

오징어게임

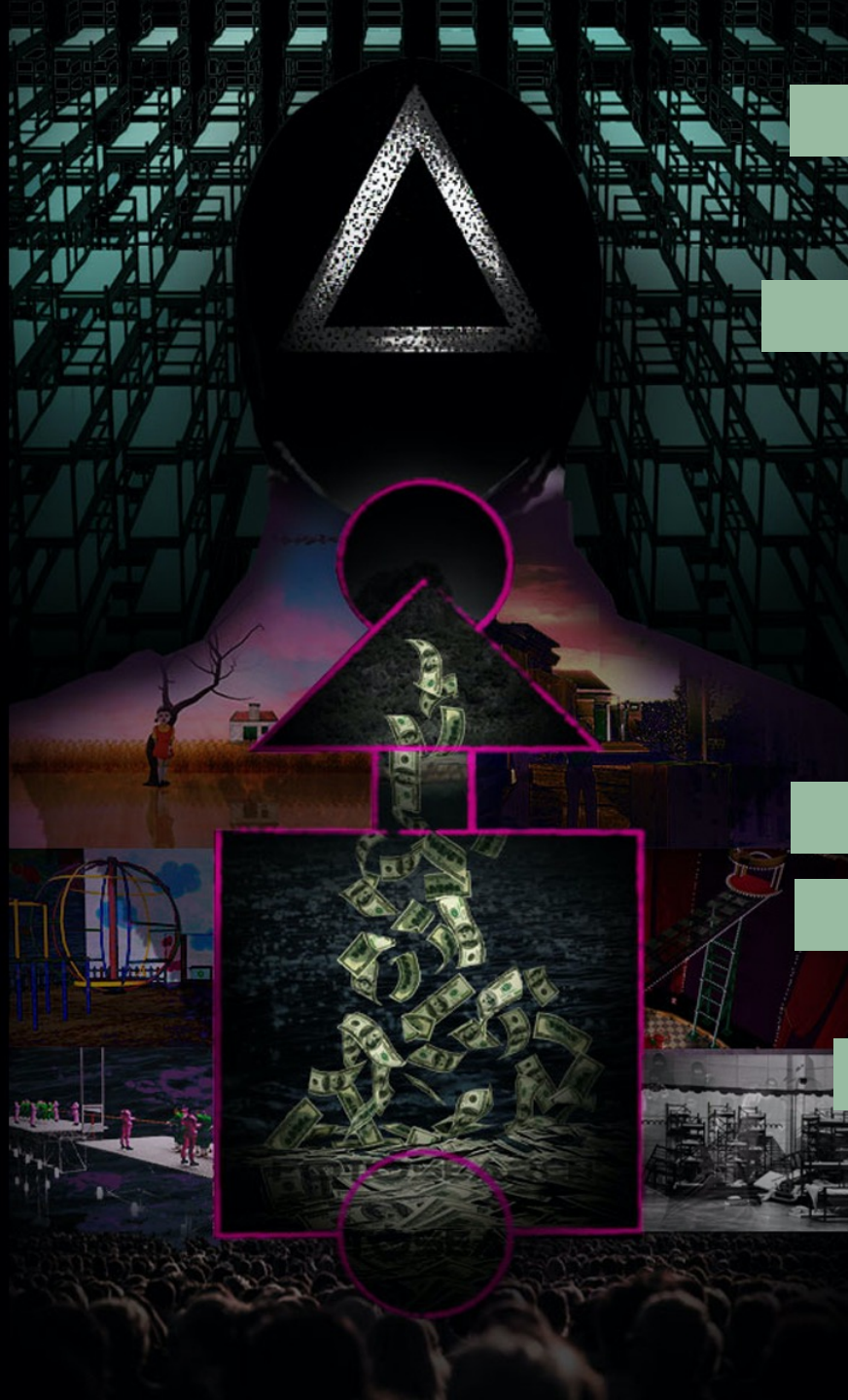




PRODUCTION DESIGN BOOK

SQUID GAME

ART DEPARTMENT TEAM



Production Designer

Chae Kyoung-sun

Art Director

Gim En-jee

Assistant Art Directors

Woo Woll-sook

Jeon Hee-kyung

Kim Hee-ju

Park Jeong-hyeon

Jeong Hoo-min

Set Designers

Hong Min-ji

Lee Moon-gyo

Senior Draughtsman

Kim Tteut-mo-a

Junior Draughtsman

Kim Hyeon-mi

Lee Gi-young

Concept Designer

An Ji-hye

Set Decorator

Kim Jeong-gon

Game 4. "Taking ten marbles"

