







Philip-Lorca di Corcia

I looked to various photographers for palette and composition inspiration. An easy favourite was Phillip Lorca diCorcia. It transpired fairly quickly that reds and yellows/greens would allow me the saturation level I really wanted to push – especially in Donnys exposed arenas. Bharat Sikka also provided the texture and richness I wanted to get into this world. This particularly with Martha, adding the layers and complicated visual interpretation of how she saw herself and how she presented to the world. Her real world and her delusional one













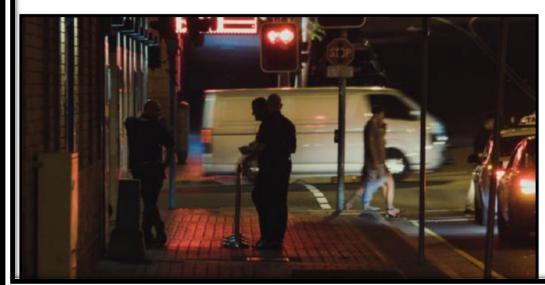
Bharat Sikka







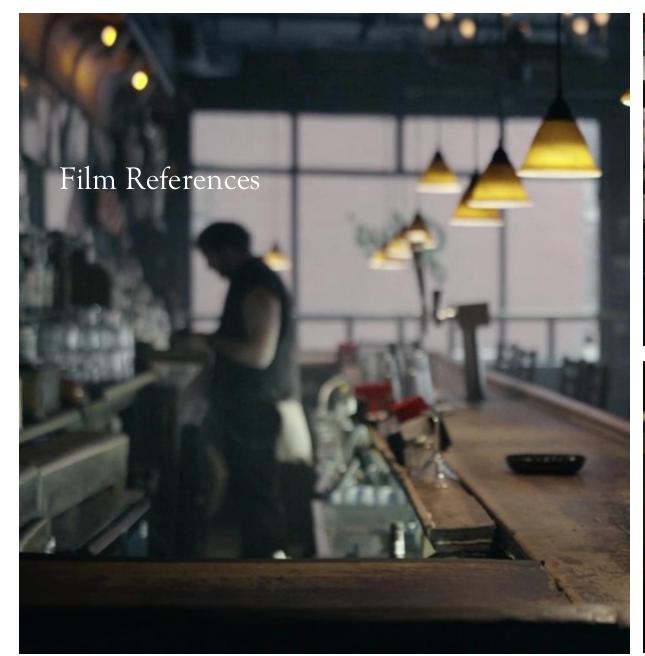
The palette should be a saturated version of real life. The audience hit with a sensory bullet. It should feel, at times, claustrophobic, tense, overwhelming - visually striking and intense. Colours intensified by light source - what would otherwise be real but perhaps drab, comes alive with a tube light, baulk head, street light, neon etc. Light through glass, plastic, fabric, defining shape, texture, detail.







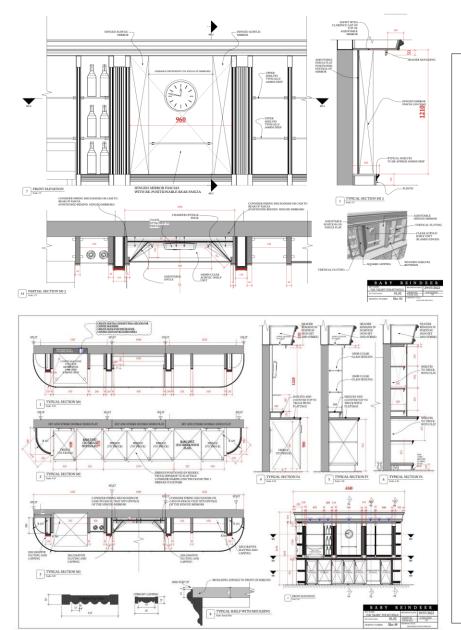
The decision to build The Heart pub where Donny works was integral to the whole show. Initially we scouted for a location as it was hard to convince everyone that building the space would be the most economically and practically effective. We looked at around 50 pubs until it became very clear that the compromises we would have had to make were actually much more damaging than we were willing to allow. The relationship between the door and the bar was, for me, perhaps the most important visual element of this environment. Marthas entrance both initially and as it develops throughout the story had to have both the impact and visual/spatial relationship to Donny which the eventual build space allowed. Also, the overall control of the environment and palette; spatial and layout choices were ultimately the most justifiable. Thanks to an amazing construction art director and the use of unreal engine software, I was able to design the set digitally as a 3D rendered model so everyone knew exactly what they were getting and could walk through the space virtually. In collaboration with director and DP, we could design the lighting and make sure the blocking worked. We also designed the bar so it could be removed in segments for various tricky shots - something we would never have been able to do in a real location.

