



VIGIL



INT./EXT. CONNING TOWER



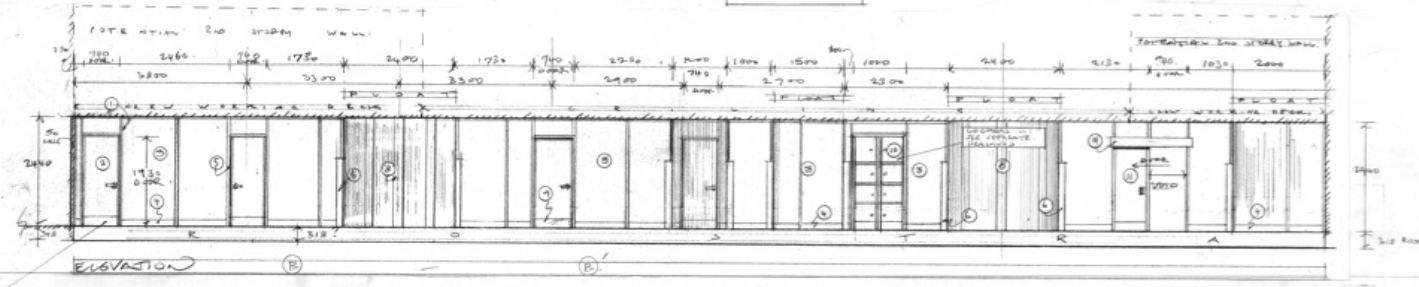
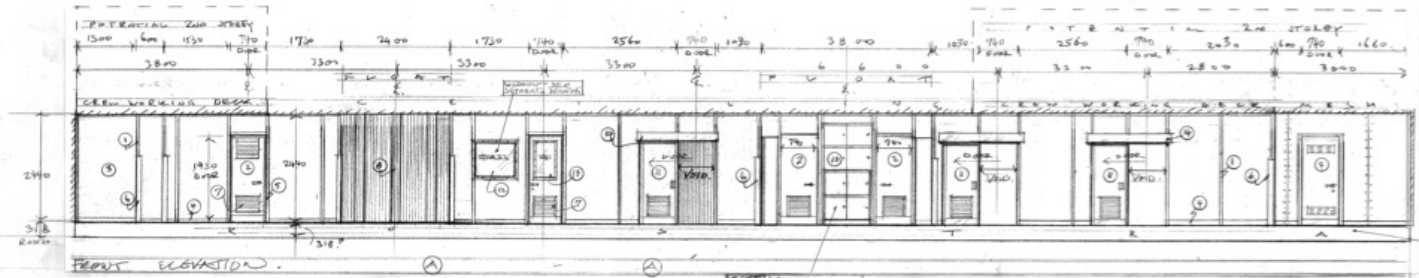
INT. MISSILE DECK



⊕

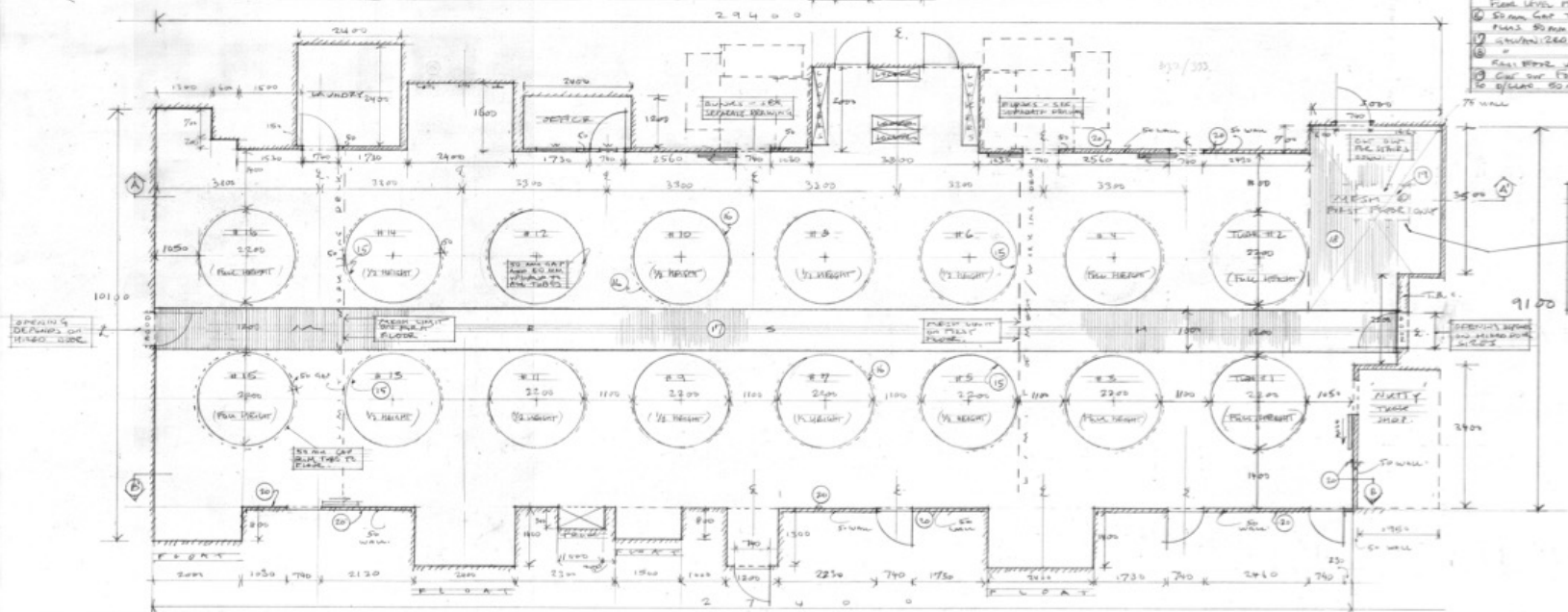
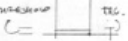


INT. MISSILE DECK



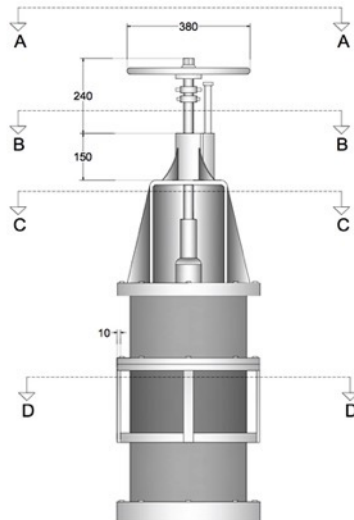
- CONSTRUCTION**
1. WALL COVER STRIP / COATING
  2. WALL COVER STRIP / COATING
  3. WALL COVER STRIP / COATING
  4. WALL COVER STRIP / COATING
  5. WALL COVER STRIP / COATING
  6. WALL COVER STRIP / COATING
  7. WALL COVER STRIP / COATING
  8. WALL COVER STRIP / COATING
  9. WALL COVER STRIP / COATING
  10. WALL COVER STRIP / COATING
  11. WALL COVER STRIP / COATING
  12. WALL COVER STRIP / COATING
  13. WALL COVER STRIP / COATING
  14. WALL COVER STRIP / COATING
  15. WALL COVER STRIP / COATING
  16. WALL COVER STRIP / COATING
  17. WALL COVER STRIP / COATING
  18. WALL COVER STRIP / COATING
  19. WALL COVER STRIP / COATING
  20. WALL COVER STRIP / COATING

