

BEAU IS AFRAID

Production Designer: FIONA CROMBIE

Supervising Art Director: DAVID GAUCHER

Set Decorator: PAUL HOTTE

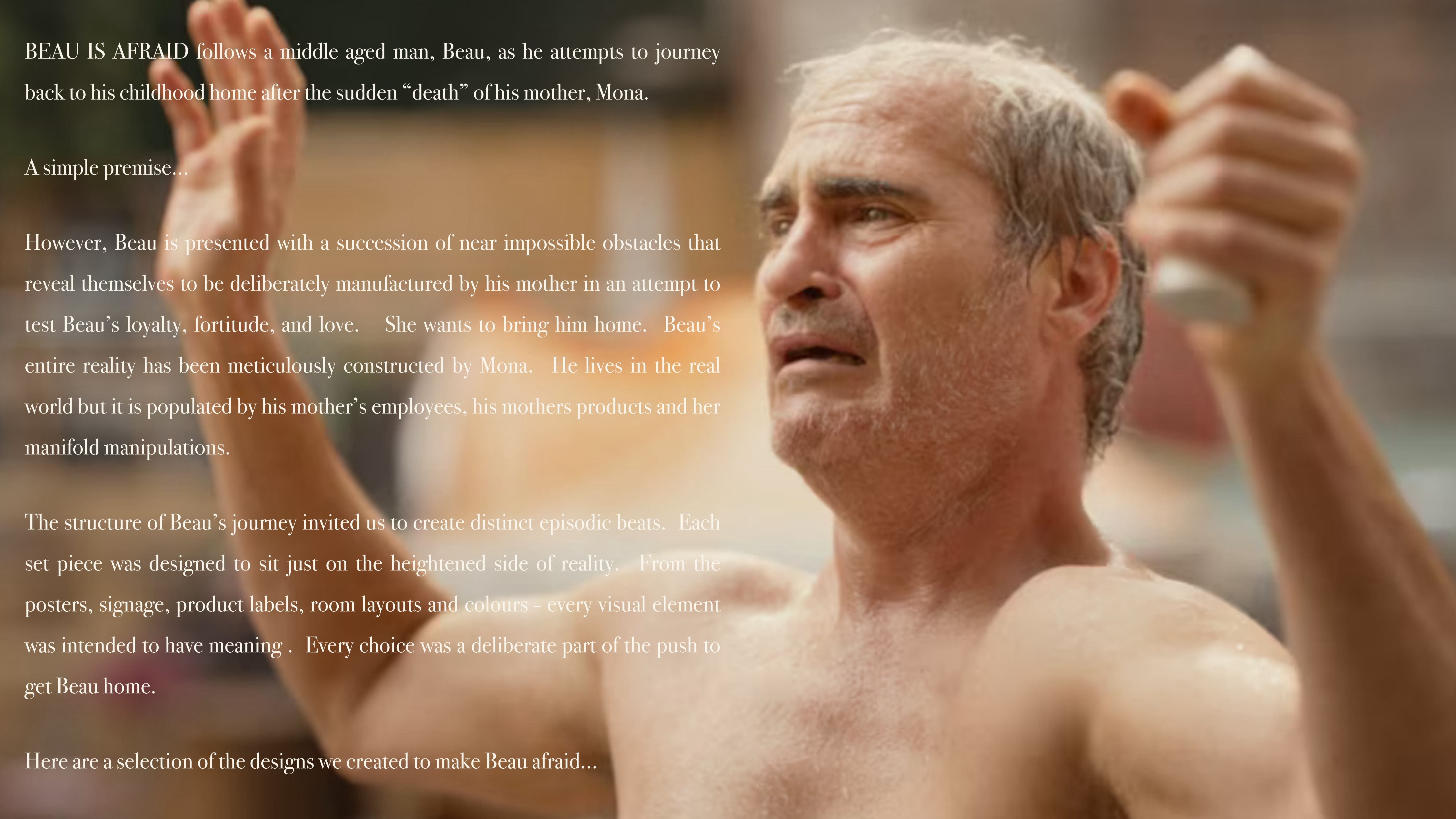
BEAU IS AFRAID follows a middle aged man, Beau, as he attempts to journey back to his childhood home after the sudden “death” of his mother, Mona.

A simple premise...

However, Beau is presented with a succession of near impossible obstacles that reveal themselves to be deliberately manufactured by his mother in an attempt to test Beau’s loyalty, fortitude, and love. She wants to bring him home. Beau’s entire reality has been meticulously constructed by Mona. He lives in the real world but it is populated by his mother’s employees, his mothers products and her manifold manipulations.

The structure of Beau’s journey invited us to create distinct episodic beats. Each set piece was designed to sit just on the heightened side of reality. From the posters, signage, product labels, room layouts and colours - every visual element was intended to have meaning . Every choice was a deliberate part of the push to get Beau home.

Here are a selection of the designs we created to make Beau afraid...



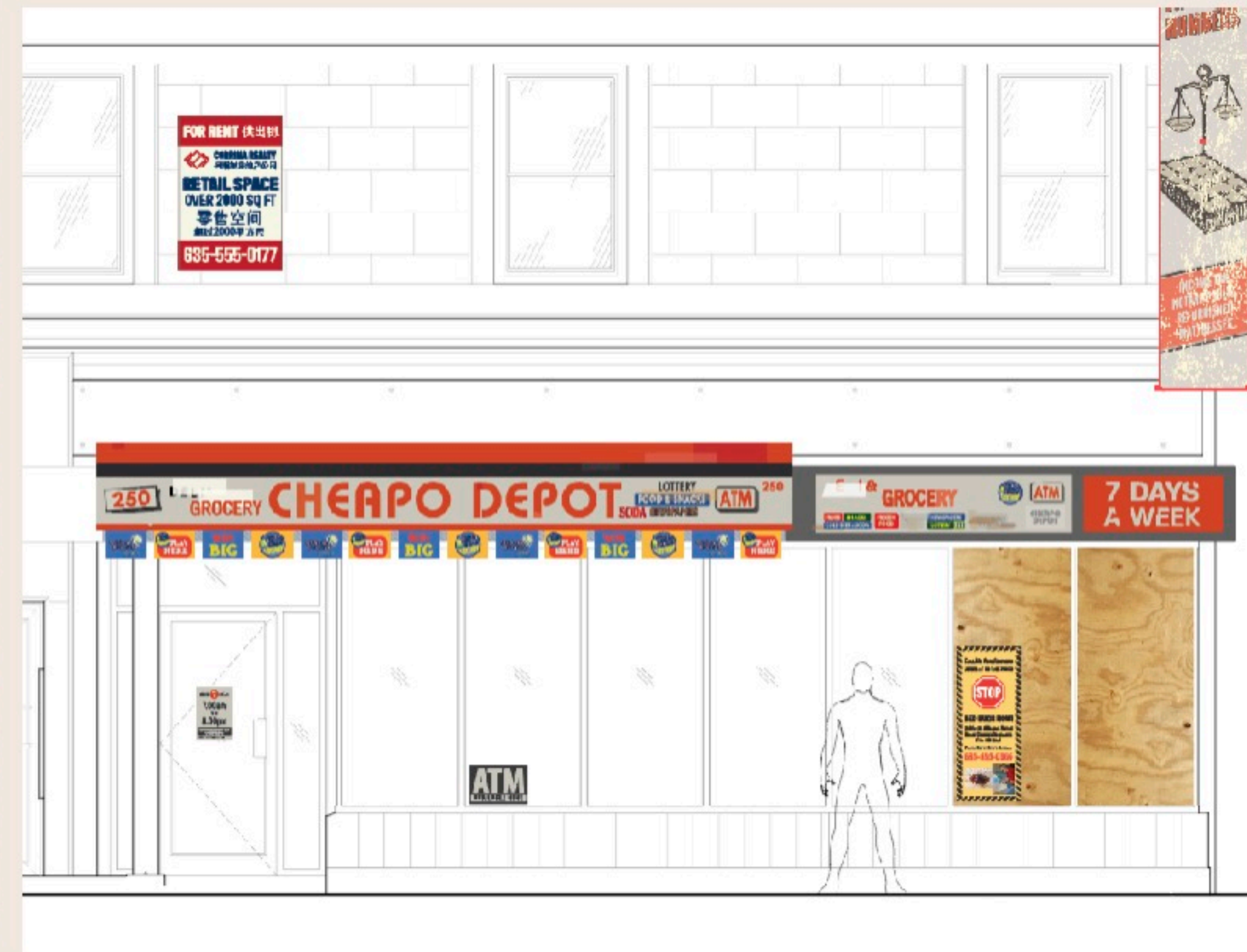
Beau's (horrifying) block



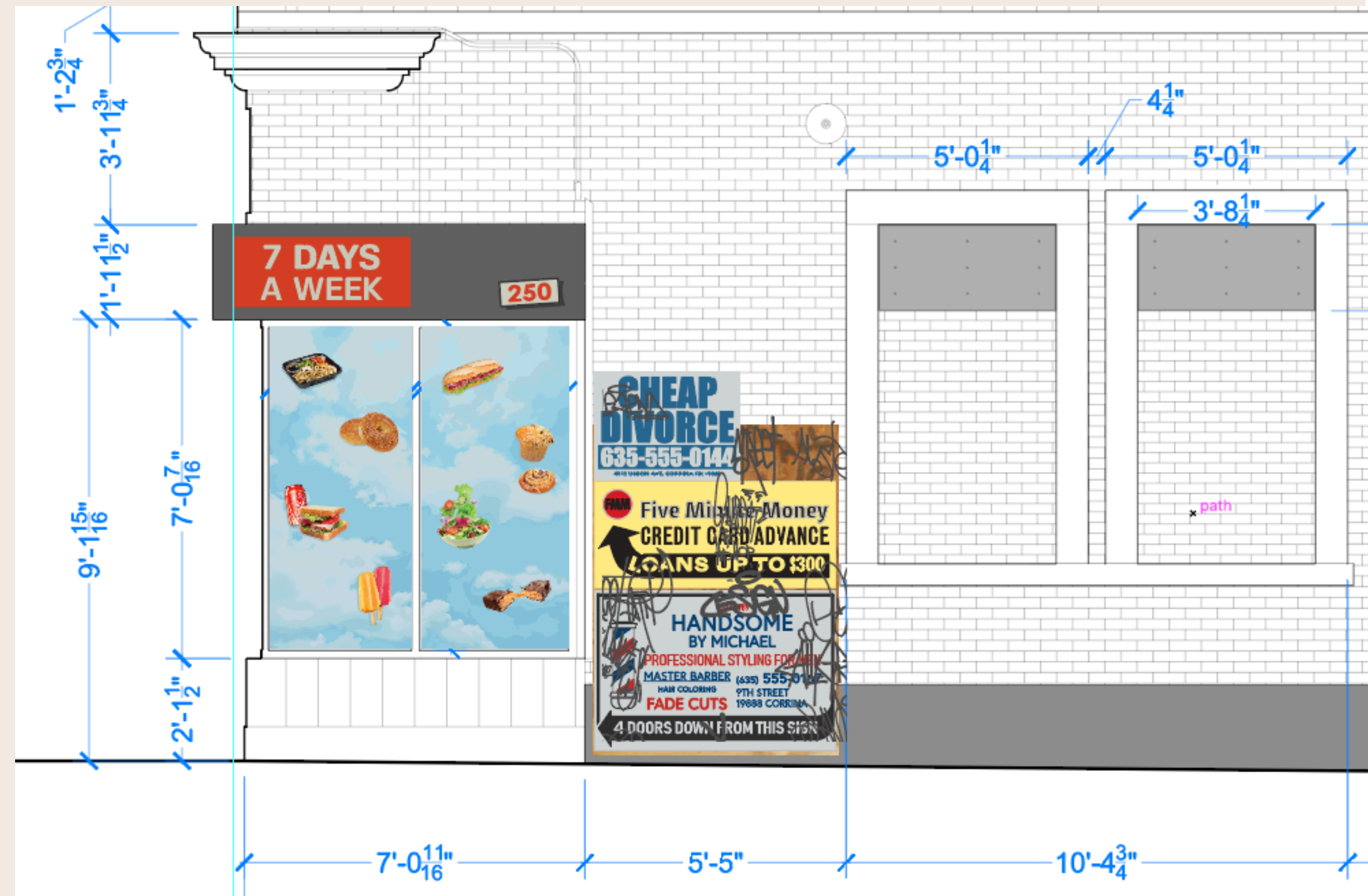
In downtown Montreal at the corner of Rue St .Catherine and Rue St. Elisabeth an urban hellscape was built. We took a corner building and altered the facade, plugging windows and adding a new entrance. Every inch of the street was modified to create a suffocating obstacle course of awfulness for Beau to navigate.



