

GLADIATOR II

RECREATING THE ROMAN WORLD FOR GLADIATOR II PRESENTED A SIGNIFICANT CHALLENGE: TO RECAPTURE THE FASCINATING ANCIENT WORLD OF THE ORIGINAL GLADIATOR, WHICH AT THE TIME OF ITS RELEASE IN 2000, HAD SET A NEW STANDARD FOR HISTORICAL EPICS NOT SEEN ON-SCREEN FOR MORE THAN 40 YEARS.

OUR NEW STORY IS SET JUST TWENTY-FIVE YEARS AFTER THE END OF THE FIRST FILM, ONLY THE BLINK OF AN EYE IN THE RELATION TO THE 1200 YEAR LONG HISTORY OF THE ROMAN WORLD. THERE WOULD HAVE BEEN A DEGREE OF CONTINUITY FROM THE FIRST DESIGN THAT WE WANTED TO RETAIN FROM THE ORIGINAL FILM, AS WELL AS TRYING TO INTRODUCE NEW AND MORE COMPELLING ENVIRONMENTS WHICH WOULD TRANSPORT THE AUDIENCE DEEPER INTO THIS RICHLY EXOTIC WORLD.

RE-IMAGINING THIS OPULENT, BRUTAL AND ULTRA-DECADENT WORLD INVOLVED NOT ONLY HISTORICAL RESEARCH, TRADITIONAL CRAFTS PAIRED WITH THE LATEST TECHNOLOGIES, BUT ALSO TAKING INSPIRATION FROM THOSE ORIENTALIST AND ROMANTIC PAINTERS OF THE 18TH AND 19TH CENTURIES, WHO BROUGHT IT TO LIFE IN SUCH VIVID DETAIL WITH THEIR WORK.

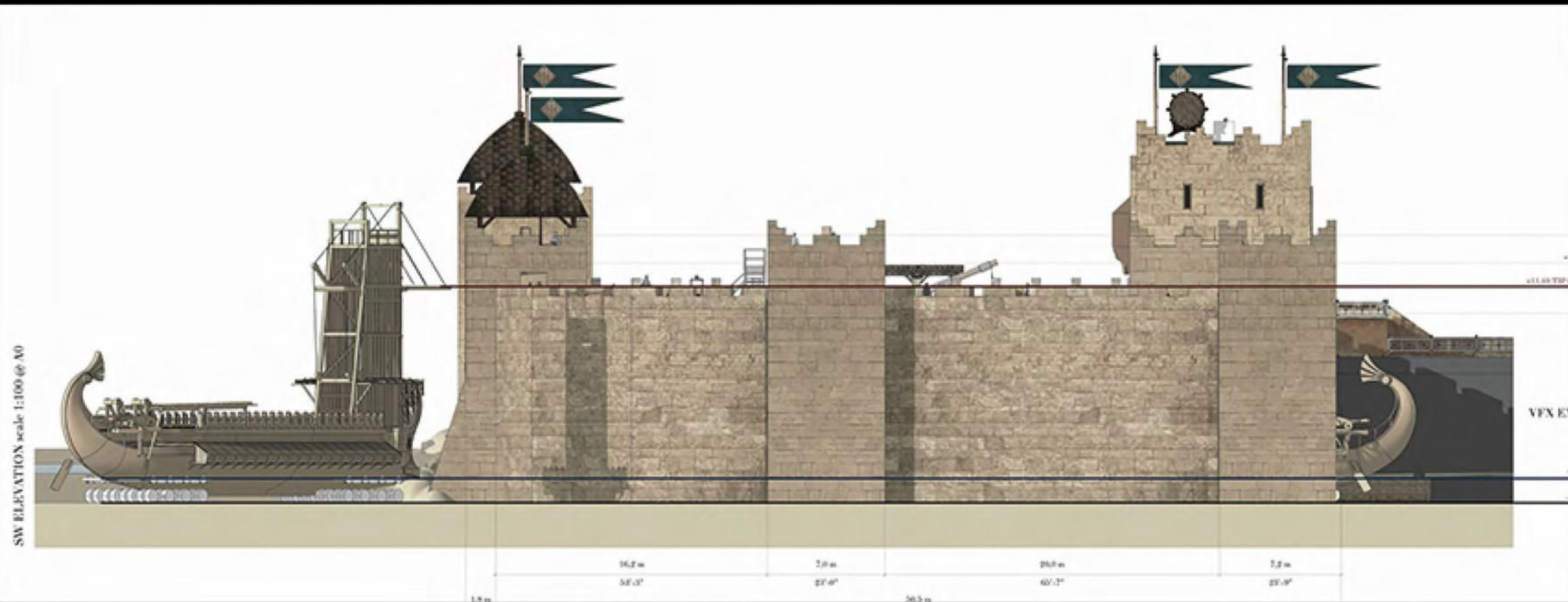
AT THIS POINT IN TIME, THE TERRITORY OF THE ROMAN EMPIRE HAD EXPANDED TO ITS MAXIMUM SCALE, INCLUDING THE ENTIRE MEDITERRANEAN COAST, AND AS FAR NORTH AS BRITANIA (ENGLAND AND SCOTLAND), AS FAR EAST AS PALESTRINA (SYRIA AND ISRAEL), AND THE COAST OF NUMIDIA (MOROCCO AND ALGERIA). IT WAS A VERY COSMOPOLITAN, POLY-CULTURAL AND DIVERSE ETHNIC WORLD. AND WE WANTED TO INCORPORATE A SENSE OF ITS ENORMOUS SCALE AND COMPLEXITY INTO THE FILM.

