



MARVEL STUDIOS

GUARDIANS OF THE GALAXY

VOLUME 3

BETH MICKLE
PRODUCTION DESIGNER

ROSEMARY BRANDENBURG
SET DECORATOR

PRODUCTION DESIGNER

BETH MICKLE

SUPERVISING ART DIRECTORS

ALAN HOOK
DAVE SCOTT

SET DECORATOR

ROSEMARY BRANDENBURG

ART DIRECTORS

SAMANTHA AVILA
ZACH FANNIN
LORIN FLEMMING
BRITTANY HITES
ALEX McCARROLL
DOMENIC SILVESTRI

ASSISTANT ART DIRECTORS

KRISTEN ADAMS
LAURA COX
KAT RICH

GRAPHIC DESIGNERS

KELLY RAE HEMENWAY
MARY SHRINER

MODEL MAKERS

BRETT PHILLIPS
TRAVIS WITKOWSKI

SET DESIGNERS

VINCENT BATES
NICK CROSS
TIM CROSHAW
PATRICK DUNN-BAKER
KRISTEN JENKINS
SILVIA MAHAPATRA
DANIELA MEDEIROS
ANNE PORTER
JOE RAMIRO
MARCO RUBEO
CHRIS SANFORD
ED SYMON
JUSTIN TRUDEAU
KEVIN VICKERY
HAISU WANG
CHRISTOPHER L. WARD
ROB WOODRUFF

CONCEPT ARTISTS

SHANE BAXLEY
FAE CORRIGAN
FAUSTO DE MARTINI
PATRICK FAULWETTER
JOSEPH HIURA
SEBASTIAN MEYER
ED NATIVIDAD
CHRISTIAN SCHEURER
NATHAN SCHROEDER
DAVID SWAYZE
HENRIK TAMM
PETE THOMPSON
JOSH VIERS

CONSTRUCTION COORDINATOR

CHRIS SNYDER

ART DEPARTMENT COORDINATOR

MOLLY HUNTER FLICK

DIGITAL ASSET MANAGER

SUSIE PILZNINSKI

ART DEPARTMENT RESEARCHER

CHARLIE NEUFELD

ART DEPARTMENT ASSISTANTS

MOLLY SCOTT
ERIN MORRELL
CAITLIN MACGREGOR



FOR THE FINAL FILM OF THE GUARDIANS TRILOGY, WE FOLLOWED THE BELIEF THAT FANTASY & SCI-FI FILMS BEST CONNECT WITH AUDIENCES WHEN REAL, PHYSICAL SCENERY IS USED AS OFTEN AS POSSIBLE. THIS ENTAILED DESIGNING & BUILDING 110 SETS, HOUSED ON 12 STAGES & A BACKLOT AT TRILITH STUDIOS IN GEORGIA. THE GUARDIANS' SPACESHIP, **THE BOWIE** – THE LARGEST SPACESHIP EVER BUILT IN MARVEL HISTORY – WAS BUILT IN 16 WEEKS, STANDING 3 STORIES TALL & ENCOMPASSING 7 SPACES CONNECTED BY A CENTRAL CORE. **KNOWHERE** – THE GUARDIANS' HOME BASE, INCLUDED 20 SEPARATE BUILDINGS UP TO 4 STORIES HIGH, TAKING UP OVER 40,000 SQFT. **THE ORGOSCOPE** WAS MADE OF UNCOMMON MATERIALS TO CREATE THE LOOK OF LIVING FLESH & BONE. **COUNTER-EARTH** TRANSFORMED A GEORGIA NEIGHBORHOOD INTO AN ALIEN SUBURB, COMPLETE WITH 1970's & 80's NOSTALGIA. AND **ARETE** – A PLANET SIZED SPACESHIP MADE OF CUBIC GEOMETRY EXPRESSES THE HIGH EVO'S DESIRE FOR PERFECTION. BY THE TIME WE WRAPPED, WE HAD BUILT MORE PHYSICAL SCENERY THAN ANY SINGLE MARVEL FILM BEFORE US. WE WORKED CLOSELY WITH THE VFX DEPARTMENT AND THE CREATURE DESIGN OF LEGACY EFFECTS TO ENSURE OUR VISION OF EACH WORLD WAS ACTUALIZED, ALLOWING OUR CONTRIBUTION OF THE FILM'S DESIGN TO GO FAR BEYOND SET WALLS. WE ARE SO PROUD OF THE TEAM ASSEMBLED, THE SETS BUILT, & THE PLANETS REALIZED FOR THE GUARDIANS' FINAL ADVENTURE THROUGH THE GALAXY.