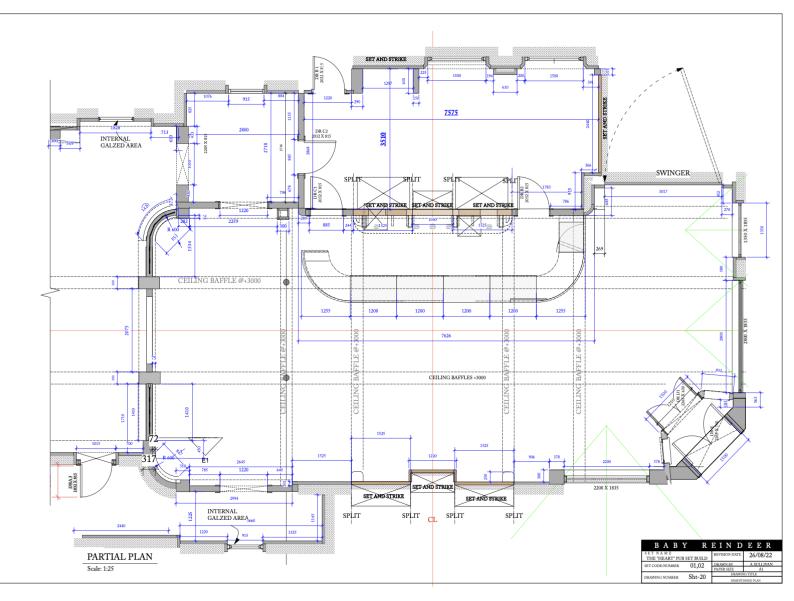






Drawings

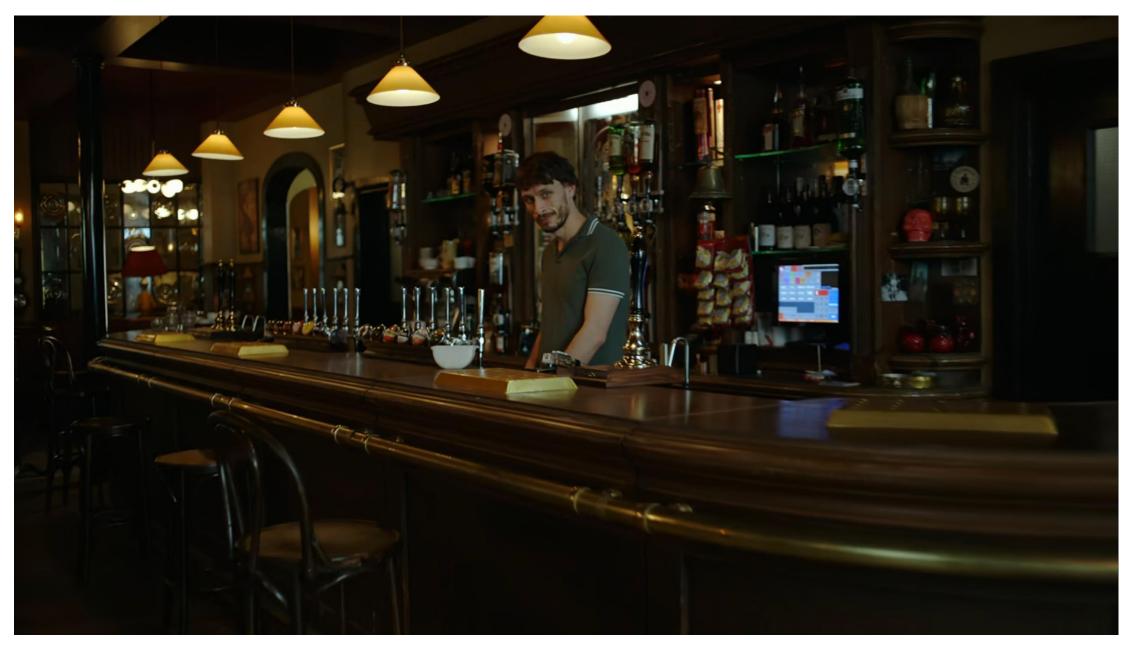


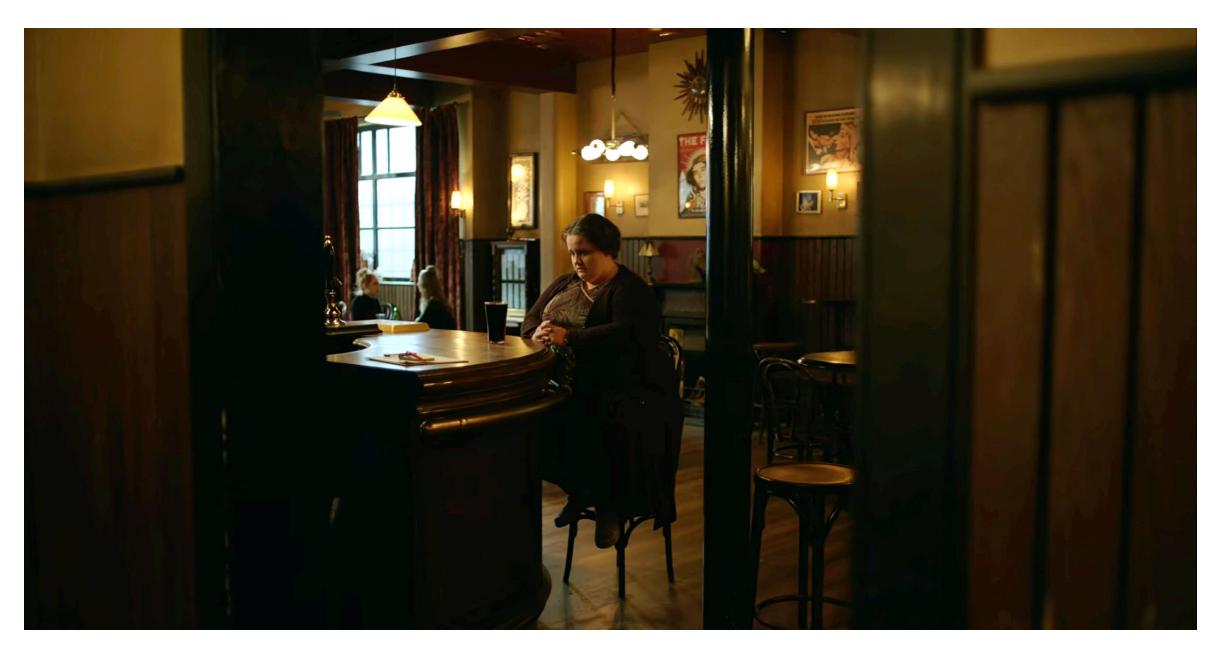