ALL DOORS MUST HAVE THRESHOLDS 400MM TO BE AHEAD OF WALL

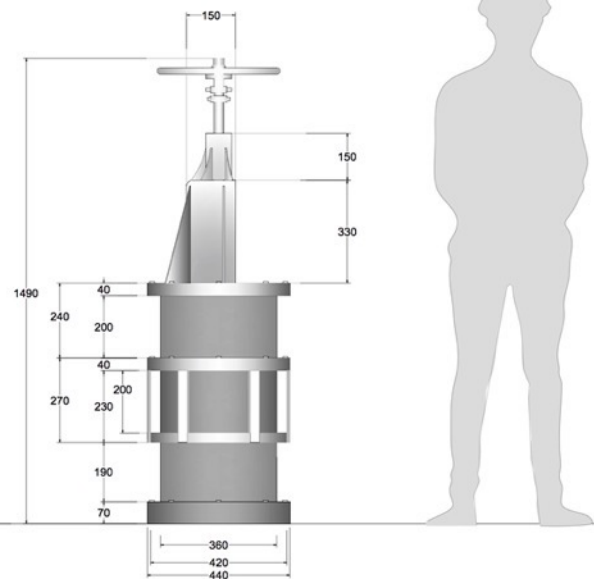


| NO. | DATE       | DESCRIPTION            | BY             | CHECKED |
|-----|------------|------------------------|----------------|---------|
| 1   | 26.09.2013 | ISSUE FOR CONSTRUCTION | RICHARD DOWNES |         |
| 2   |            |                        |                |         |
| 3   |            |                        |                |         |
| 4   |            |                        |                |         |
| 5   |            |                        |                |         |
| 6   |            |                        |                |         |
| 7   |            |                        |                |         |
| 8   |            |                        |                |         |
| 9   |            |                        |                |         |
| 10  |            |                        |                |         |
| 11  |            |                        |                |         |
| 12  |            |                        |                |         |
| 13  |            |                        |                |         |
| 14  |            |                        |                |         |
| 15  |            |                        |                |         |
| 16  |            |                        |                |         |
| 17  |            |                        |                |         |
| 18  |            |                        |                |         |
| 19  |            |                        |                |         |
| 20  |            |                        |                |         |
| 21  |            |                        |                |         |

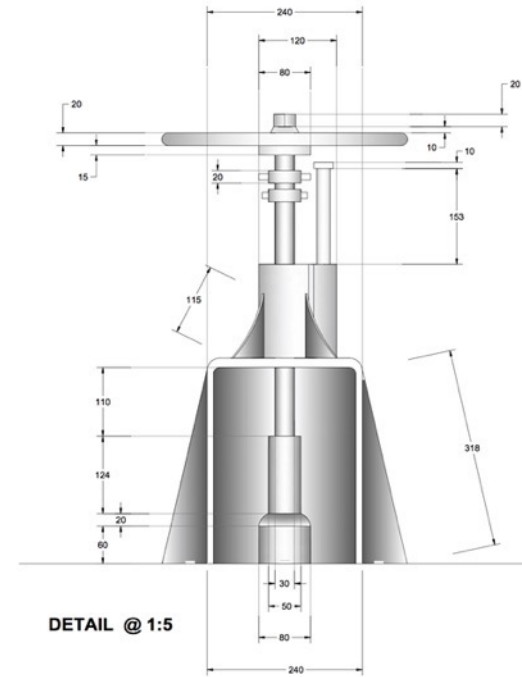
INT. MISSILE DECK  
art direction - Richard Downes



FRONT ELEVATION @ 1:10



SIDE ELEVATION @ 1:10

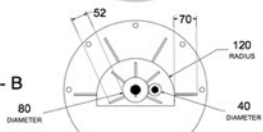


DETAIL @ 1:5

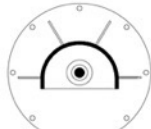
SECTION A - A



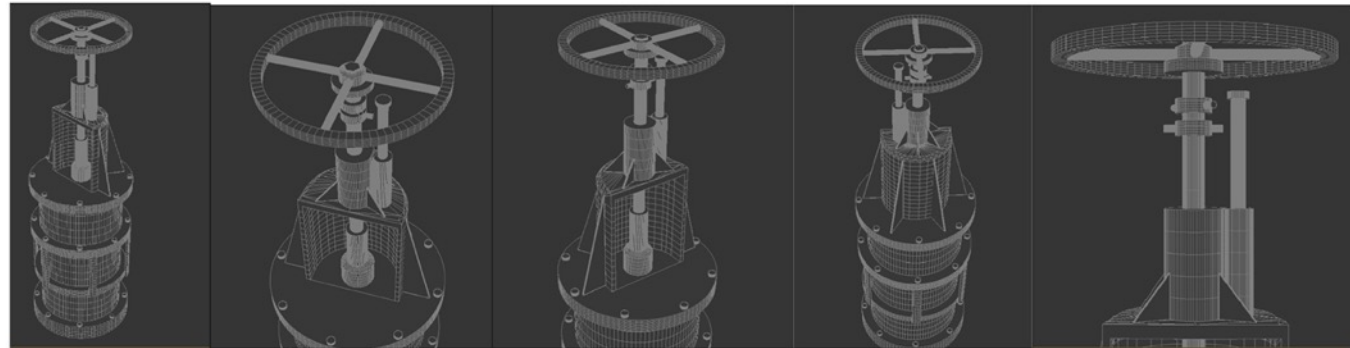
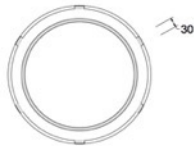
SECTION B - B



SECTION C - C



SECTION D - D



| VIGIL    |                   | Director   | Designer     | Construction Manager | Lighting | Green        | PRODUCTION | SCALE |
|----------|-------------------|------------|--------------|----------------------|----------|--------------|------------|-------|
| SET      | SUBMARINE         | B.S.P.     | Art Director | Chris                | WFA      | Chris DOWARD | 1:10       |       |
| LOCATION | STUDIO            | Production | Set Dec      | Flora                | DMX      | Chris DOWARD | PROP 01    |       |
| TITLE    | MISSILE DECK PROP | Location   | Prop Make    | Walter               | Drawings | Draw Date    |            |       |