CONCEPT DESIGN



Game 4. "Taking ten marbles"

CONCEPT DESIGN



Game 4. "Taking ten marbles"

DIGITAL MODEL



Game 4. "Taking ten marbles"

SET BUILD & PHOTOS



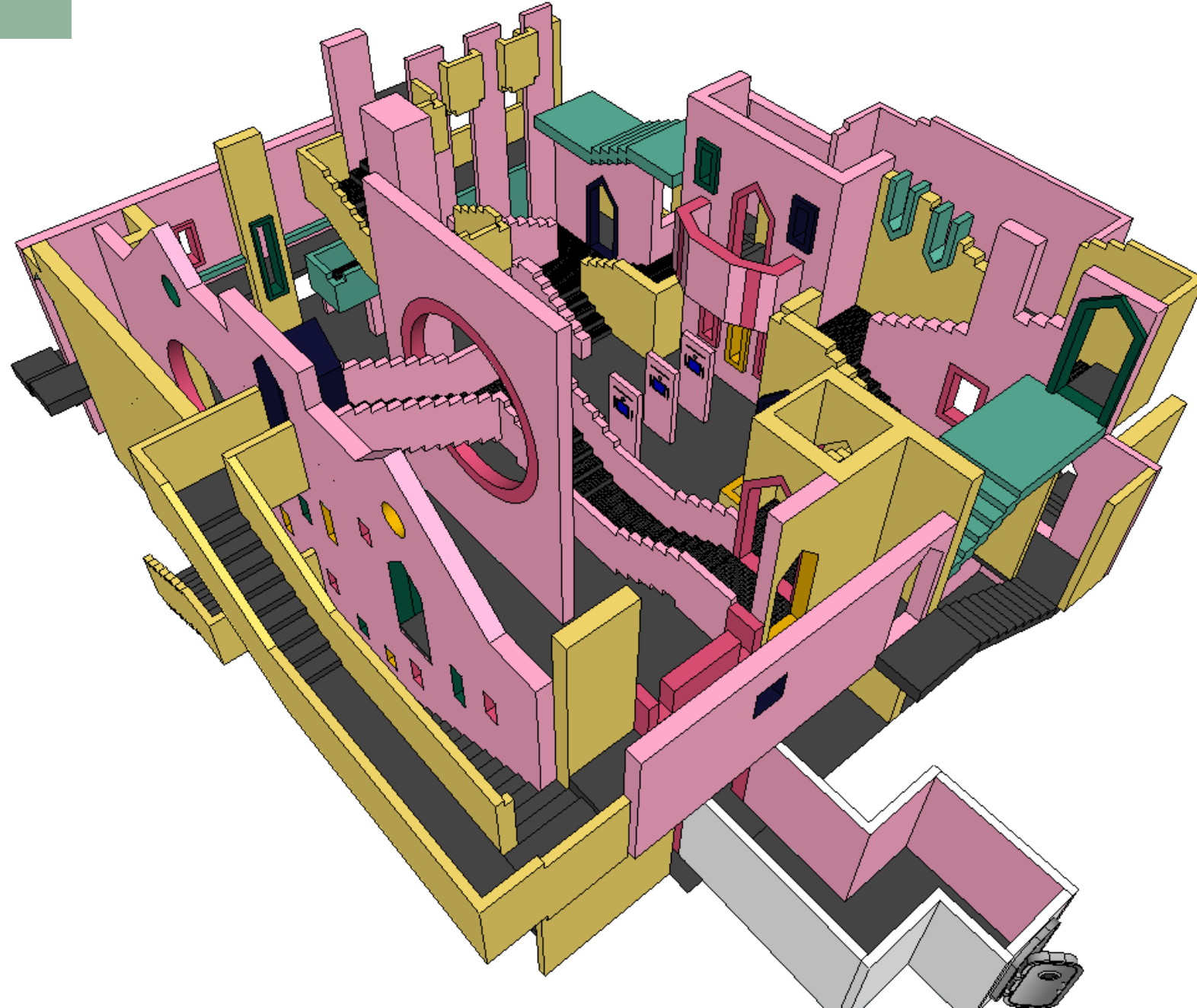
Space "Maze hallway"