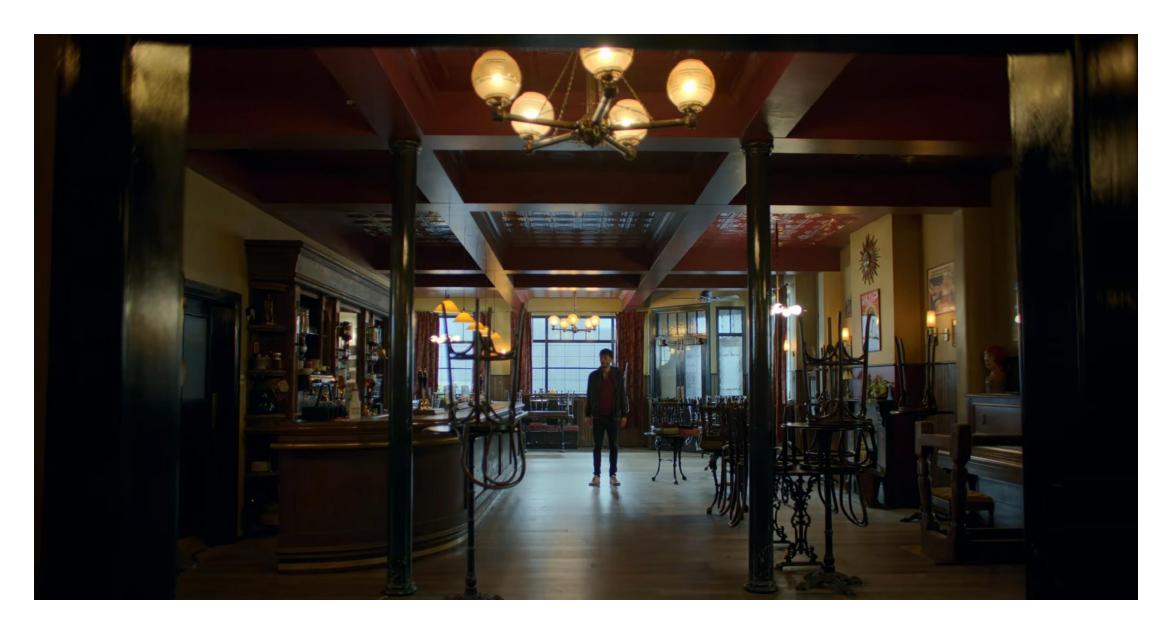


















The contradictory world of Donny's quest for comedy success. The desire, the failings, the exposure and ultimately the raw, naked vulnerability. The need to be seen. The need to feel alive