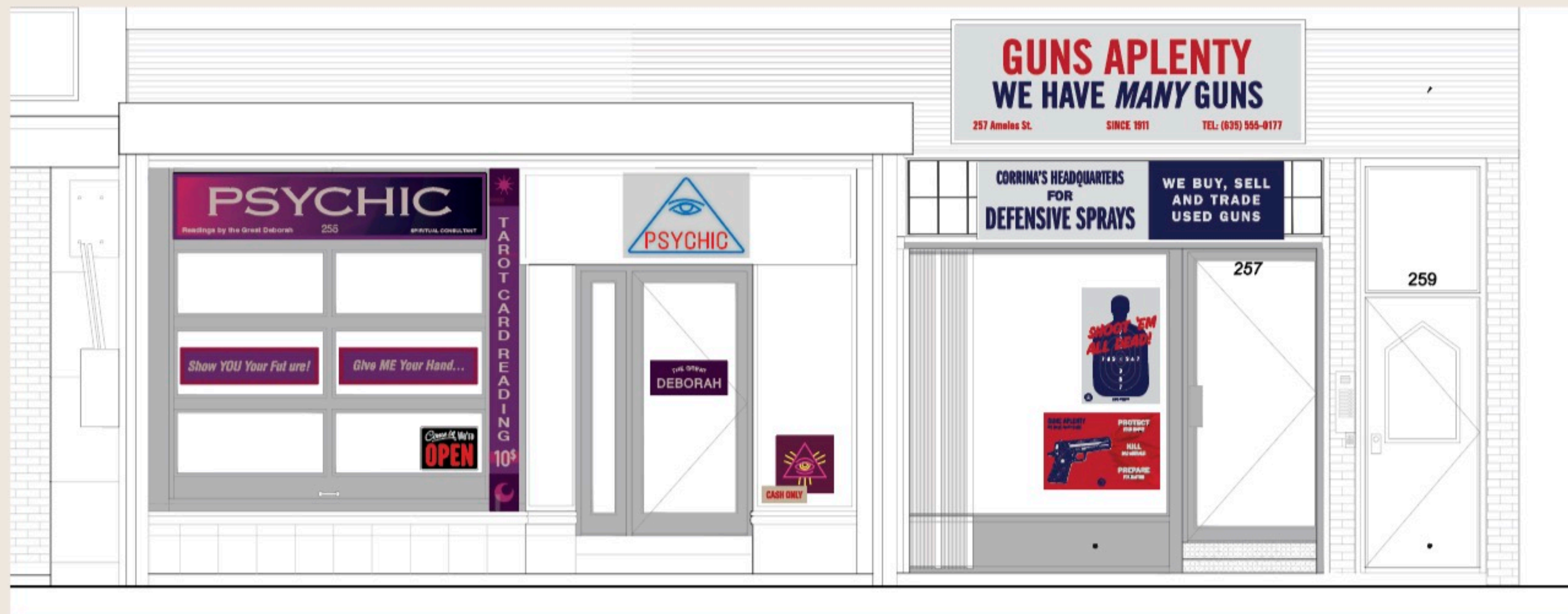
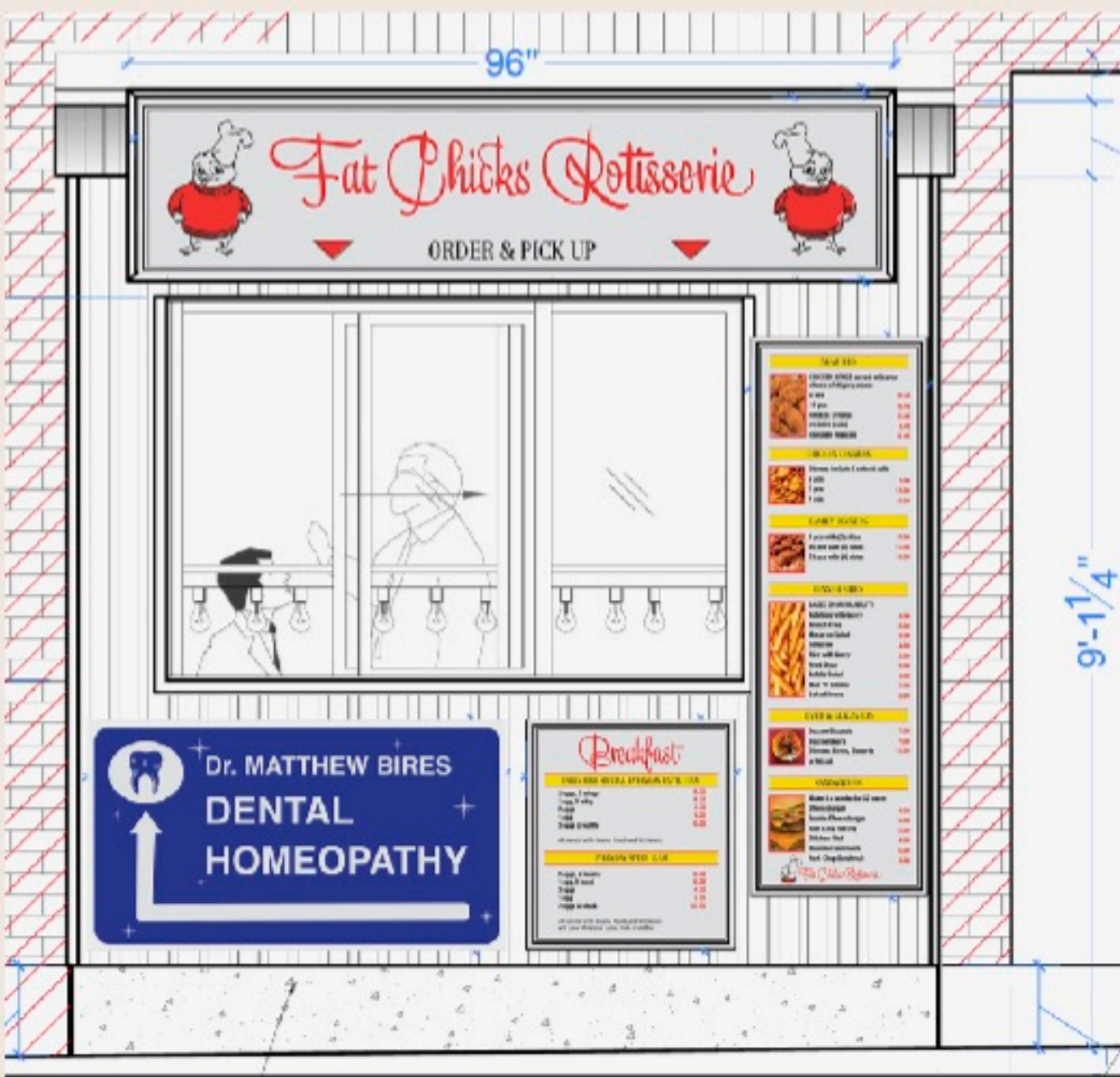
Luck (and an excellent Locations team) brought us an empty shop directly opposite the corner building. Beau could run directly from his apartment building to the Cheapo Depot with the camera running alongside.







Street graphics galore...





Beau's (terrible) apartment

The interior & exterior
of the apartment were
built on a stage...





AIN'T SHIT

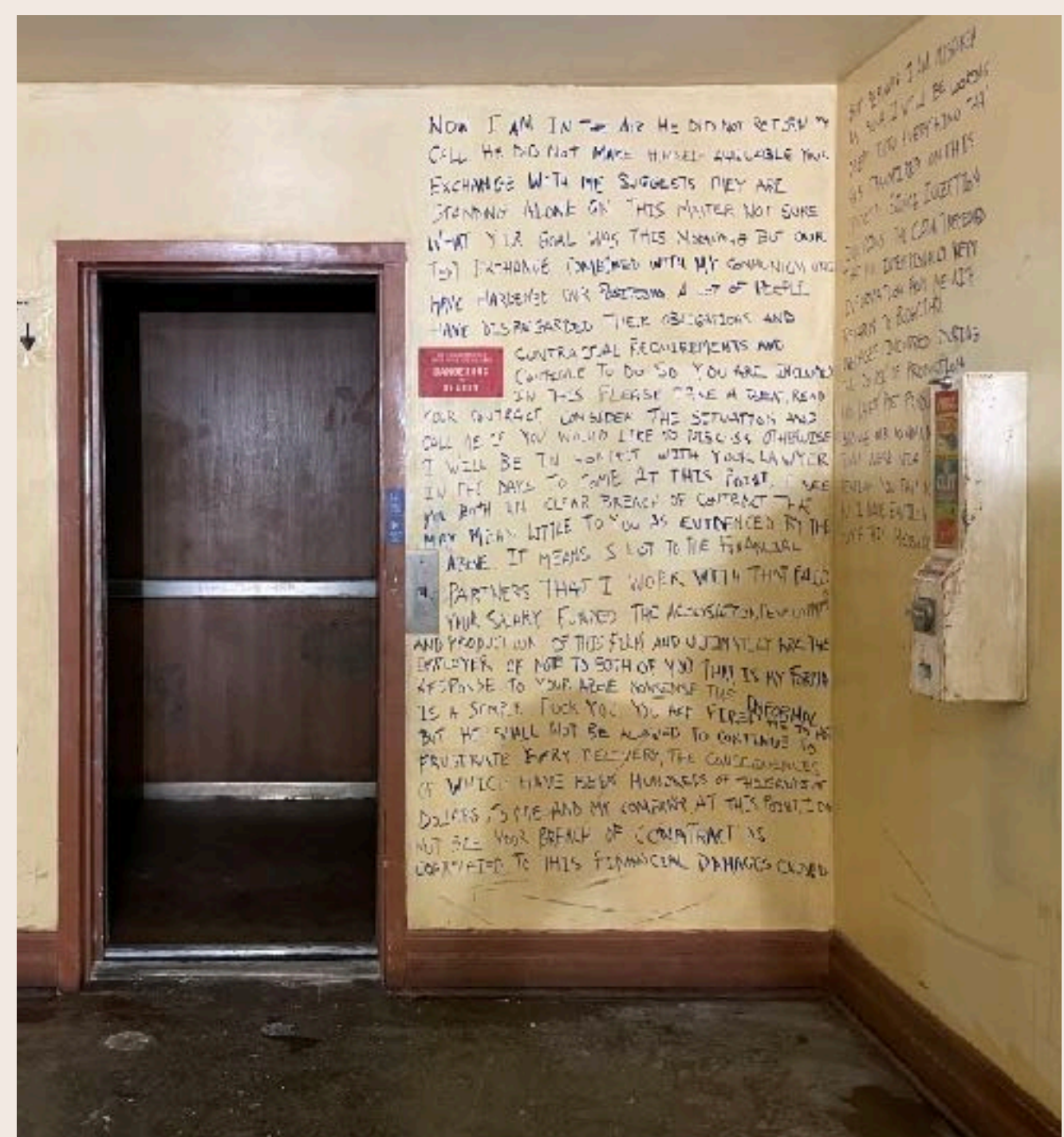
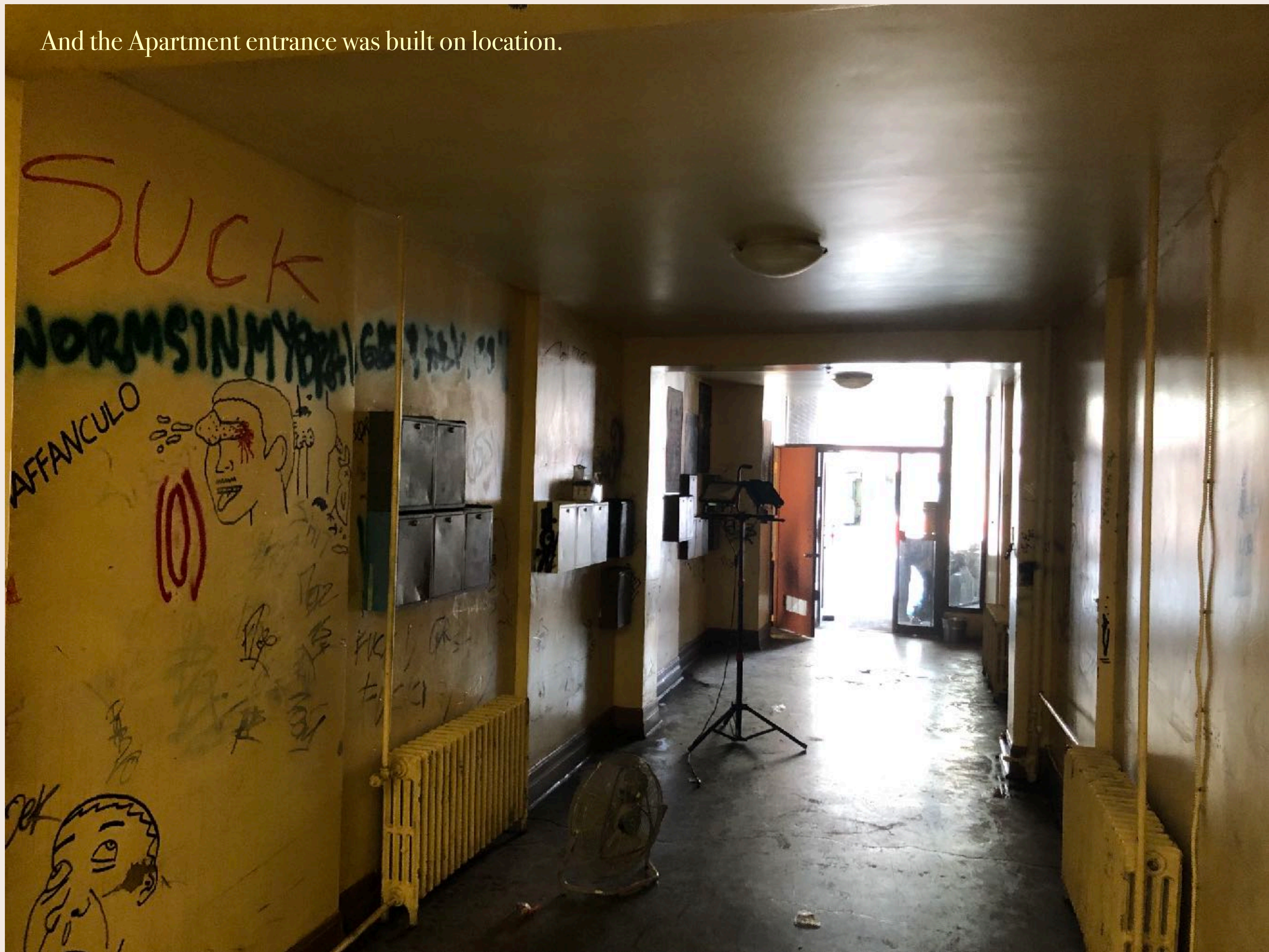
DONT MIND IF I DO!

