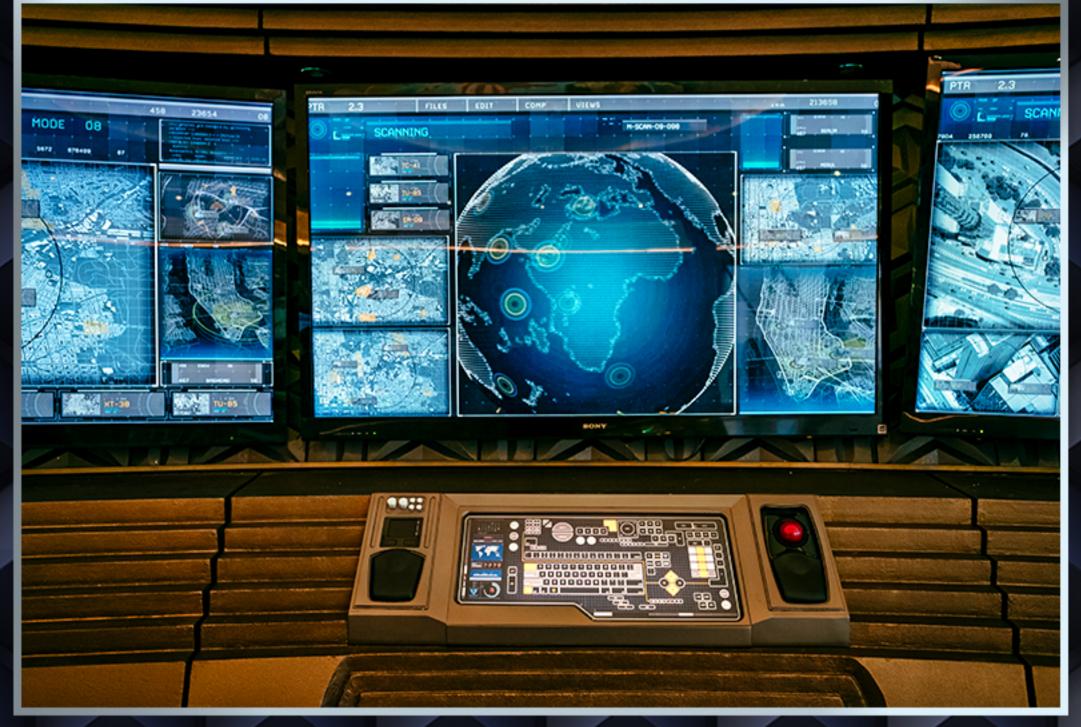


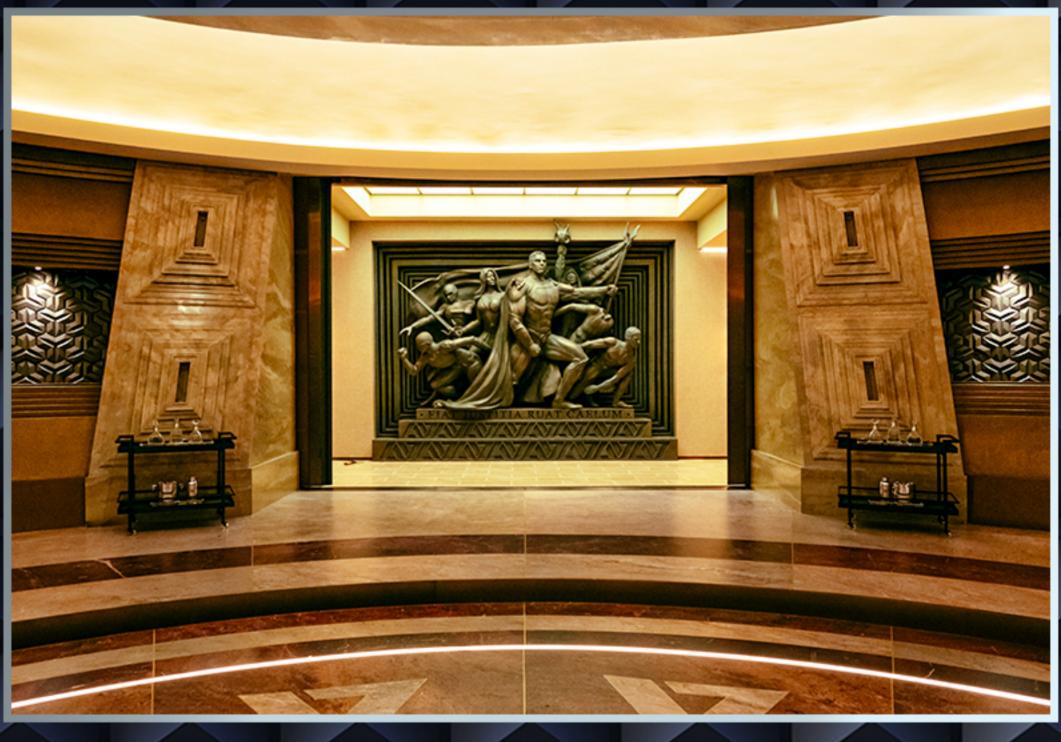










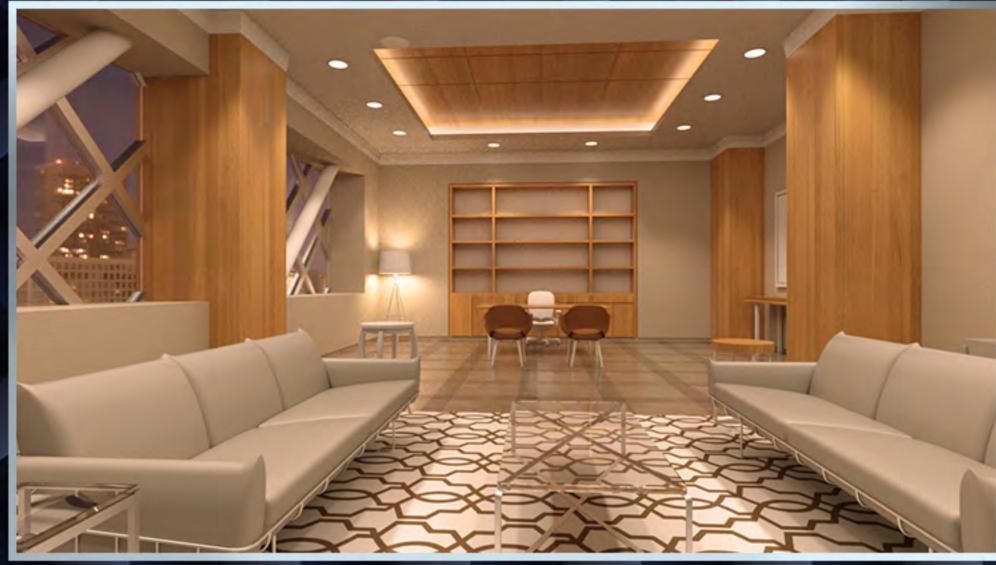
















































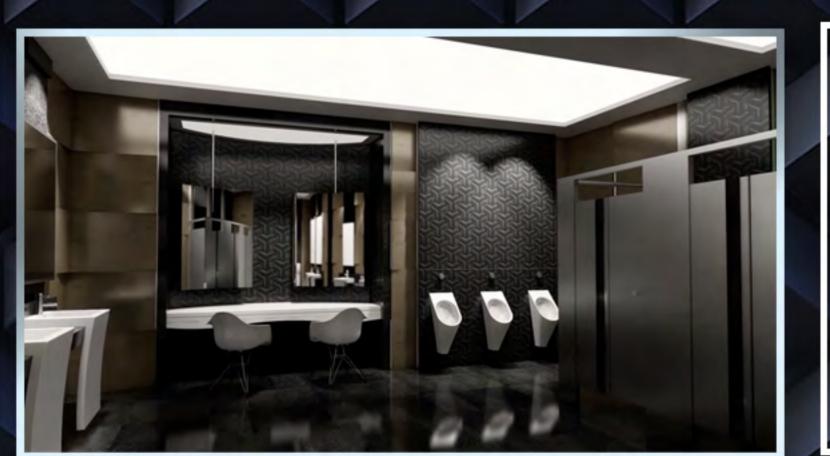














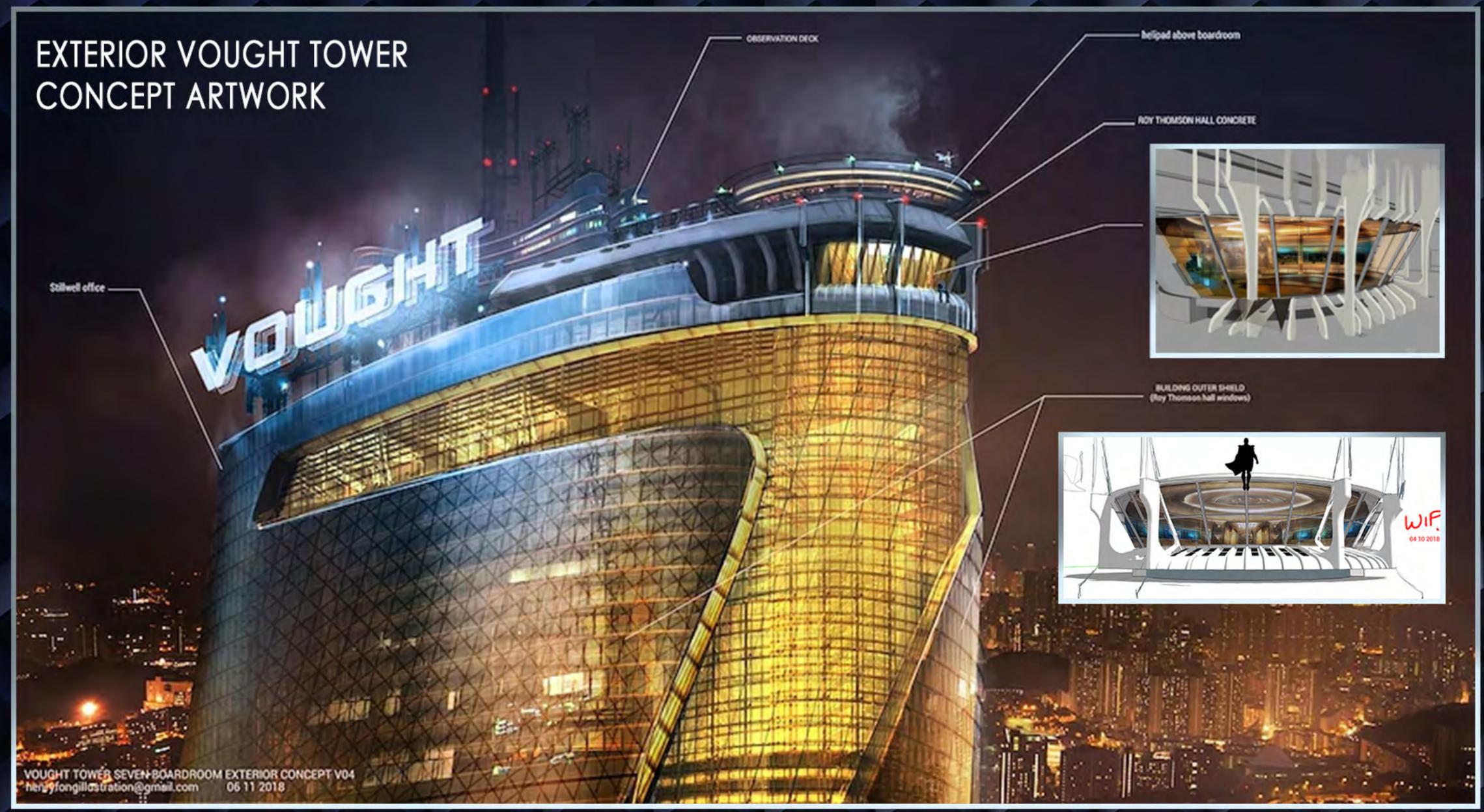






VOUGHT SUPERHERO UNI-SEX BATHROOM





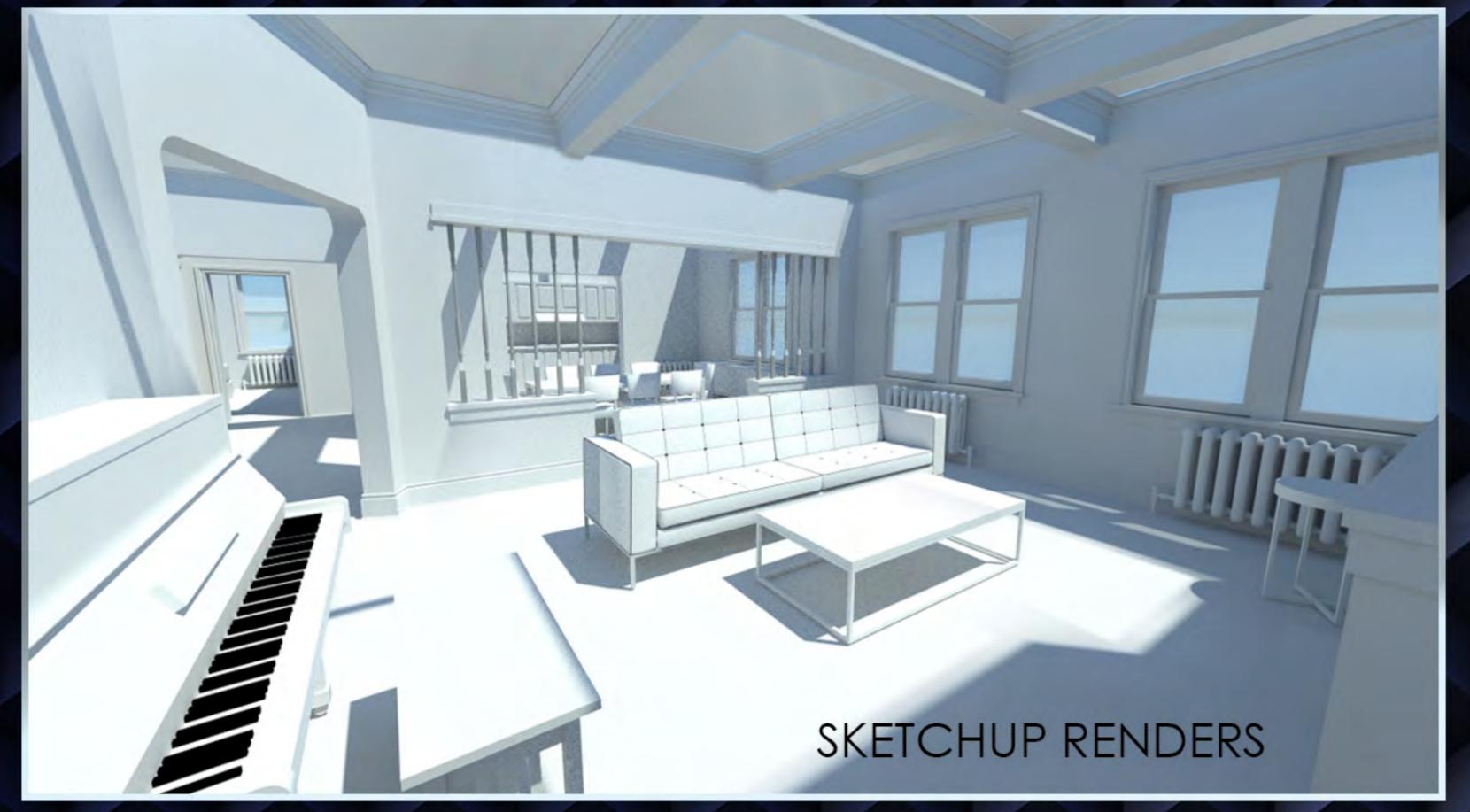


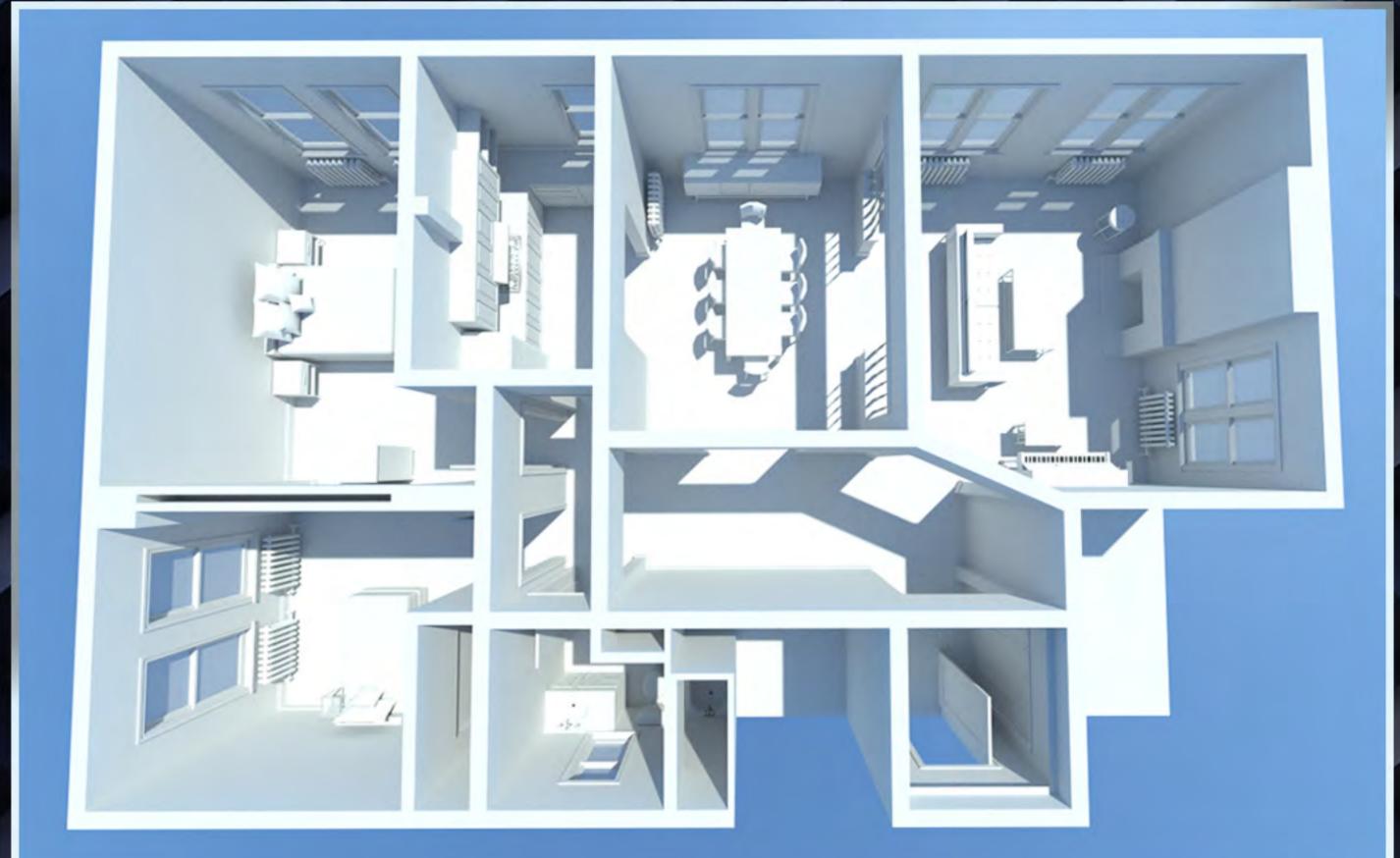