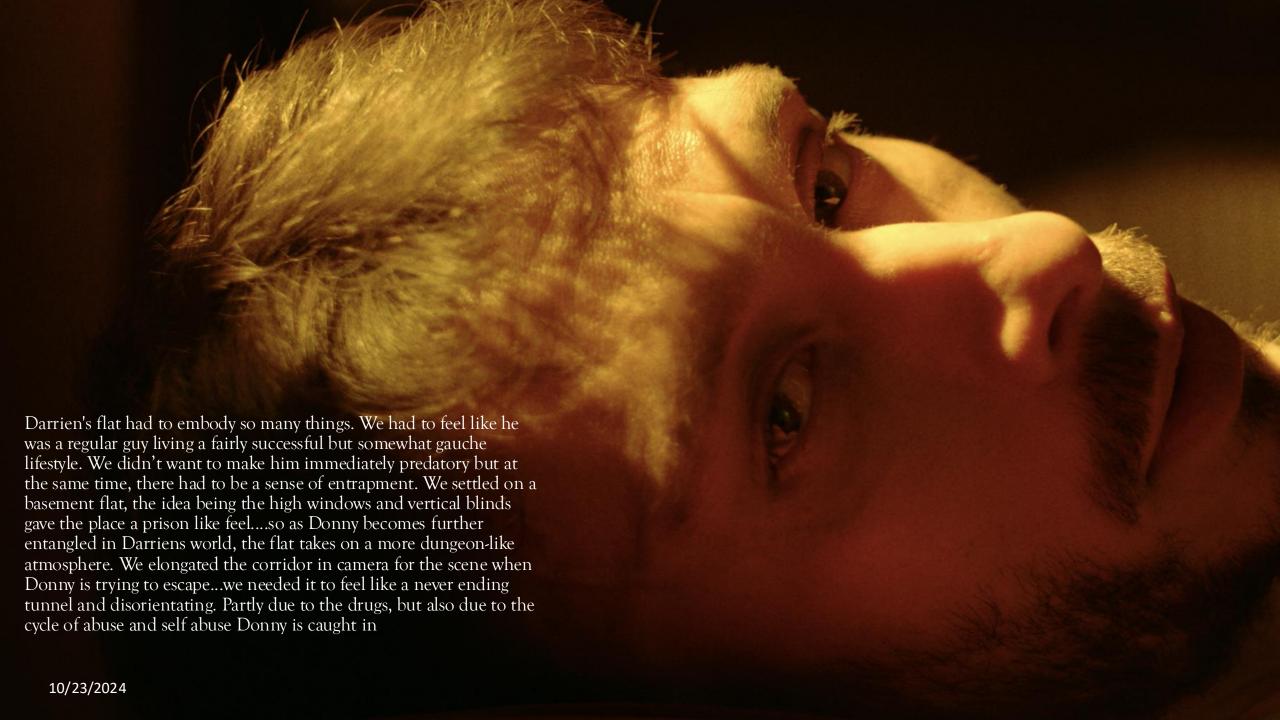


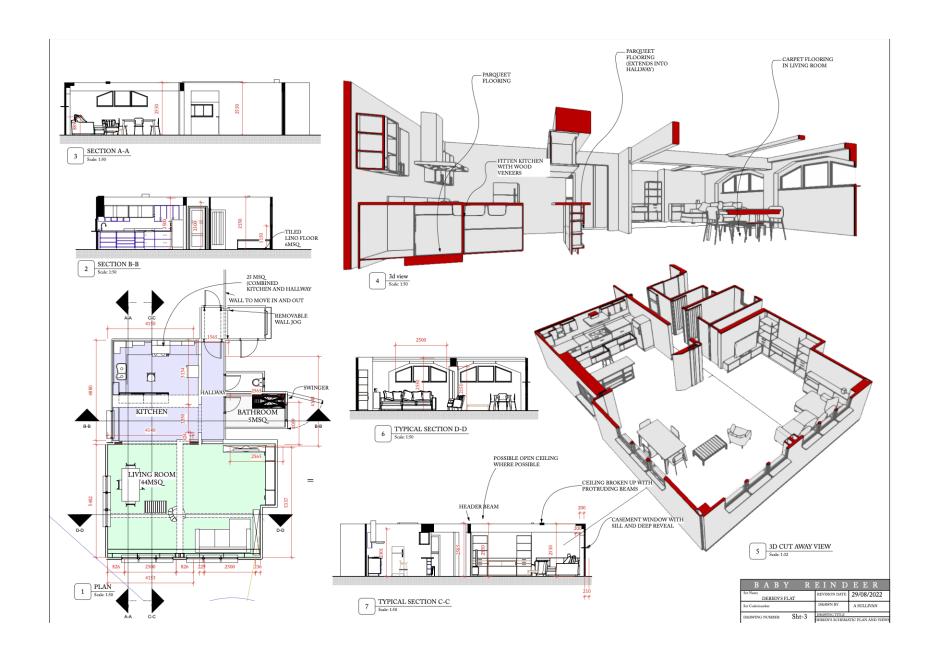














3D RENDERS



















AND THE REST.....





