BETH MICKLE
PRODUCTION DESIGNER





KNOWHERE

블레이드 러너 2049



SET PHOTOS

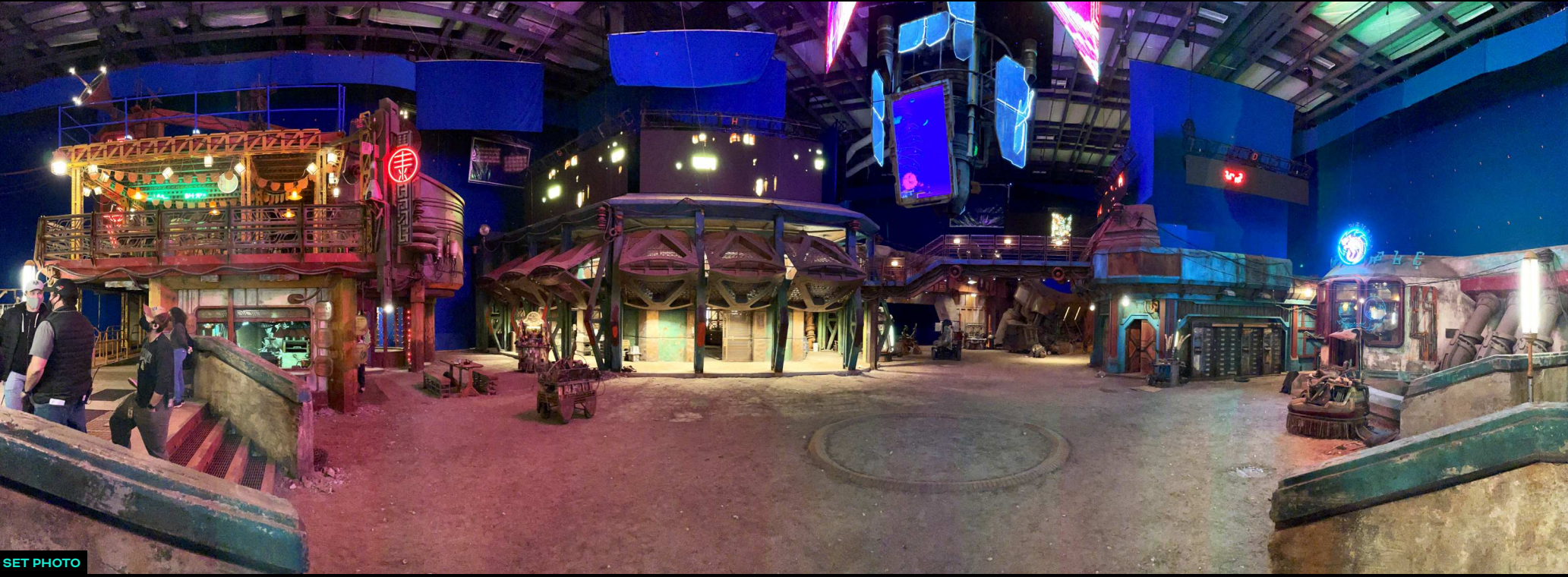
KNOWHERE MAIN SQUARE



FINAL STILL

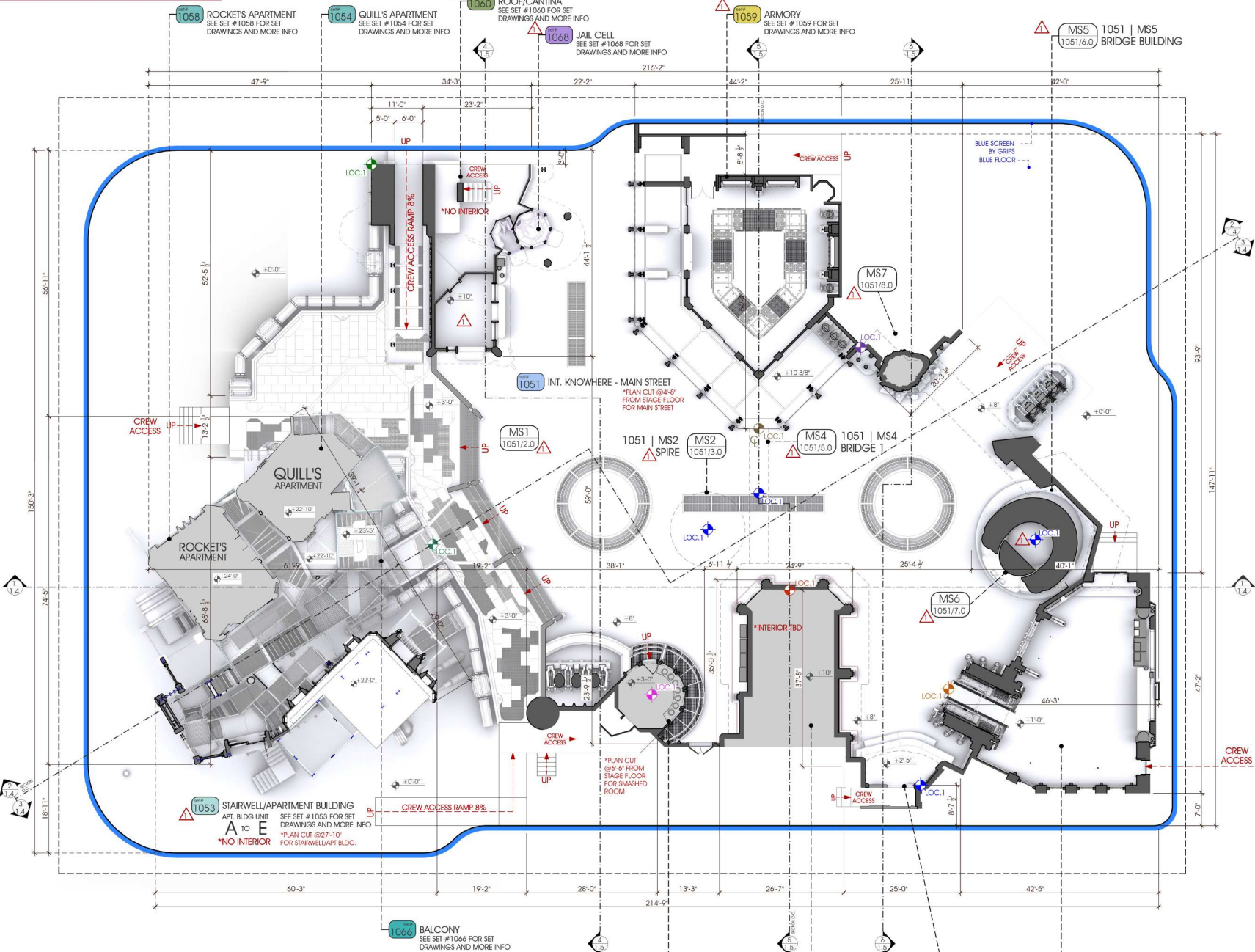


SET PHOTO



SET PHOTO

KNOWHERE MAIN SQUARE



SUMMARY

- 1051 MAIN STREET - GENERAL
- 1051 MAIN STREET - STAGE PLAN
- 1051 MAIN STREET - SPOTTING PLAN
- 1051 MAIN STREET - OVERALL PERSPECTIVES
- 1051 MAIN STREET - OVERALL PLAN
- 1051 MAIN STREET - COLOR SCHEMATIC
- 1051 MAIN STREET - COLOR SCHEMATIC
- 1051 MAIN STREET - SECTIONS
- 1051 MAIN STREET - SECTIONS
- MS1 DETAIL MS1 | DECK/FLOORING PLAN ▲
- MS2 DETAIL MS2 | SPIRE ▲
- MS3 DETAIL MS3 | SIDE BUILDING ▲
- MS4 DETAIL MS4 | BRIDGE 1 ▲
- MS5 DETAIL MS5 | BRIDGE BUILDING ▲
- MS6 DETAIL MS6 | ANGLED COLUMN ▲
- MS7 DETAIL MS7 | CORNER WALL ▲
- 1065 INT. KNOWHERE - M.S. DAMAGE
- 1052 THE BOOT OF JEMIAH ▲
- 1053 STAIRWELL/APARTMENT BUILDING ▲
- 1054 QUILL'S APARTMENT
- 1058 ROCKET'S APARTMENT
- 1059 ARMORY
- 1060 ROOF/CANTINA ▲
- 1061 SMASHED ROOM ▲
- 1066 BALCONY
- 1068 JAIL CELL ▲
- 1069 GUARDIANS HQ. ▲

REVISED 2021-12-10
 ▲ UPDATED BUILDINGS
 ▲ UPDATED DECK
 ▲ UPDATED BLUESCREEN
 ▲ UPDATED LOCATOR POINTS

EXT. KNOWHERE MAIN STREET		DATE	12/10/21
OVERALL PLAN	SCALE	1/8" = 1'-0"	1051
ARTIST	TRILITH STAGE 17	DATE	NOTED
REVISOR	DANIELA MEDEROS	DATE	11/21/21
		SCALE	1.1

REVISED

EXT. KNOWHERE MAIN STREET | OVERALL PLAN
 SCALE: 1/8" = 1'-0"
 *PLAN CUT @ 4'-8" FROM STAGE FLOOR FOR ALL MAIN STREET
 *PLAN CUT @ 27'-10" FROM STAGE FLOOR FOR 1053 - APARTMENT BUILDING

1061 SMASHED ROOM SEE SET #1061 FOR SET DRAWINGS AND MORE INFO
1069 GUARDIANS HQ. SEE SET #1069 FOR SET DRAWINGS AND MORE INFO
MS3 1051 | MS3 SIDE BLDG.
1052 BOOT OF JEMIAH SEE SET #1052 FOR SET DRAWINGS AND MORE INFO

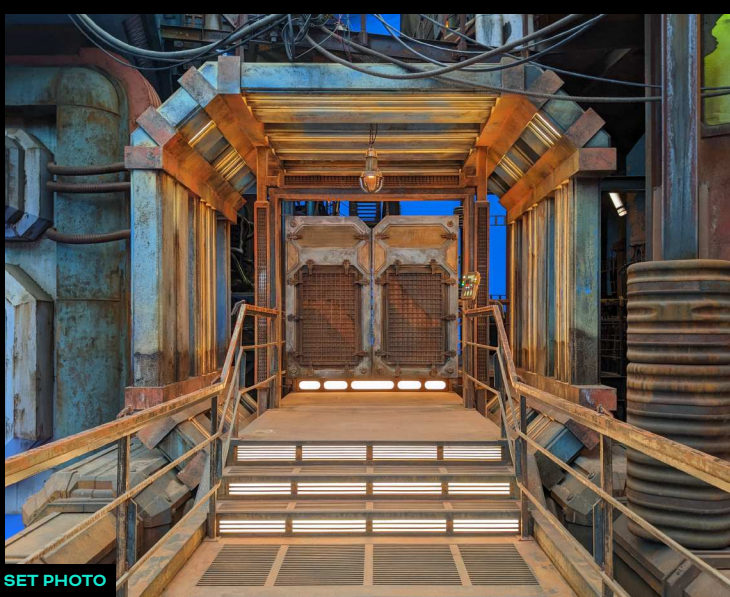
NOTES:
 - MATERIALS BY ART DIRECTOR
 - SEE EACH SET NUMBER FOR CONSTRUCTION DRAWINGS AND MORE INFORMATION - DO NOT BUILD FROM THIS PLAN