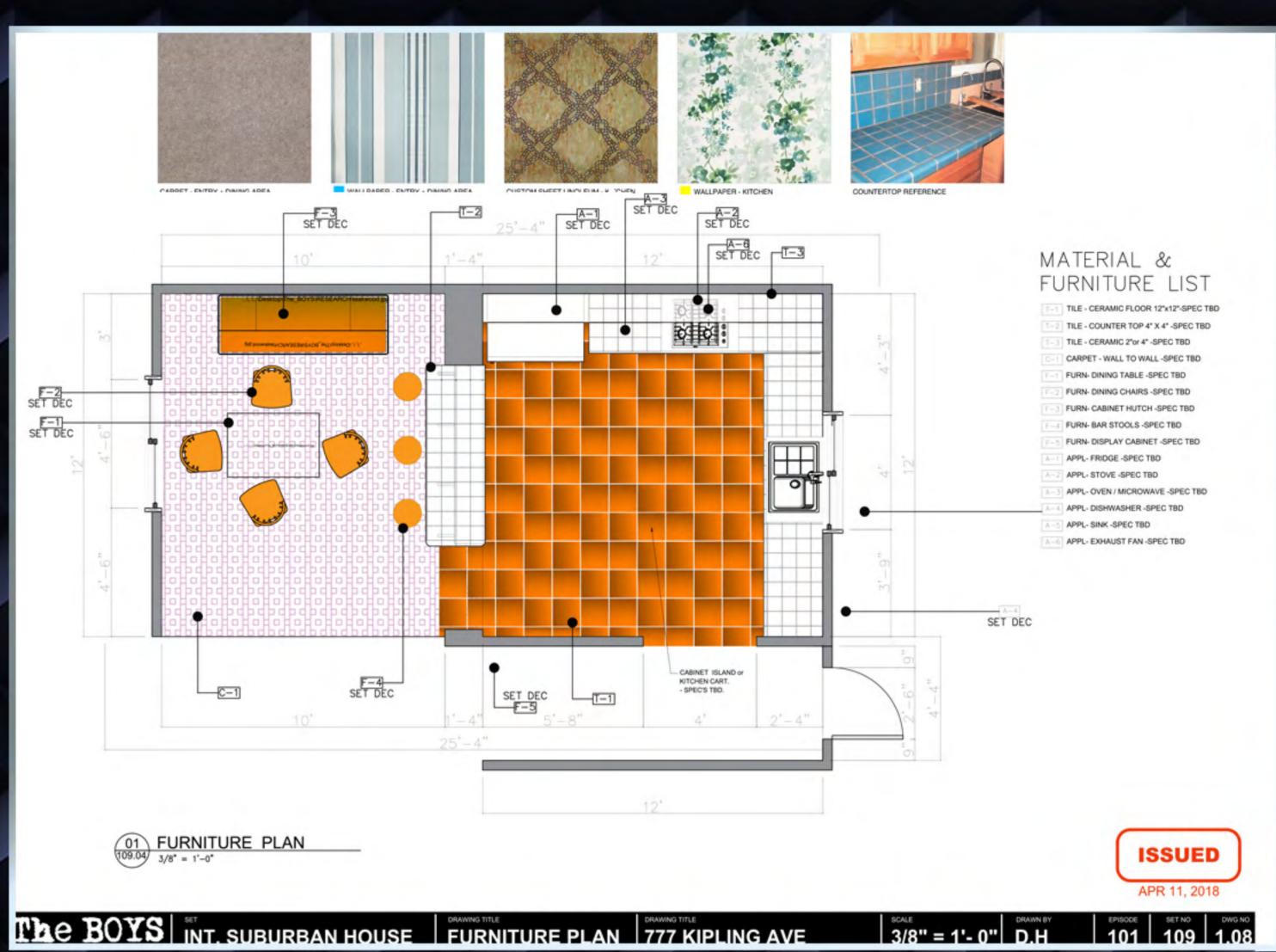




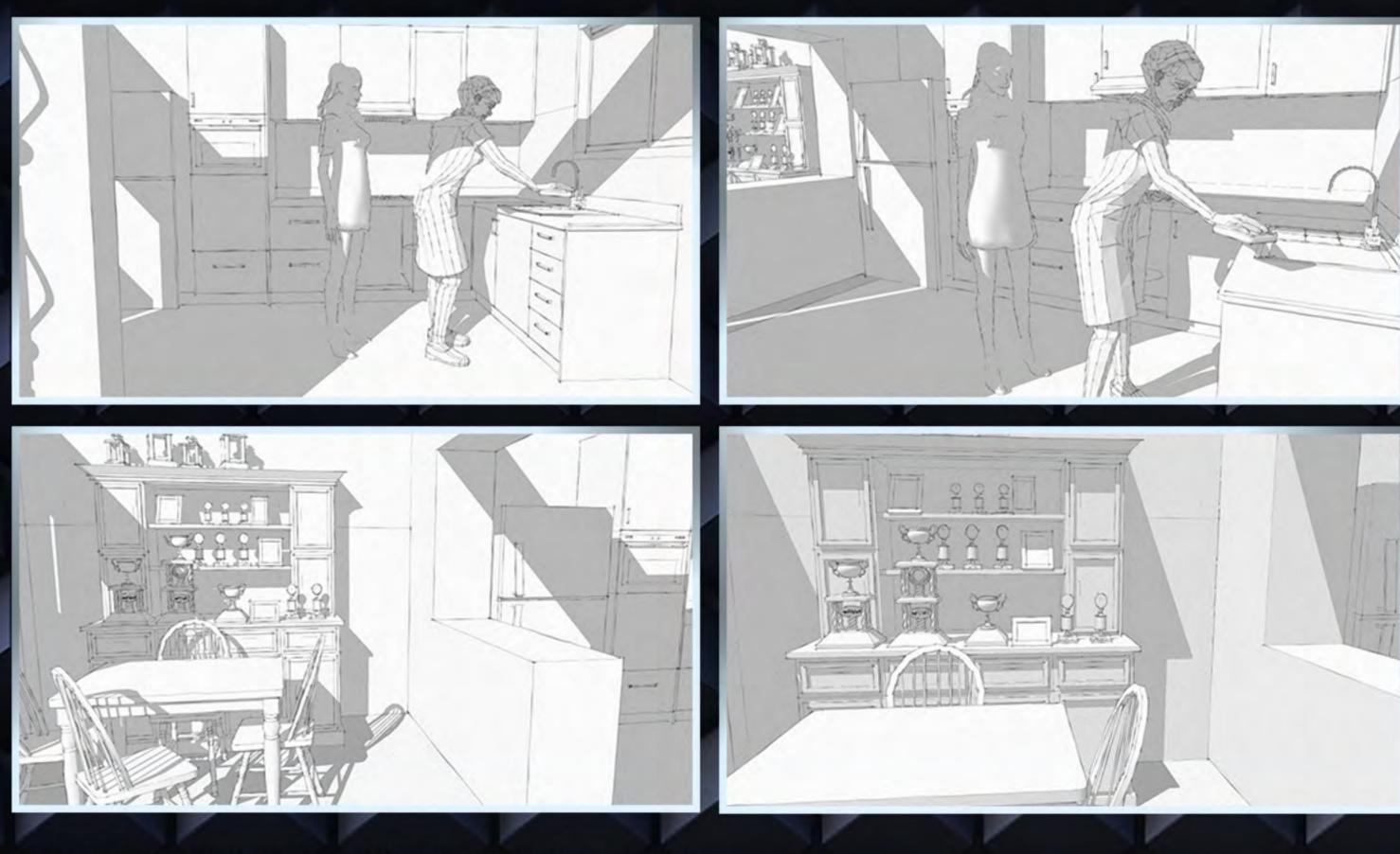
HUGHIE'S FAMILY QUEENS APARTMENT







BLUEPRINT DETAILS AND SKETCHUP ANIMATION STILLS



STARLIGHT SUBURBAN HOME



















Terrorist have taken over Flight #37 in international waters. The perfect opportunity for Vought and The Seven to prove that they can take over for the Military. Homelander and Queen Maeve storm the plane, ripping off the door and taking the terrorist by surprise. They fight their way through the cabin, killing all of the bad guys and saving the day. That is, until they get to the cockpit where they find the last terrorist who suddenly confronts Homelander. His laser eyes take out the bad guy and... the cockpit controls. The plane is going down and their is nothing our heroes can do. All of this action needed a full size 737 Airplane with custom modifications, and tons of complications to make the decompression sequence work. Concept Illustrator Henry Fong created key-frames for the action sequence that helped set the tone, while the Art Department began construction on the massive set. In other shows this sequence may have been the highlight of the show, but this highly intensive sequence took up only 5 mins. of a already ambitious episode.