INT. CONTROL ROOM



9

INT. CONTROL ROOM



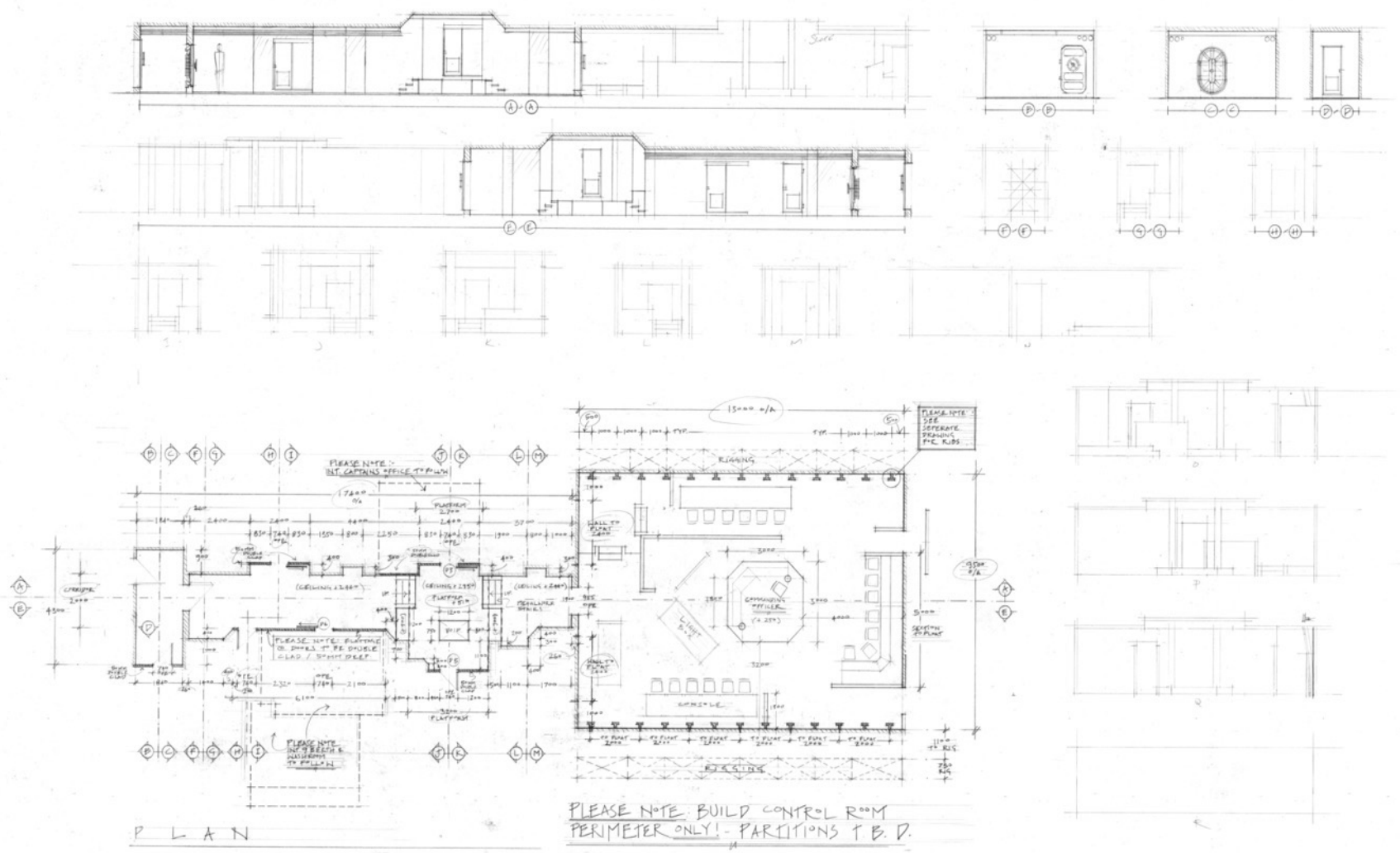


INT. CONTROL ROOM

# VIGIL - INT. SUBMARINE - PASSAGE WAY & CONTROL ROOM - STUDIO

## PLANS & ELEVATIONS

SCALE 1/5" @ A0



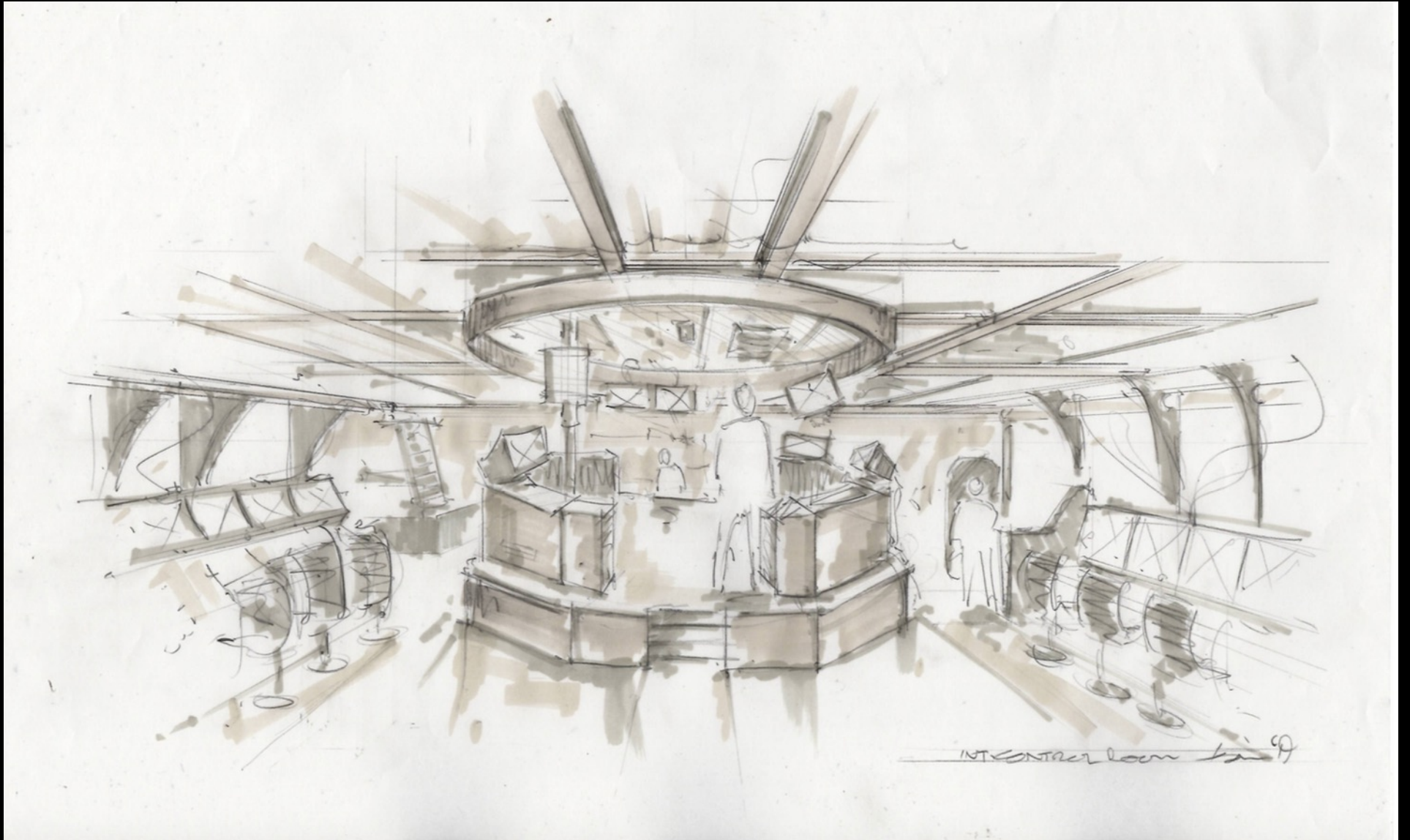
INT. CONTROL ROOM  
art direction - Stephen Mason