MARTHA'S FLAT

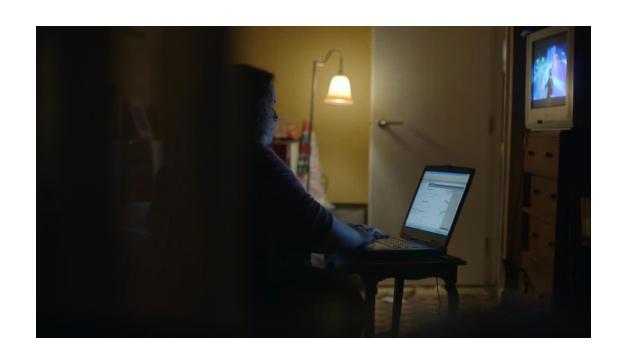








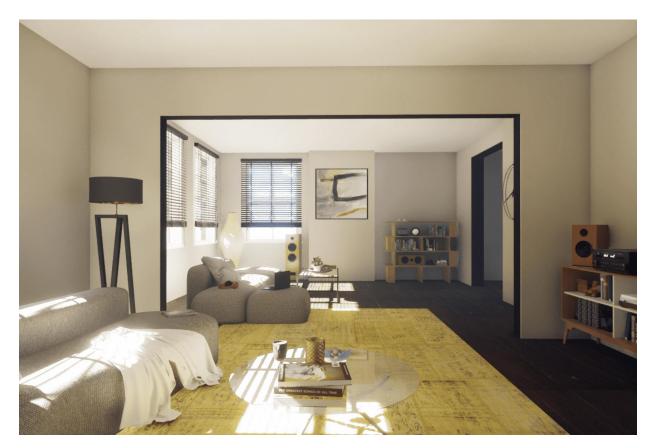
10/23/2024













FRANCIS'S FLAT CONCEPTS





DONNY'S BEDROOM CONCEPTS



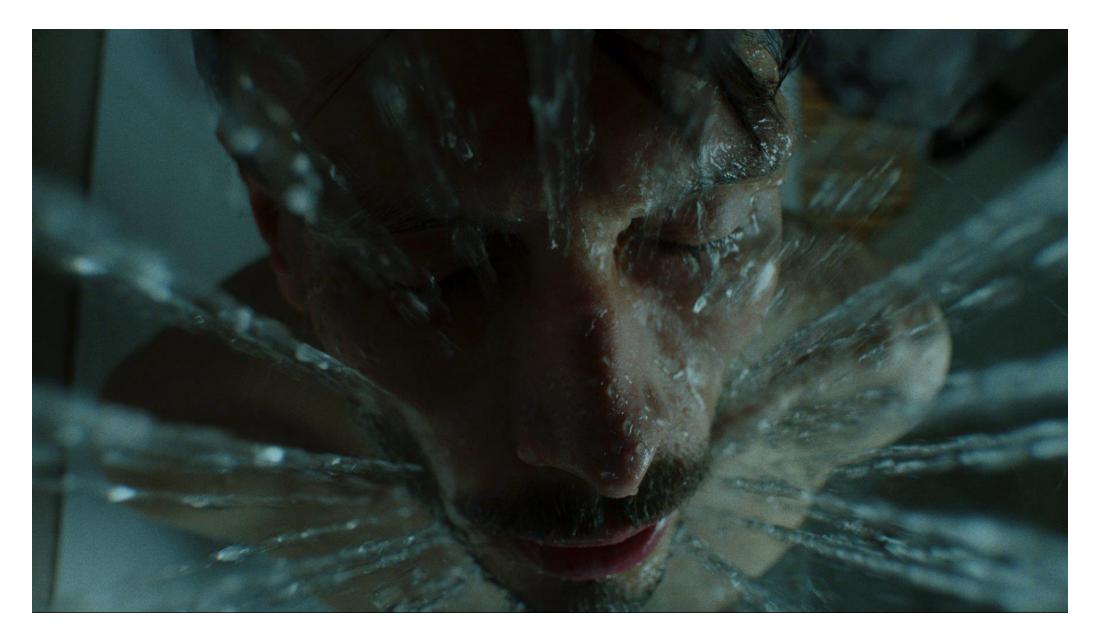


FRANCIS'S FLAT - "Whats's The Catch"





DONNY'S BEDROOM



A deeply fulfilling experience....