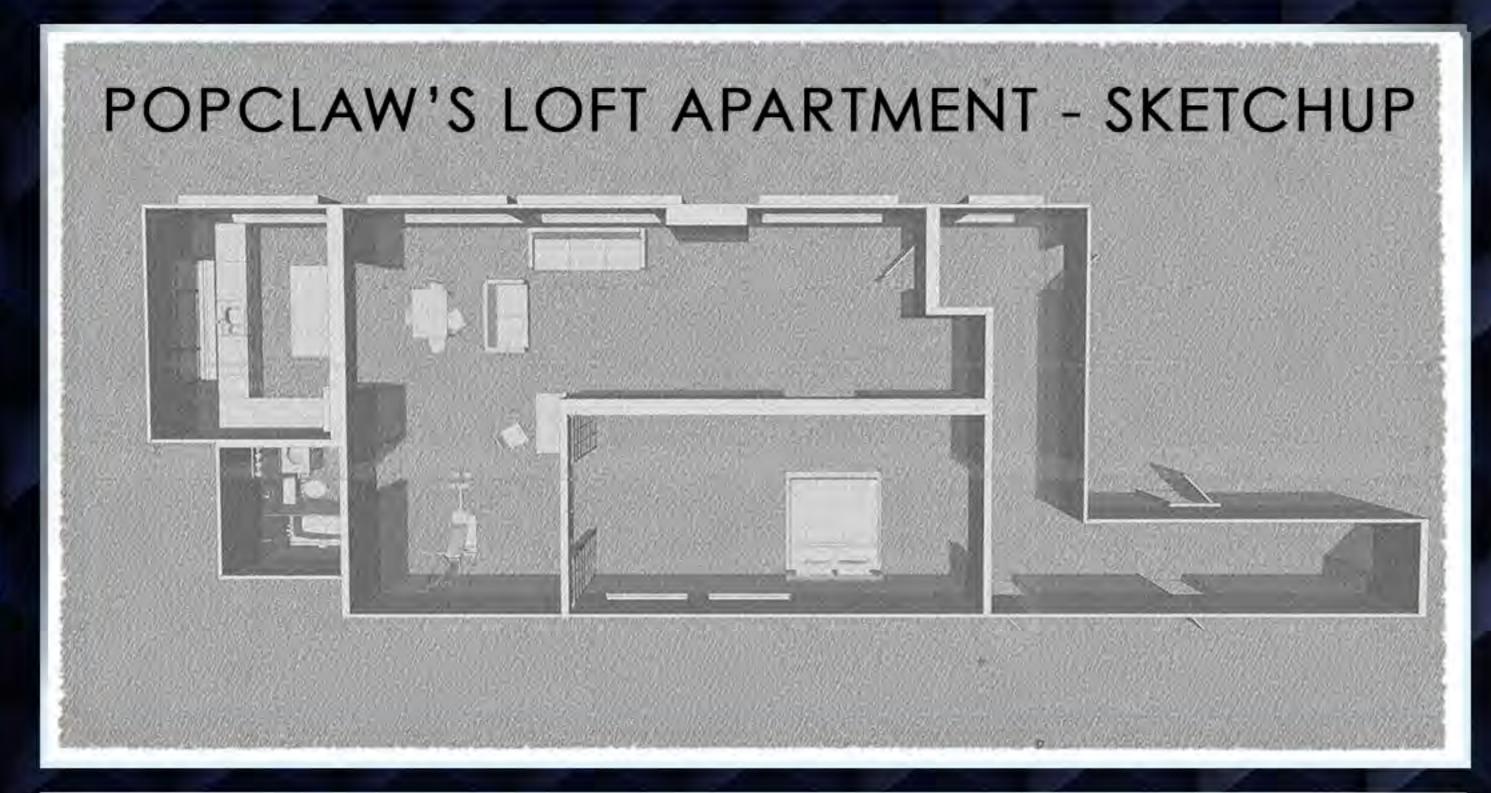


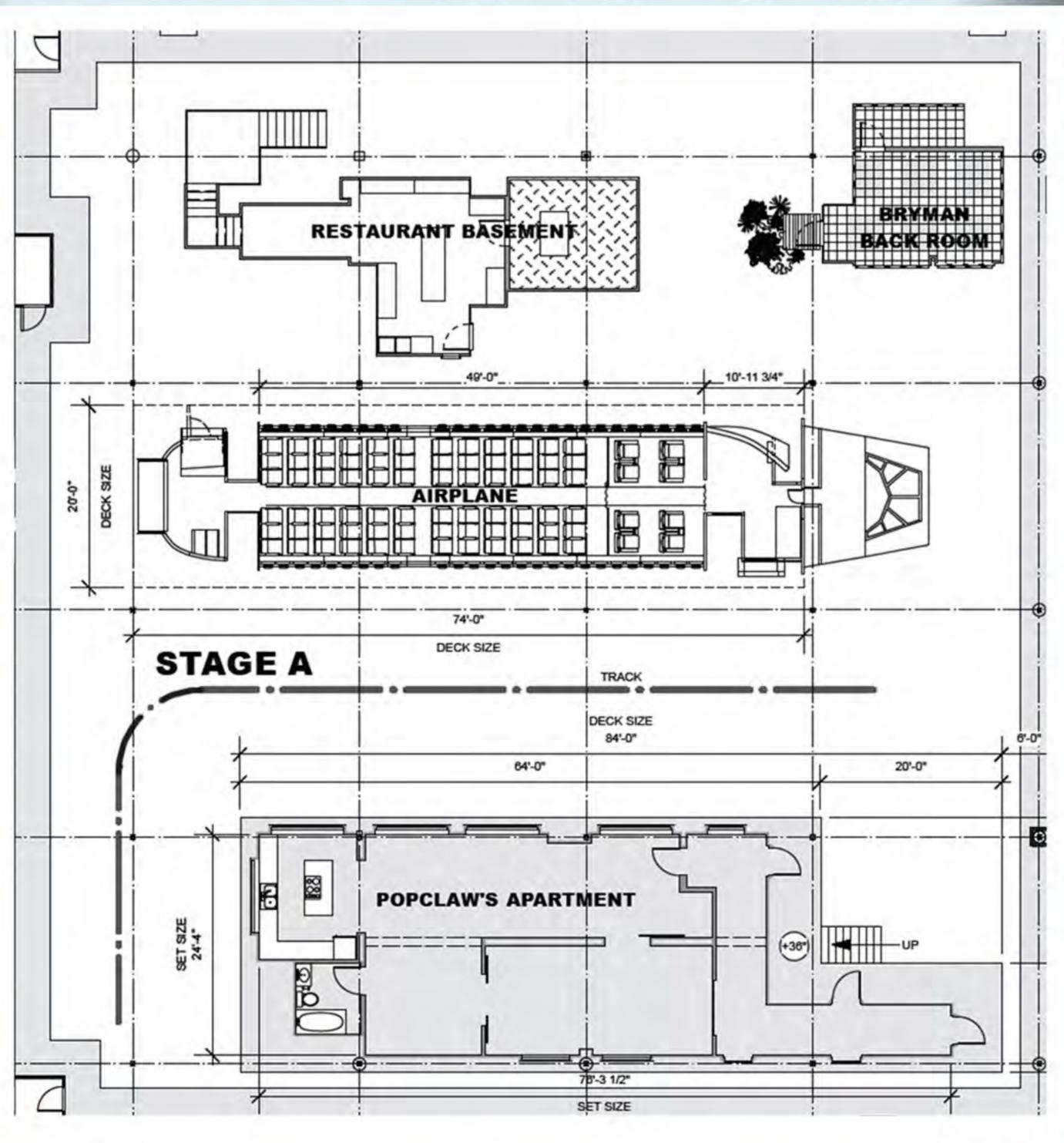


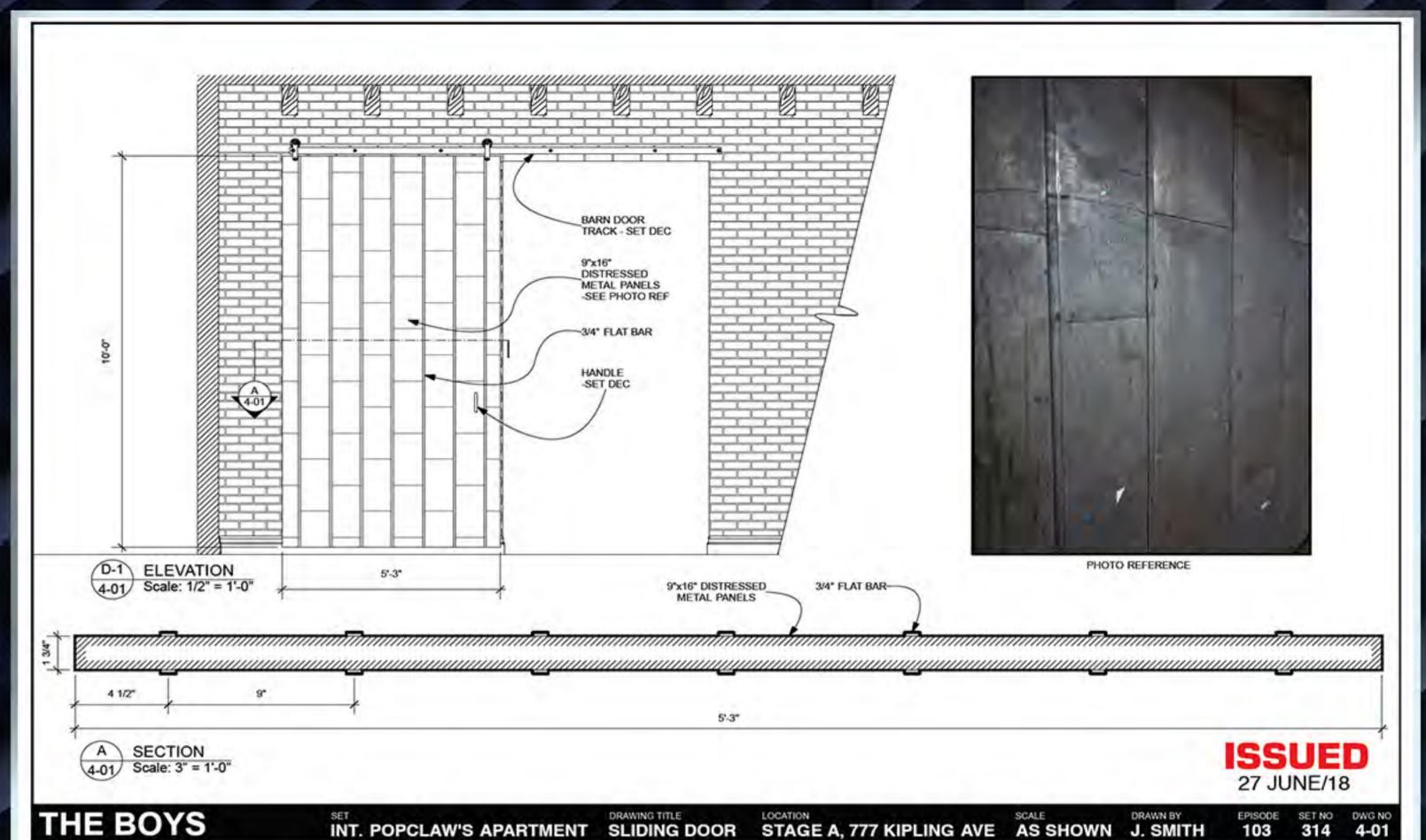


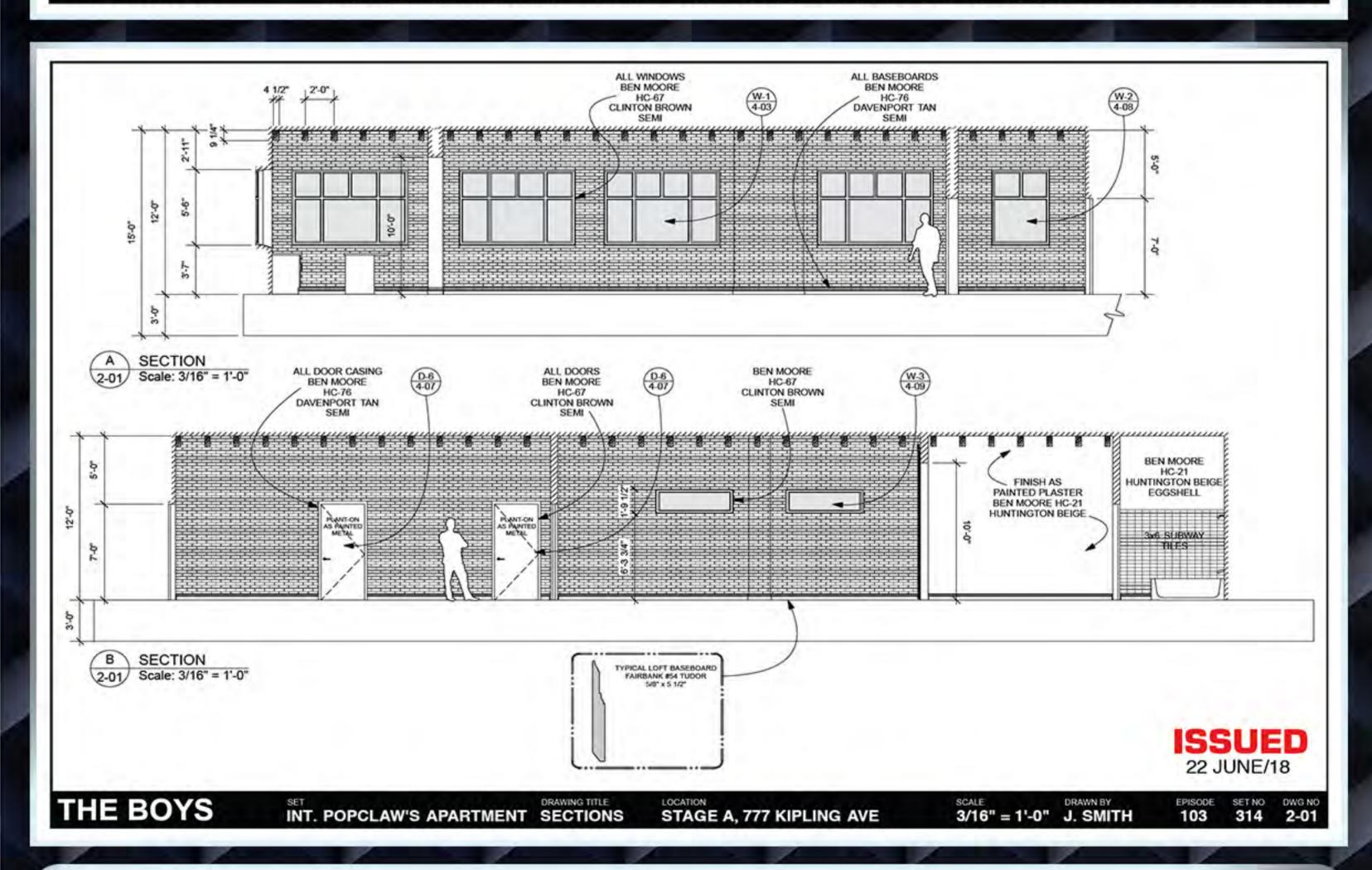