CONCEPT DESIGN



Space "Maze hallway"

DIGITAL MODEL



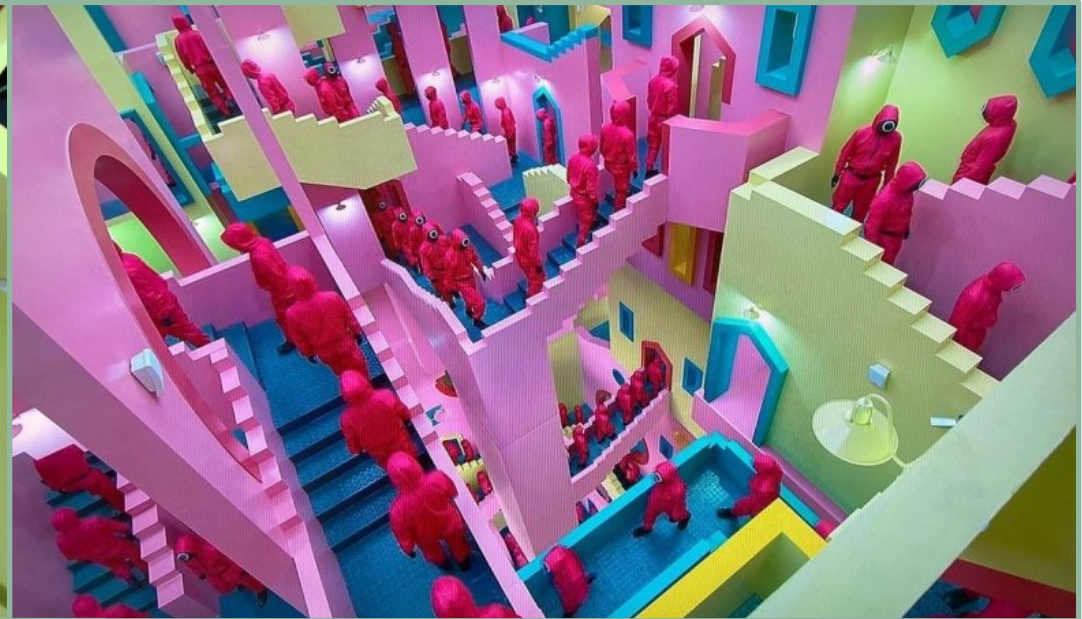
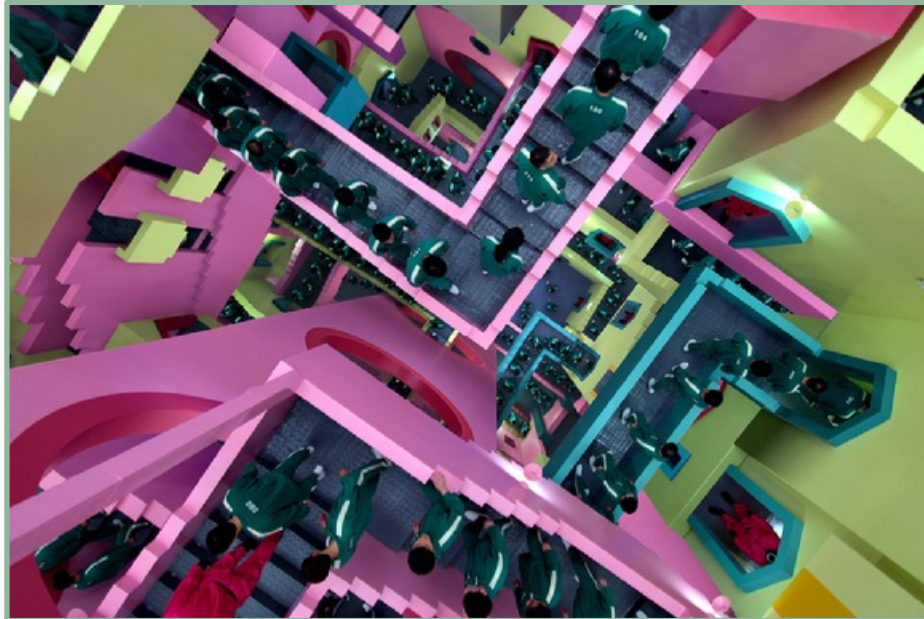
Space "Maze hallway"