THE MAGIC EVENT OF A LIFETIME

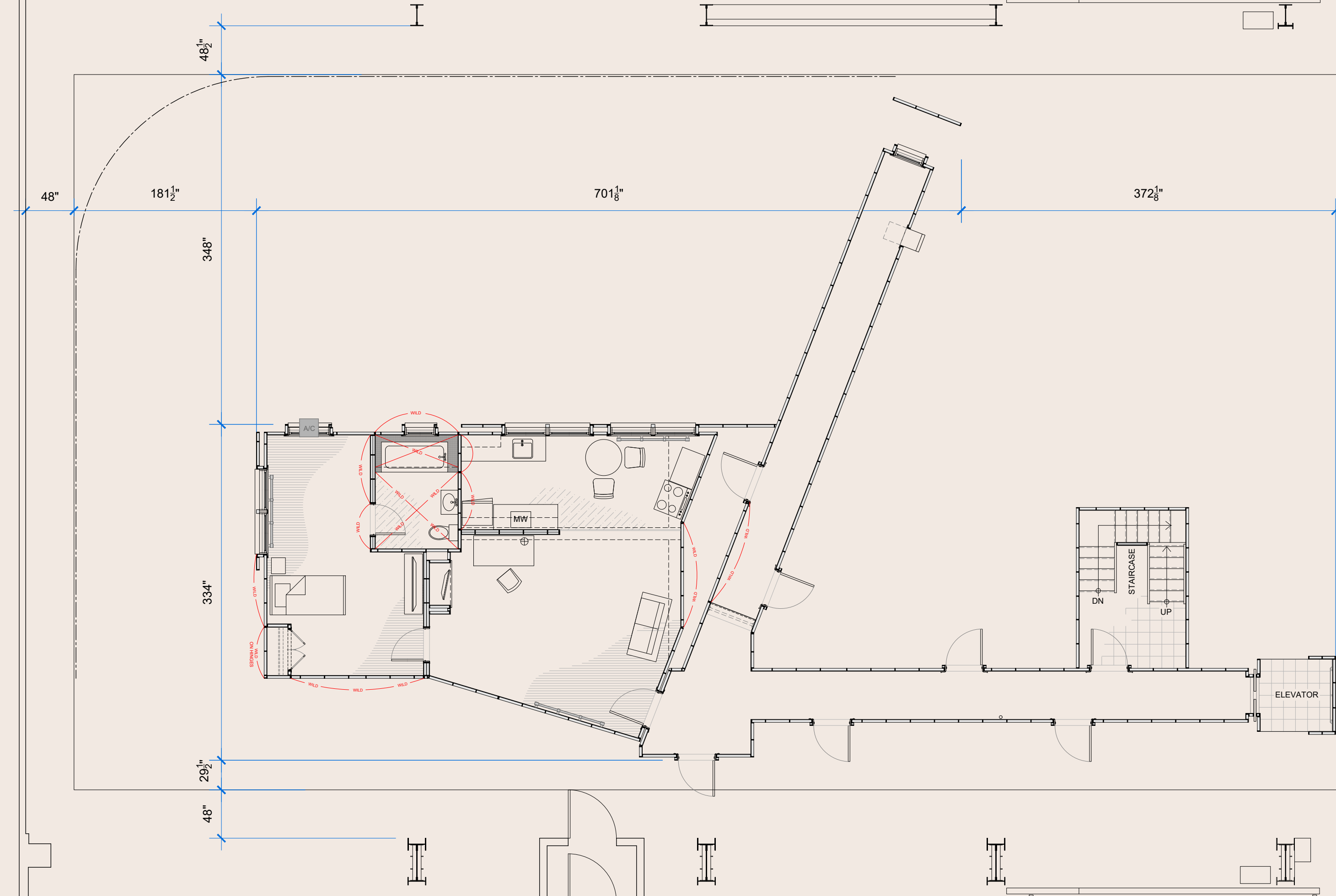
SPECIAL GUESTS
BUTT FINGER
ALL AGES

NO RULES

And the Apartment entrance was built on location.



18'-2" x 20'-1"



STAGE 2

The stage layout for Beau's Apartment

STAGE 1

RELEASED
7 MAY 2021

Version:	Revision:	Date:
-	-	-

DISAPPOINTMENT BLVD

Director: ARI ASTER Designer: FIONA CROMBIE

Set Title: **BEAU'S APARTMENT**

Drawing: **Spotting Plan**

Location: **Grande Stage 2** Set #: Sheet #:

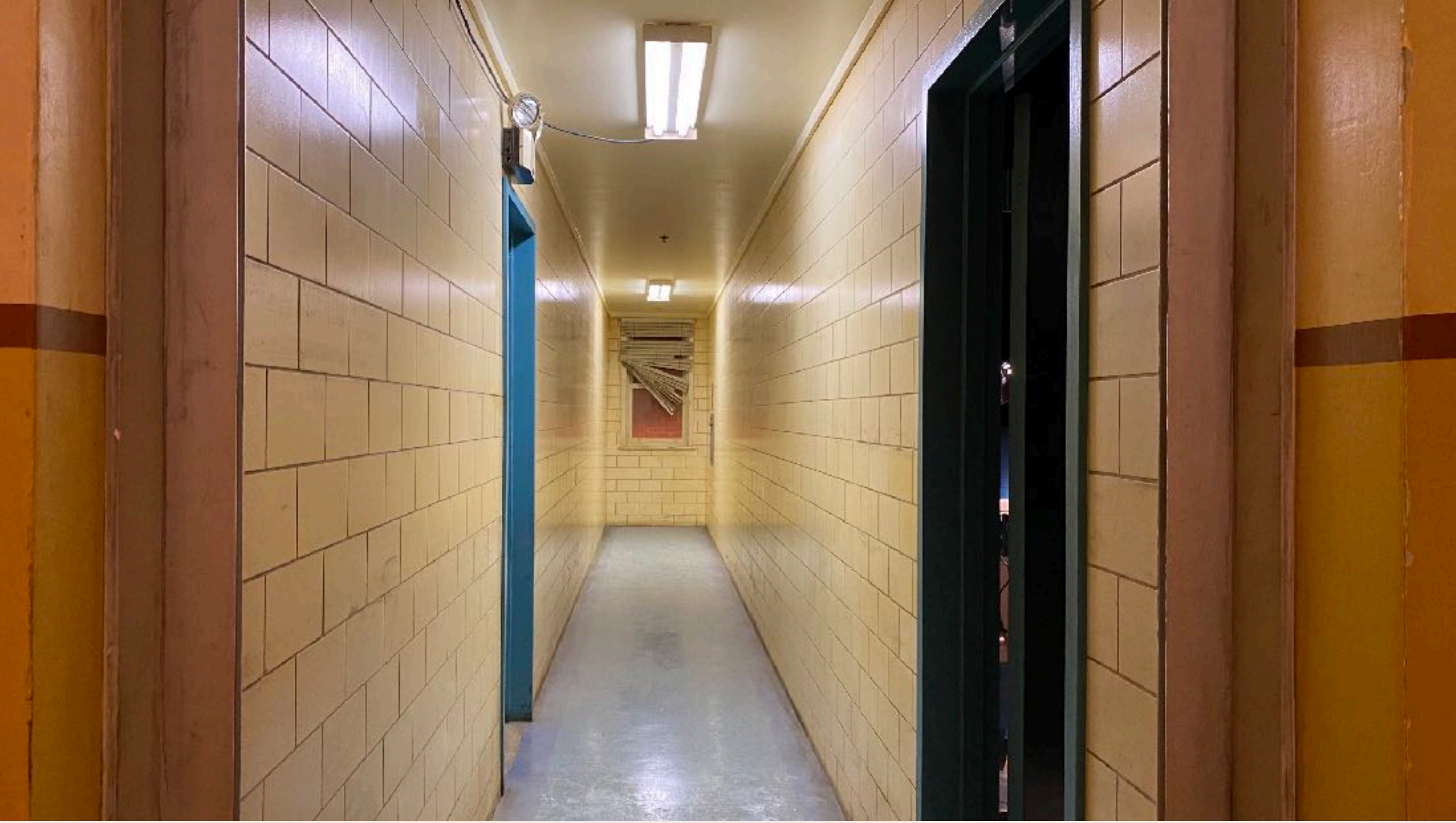
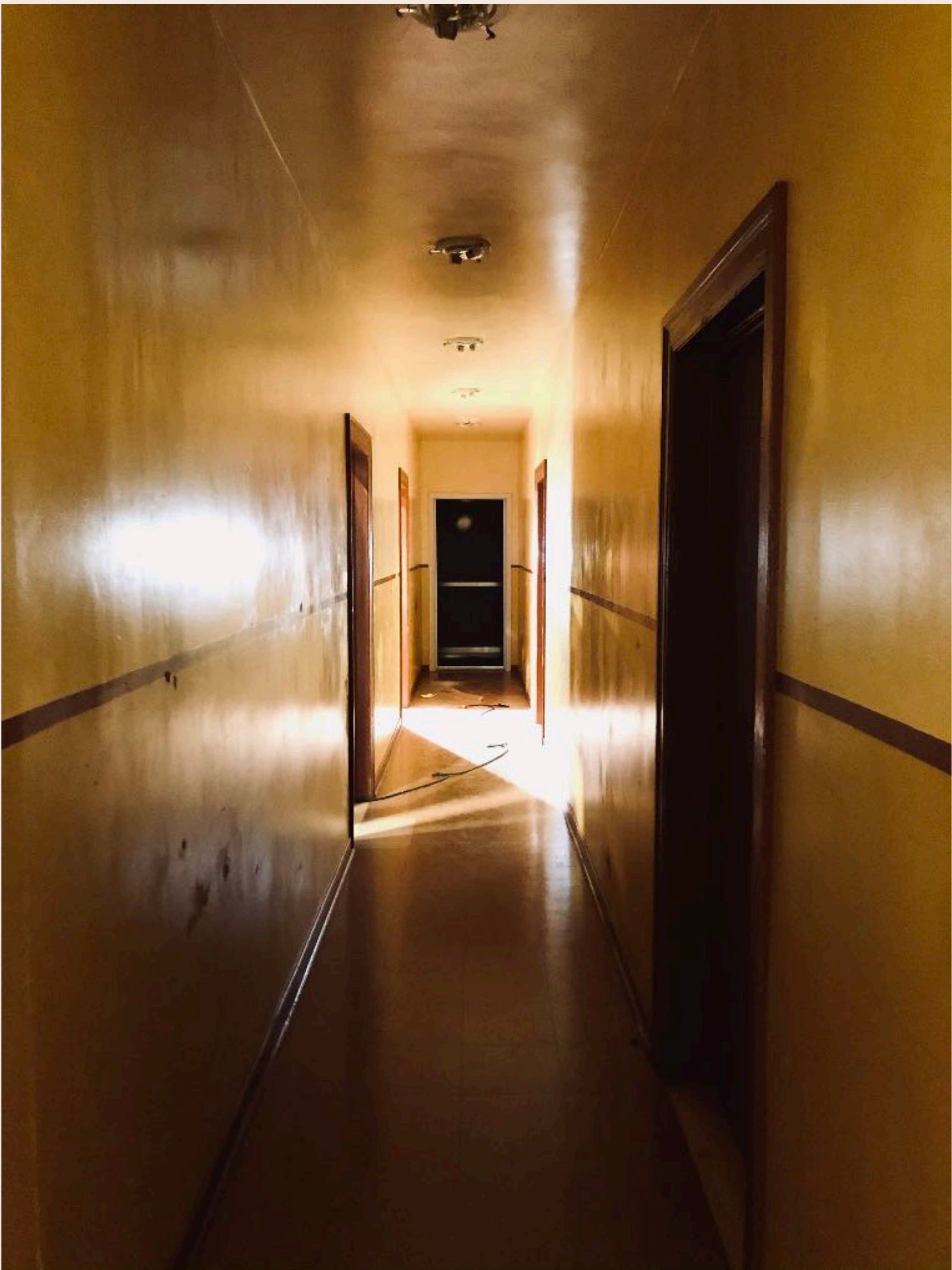
Supervising Art Director: **DAVID GAUCHER** **414-00**

Set By: **NICOLAS GOSSELIN** Art Director: **JEAN-PIERRE PAQUET**

File: 414_Int_BeauApartment_20210507_NG.dwg

Maman Set Mix
Productions Inc.
3254 La Sag Street
Montreal, Quebec,
H3K 2M4
© 2014-2021





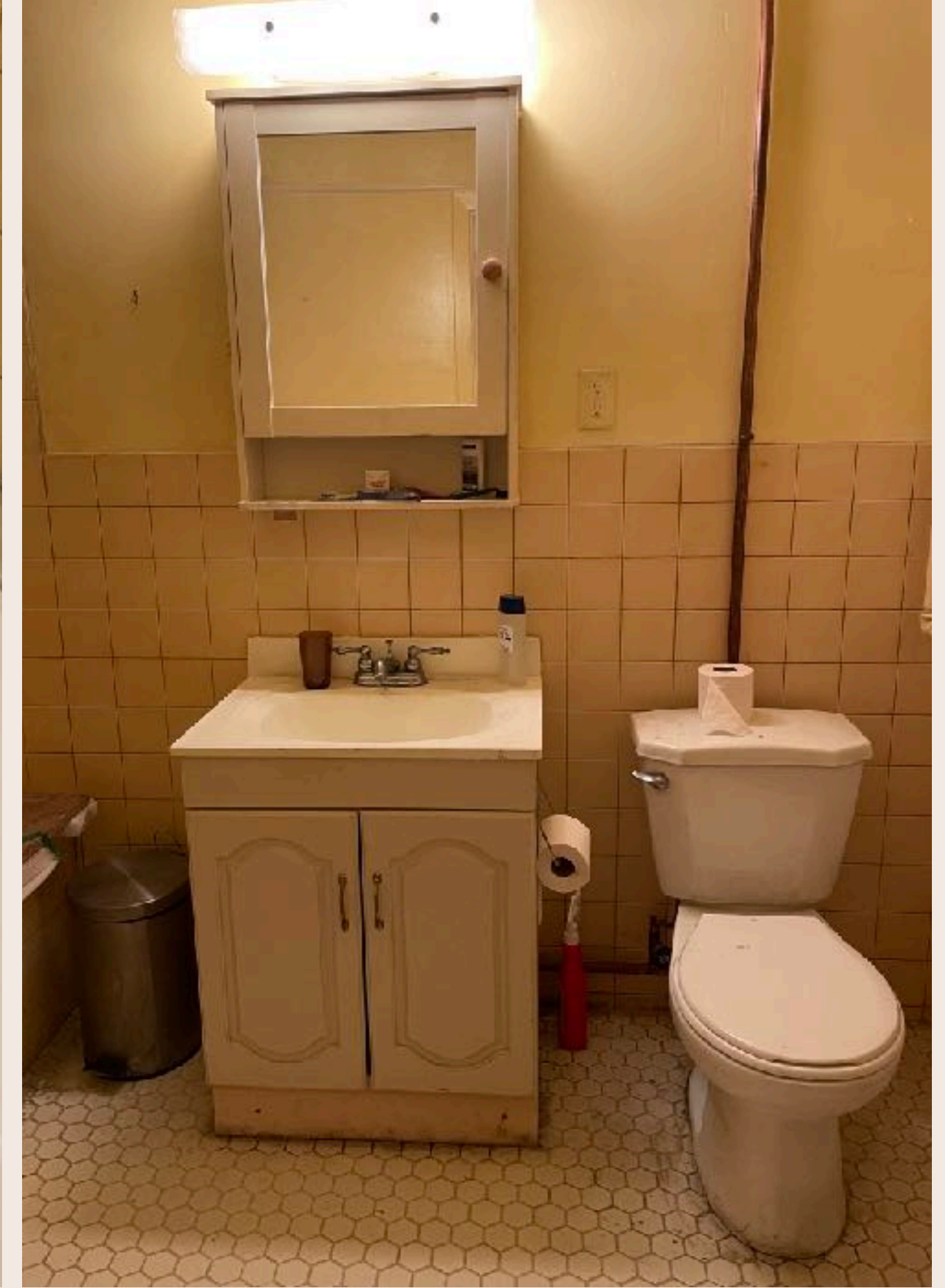


THERE IS 2 SIDES TO
LIARS ACCUSE
I DID NOT D
IS UPON T
NEIGHBOR SAY HA
IS ABSES, SHE
MRS HOUSE HARAS
FIRE BUGS A

ALL TENANTS
PLEASE REPORT
ANY PROBLEMS
TO THE
PROPERTY
MANAGER

URGENT NOTICE
PLEASE READ
THIS NOTICE
IMMEDIATELY
YOUR
PROPERTY
MANAGER







Grace & Roger's (unnerving) suburban ideal

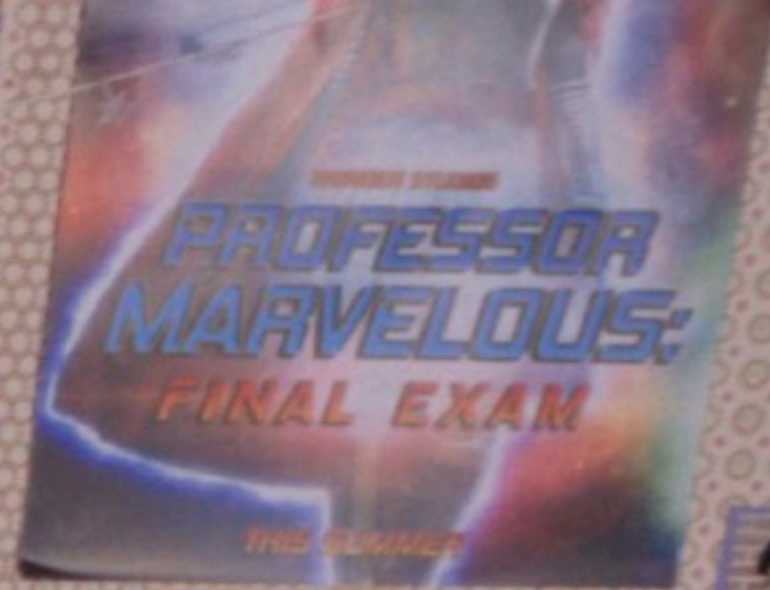
This gem of a house had all the angles and POV's we needed to tell our story. We added colour, character, walls, greens and a caravan to make it belong in our world.



