

# THE LORD OF THE RINGS: THE RINGS OF POWER - SEASON 2

Production Designer: Kristian Milsted | Supervising Art Director: Martin Foley | Set Decorator: Tina Jones

The challenge and the joy of designing a series like The Lord of the Rings: Rings of Power is the number of different worlds that need to come to life on screen. The show-runners wished for a darker and grittier season, so while developing each of these distinct Middle Earth realms, we reflected the new tension presented the reveal of Sauron.

The Elven Kingdom of Lindon is saved by the newly forged Rings, and thus has two distinct looks. The Dwarven Kingdom of Khazad-dûm is also in transition. While tension in Númenor is rising with conflict between the Queen Míriel and the new King Ar Pharazôn.

We also introduce a completely new part of Middle Earth when we travel to the desert world of Rhûn - a world that has never been shown in any of the other Lord of the Rings franchises. Our fantastic propmakers and construction seamlessly combined huge stage builds with exciting locations in Tenerife.

Celebrimbor's new Forge sits at the centre of Season 2, the design aspires to "a temple for Elven Craftsmanship". I was inspired by the obscene power of the Rings that are created in this space, comparing Celebrimbor's endeavour to the Manhattan Project - in a conceptual way - how something very small can be so powerful and potentially destructive.

We decided to submit Episode 8 as it shows the culmination of Sauron's plans - the complete destruction of Eregion. To achieve this, we built an enormous battle ground on location, with towering Elven walls and oversized Orc catapults. On our backlot we created an elegant Elven city scape and then helped the Orcs and SFX obliterate it.

Another key objective given to us by the producers and show-runners was to get more "in camera footage" from each set. A prime example of this is the great court of Lindon, in Season 2 we created a hand-painted back drop and introduced significant Elven structures to this set - like the King's Tower and Covered Walkway. By building more in camera throughout Season 2 the brilliant VFX team could concentrate on enhancing and expanding the sets, rather than fixing or forming them in place of endless blue screens.

In total we had 110 new sets in Season 2, as well as enhancing the 19 sets from Season 1.

I am so proud of the incredible work our whole team achieved across such a vast and varied scope of work. It is a pleasure to be able to share some of the visuals and sketches with you.

Kristian Milsted











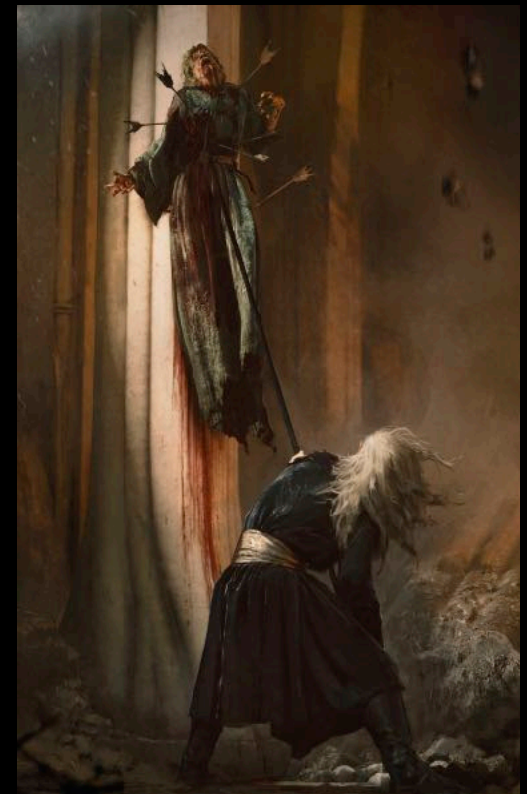
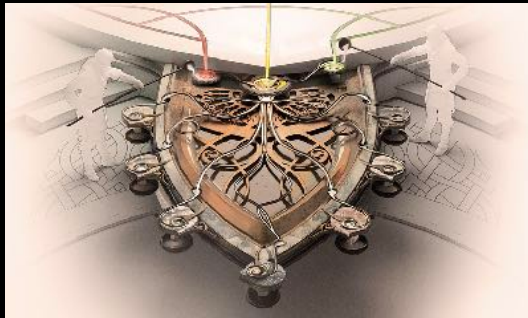






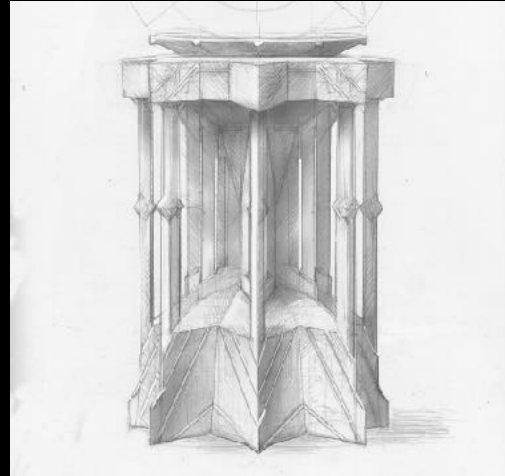


# THE FORGE





# KHAZAD - DŨM

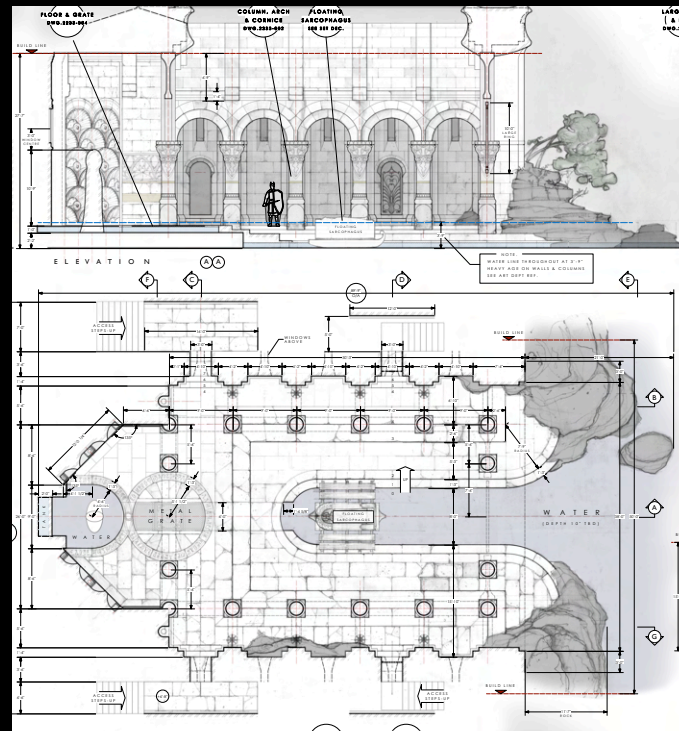




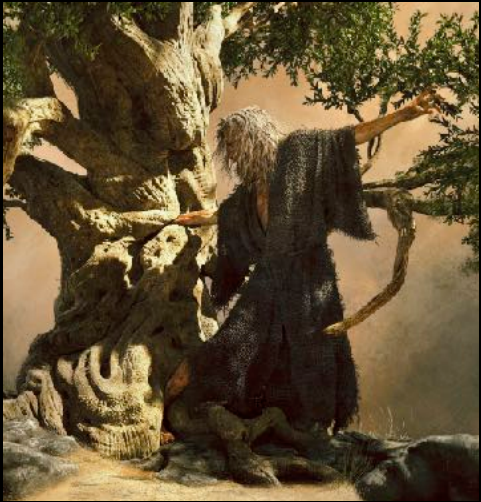
# MORDOR

















# THE BATTLE OF EREGION