INT. CONTROL ROOM



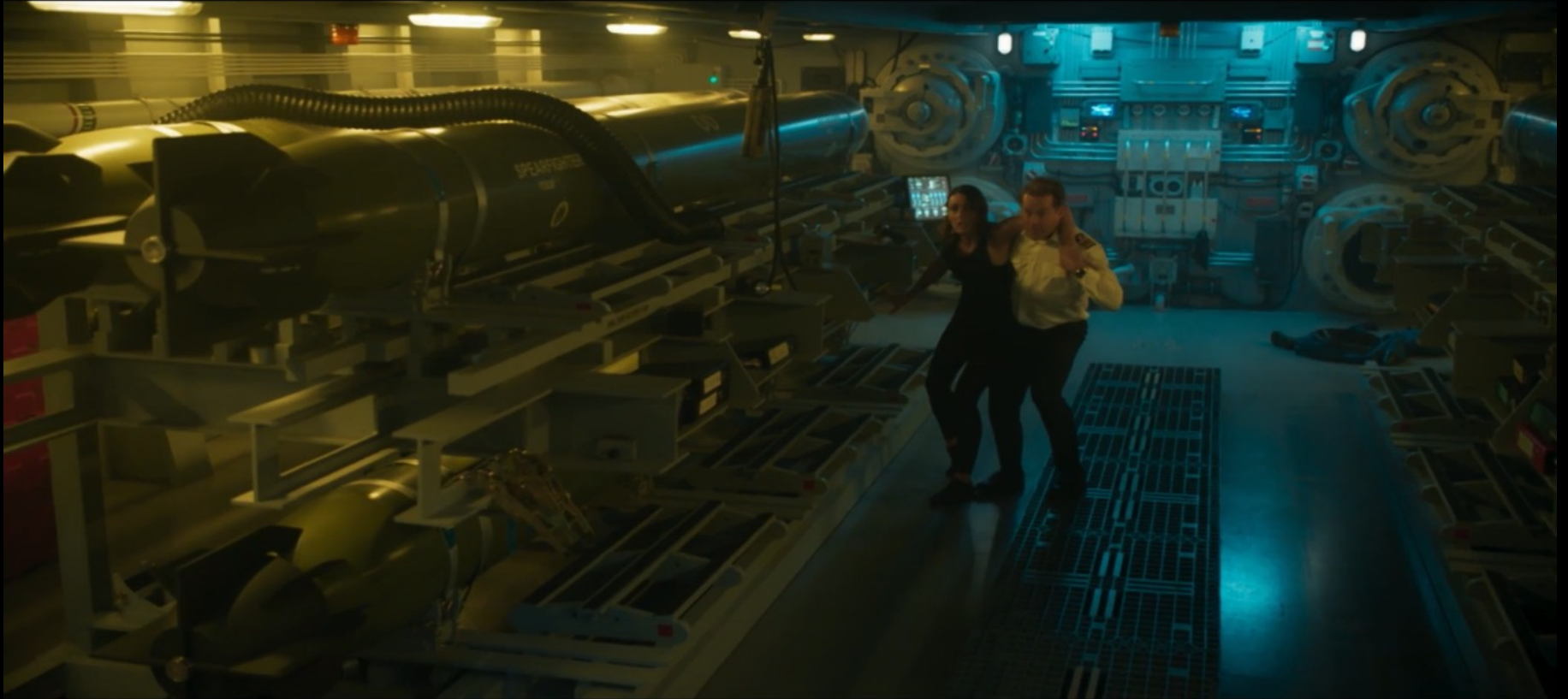
INT. CONTROL ROOM



INT. CONTROL ROOM sketch,  
production design Tom Sayer



INT. BOMB SHOP



INT. BOMB SHOP



Ⓟ

INT. BOMB SHOP





INT. BOMB SHOP

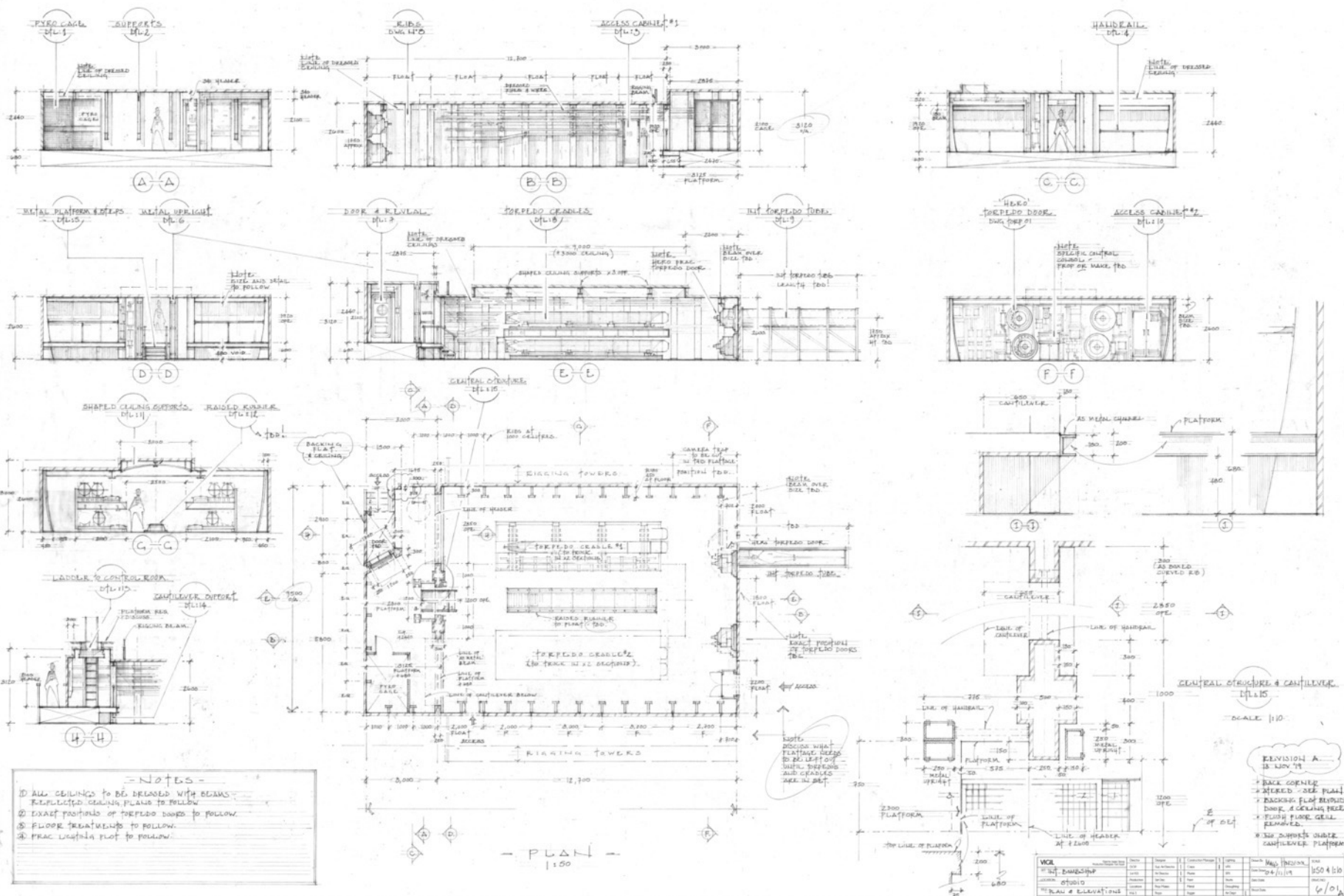


INT. BOMB SHOP

VIGIL INT. BOMB SHOP PLAN & ELEVATIONS

SET N: 6

SCALE 1:50



**NOTES**

- 1) ALL CEILING TO BE DETACHED WITH BEAMS - REFLECTED CEILING PLANS TO FOLLOW
- 2) EXACT POSITIONS OF TRAFFIC DOORS TO FOLLOW
- 3) FLOOR TREATMENTS TO FOLLOW
- 4) FRAC. UPHOLSTERY TO FOLLOW

- PLAN -  
1:50

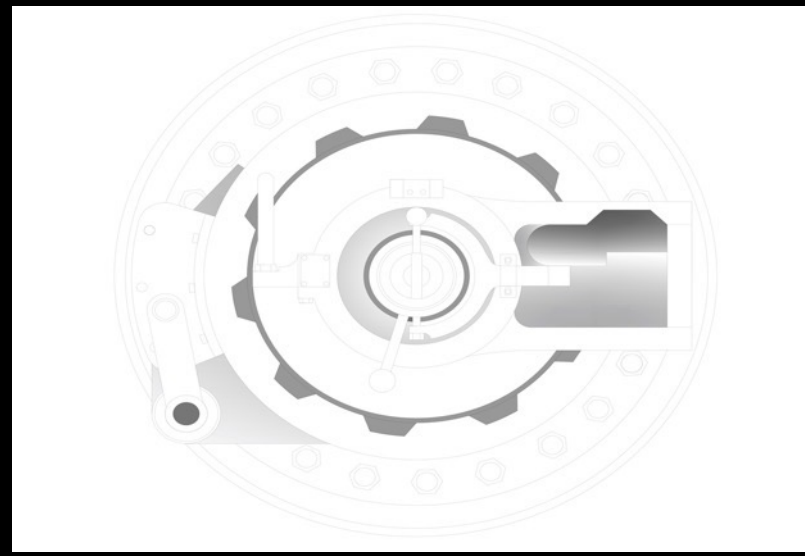
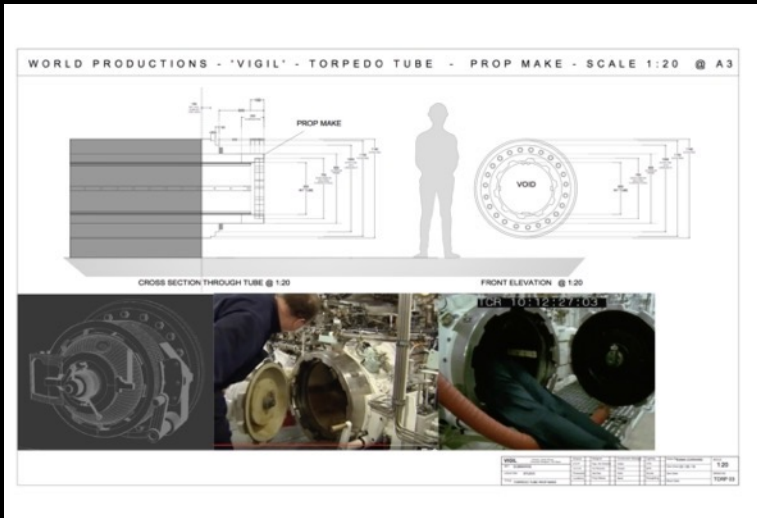
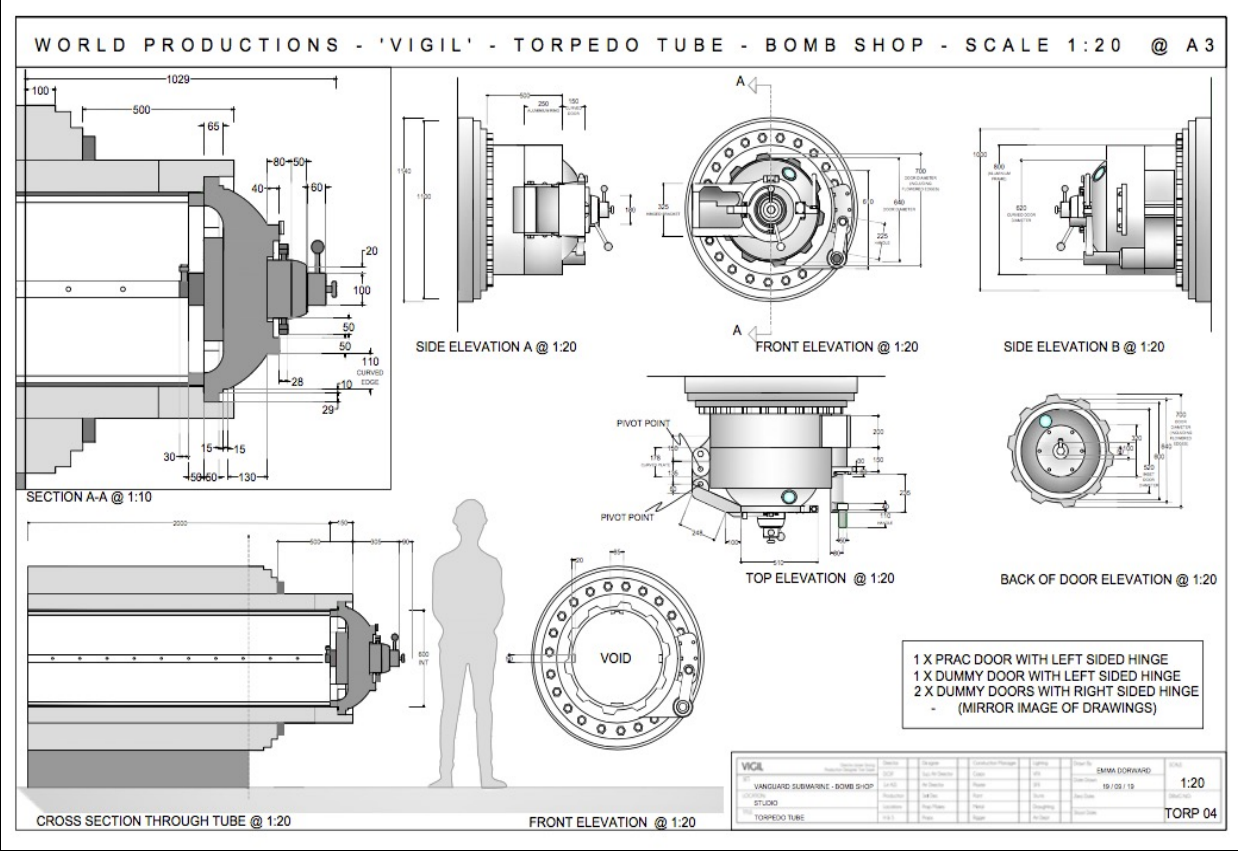
REVISION A  
24 NOV 73