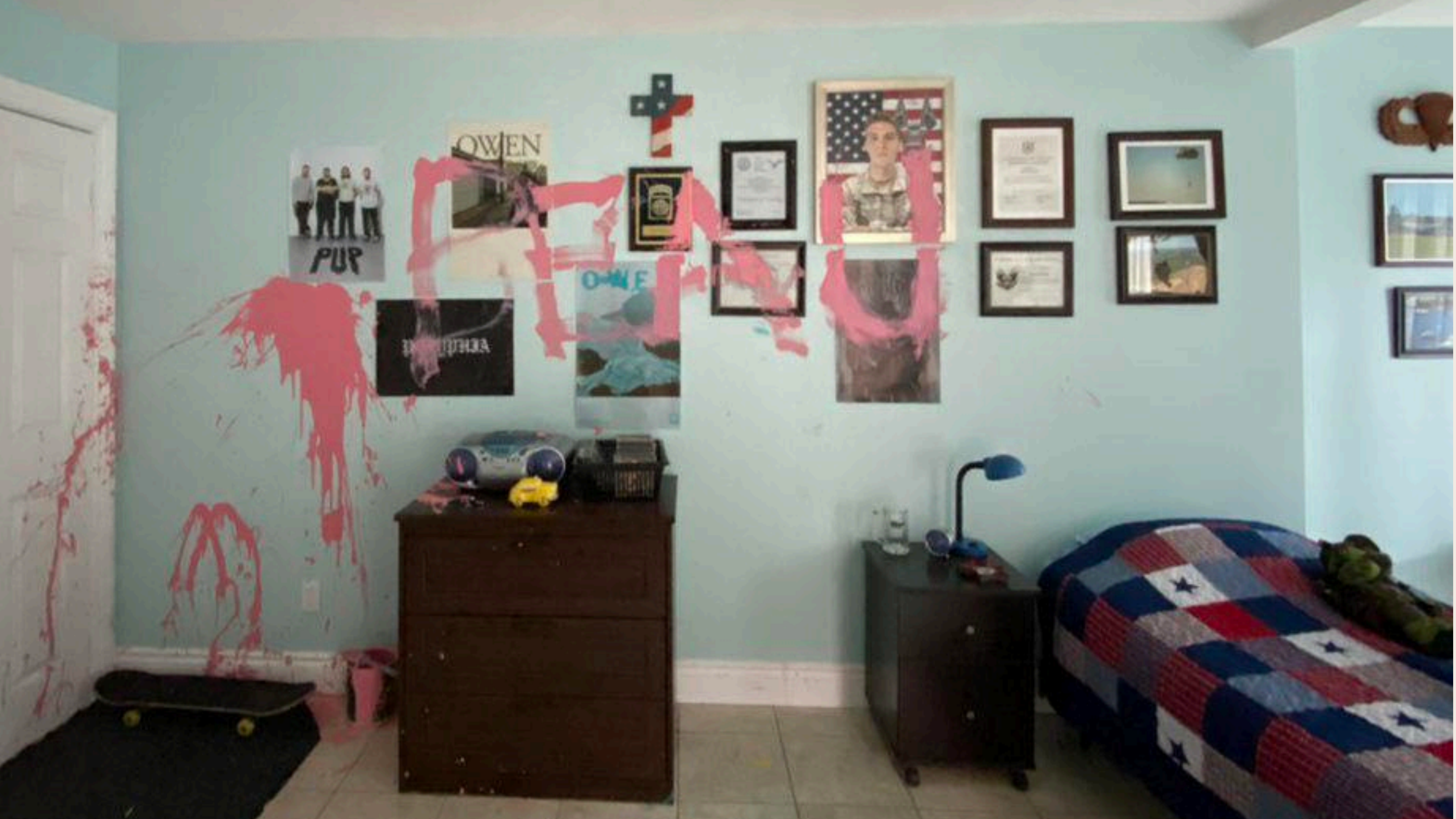












The (momentarily enchanting) Orphans of the Forest

We built a fully operational theatre in a forest.

The trees did turn, the snow did fall. It was all in camera & it was a delight to behold.





Artwork for the theatre backdrop created by Joaquin Cociña and Cristóbal León and painted by Dominique Gaucher.







White card model and 3D renders







For this dreamy sequence we collaborated with the animators Joaquin Cociña and Cristóbal León to create an epic version of Beau's life - blooming with the fullness of love, family and heartbreaking loss. The sets were a combination of animation, stop motion and full scale sets.

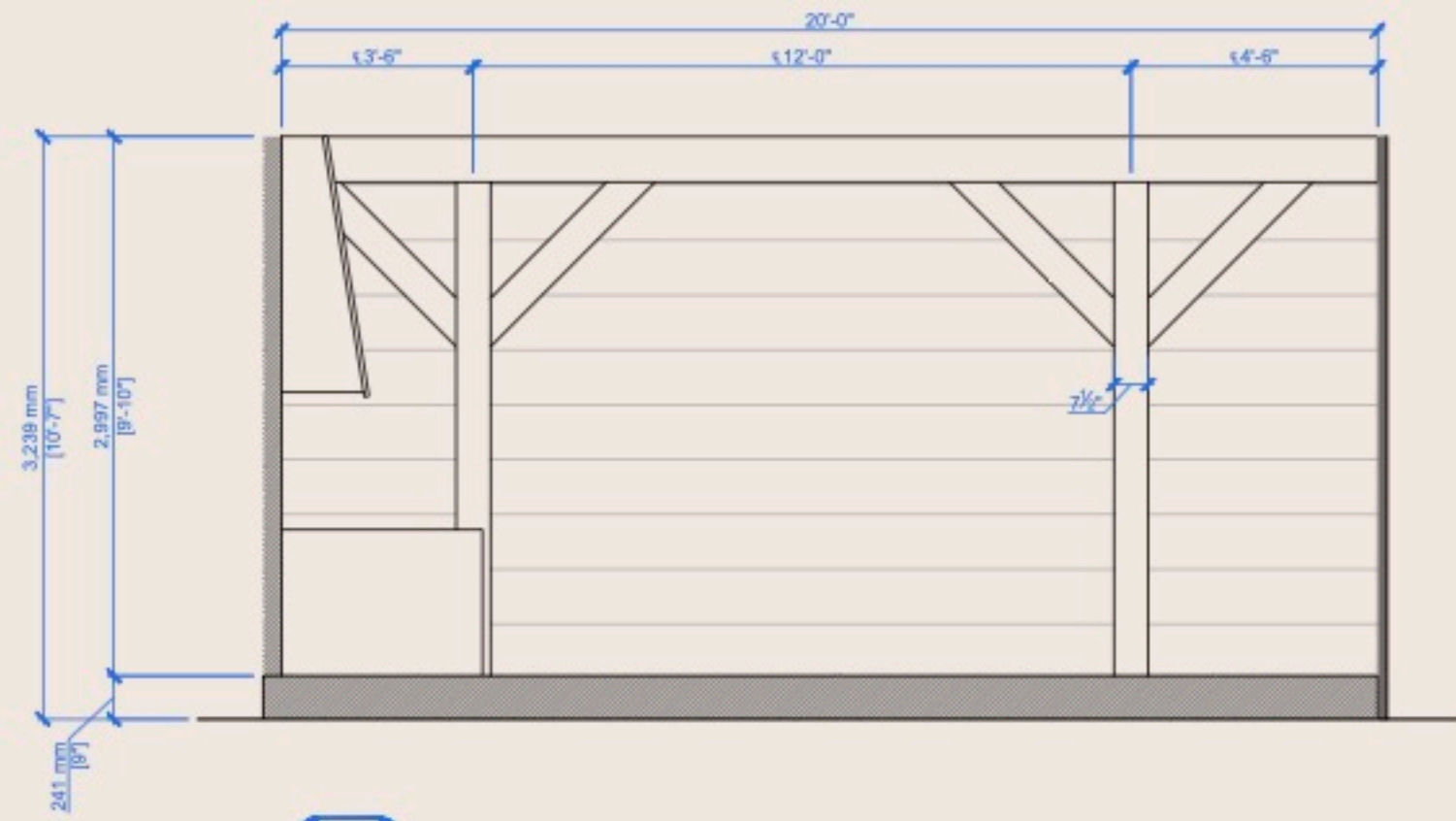




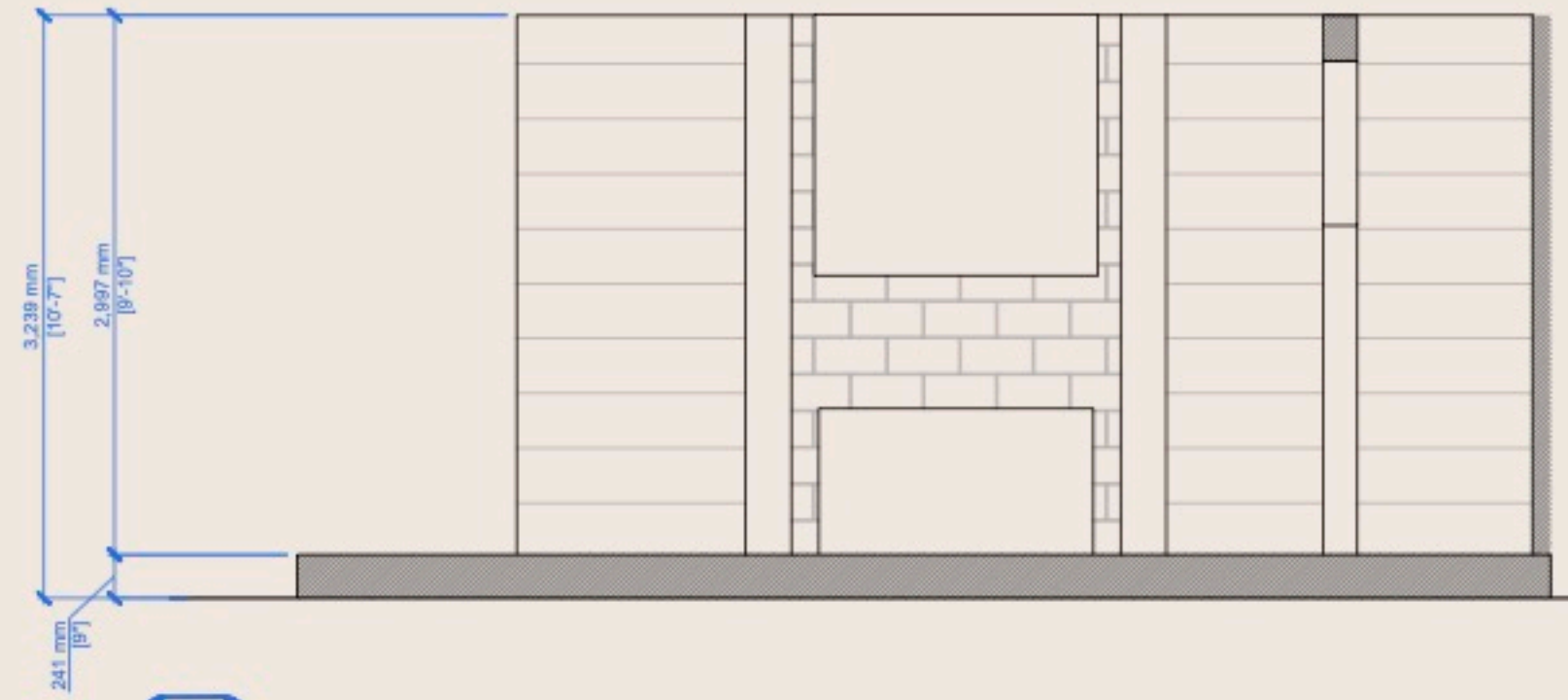
Test colours & textures, the model forest and 3D renders.



