

STAR WARS - ANDOR

SEASON 1

Andor is a prequel series to Cassian Andor's story in Rogue One, set 5 years before the Rogue One storyline, and charting both the rise of an organised rebellion and also the education of Cassian Andor from grifter to a rebel with a cause.

Not being a Star Wars fan myself, my pitch for the show was something that would ultimately work with the detail and character based writing that Tony Gilroy was describing when he started the project. We wanted to make a more gritty, on the ground view of Star Wars where we felt we could exist and journey with our characters through large built sets that would bring both detail and complexity, but also a tangibility and nostalgia to evoke the original 3 movies, whilst also sitting alongside more modern and more adult shows of the genre.

The biggest challenges were finding the contrasts between the world, for example the Urban scale of monochromatic Coruscant compared to something more earthy with a clear cultural hub we see in Ferrix.

Ferrix itself was a huge Backlot set which combined about 30 odd different sets which allowed us to walk down the main street, turn off, through a garage depot, out the back down the North Steps and into Maarva's Homestead in real time for example. This gave multiple director and DoP teams much greater options for connectivity and keeping the motion of moving through the world with the characters to tell their stories.

Each aspect of the project was meticulous, and researched almost like a period drama of Star Wars canon in order for us to know that when we broke rules we had a reason why. The amount of domestic interior spaces which is unusual to a Star Wars show provided a particularly large challenge, but working with Rebecca Alleway and her Set Dec team we looked to provide interactive and detailed sets that felt both familiar but also smelt like Star Wars.

It was a real pleasure to work on a production of this scale with such a pre-existing history, but be allowed to put our own spin on how we felt we could tell a story within the world of Star Wars. The work across the board of the Art, Set Dec, Props, Prop Making, Action Vehicles, Construction and Graphics and many more departments was outstanding and we all really hope it is clear the on the screen the detail and imagination that we all put into the show.

Thank you,

Luke.





