SET BUILD & PHOTOS



Space "Maze hallway"

FINAL FRAME



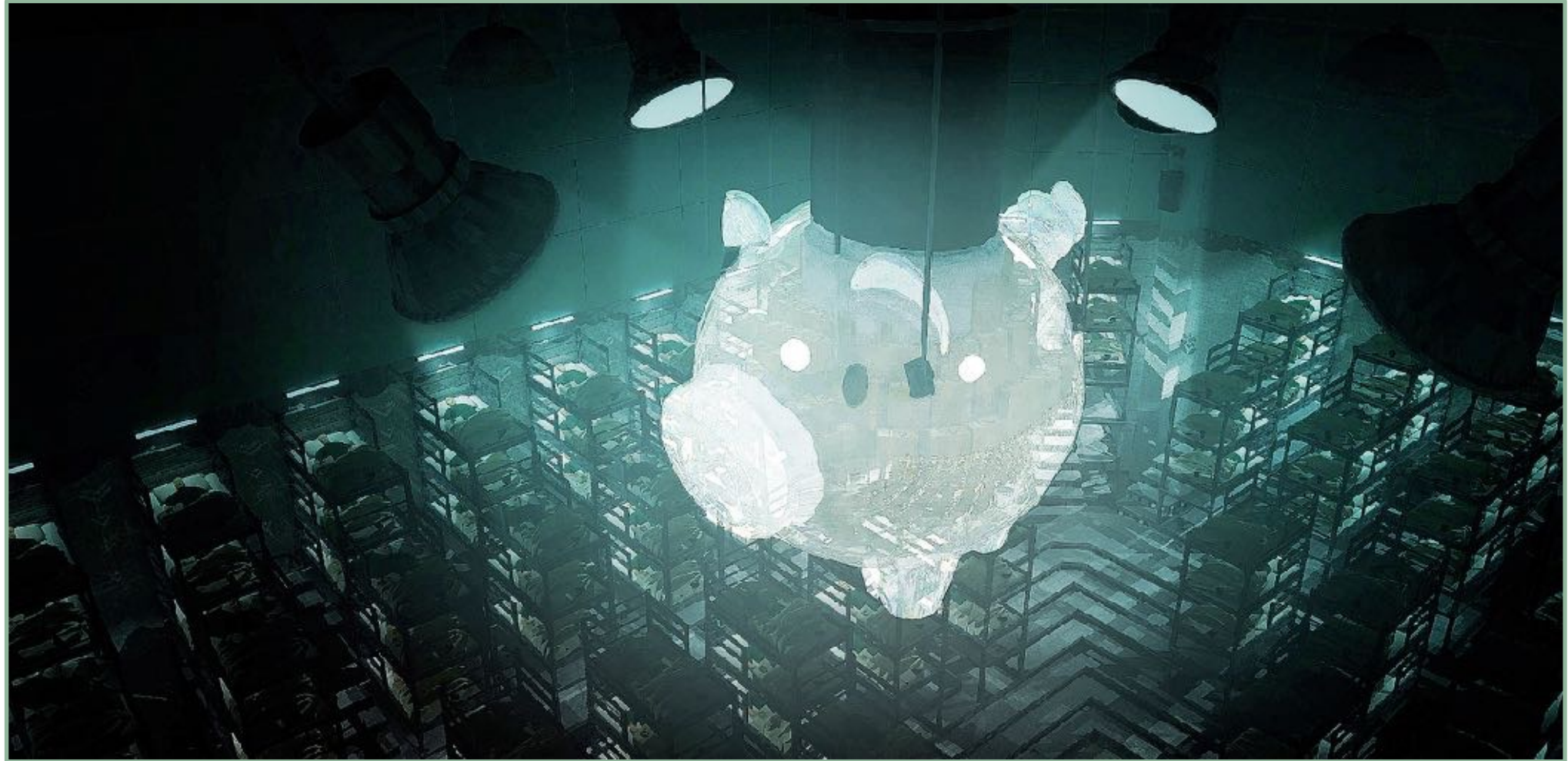
Space “Game participant's Bedroom”