- 1) BACK OPENING
- 2) RIBBED - SEE PLAN
- 3) BACKING FLOOR BEHIND
- 4) DUNE & CEILING BEHIND
- 5) FLOOR FRAME GULL
- 6) REMOVED
- 7) SEE SUPPORTS UNDER CAULFILLER PLATFORM

| NO. | DATE     | BY | CHKD. | DESCRIPTION             |
|-----|----------|----|-------|-------------------------|
| 1   | 24/11/73 |    |       | ISSUED FOR CONSTRUCTION |
| 2   | 24/11/73 |    |       | REVISION A              |

VIGIL  
INT. BOMB SHOP  
STUDIO  
PLAN & ELEVATIONS

SCALE 1:50 & 1:10  
6/01



INT. BOMB SHOP  
 draughtsperson - Emma Doward



INT. CANTEEN,  
ACCOMMODATION DECK



INT. WARD ROOM,  
ACCOMMODATION DECK



INT. CORRIDORS  
(various decks)

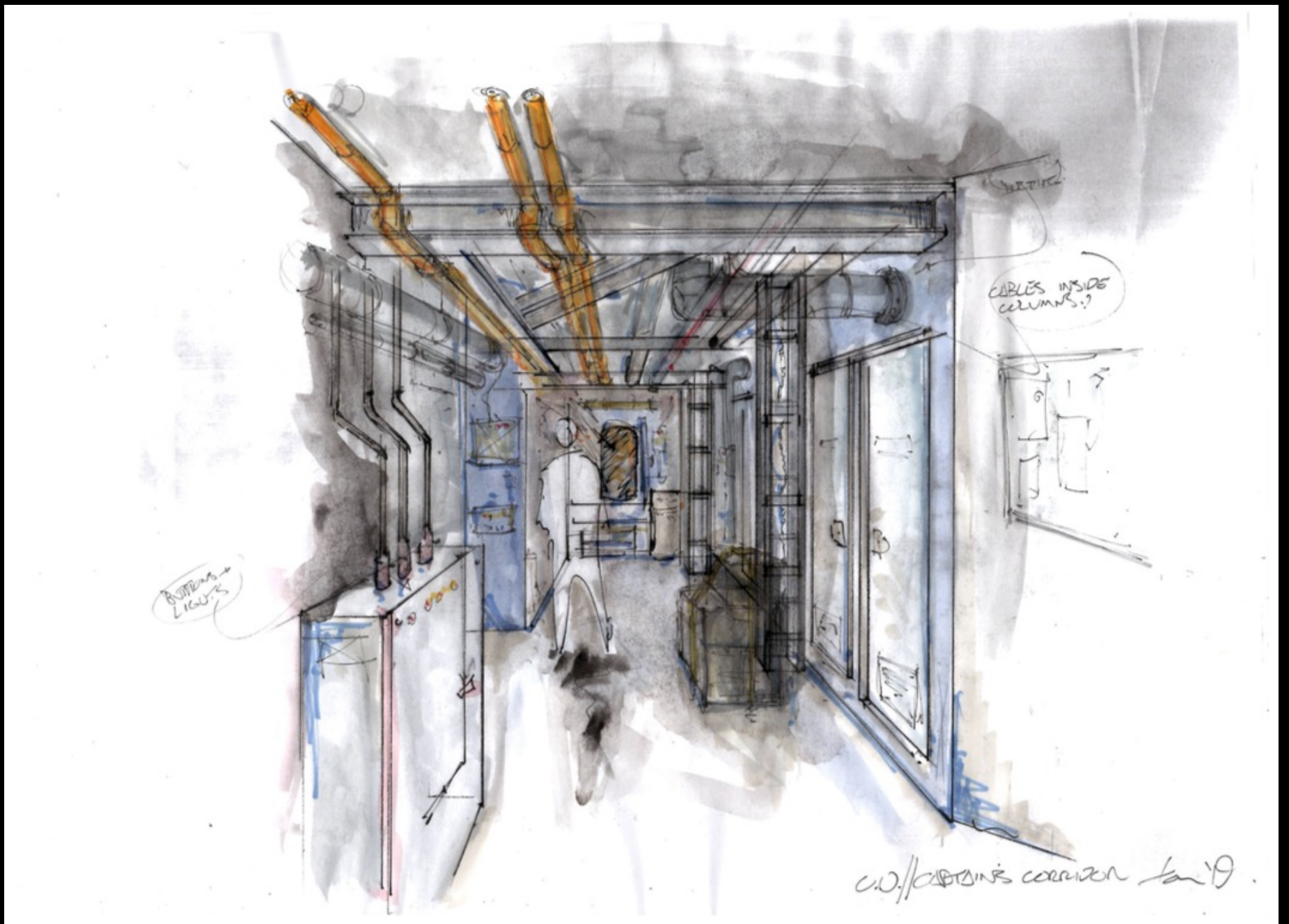


INT. CORRIDORS  
(various decks)



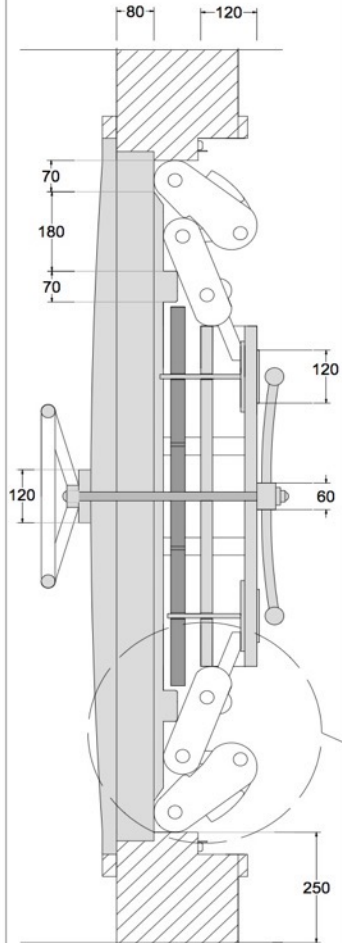


INT. CORRIDORS  
(various decks)