OVERALL PLAN FOR SETS:
 1051, 1052, 1053, 1054
 1058, 1059, 1060, 1061
 1065, 1066, 1068, 1069





SET PHOTO



SET PHOTO



SET PHOTO



ROCKETS APT - SET PHOTO



QUILLS APT - SET PHOTO

KNOWHERE APARTMENTS



SET PHOTO



SET PHOTO



SET PHOTO



SIGN DETAIL



FINAL STILL

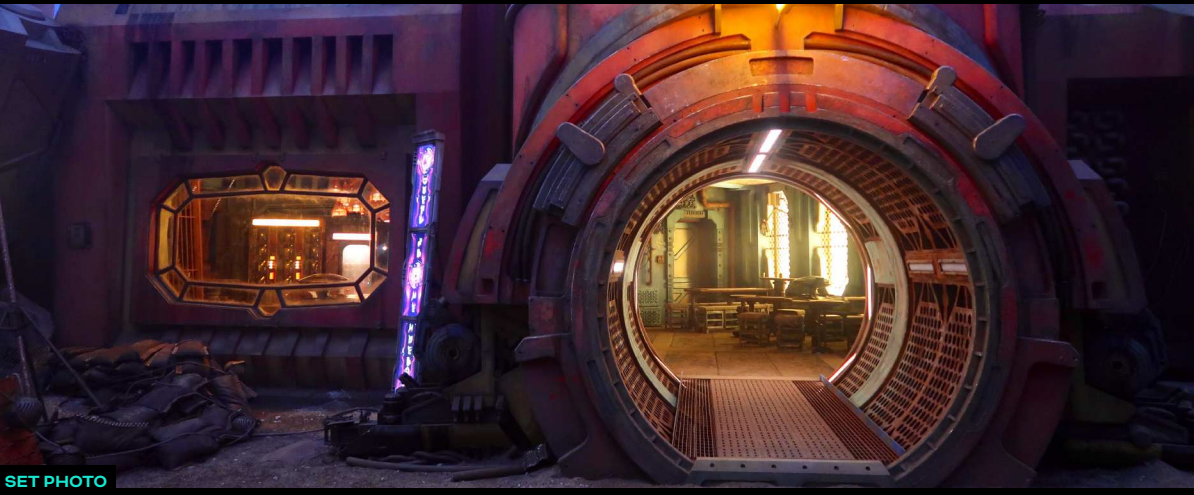


FINAL STILL

KNOWHERE GUARDIANS HQ



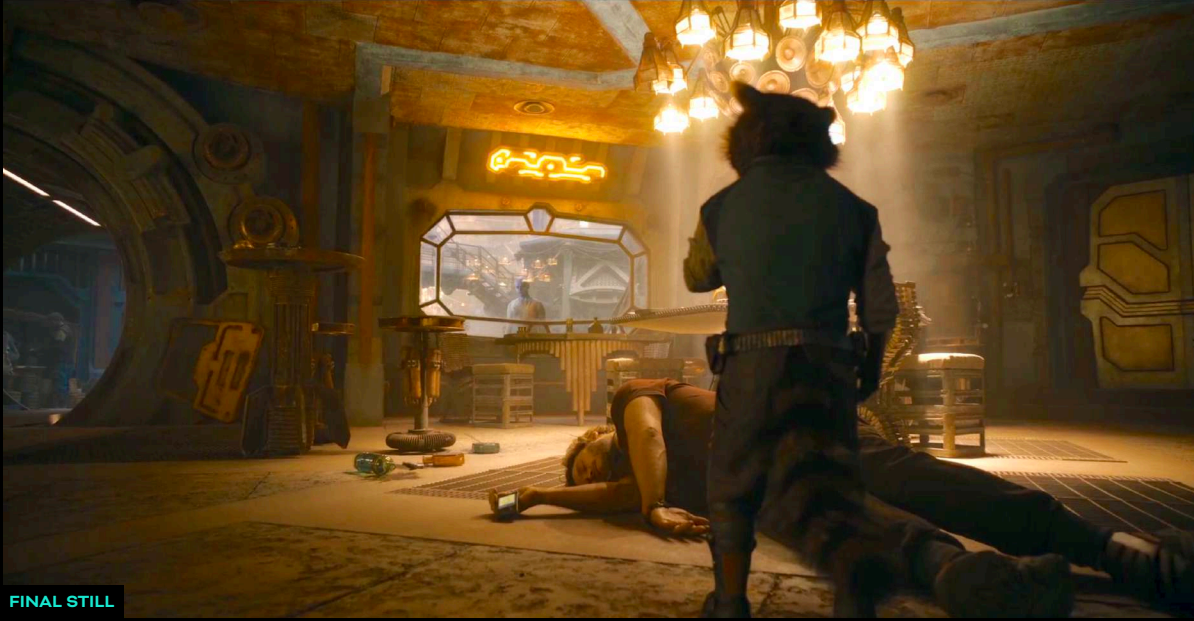
SET PHOTO



SET PHOTO



SET PHOTO



FINAL STILL



CONCEPT ART



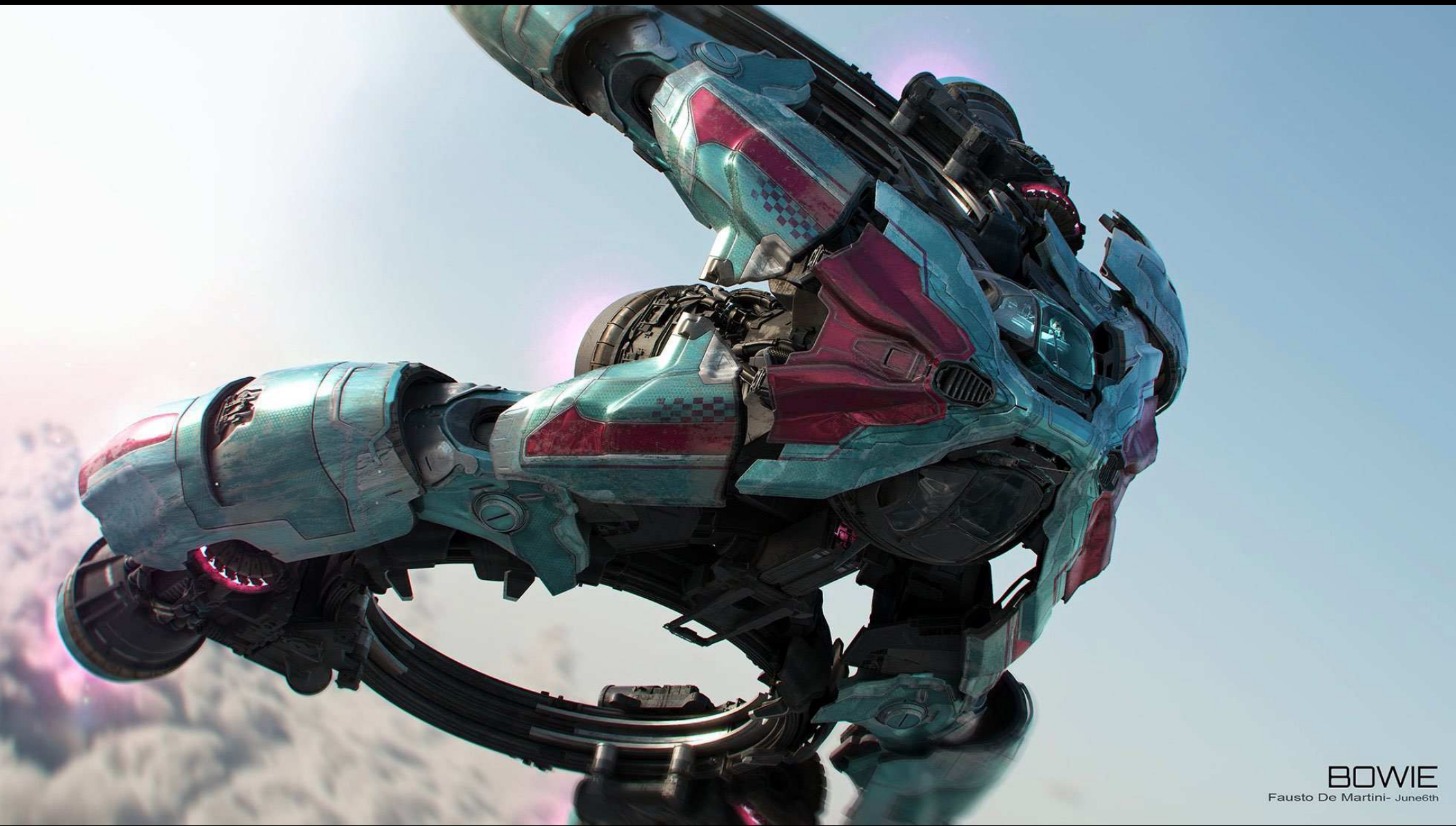
SET PHOTO

KNOWHERE BOOT OF JEMIAH



FINAL STILL

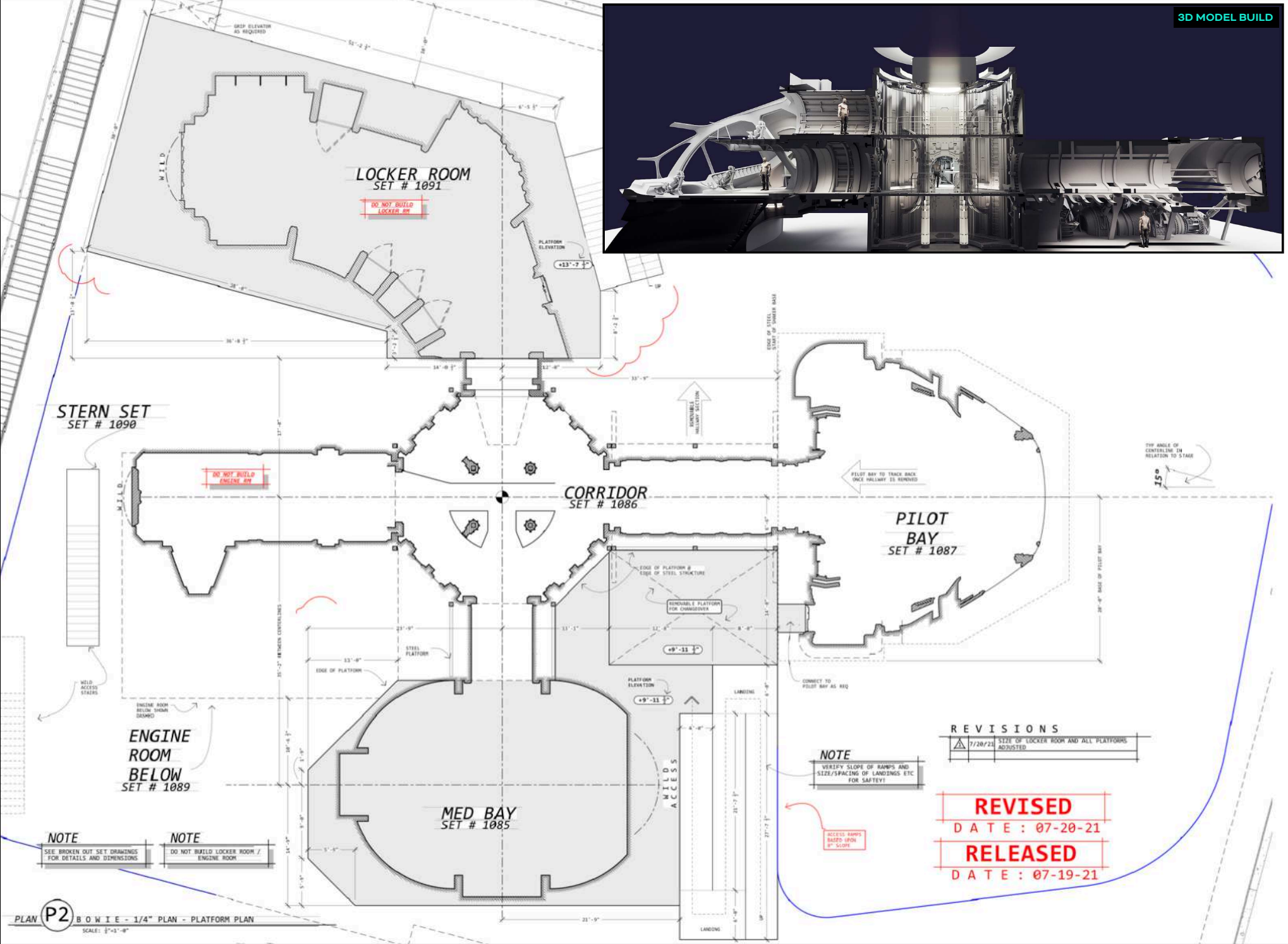
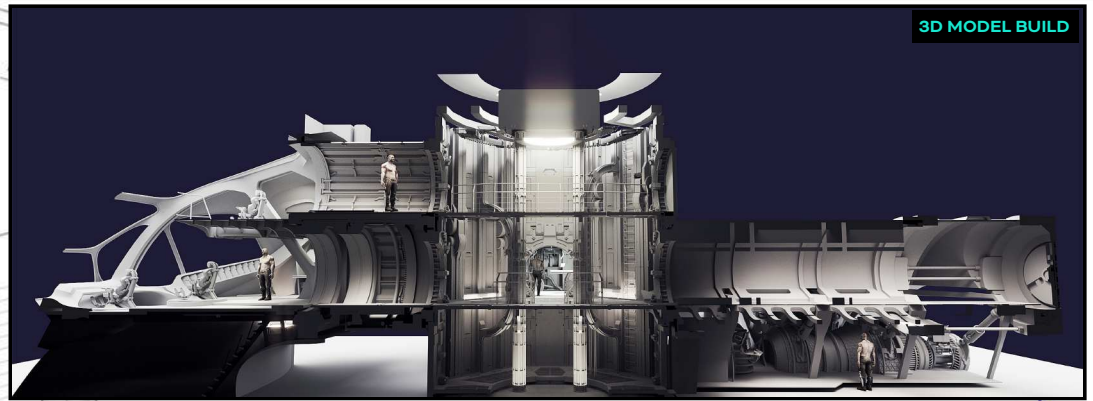
KNOWHERE MAIN SQUARE



BOWIE
Fausto De Martini- June6th

THE BOWIE

ᄒᄒᄒ ᄒᄒᄒᄒᄒ



STERN SET SET # 1090

LOCKER ROOM SET # 1091

CORRIDOR SET # 1086

PILOT BAY SET # 1087

ENGINE ROOM BELOW SET # 1089

MED BAY SET # 1085

REVISIONS

7/20/21	SIZE OF LOCKER ROOM AND ALL PLATFORMS ADJUSTED
---------	--

NOTE VERIFY SLOPE OF RAMPS AND SIZE/SPACING OF LANDINGS ETC FOR SAFETY!