THE BUDGET WAS \$252 MILLION, WE HAD 12 WEEKS OF PREP AND SHOT IT IN 49 DAYS.

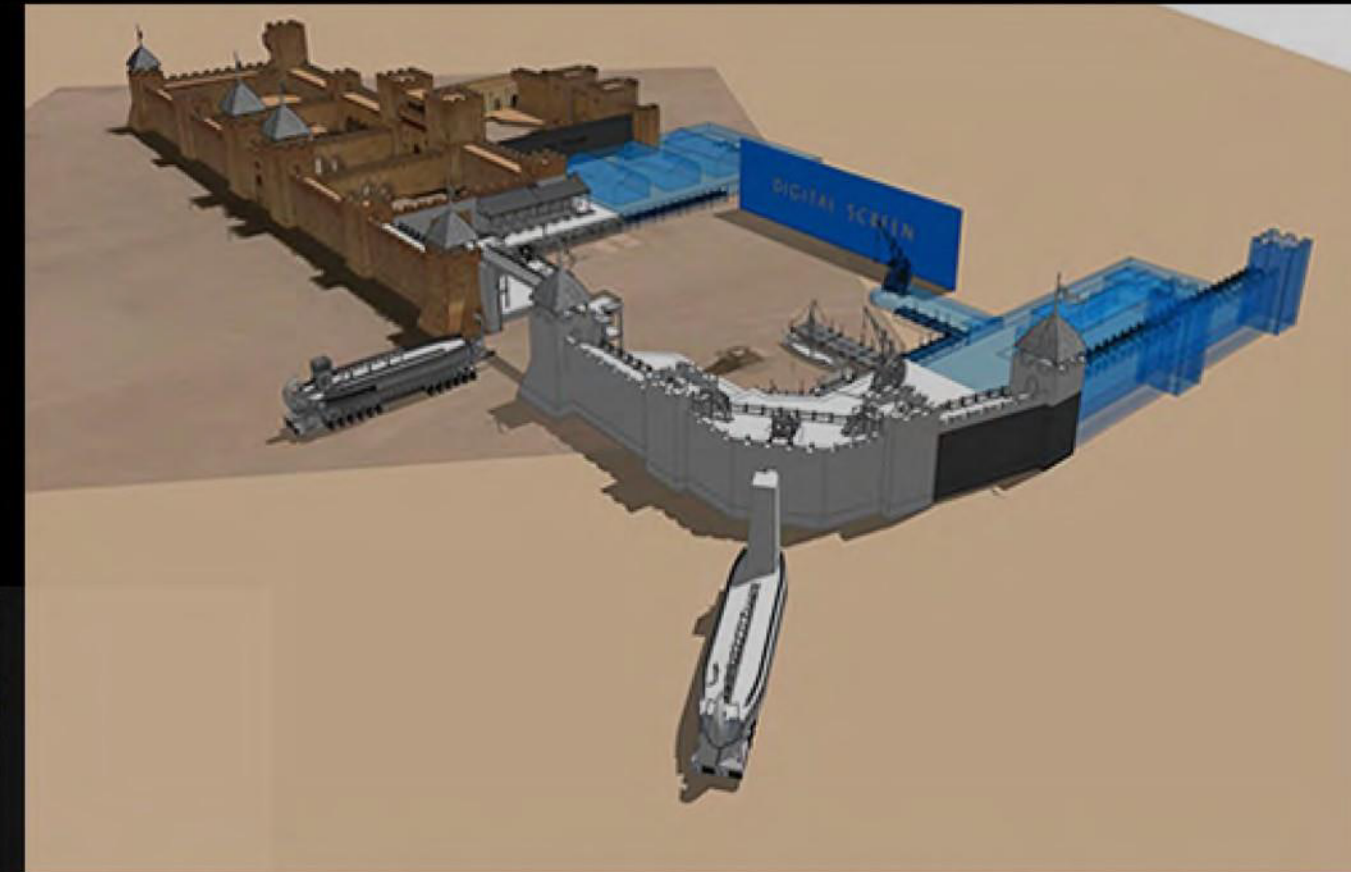


NUMIDIAN COASTAL SEA WALL: ROMAN SIEGE