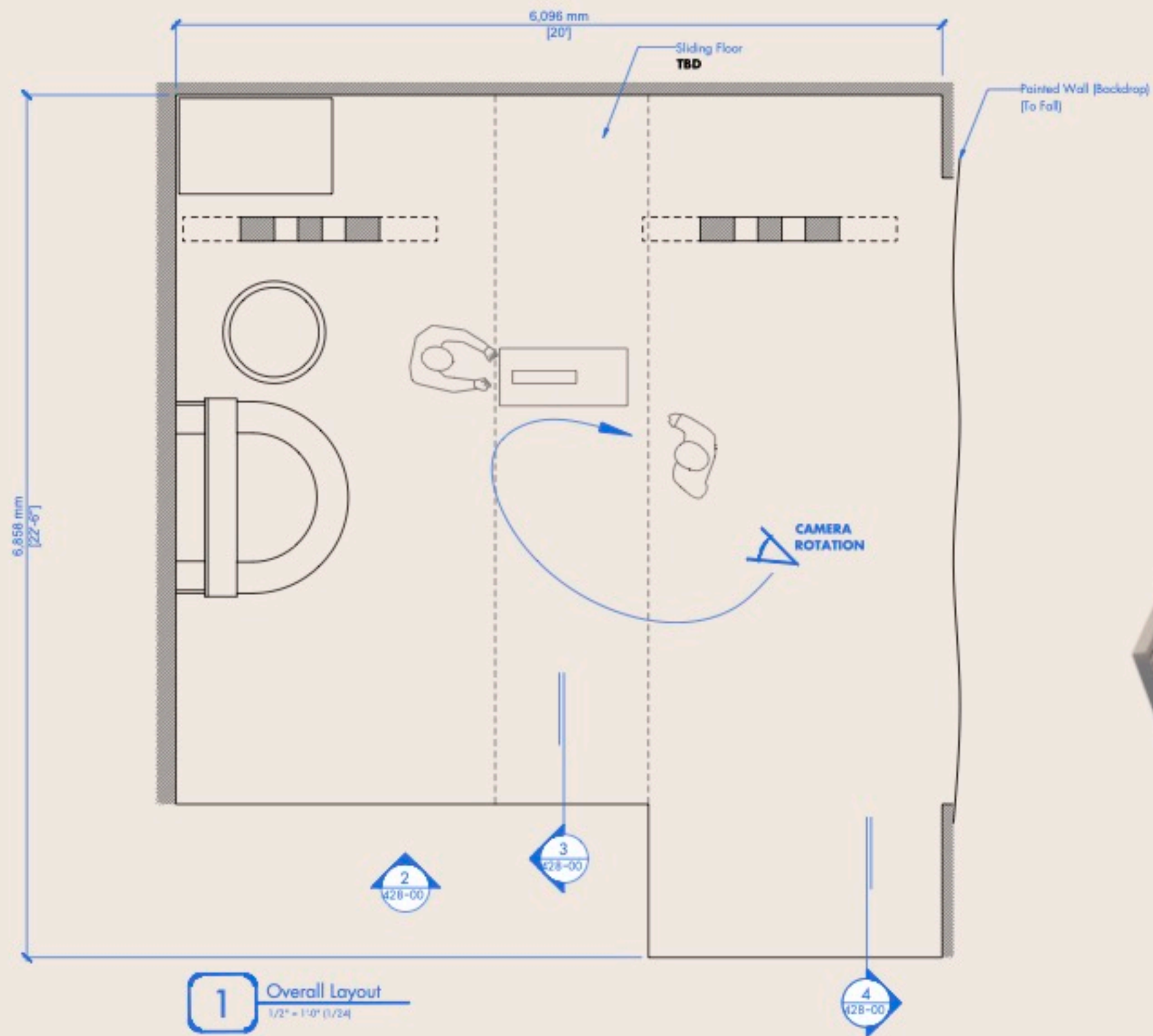




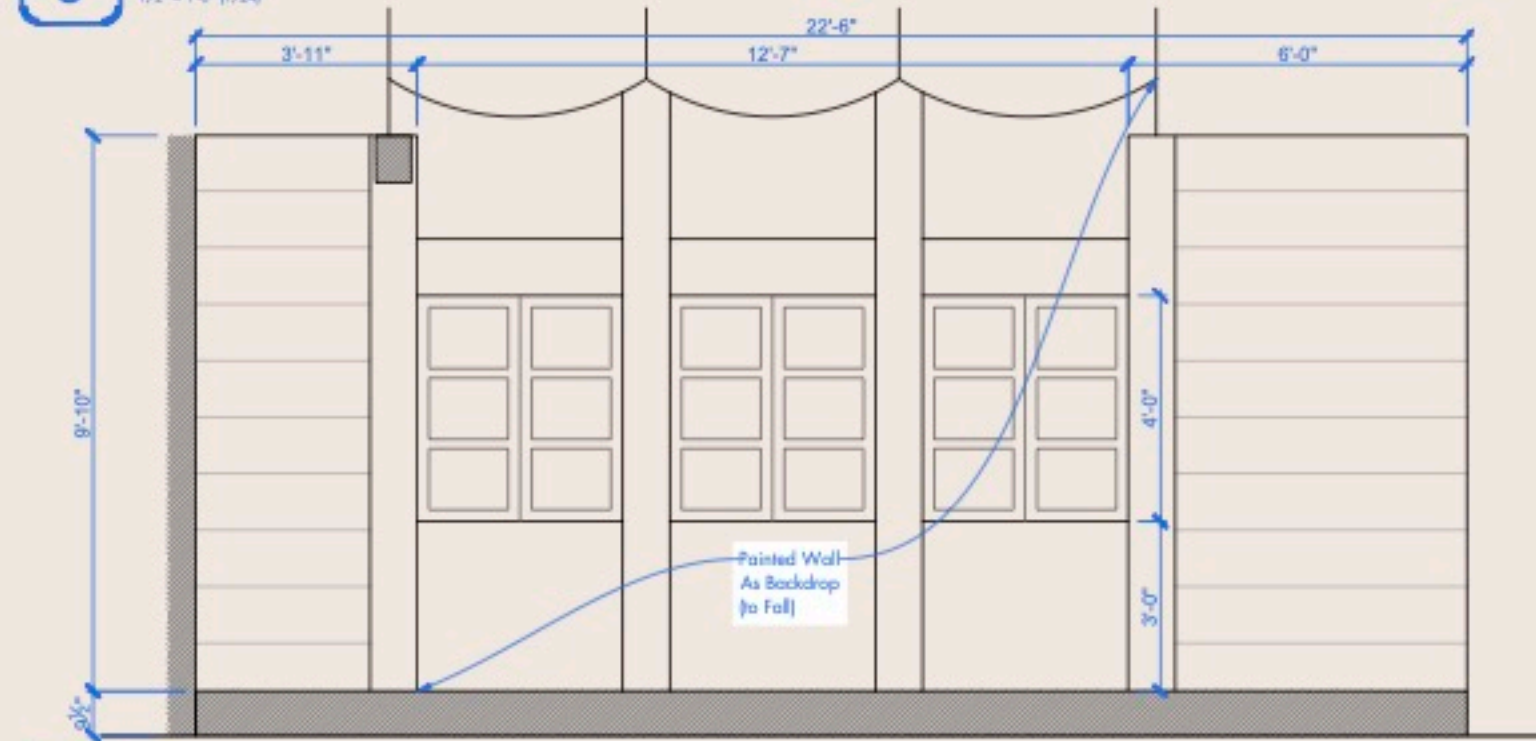
2 Side
1/2" = 1'-0" (1/24)



3 Section
1/2" = 1'-0" (1/24)

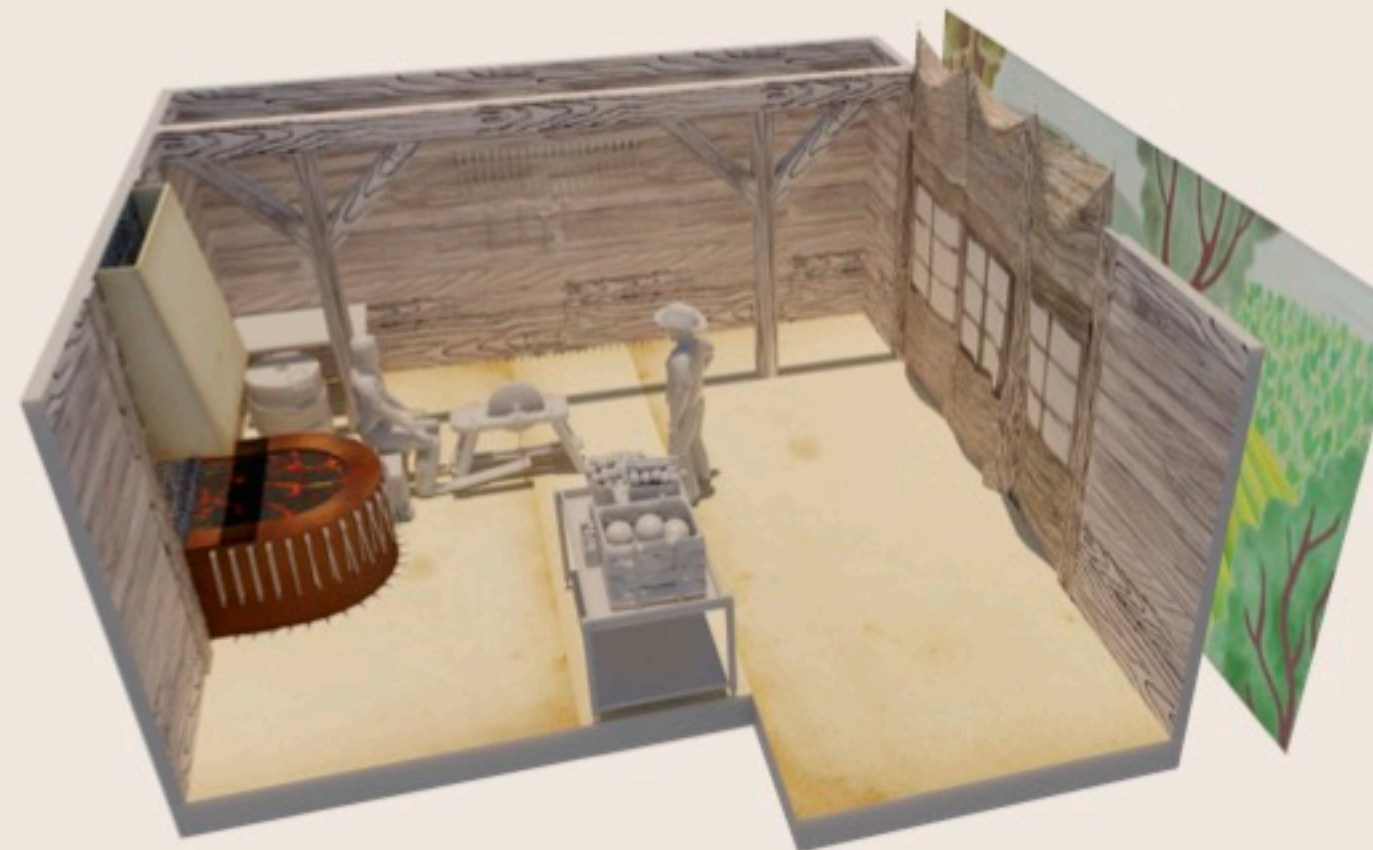


1 Overall Layout
1/2" = 1'-0" (1/24)



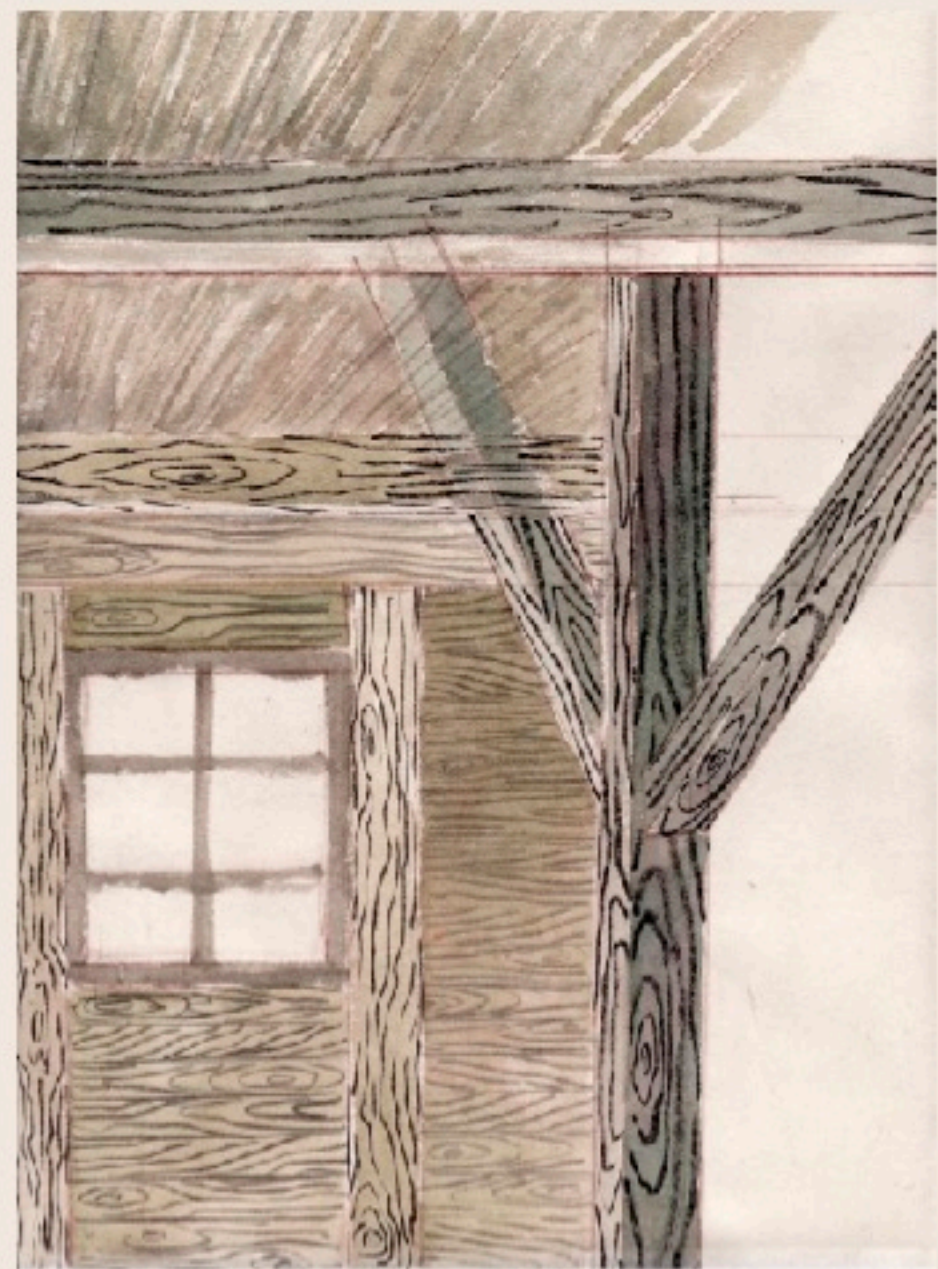
4 Backdrop Wall
1/2" = 1'-0" (1/24)