REVISED DATE : 07-20-21

RELEASED DATE : 07-19-21

NOTE SEE BROKEN OUT SET DRAWINGS FOR DETAILS AND DIMENSIONS

NOTE DO NOT BUILD LOCKER ROOM / ENGINE ROOM



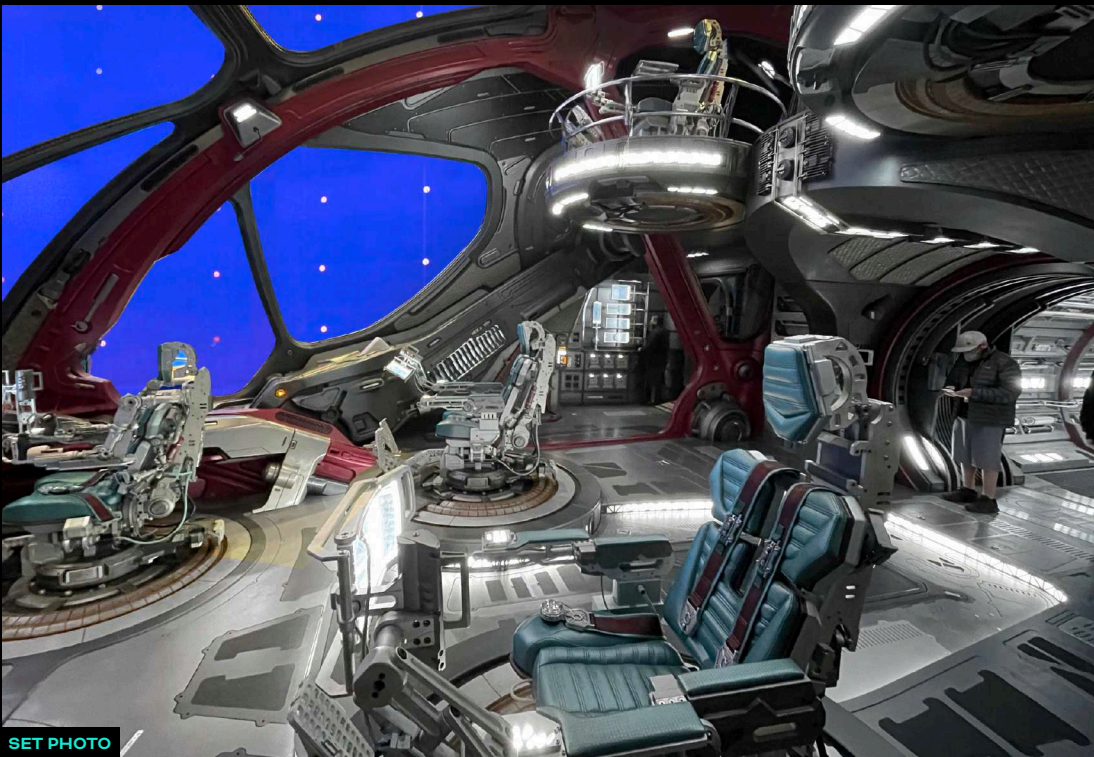
SET PHOTO



CONCEPT ART



FINAL STILL



SET PHOTO



FINAL STILL

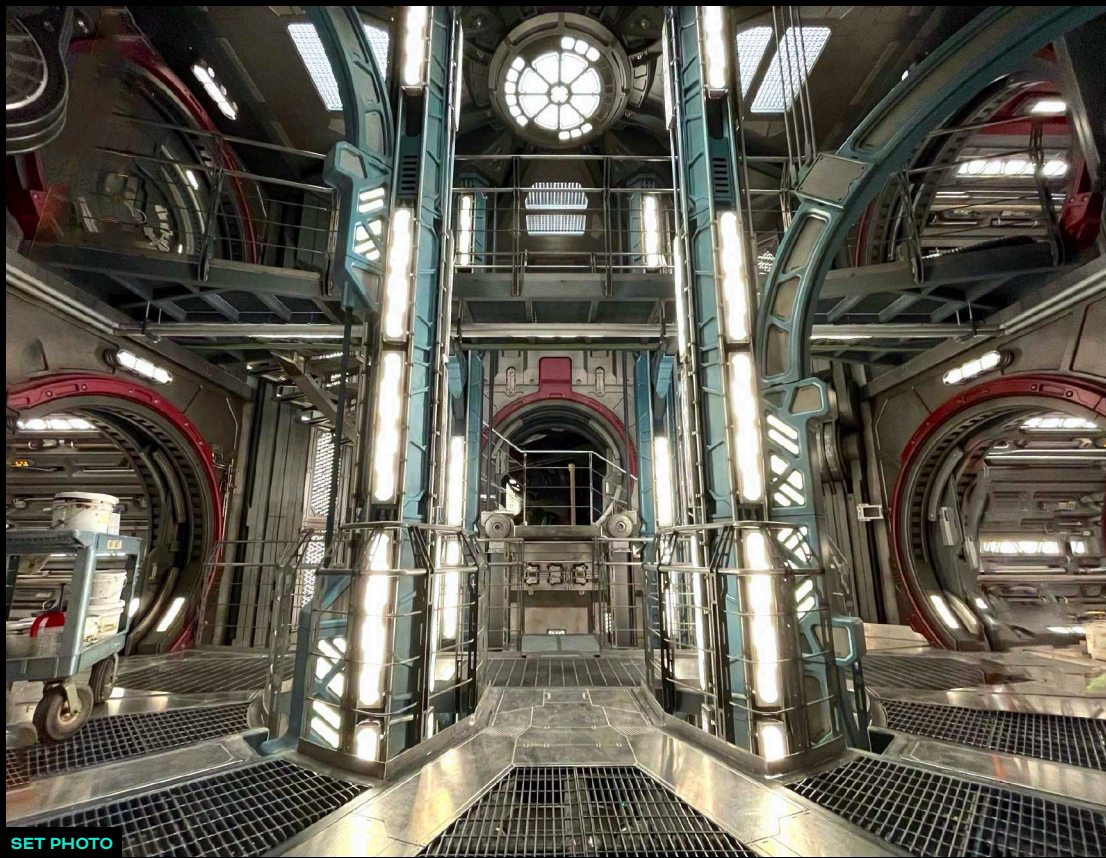
THE BOWIE COCKPIT



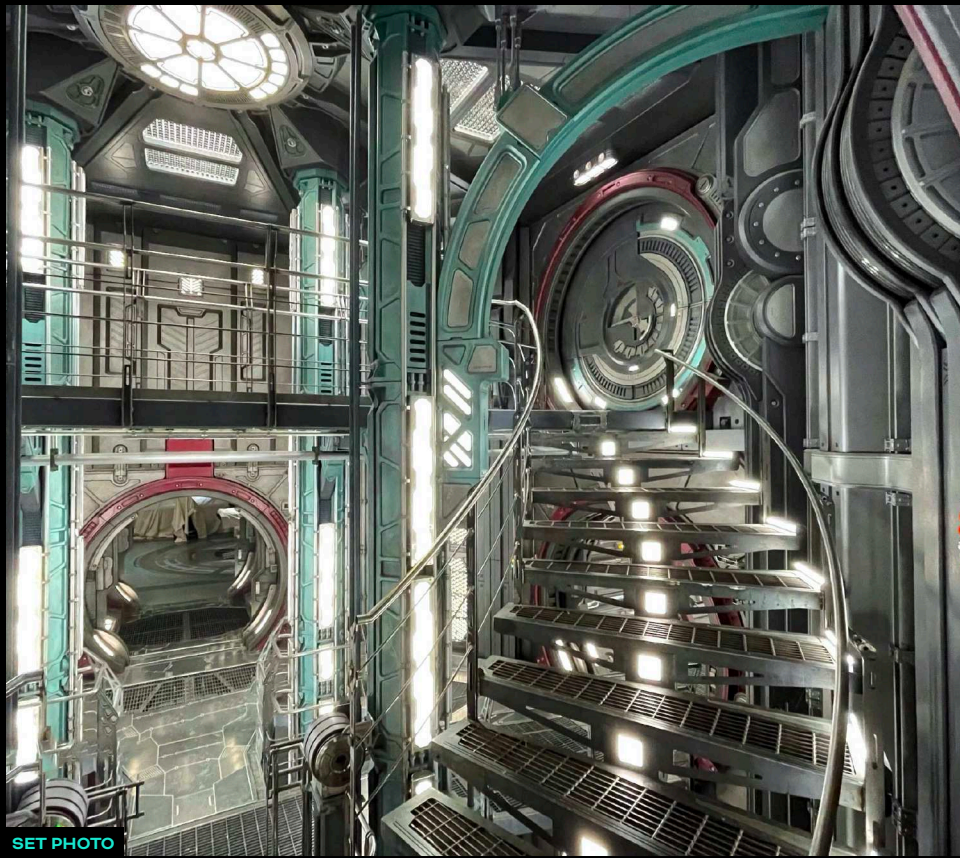
SET PHOTO



FINAL STILL



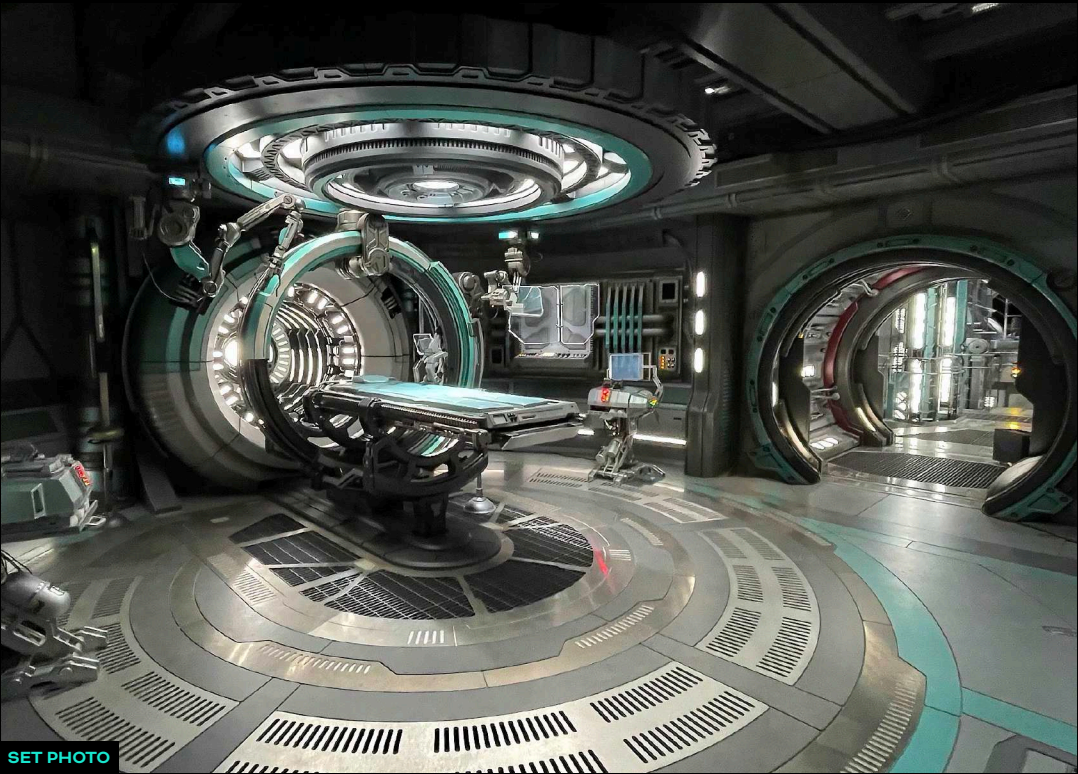
SET PHOTO



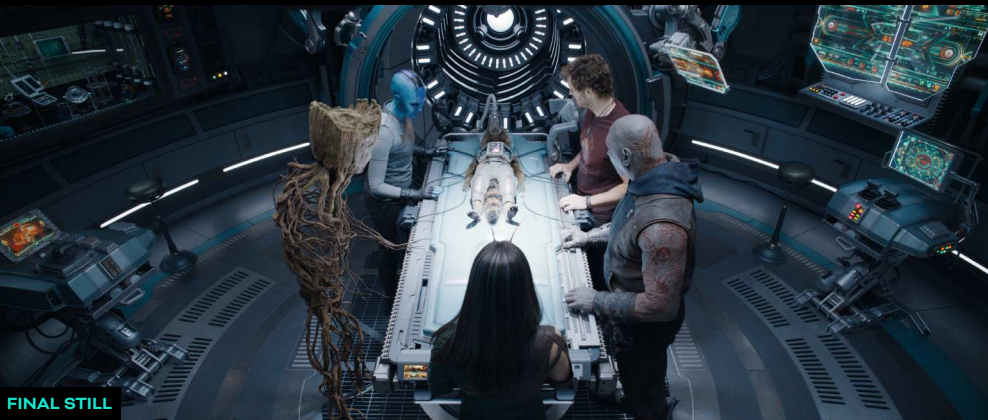
SET PHOTO



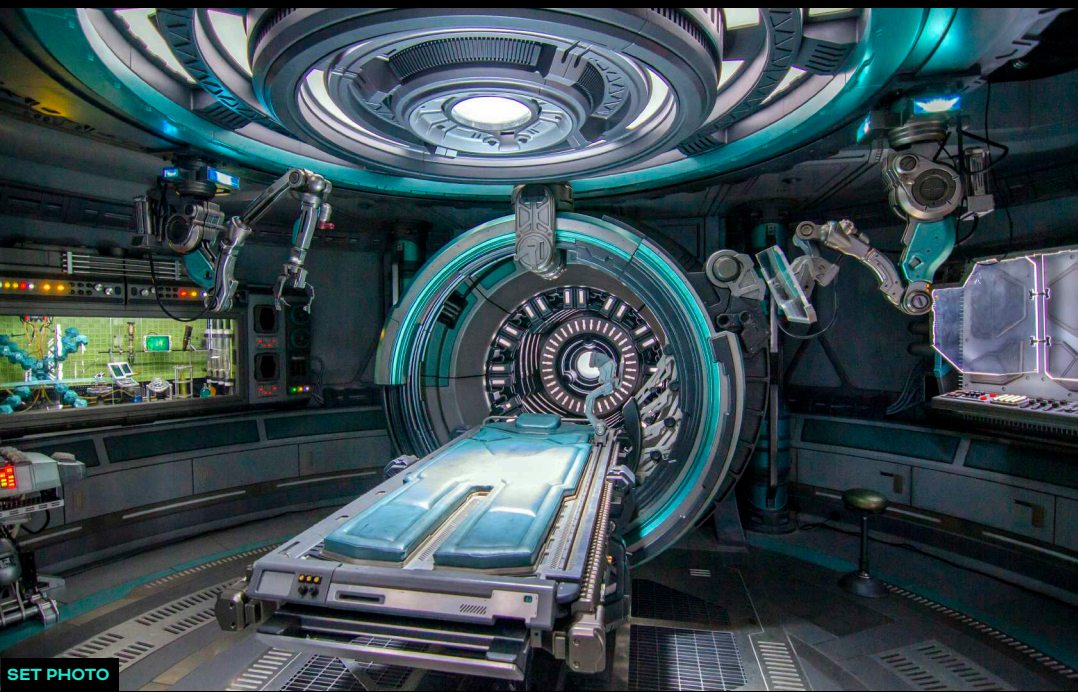
CONCEPT ART



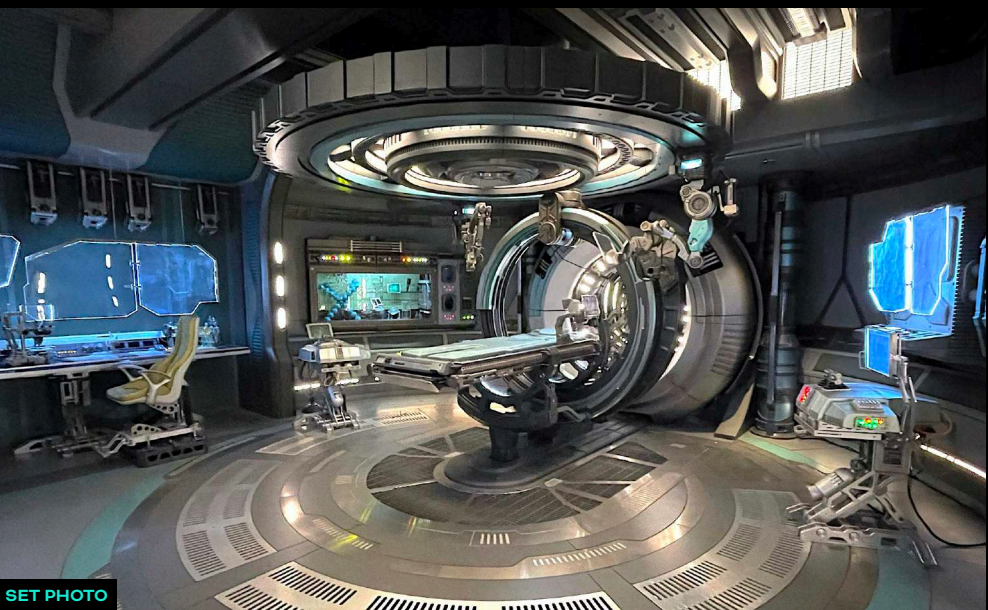
SET PHOTO