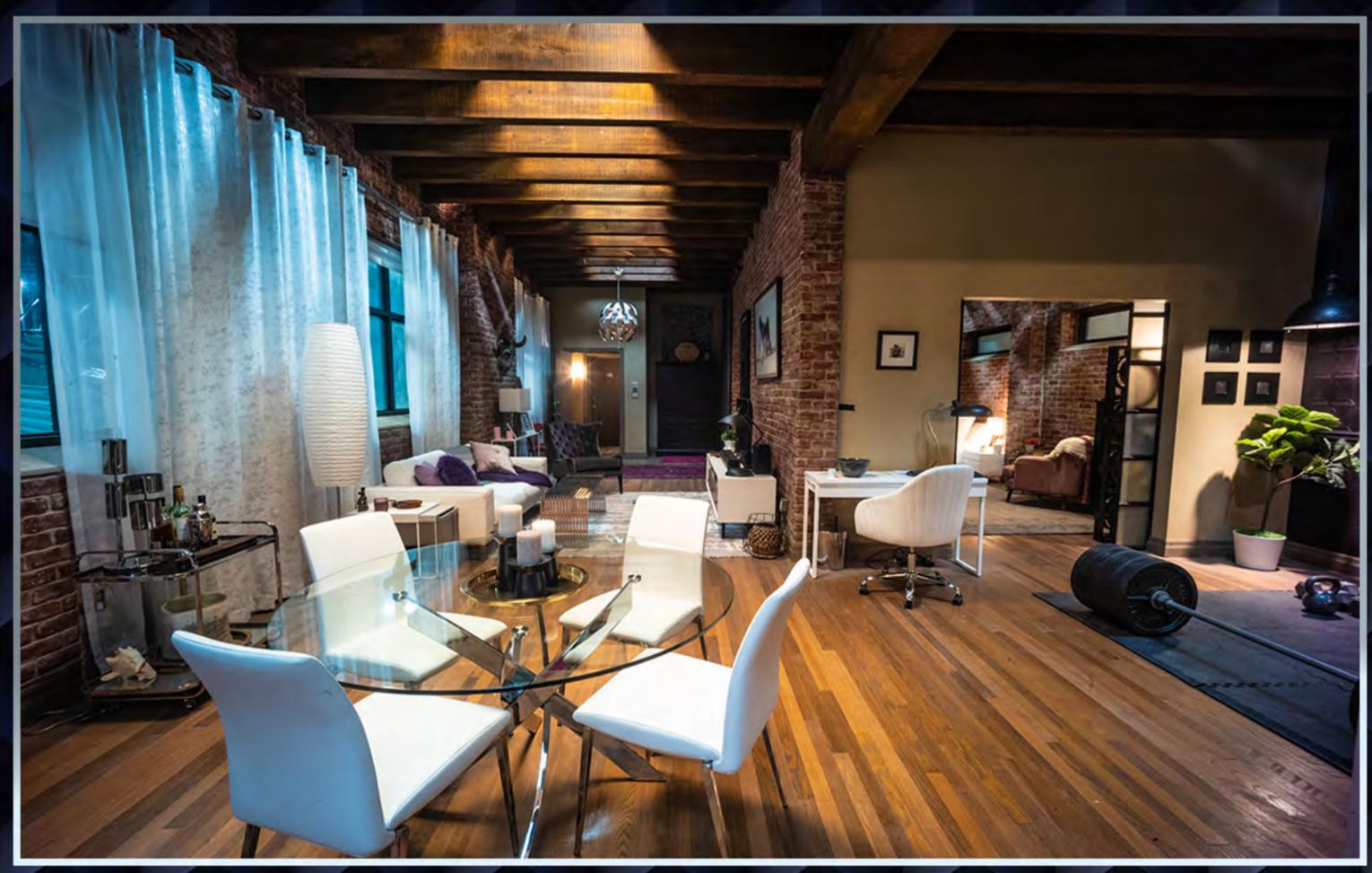




TIME, SPACE, BUDGET; ALWAYS A CHALLENGE OF THE ART DEPARTMENT. HERE WE HAVE A LOOK AT THE STAGE OVERVIEW AND DETAILS OF THE POPCLAW LOFT SET DESIGN