The Blacksmith set





Design, details and the WIP Blacksmith set







1 panel



3 panels



Original Sketch



2 panels



1 panel



Original Sketch





Mona's domain



HARRY
WASSERMANN
JAN. 24, 1946 - JUL. 12, 1974

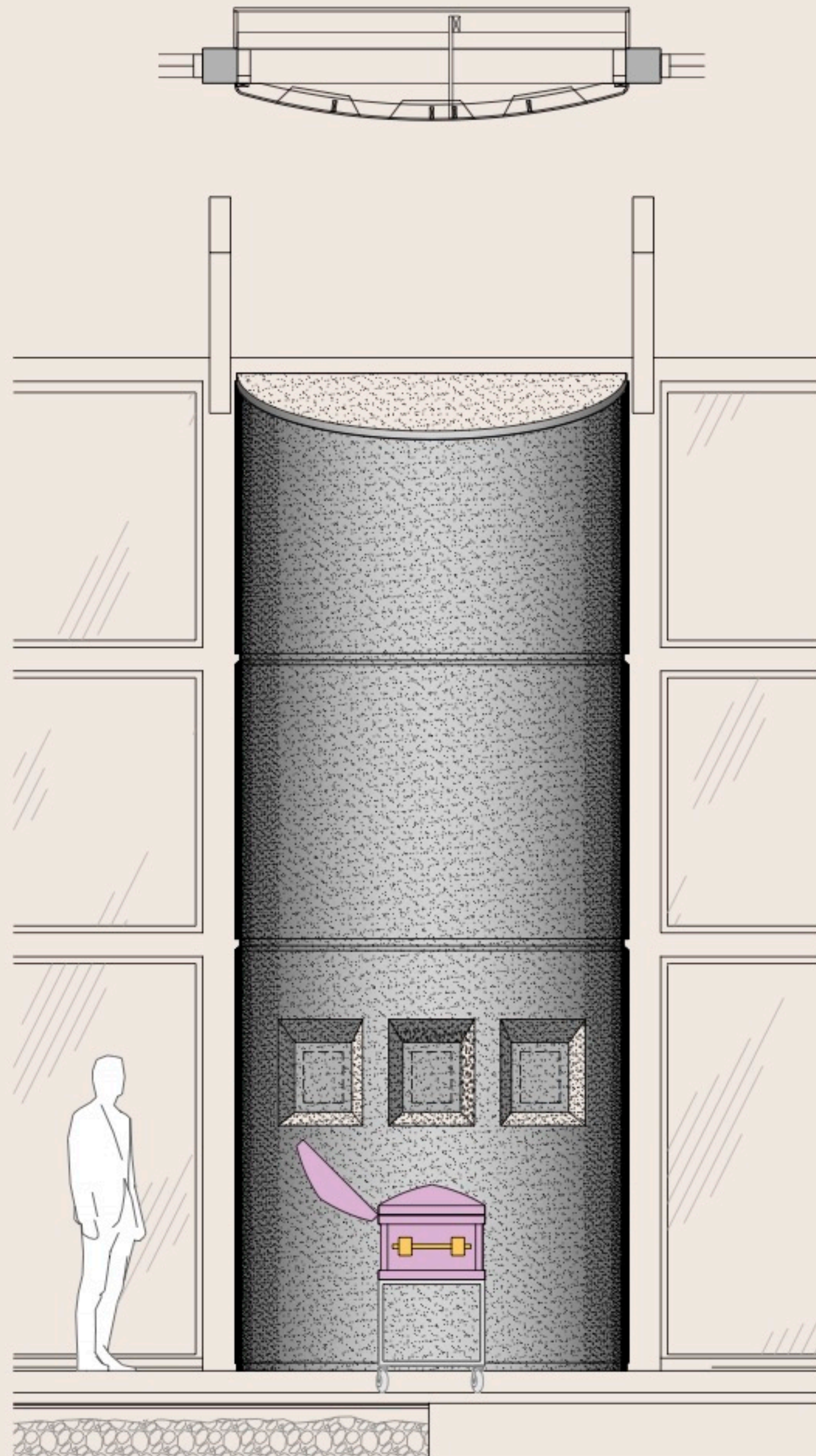
MONI
WASSERMANN
AUG. 15, 1949 - JUL. 12, 2017

ELAC
WASSERMANN
MAY 11, 1975 -

RAY
WASSERMANN
JAN. 24, 1946 - JUL. 12, 1974

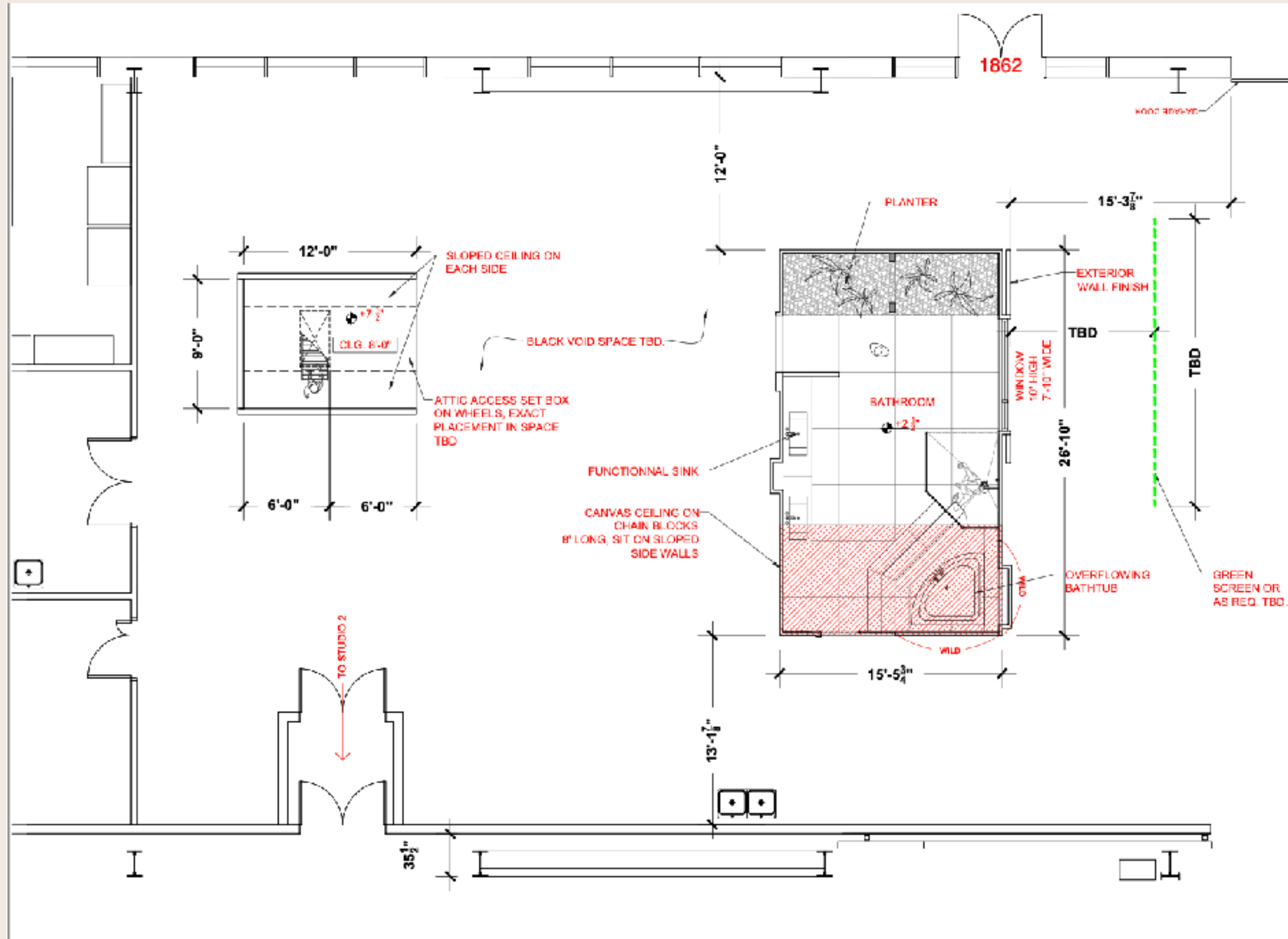


An architecturally exciting blank canvas where we could add walls, paint and imprint Mona.