FINAL STILL



SET PHOTO



SET PHOTO

THE BOWIE MED BAY



SET PHOTO



FINAL STILL



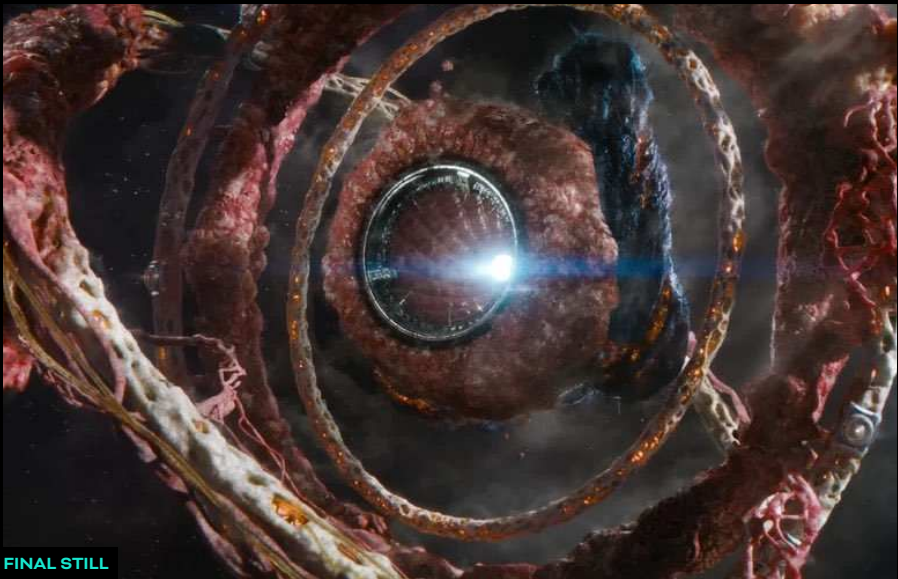
FINAL STILL

THE BOWIE ENGINE ROOM



THE ORGOSCOPE

೨೯೪೩ ಡಿಫೆಂಬರ್ ೨೦೨೩



FINAL STILL



FINAL STILL



FINAL STILL



FINAL STILL

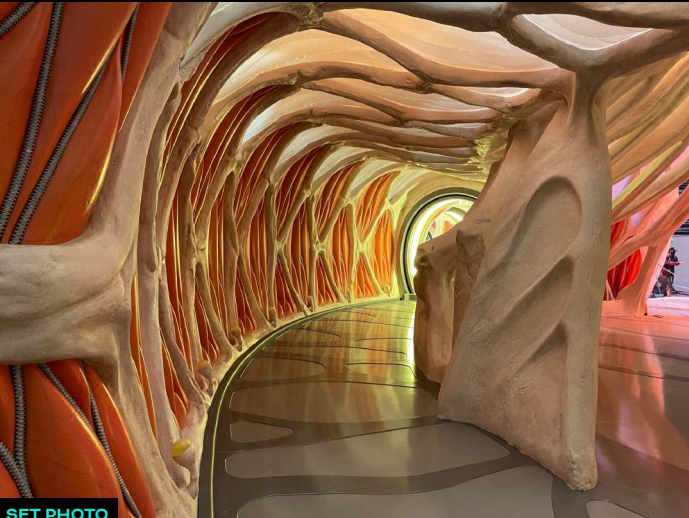


SET PHOTO



CONCEPT ART

ORGO SPACEPARK



SET PHOTO



SET PHOTO



SET PHOTO



CONCEPT ART

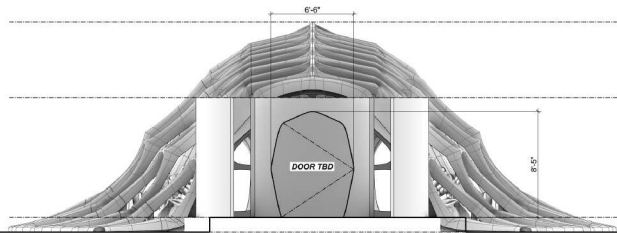


SET PHOTO

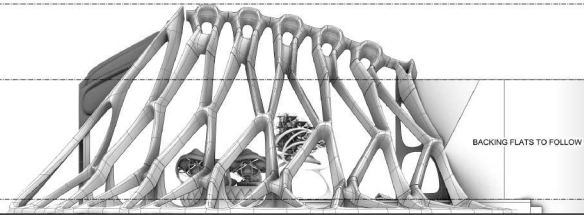


MATERIALS TEST

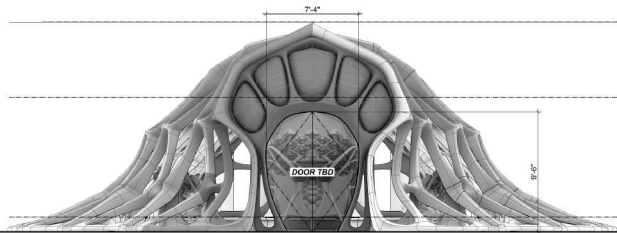
ORGO SECURITY HUB & HALL



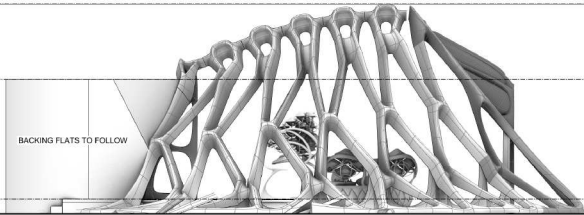