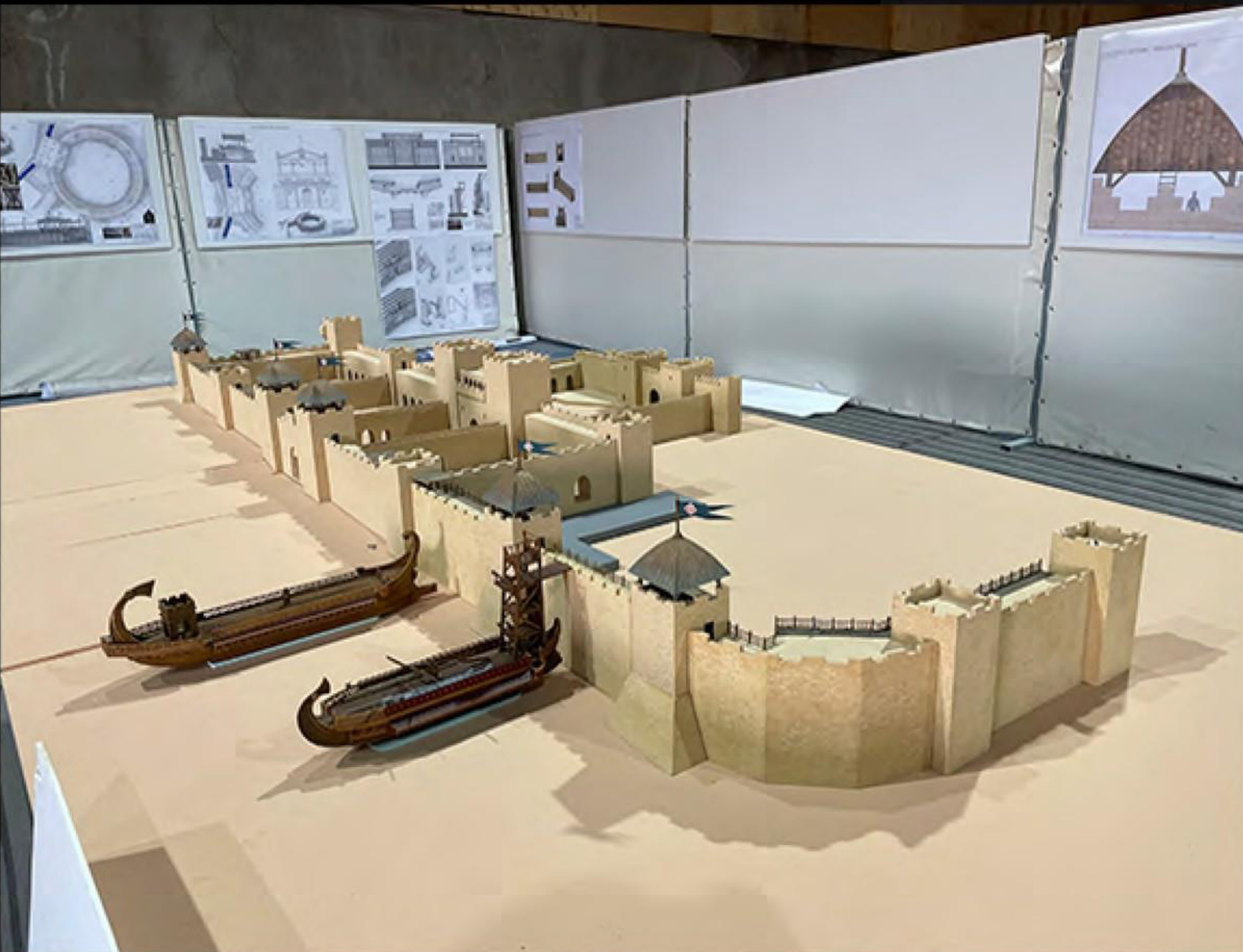
LOCATION : QUARZAZATE, MOROCCO



SIDE ELEVATION: SET EXTENSIONS



AERIAL VIEW OF KOH SET WITH EXTENSIONS (IN GRAY)