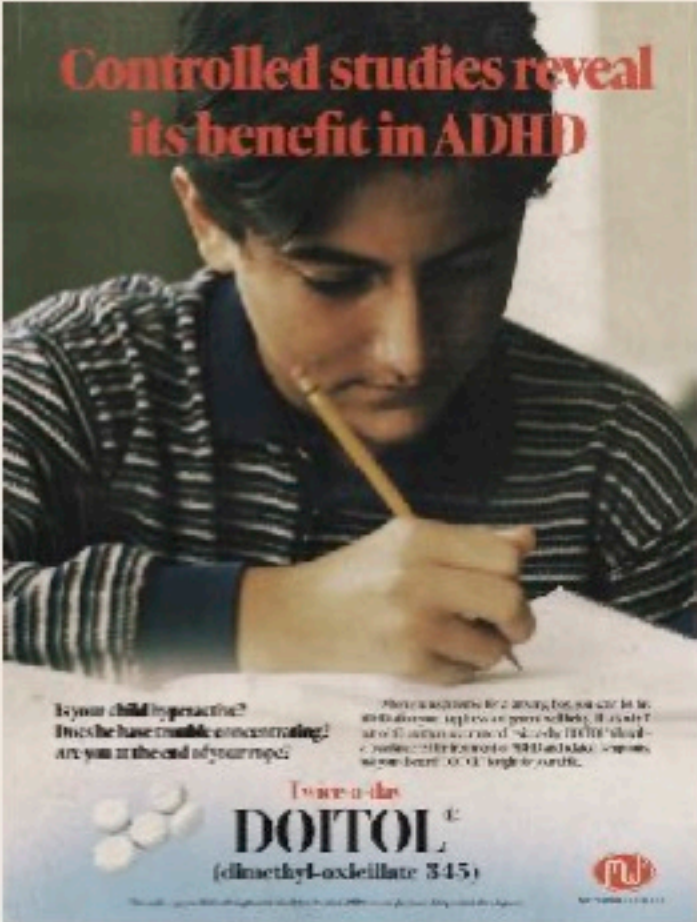
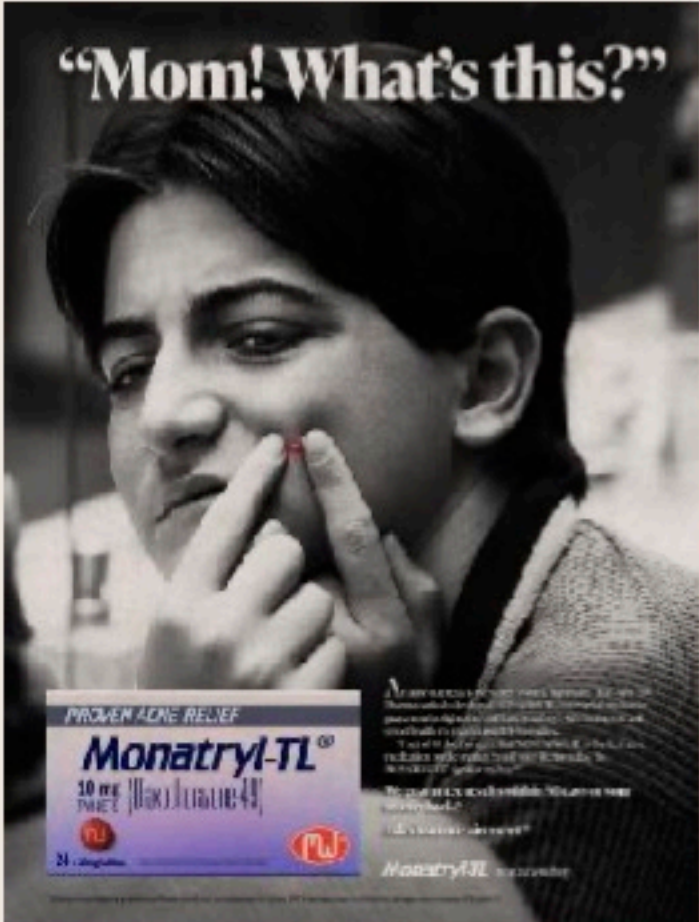


The bathroom was built on a stage so that it could flood and have a direct line to the Attic.



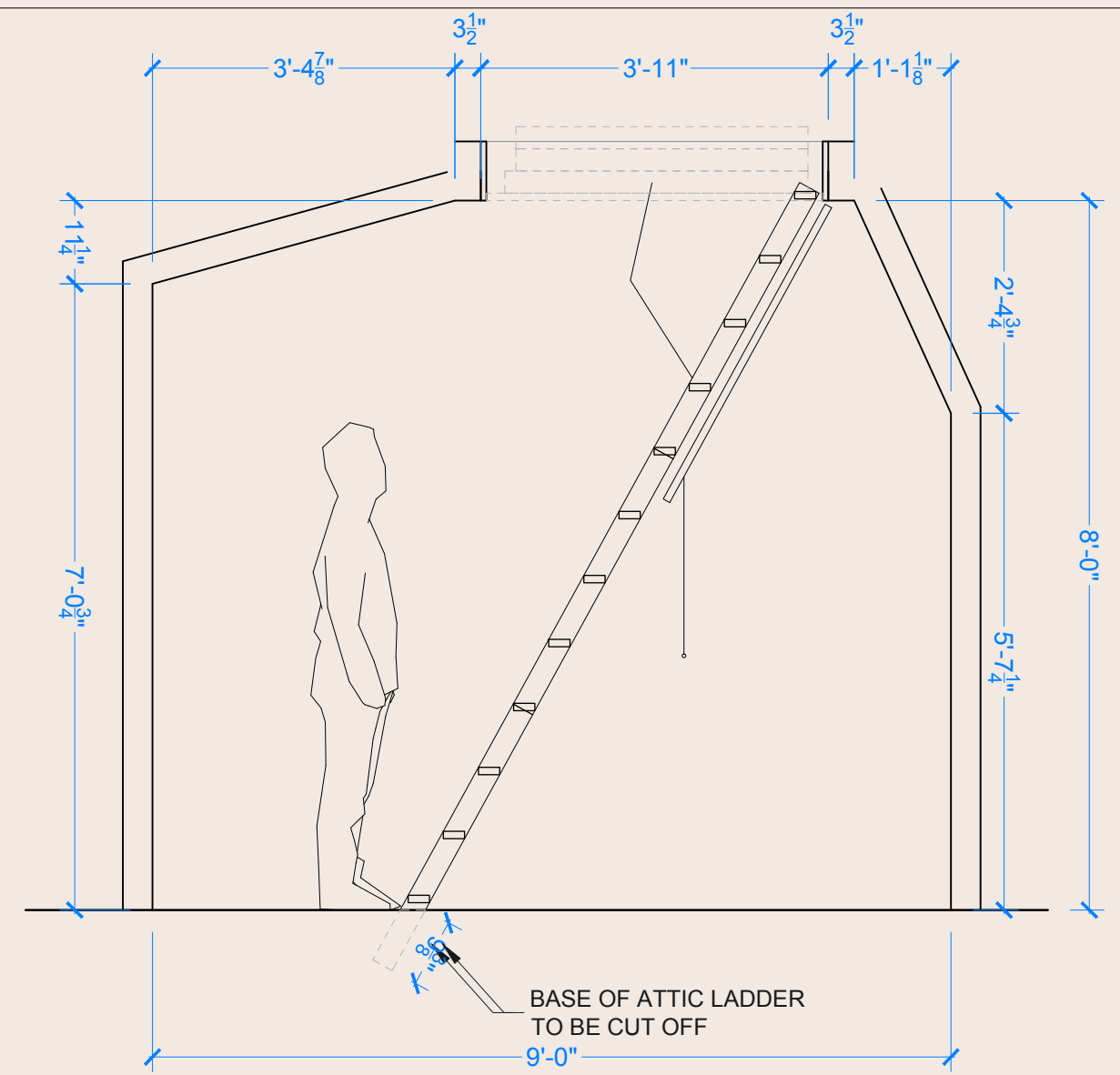


Mona's office - wall to wall 'easter eggs'.



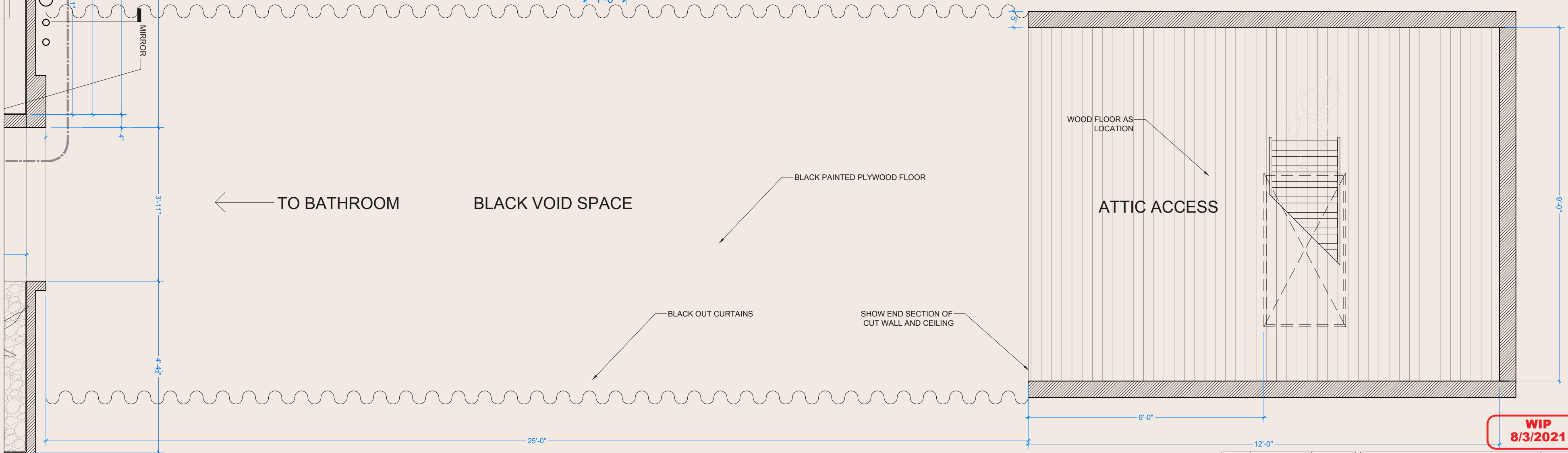
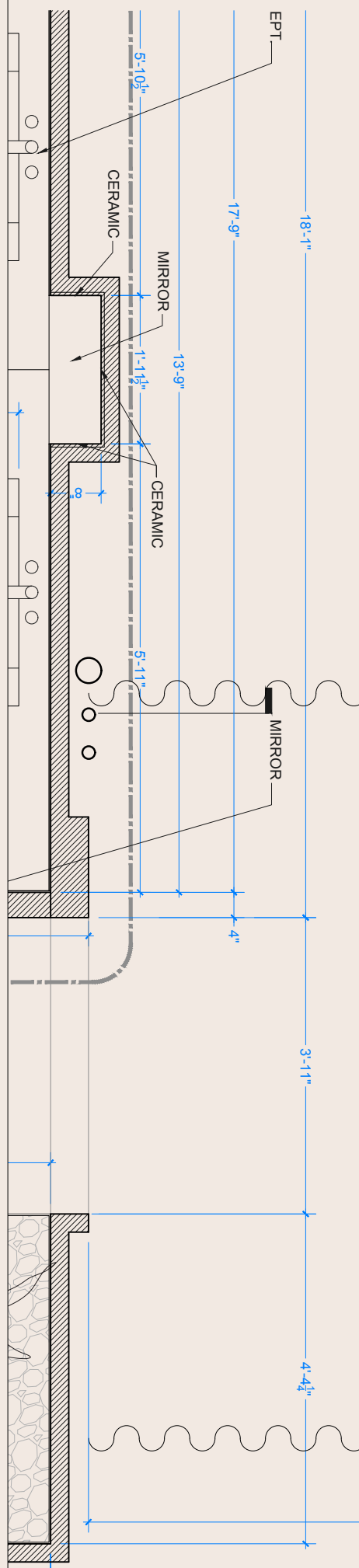






VIEW FROM BLACK VOID SPACE

P-1 PLAN
1.01 SCALE: 3/4" = 1'-0" (Metric 1:16)



WIP
8/3/2021

Version:	Revision:	Date:
1	Released	2021-07-29

DISAPPOINTMENT BLVD		<small>Monsieur 360 Films Productions Inc. 1314 La Rivière Street Suite 301 Montreal, Quebec, H2K 2A4 C. 514.448.8292</small>
Director: ARI ASTER	Designer: FIONA CROMBIE	
Set Title: Mother's House Bathroom		
Drawing: Plan Attic access		
Location: Studio Grande	Set #:	Sheet #:
Supervising Art Director: DAVID GAUCHER	423 - 102	
Set By: Marc-André Tratch	Art Director: Véronique Meunier	
File: 423_Int_MothersHouse_Bathroom_20210802_MAT.dwg		

This small but important set was built 3 times to service the Attic sequence. First, at Mona's house location, then on stage to link with the flooding bathroom and lastly below the Attic set location. The Attic set was created in an empty hayloft above a barn. There were cows.

And, perhaps we should leave it here in the attic...



Art Directors:

Véronique Meunier

Jean-Pierre Paquet

Charlotte Rouleau

Stefan Safançon

Assistant Art Directors:

Mario Hébert

Yen-Chao Lin

Gillian Nasser

Set Designers:

Frédéric Amblard

Clothilde Caillé-Lévesque

Nicolas Gosselin

Simon Guibault

Simon Théberge

Marc-Andre Tratch

Graphic Designers:

Karoline Roy

Louis Depeleau

Galen Johnson

Elora Meyers

Head Scenic Artist: Serge Archambault

Illustrator: Dominique Gaucher

Storyboard artist: Tyler Gibb