05 ELEVATION
SCALE 2" = 1'



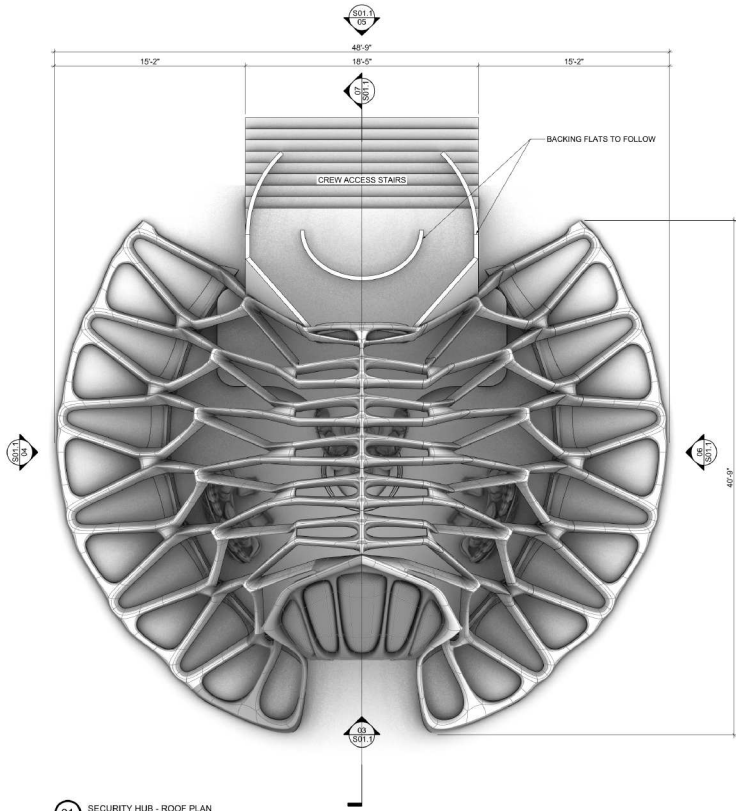
06 ELEVATION
SCALE 2" = 1'



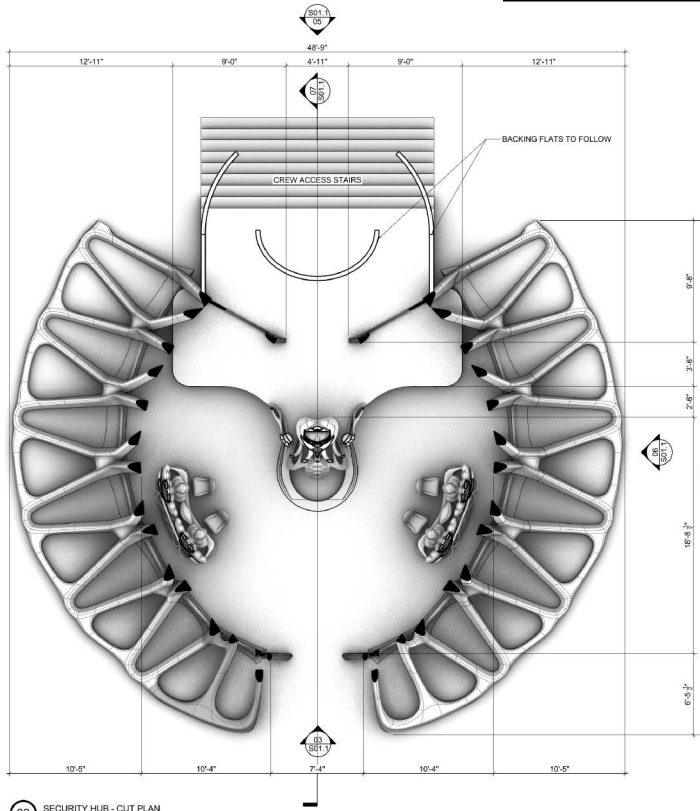
03 ELEVATION
SCALE 2" = 1'



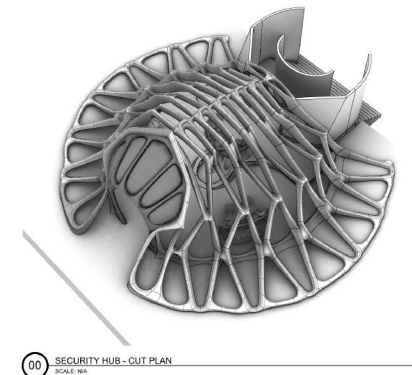
04 ELEVATION
SCALE 2" = 1'



01 SECURITY HUB - ROOF PLAN
SCALE 2" = 1'



02 SECURITY HUB - CUT PLAN
SCALE 2" = 1'



00 SECURITY HUB - CUT PLAN
SCALE NA

REVISIONS:
ADDED BACKING FLATS AND CREW ACCESS STAIRS

REVISED 10/19/21

PROJECT: ORGO SECURITY HUB ARCHITECT: JAMES GUNN CLIENT: BETH ARSIZIO		SHEET NO.: 1114 OF: 1114
TITLE: PLANS AND ELEVATIONS DATE: TBD DRAWN BY: CS	SCALE: PER DETAIL	NO.: 01.1