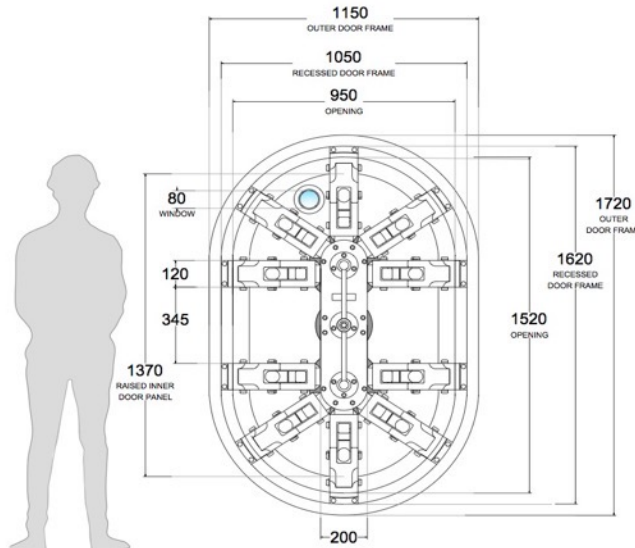


INT. CORRIDORS sketch,  
production design Tom Sayer

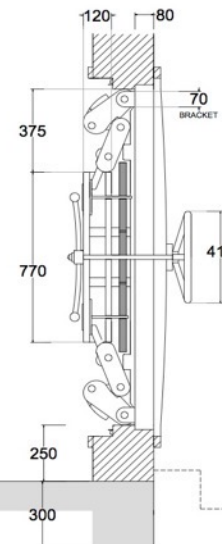
WORLD PRODUCTIONS - 'VIGIL' - BULKHEAD DOOR - SCALE 1:20 @ A3



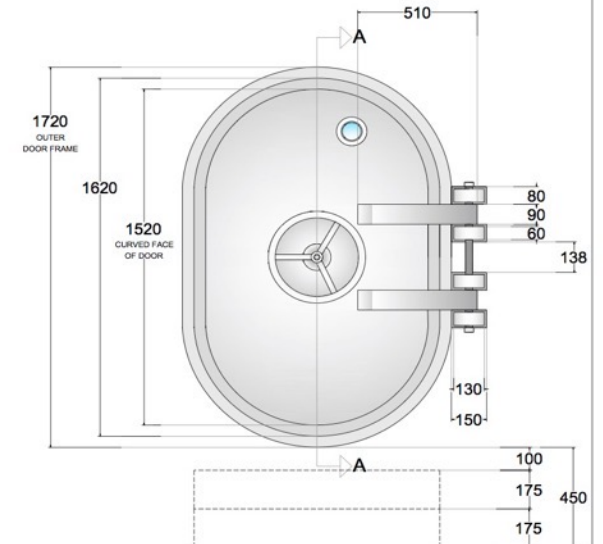
SECTION A - A @ 1:10



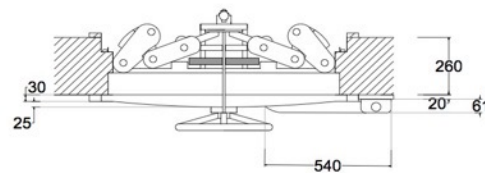
FRONT ELEVATION @ 1:20



SIDE ELEVATION A @ 1:20



BACK OF DOOR ELEVATION @ 1:20



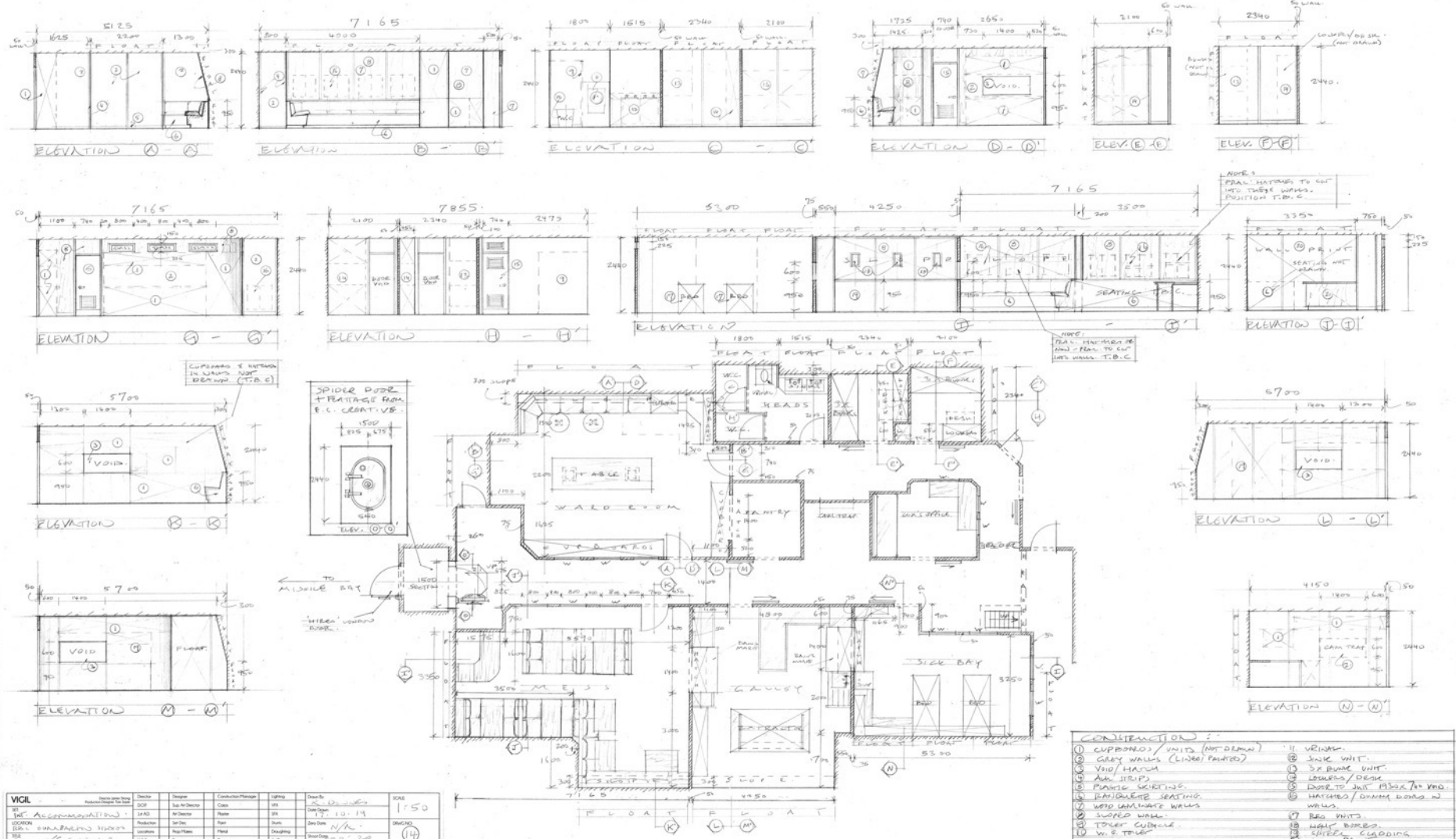
DETAIL 1

PLAN @ 1:20

| VIGIL     |                | Director   | Designer          | Construction Manager | Lighting | Drawn By                 | SCALE    |
|-----------|----------------|------------|-------------------|----------------------|----------|--------------------------|----------|
| SET       | SUBMARINE      | DCP        | Sup. Art Director | Cops                 | SFX      | EMMA DORWARD             | 1:20     |
| LOCATION: | STUDIO         | Art AD     | Art Director      | Props                | SFX      | Date Drawn: 19 / 09 / 19 | DRWG NO. |
| TITLE:    | BULKHEAD DOORS | Production | Set Dec.          | Paint                | Stunts   | Zero Date                |          |
|           |                | Locations  | Prop. Plans       | Food                 | Drafting | Sheet Date               |          |
|           |                | H & S      | Props             | Ropes                | Art Dept |                          |          |

INT. CORRIDORS Bulkhead door draughtsperson - Emma Doward

PLEASE NOTE: CUPBOARDS, HATCHES, ETC. NEED TO BE ADDED TO WALLS IN VARIOUS AREAS - STILL TO DISCUSS.