SET MODEL WITH ROMAN SIEGE SHIPS - SCALE 1:75



COPPER ROOF DETAIL



COMPLETED SETS

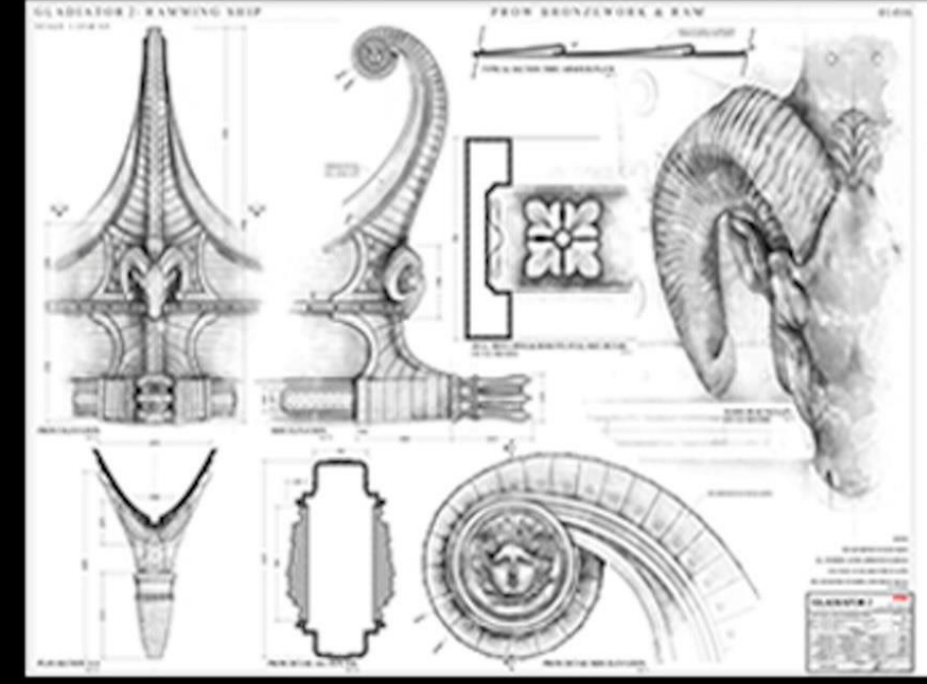
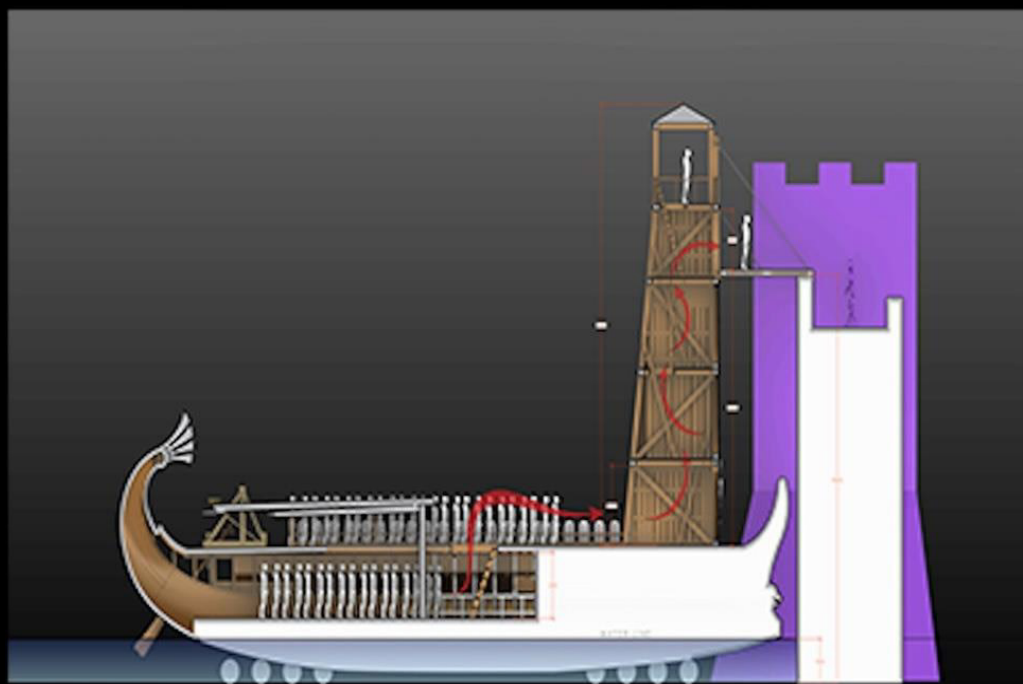
SIEGE TOWER SHIP