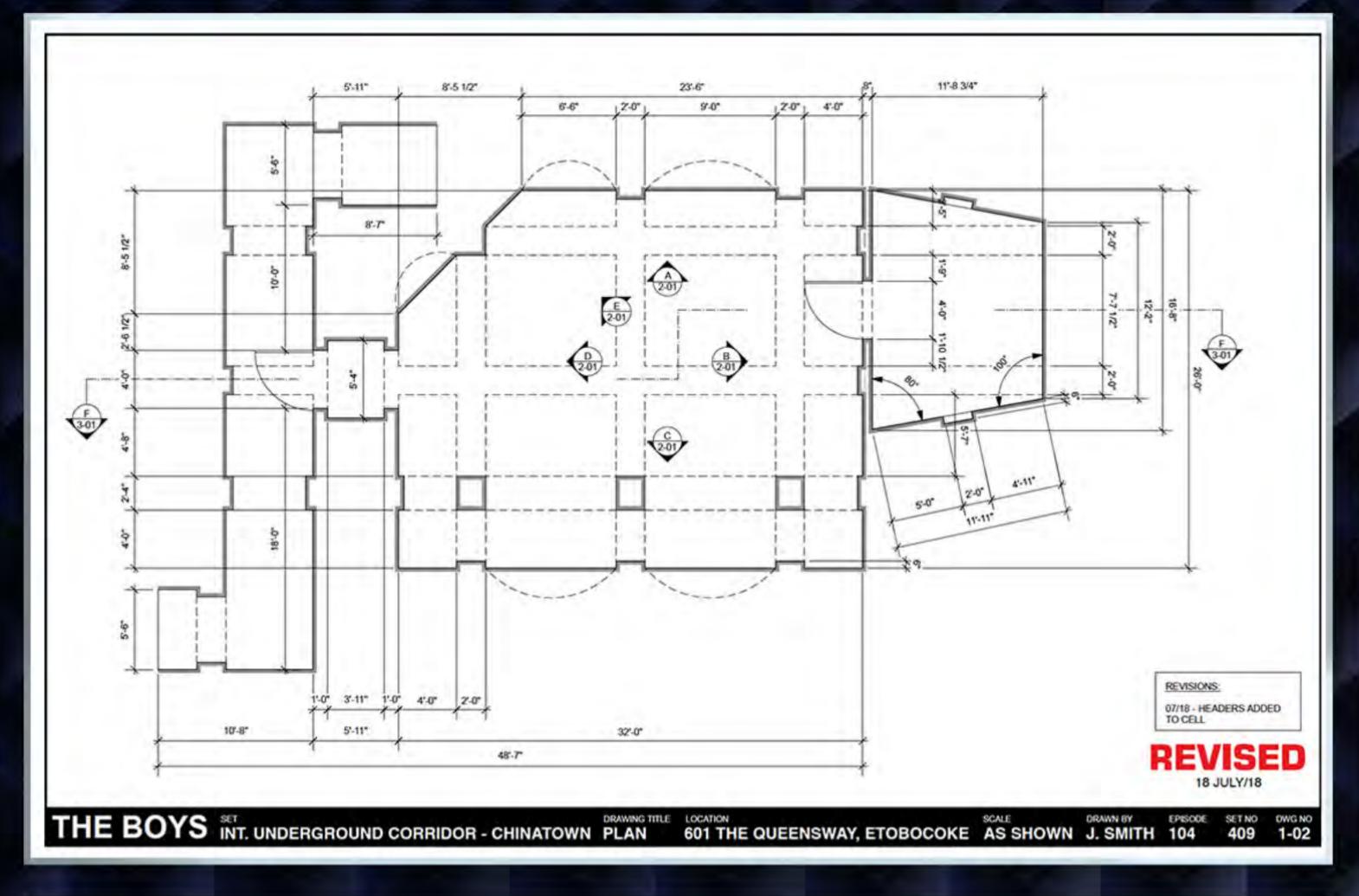


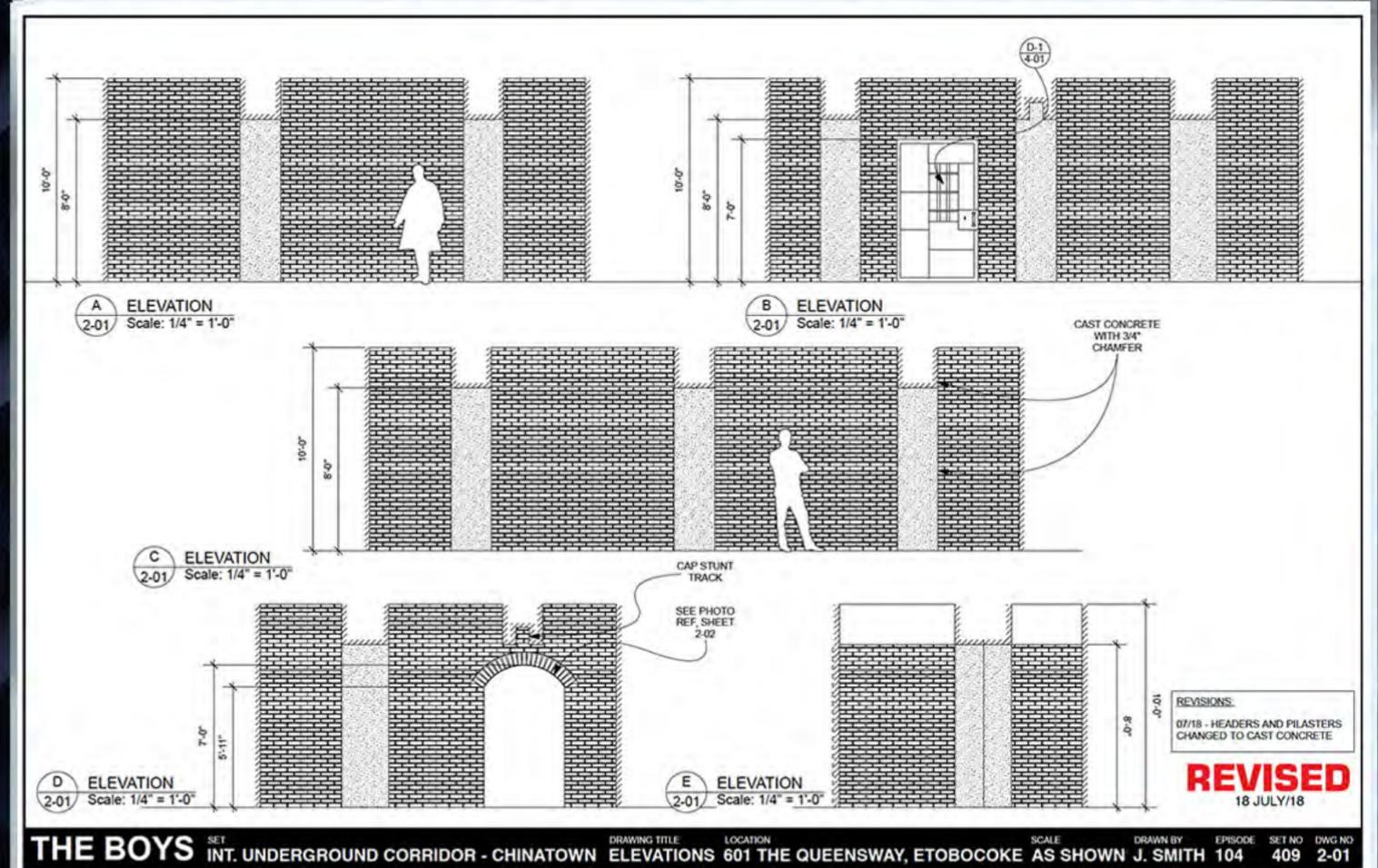


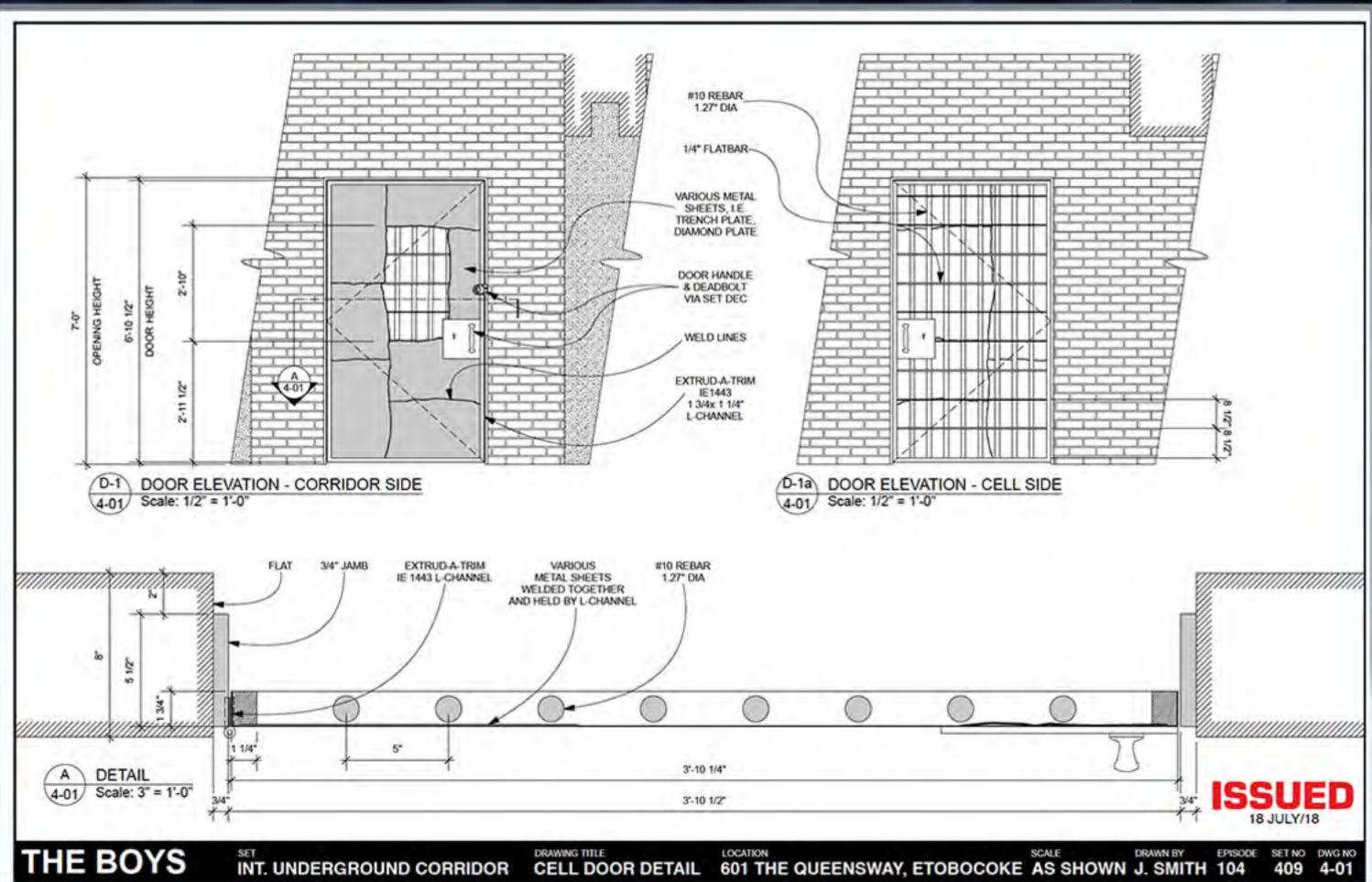


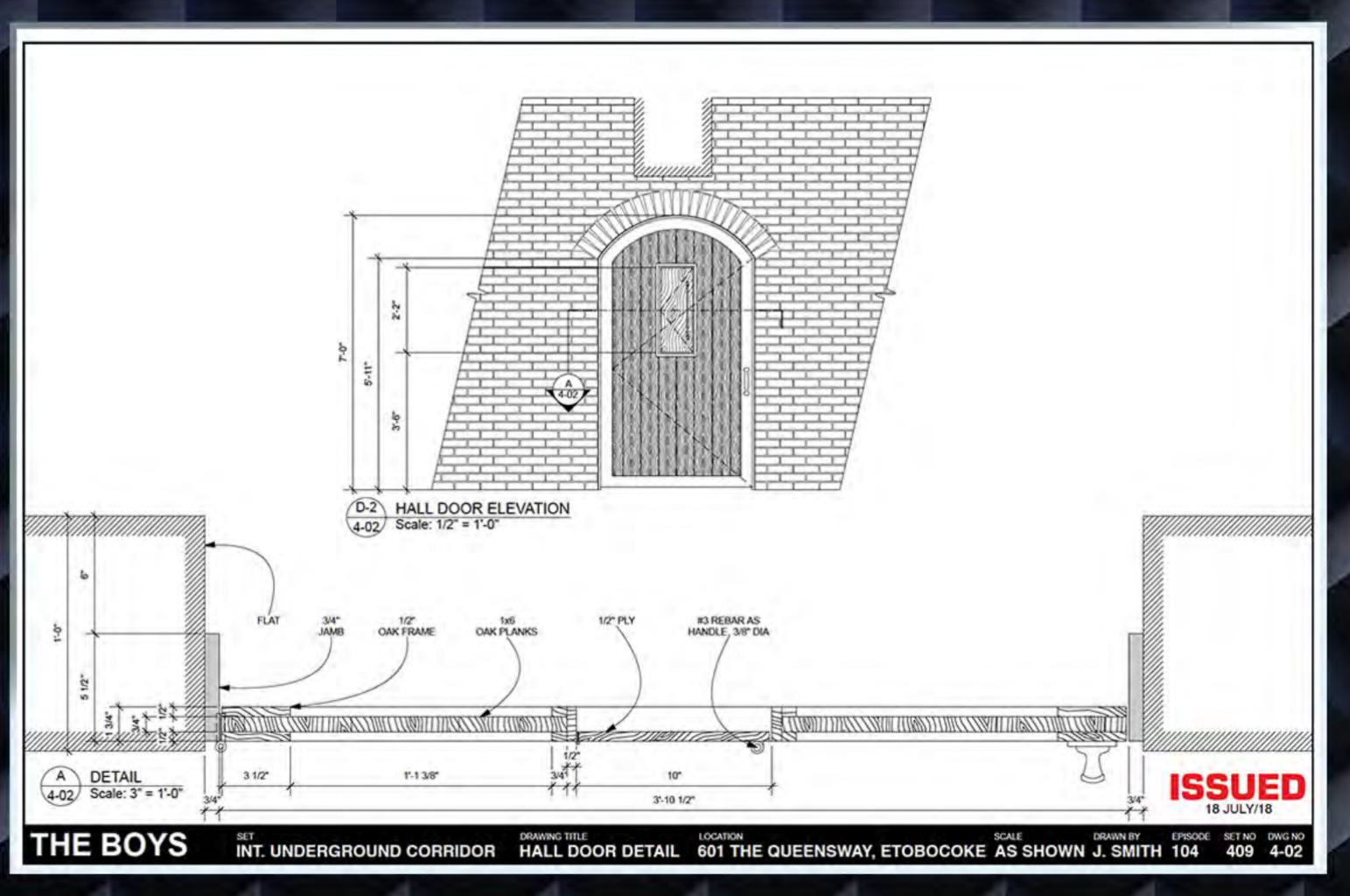


Popclaw is a D-List Superhero. She was cool once, but like many celebrities, her star has fallen. Her loft apartment was designed with an open floorplan to allow her boyfrien A-Train, the Vought Super-Speedster to have room to move, the decor with nudes of herself showcase her Narcissism.