| Item | Description | Code | Quantity | Unit | Notes |
|------|-------------|------|----------|------|-------|
| 1    | Ward Room   | 1    | 1        | Room |       |
| 2    | Canteen     | 1    | 1        | Room |       |
| 3    | Med Bay     | 1    | 1        | Room |       |
| 4    | Corridor    | 1    | 1        | Room |       |
| 5    | Void        | 1    | 1        | Room |       |
| 6    | Ward Room   | 1    | 1        | Room |       |
| 7    | Canteen     | 1    | 1        | Room |       |
| 8    | Med Bay     | 1    | 1        | Room |       |
| 9    | Corridor    | 1    | 1        | Room |       |
| 10   | Void        | 1    | 1        | Room |       |

| Code | Description                   | Code | Description                      |
|------|-------------------------------|------|----------------------------------|
| 1    | CUPBOARDS / UNITS (NOT DRAWN) | 11   | WINDOWS                          |
| 2    | GRAY WALLS (LINED) PAINTED    | 12   | 3/4" BUNK UNIT                   |
| 3    | VOID / HATCH                  | 13   | 3/4" BUNK UNIT                   |
| 4    | VOID / HATCH                  | 14   | LOWERS / DESK                    |
| 5    | VOID / HATCH                  | 15   | DOORS TO JAIL / BUNK TO VOID     |
| 6    | VOID / HATCH                  | 16   | HATCHES / GUNNERS BUNKS IN WALLS |
| 7    | VOID / HATCH                  | 17   | BED UNITS                        |
| 8    | VOID / HATCH                  | 18   | NIGHT BUNKS                      |
| 9    | VOID / HATCH                  | 19   | SHOWER GLASSING                  |
| 10   | VOID / HATCH                  | 20   | DESK / TABLE                     |

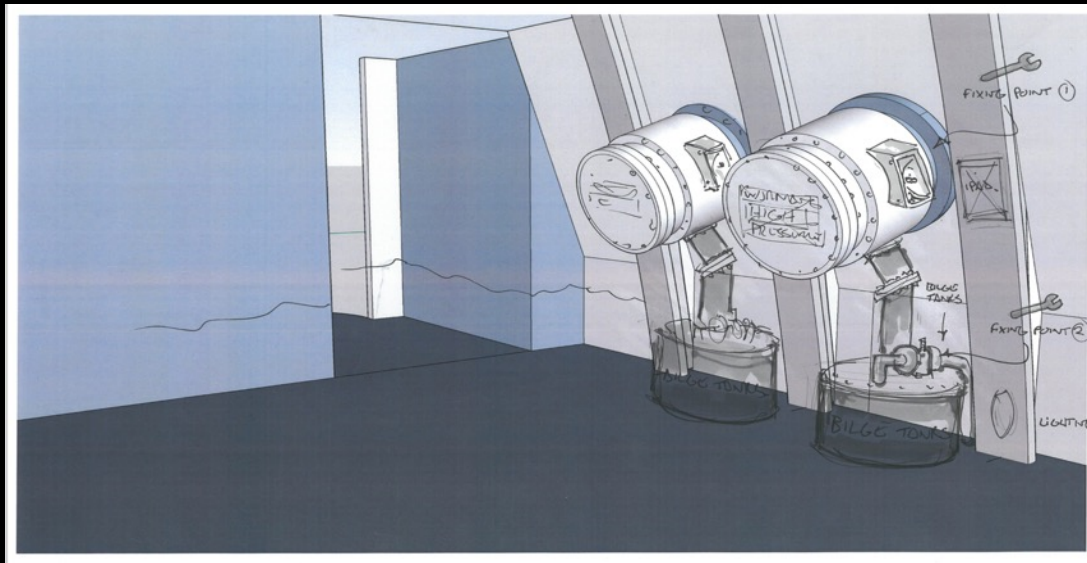
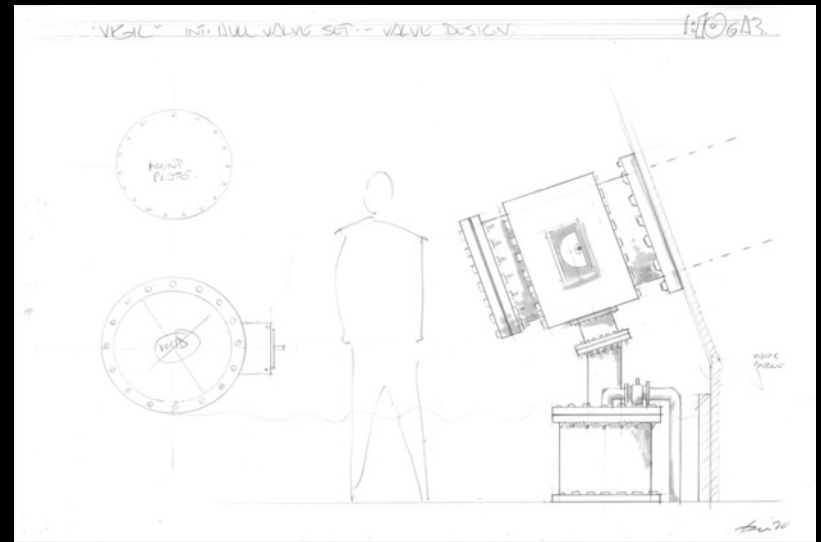
INT. ACCOMMODATION DECK  
Ward Room, Canteen, Med Bay - Richard Downes



INT. SHOWERS & BUNKS



INT. HULL VALVE ROOM



INT. HULL VALVE ROOM sketches,  
production design Tom Sayer



INT. MEDICAL BAY (ACCOM. DECK)



"VIGIL"

STUDIO FLOOR PLAN.

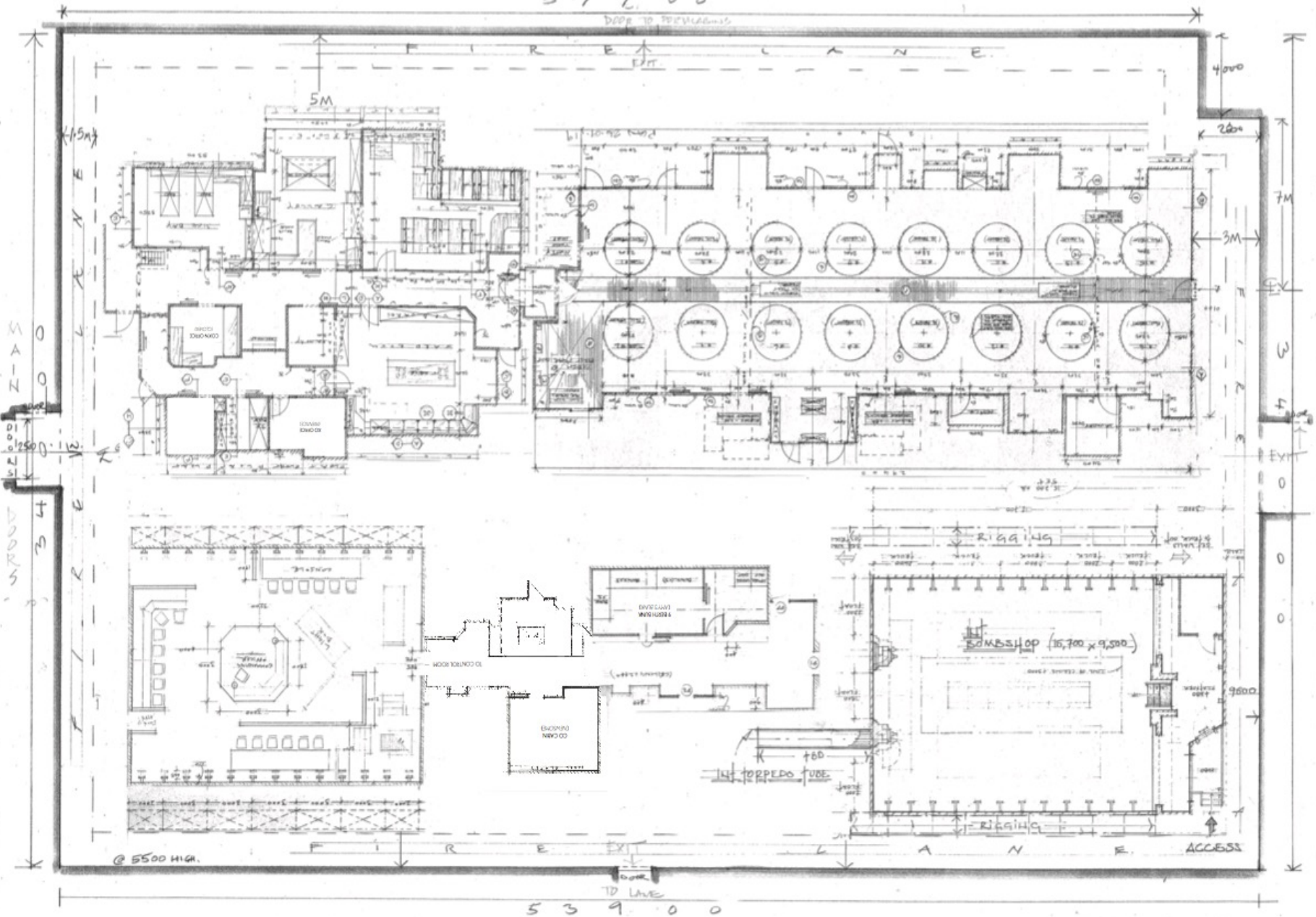
DUMBARTON STUDIO.