CONCEPT DESIGN



Space "Game participant's Bedroom"

CONCEPT DESIGN



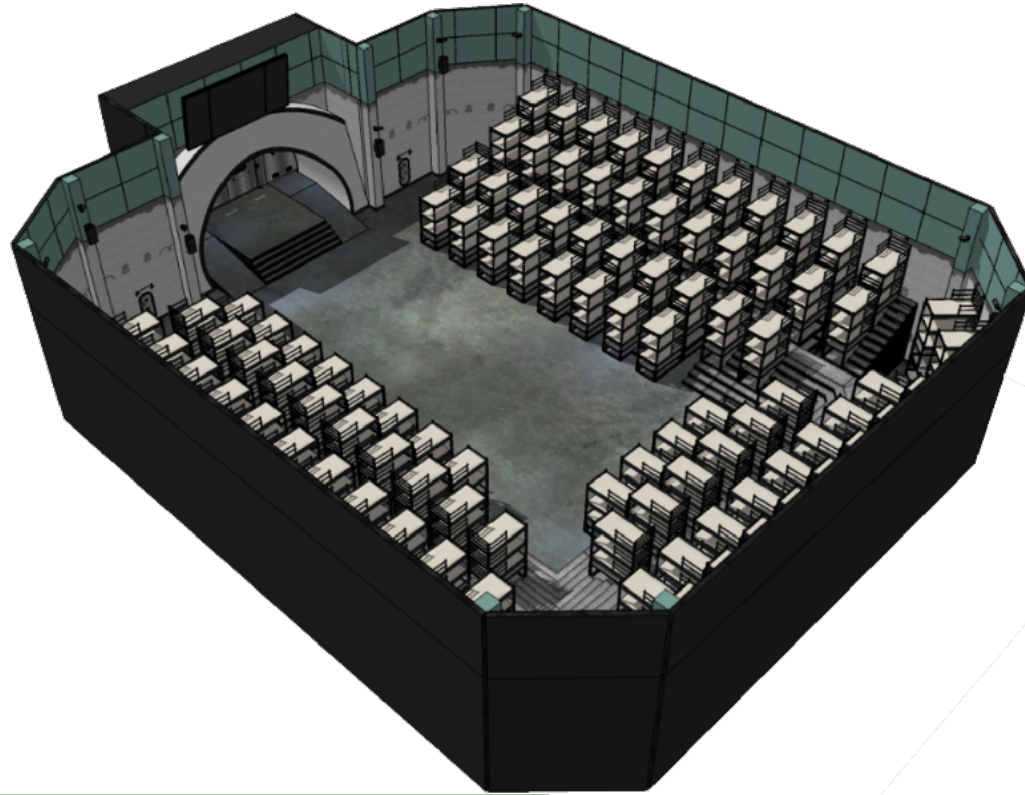
Space "Game participant's Bedroom"

CONCEPT DESIGN



Space "Game participant's Bedroom"

DIGITAL MODEL



Space "Game participant's Bedroom"

SET BUILD & PHOTOS



Space "Game participant's Bedroom"

FINAL FRAME



Space "The room of the masked leader"

CONCEPT DESIGN



Space "The room of the masked leader"

DIGITAL MODEL



Space “The room of the masked leader”

SET BUILD & PHOTOS