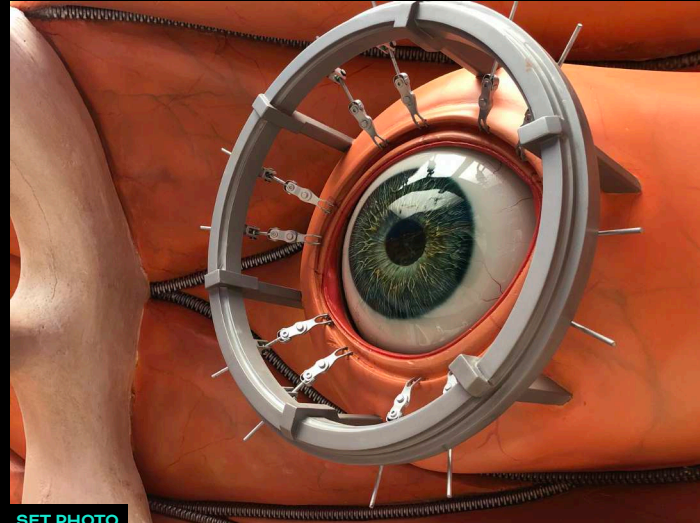
1114 01.1 PLANS AND ELEVATIONS 10/19/21



SET PHOTO



SET PHOTO



SET PHOTO



FINAL STILL



FINAL STILL



CONCEPT ART

ORGO DECOMPRESSION CHAMBER



COUNTER-EARTH

ጋንታራ-ጠገን-ጠገን



COUNTER-EARTH HUMANIMAL SUBURB



SET PHOTO



SET PHOTO



FINAL STILL



SET PHOTO



STILL PHOTOS



FINAL STILL

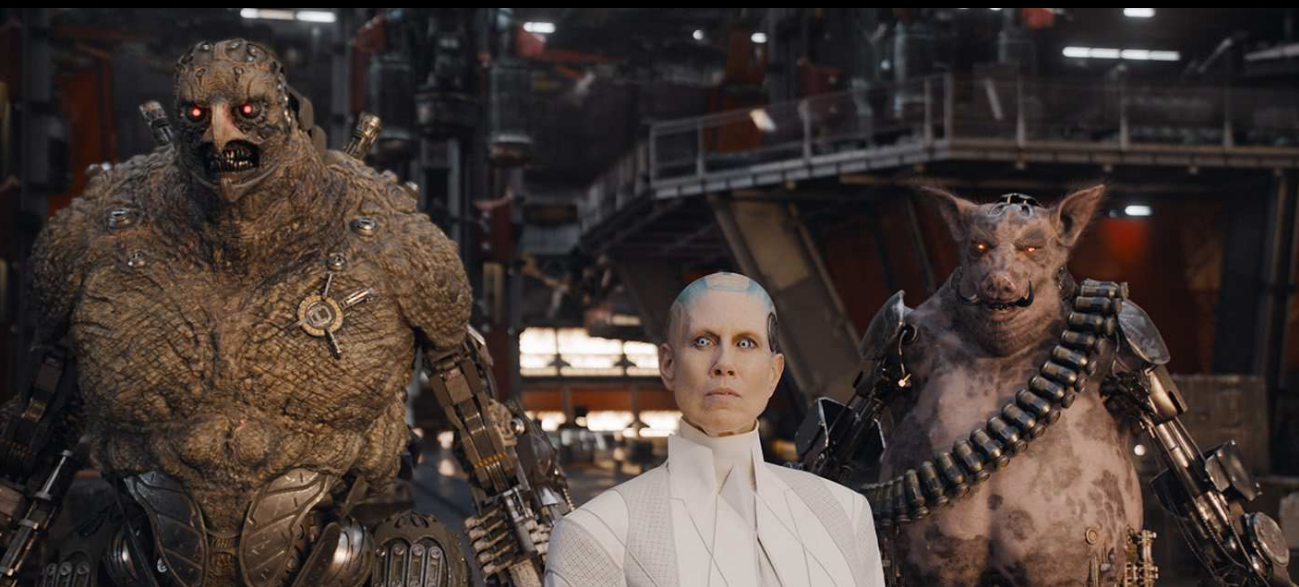
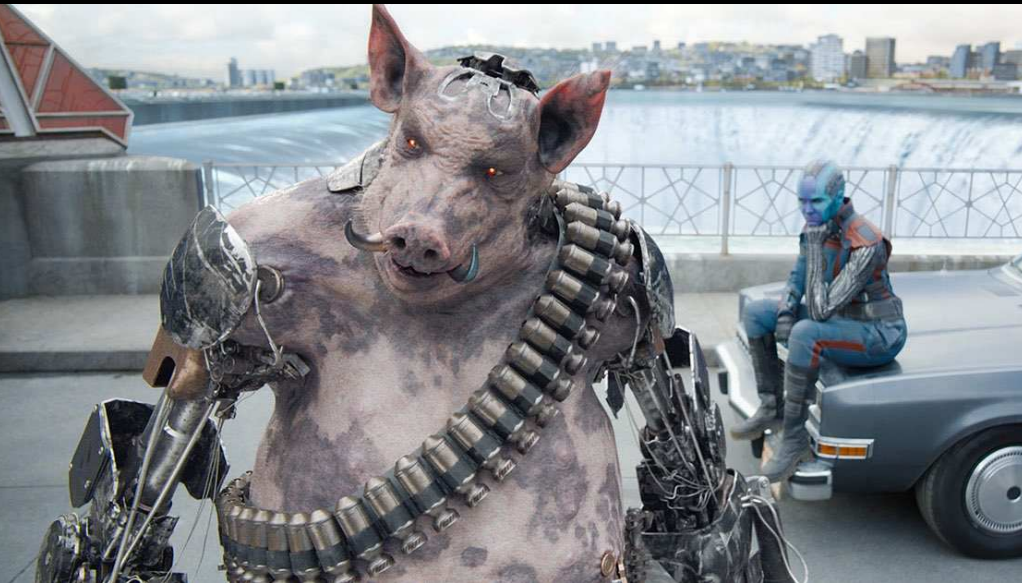


