

Disney
Cruella

CRUELLA is a wild ride through 1970's London, taking the audience into the grandest of houses, the crumbliest of garrets, the swankiest of department stores, the fanciest of dog groomers and the chicest of fashion houses. Over 100 sets were designed and dressed. The film bursts with energy and attitude and great fun....which is exactly what we had making it.

Production Design by Fiona Crombie

Set Decoration by Alice Felton

Supervising Art Director Martin Foley

HELLMAN HALL BALLROOM



Hellman Hall Ballroom



Concept art by Katren Wood



The Ballroom was built at Shepperton Studios.

MARBLE KEY



MARBLE SAMPLE 1



MARBLE SAMPLE 2



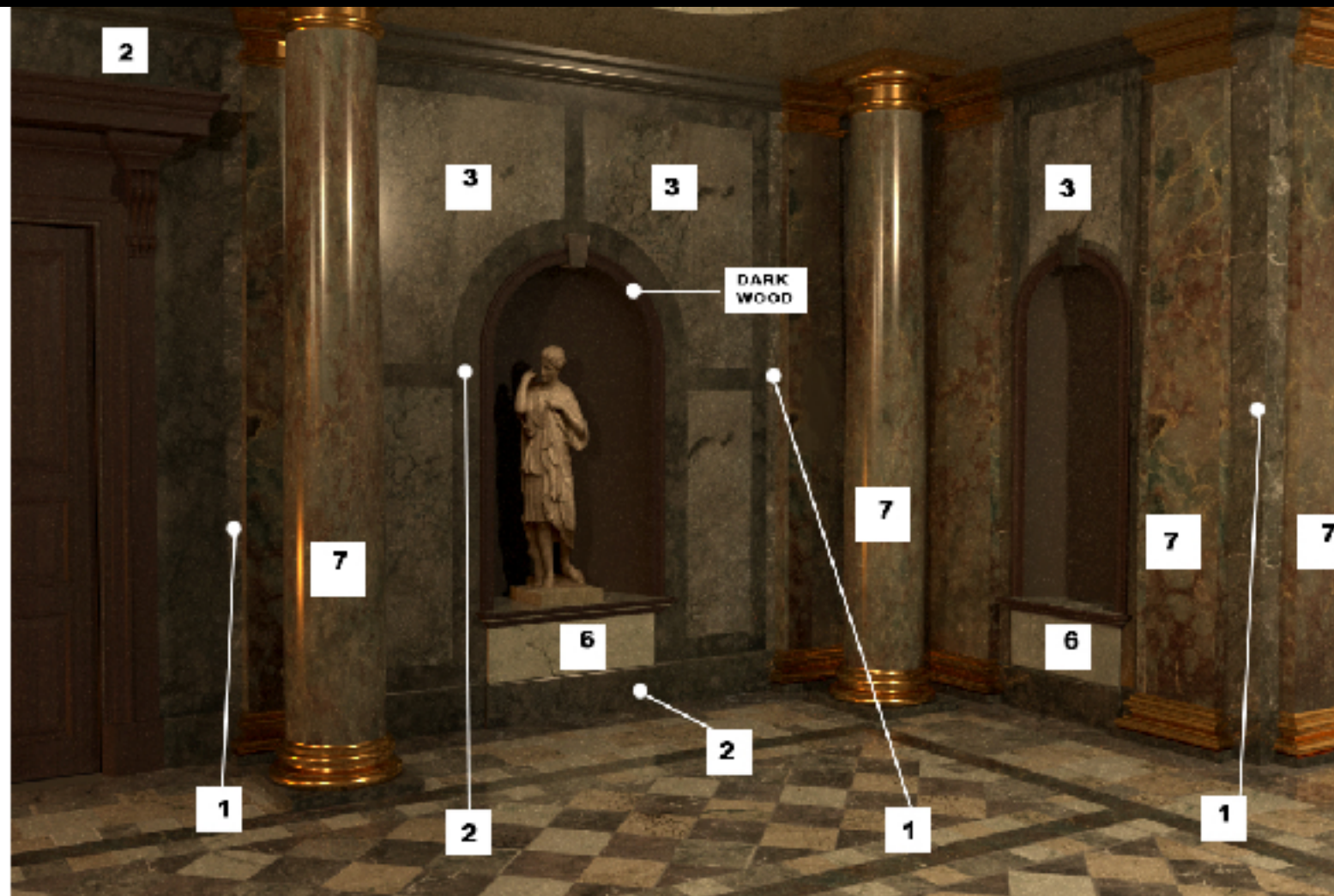
MARBLE SAMPLE 3



MARBLE SAMPLE 6



MARBLE SAMPLE 7



Every tile and panel was individually hand dipped and marbled under the guidance of Head Painter Bruce Gallup.





Frescoes painted by Scenic Painter Russell Oxley



The Marie-Antoinette themed ball





Floristry by Amanda Willgrave





The Viking themed ball





Drapes Master Jesse Jones at work



Hellman Hall exterior concept by Kevin Timon Hill

LIBERTY



The entrance and ground floor of the iconic department store of Liberty of London were built on stage, with some 1970's flourishes.





We match built the street exterior on stage as Liberty is open 7 days per week, 364 days per year.



Cruella's renegade window with illustrations by Thom Botwood



The bottom floors of Liberty - location set dress

THE LAIR



'OUTFIT'



NO
UNAUTHORISED





The Lair exterior was built at the Shepperton backlot with the top floor and roof built on stage





Concept art by Katren Wood





The beauty of designing the Lair was the opportunity to have evolution in the space. It begins in the story as an abandoned attic that Jasper and Horace have made into their secret home. The objects are child sized and found. As an adult environment the Lair is full of the inhabitants personalities. It is a warm and detailed, characterful and eclectic.







HOUSE OF BARONESS





Concept art by Katren Wood



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- WINDON AND DUCK DETAIL 8 AND INTERVAL
- OFFICE, BOOM, AIRCRAFT AND SLAZING
- BRIDGING PL. COOL
- BRIDGING SLAZING WALL
- STAIRS AND
- LAMP WALL 2
- PL. COOLING
- VIB. 1
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The Baroness office above the work room



The Baroness head office

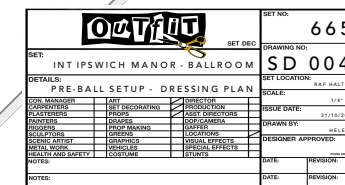
IPSWICH MANOR





The Black and White Ball

OTHER







The Baroness bedroom

A SMATTERING OF OTHER SETS....



Portobello Road location dress



Newspaper Office - location dress



The Dog Groomer - location dress

These are a few of the talented artists that made this all possible:

Art Directors:

Lydia Fry
Kevin Timon Hill
Alice Walker
Luke Whitelock
Jourdan Henderson

Assistant Art Directors:

Hannah Weissler-Leas
Tim Dutton
Rebecca White

Art Department Coordinator: Vicky Ralph

Concept Artist: Katren Wood

Graphic Designers:

Lauren Wakefield
Eleanor Lamb

Action Props Buyer: Lizzie Bravo

Prop Master: Muffin Green

Standby Art Director: Lisa McDiarmid

Set Decoration Art Director: Darren Tubby

Visual Reference Artist: Phil Clark

Production Buyer: Corinna Burrough

Construction Manager: Dan Crandon

HOD Painter: Bruce Gallup

HOD Plasterer: Mark Bewley

HOD Prop Maker: Nick Richardson

Set Decoration Buyer: Emma Field-Rayner

Lead Assistant Set decorator: Jo Graysmark

Drapesmaster: Jesse Jones

THANK YOU