DEEP UNDERNEATH CHINATOWN THE VOUGHT IS TESTING 'COMPOUND V' ON UN-SUSPECTING VICTIMS HELD IN CONTAINMENT. A LOOK AT JEFF SMITH'S BLUEPRINTS OF THE UNDERGROUND CORRIDOR AND HOLDING AREA.







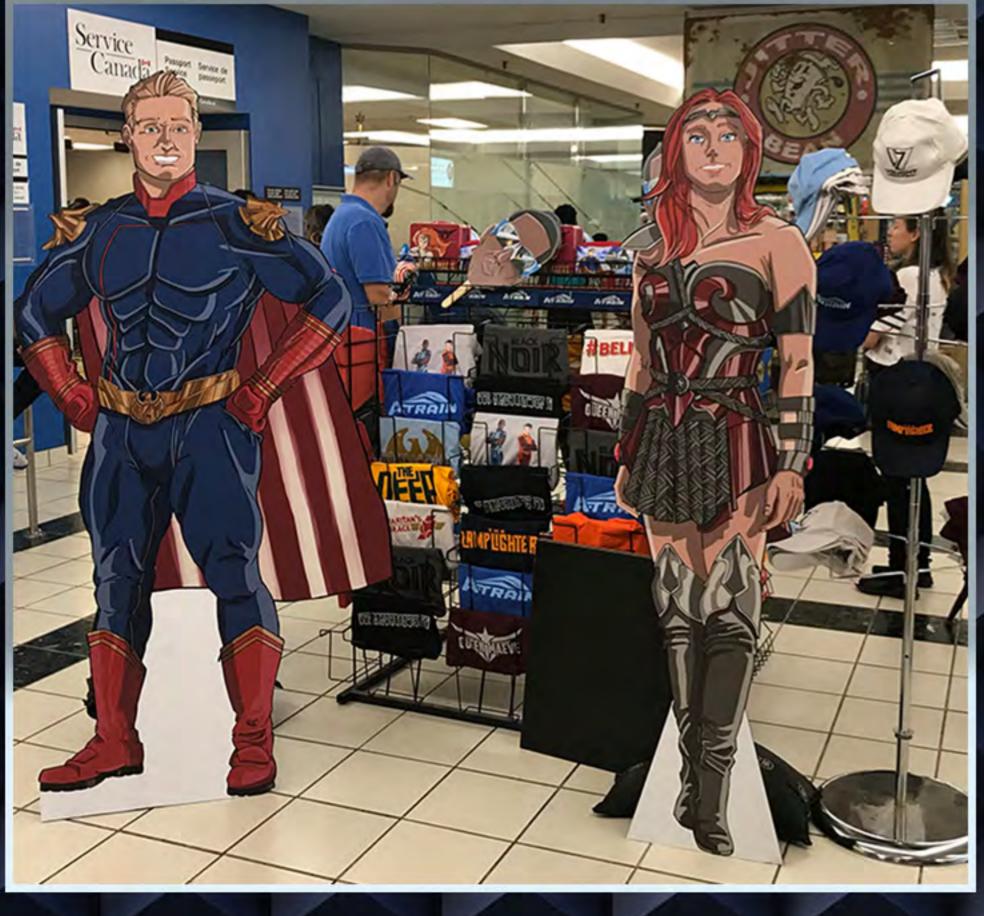
















BRANDING FOR THE COMPANY AND THE HEROES THEMSELVES HAD TO BE AT THE LEVEL OF MAJOR STUDIO RELEASES



OUR GRAPHIC TEAM CREATED HUNDREDS OF VERSIONS OF LOGOS AND BRANDING WERE CREATED FOR APPROVAL ACROSS ALL PLATFORMS.





7-2



7-3



7-4



7-5











7-7



7-8





7-10





7-9















V10





























V15