WALLPAPER DETAIL

COUNTER-EARTH VAMPIRE BAT FAMILY HOME



COUNTER-EARTH HUMANIMALS



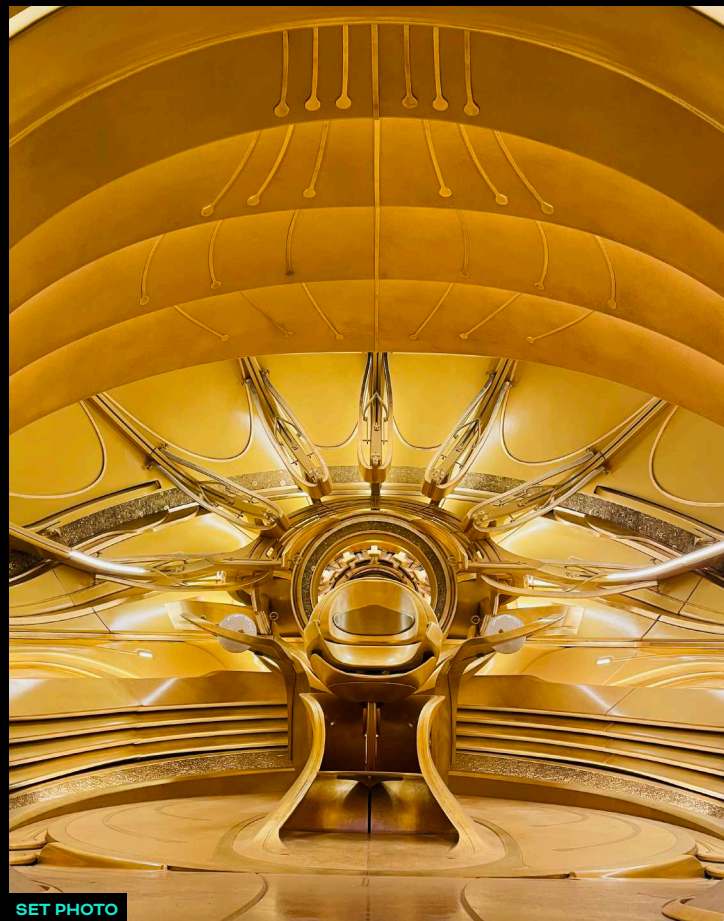
COUNTER-EARTH HELLSPAWN



GOLDENSHIP
სამარტეზების ომები



SET PHOTO



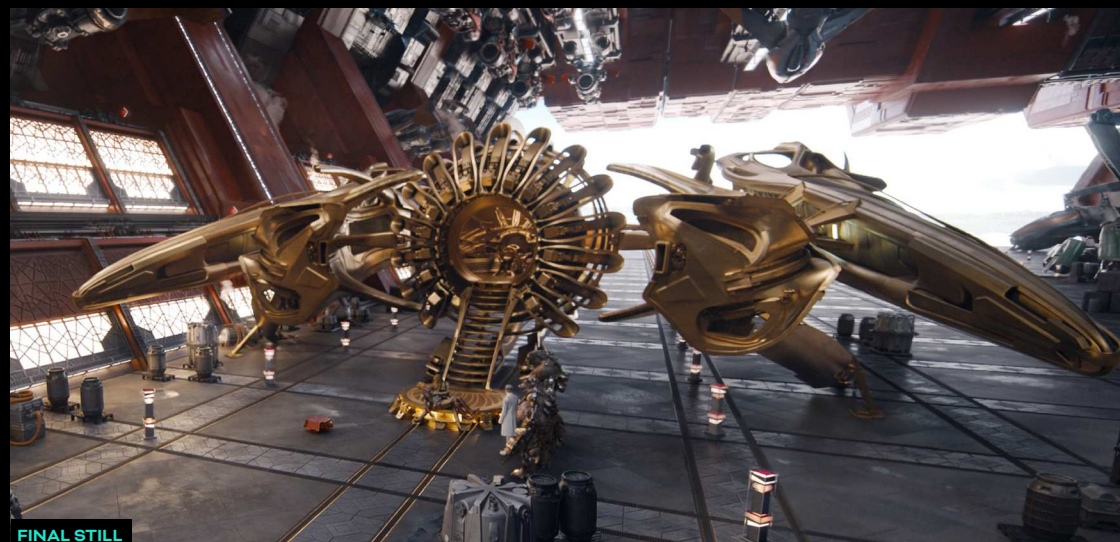
SET PHOTO



SET PHOTO



FINAL STILL



FINAL STILL

GOLDEN SHIP COCKPIT



TILL NOWAK · JOSHUA VIERA

ARETE

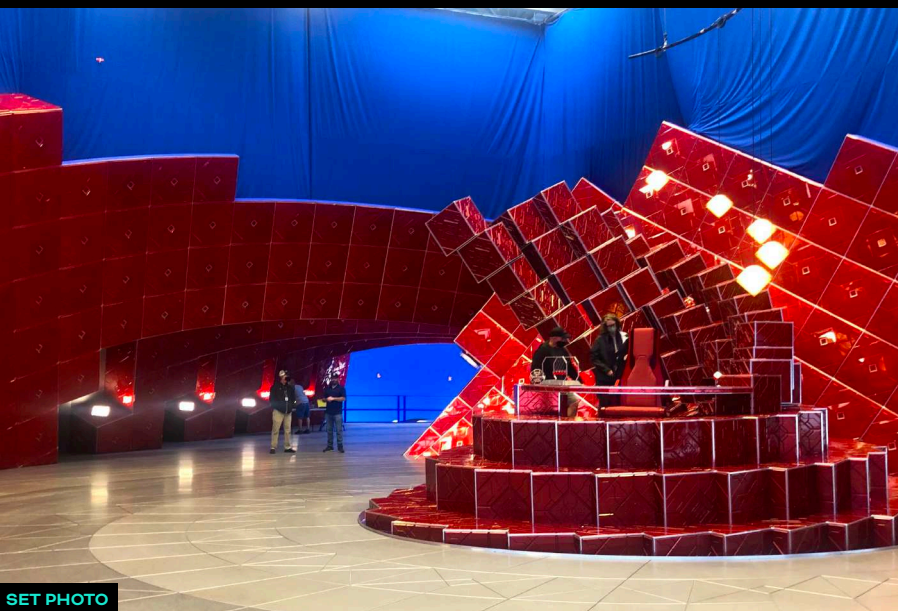
IL'ZUMUM



FINAL STILL



SET PHOTO

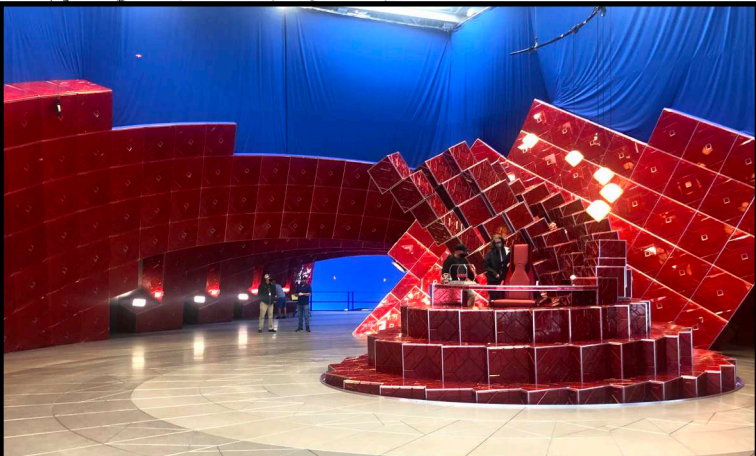
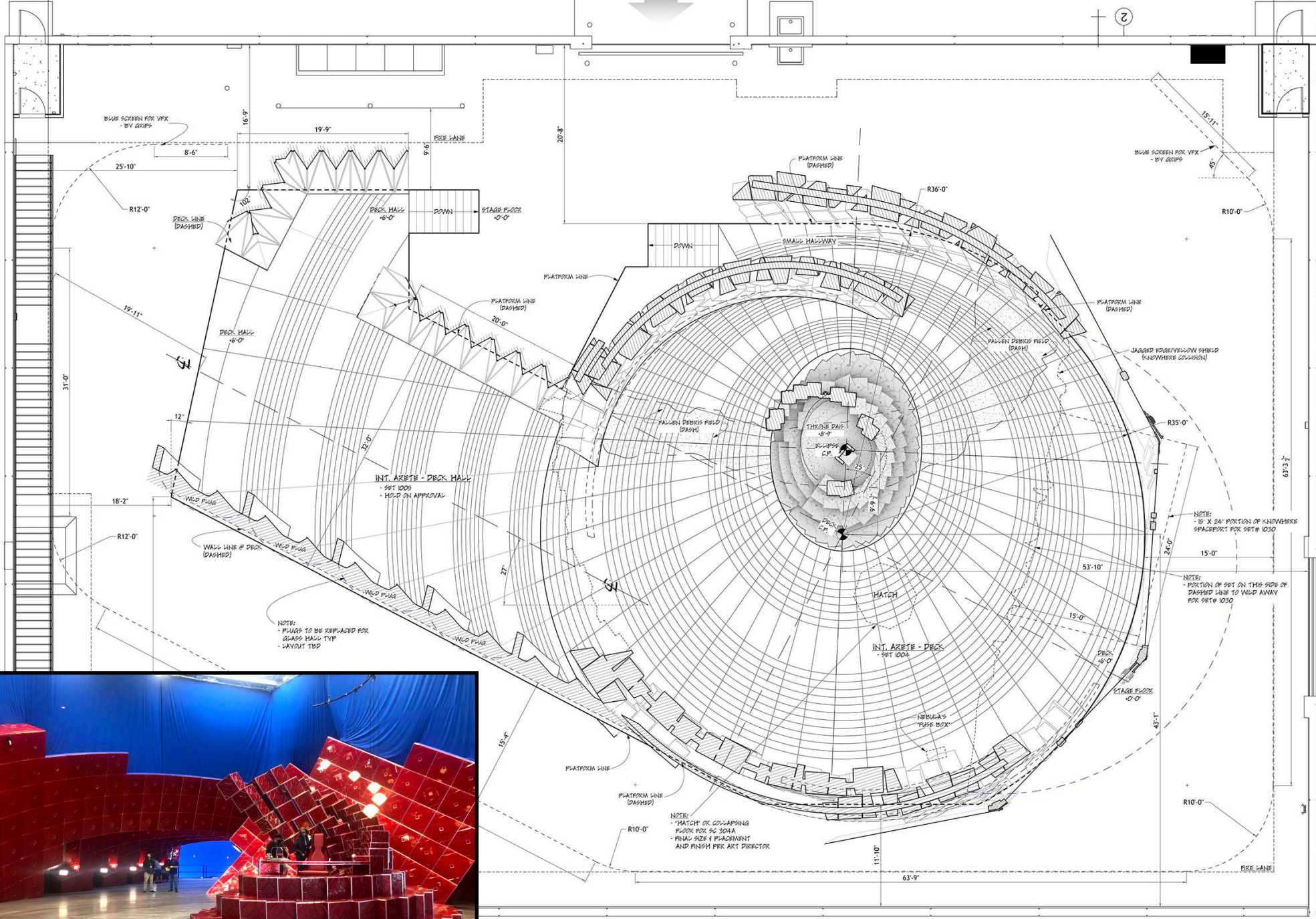


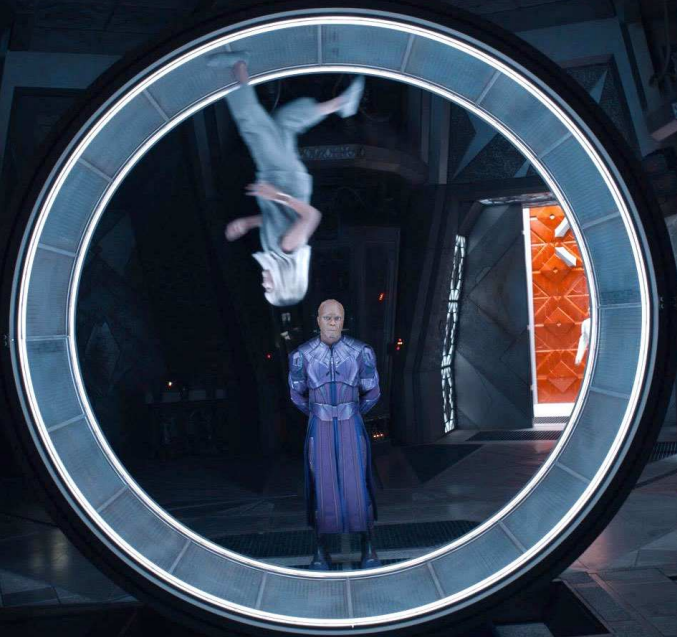
SET PHOTO



FINAL STILL

ARETE COMMAND DECK





FINAL STILL



SET PHOTO

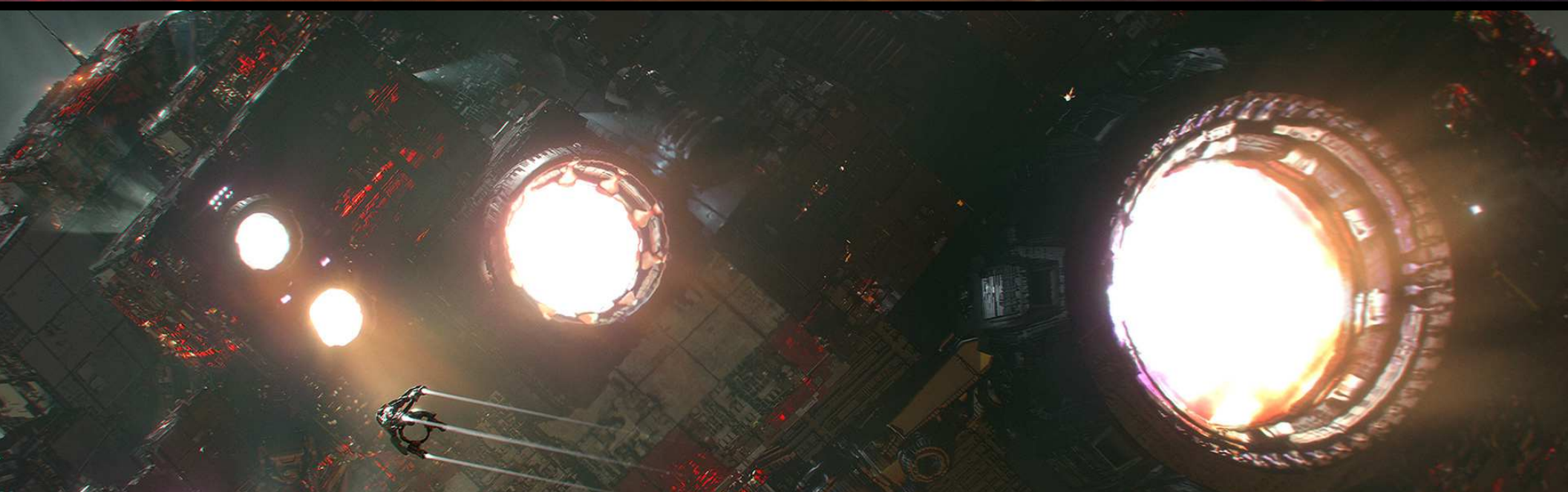


SET PHOTO



FINAL STILL

ARETE HIGH EVO LABORATORY



CONCEPT ART

ARETE SPACESHIP



FINAL STILL



FINAL STILL



FINAL STILL



FINAL STILL



FINAL STILL



FINAL STILL

ARETE PILOT BAY & FIGHT HALL



ARETE & KNOWHERE FINAL BATTLE



GUARDIANS OF THE GALAXY 3 CREW

WE ARE GROOT