26. Dec. 09. 2019.

1:100 (mm)

51600

DATE TO REVISIONS

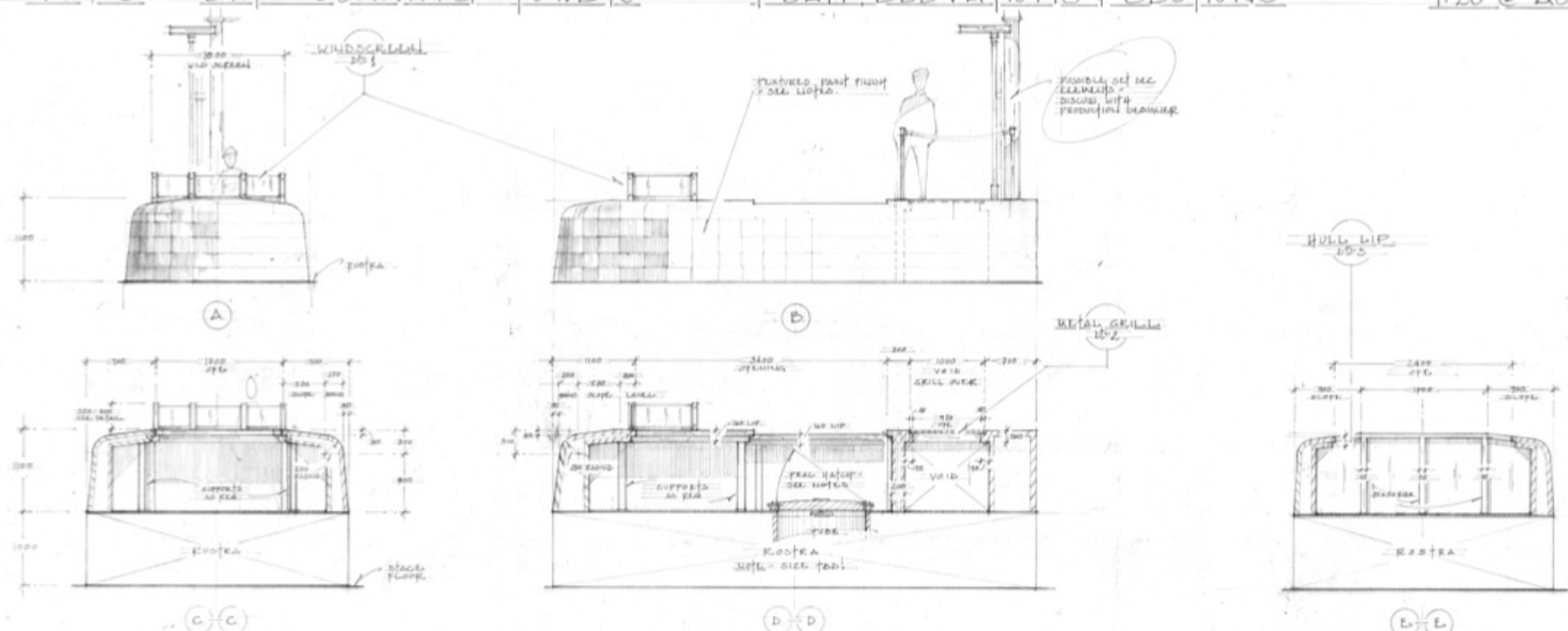


STAGE SUBMARINE LAYOUT  
 supervising art director - Laura Donnelly

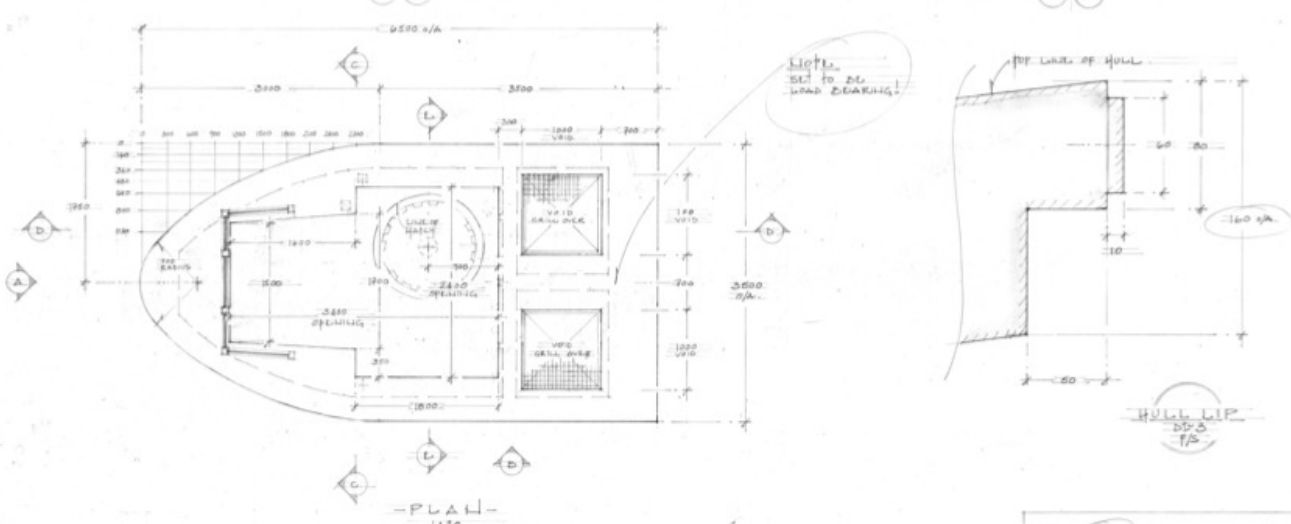
• VIGIL EXT CONNING TOWER

PLAN, ELEVATIONS & SECTIONS

1:20 @ Δ0



- NOTES**
- FRAG HATCH TO MATCH EXT CONNING TOWER. SEE SECTION OF DECK PLAN BELOW ROOFTA FOR OPENING OF HATCH. DISCUSS WITH ART DIRECTOR.
  - TEXTURED PAINT FINISH - SEE REFERENCE & DISCUSS WITH PRODUCTION DESIGNER.
  - CAST & CREW WILL WALK ON ALL LEVELS OF SET AS INDICATED AND THEREFOR MUST BE LOAD BEARING.



DESIGN BY  
DRAWD - 9 MAR '20

EXT. CONNING TOWER  
art direction - Mags Horspool



EXT. CONNING TOWER (CGI overlay)



EXT. CONNING TOWER (CGI overlay)



EXT. ROYAL NAVY BASE (part CGI)



INT. POLICE SCOTLAND HQ



INT. POLICE SCOTLAND HQ



INT. ROYAL NAVY BASE





- PRODUCTION DESIGNER - TOM SAYER
- SUP. ART DIRECTOR - LAURA DONNELLY
- SET DECORATOR - JANICE MACRAE
- ART DIRECTOR - RICHARD DOWNES
- ART DIRECTOR - MAGS HORSPOOL
- ART DIRECTOR - STEPHEN MASON
- ASSISTANT ART DIRECTOR - ANNA SMITH
- GRAPHIC DESIGNER - ANNA TOFFOLO
- ART DIRECTOR (STANDBY) - CATRIONA MACKINNON
- CONSTRUCTION MANAGER - JOHN FOSTER
- PROP MASTER - JOHN KNIGHT
- STANDBY PROPS - SHAUN PATTON & STUART ANDERSON
- DRAUGHTSPERSON - EMMA DOWARD