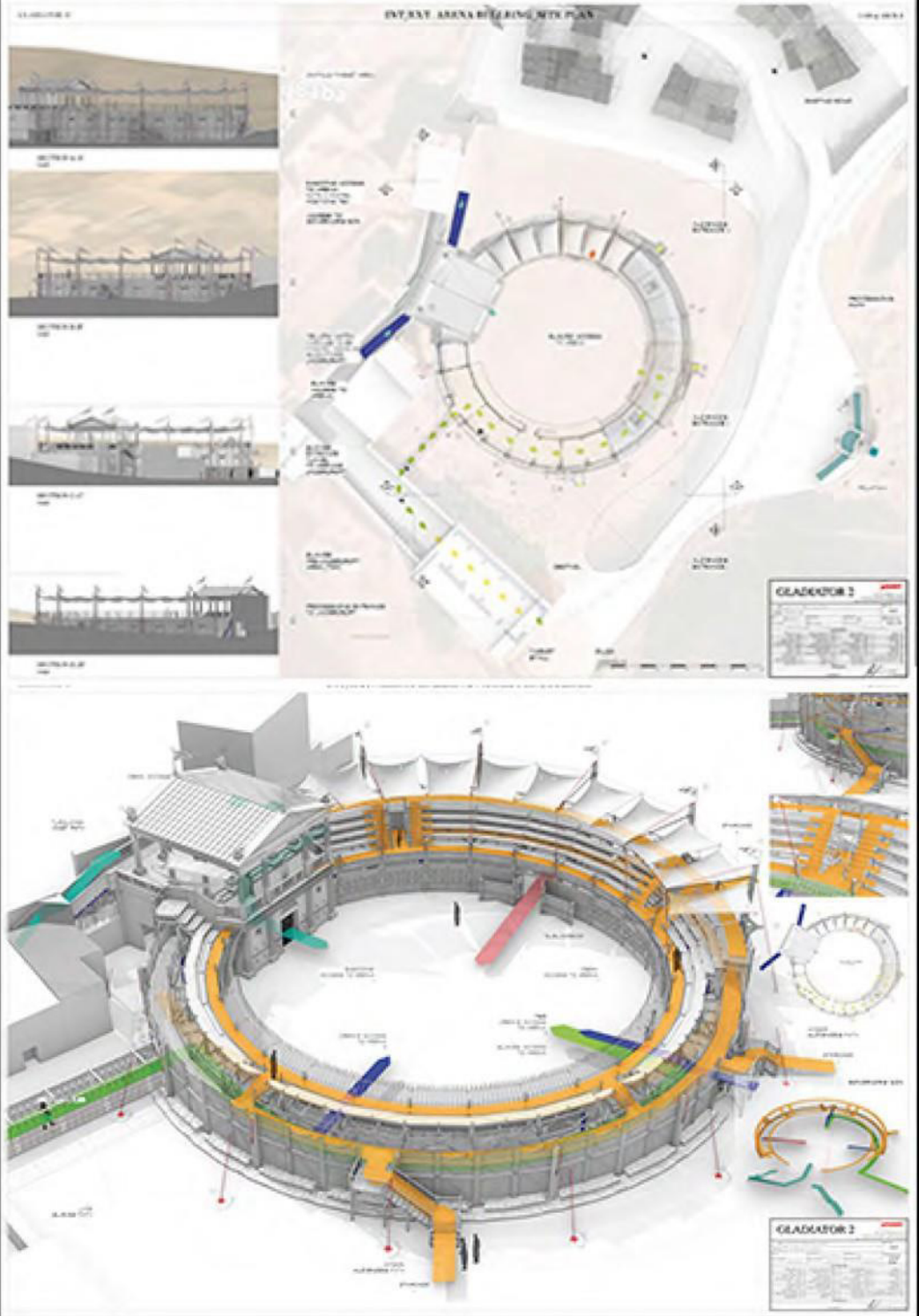


NUMIDIAN COAST - ROMAN WARSHIPS



RAMMING SHIP

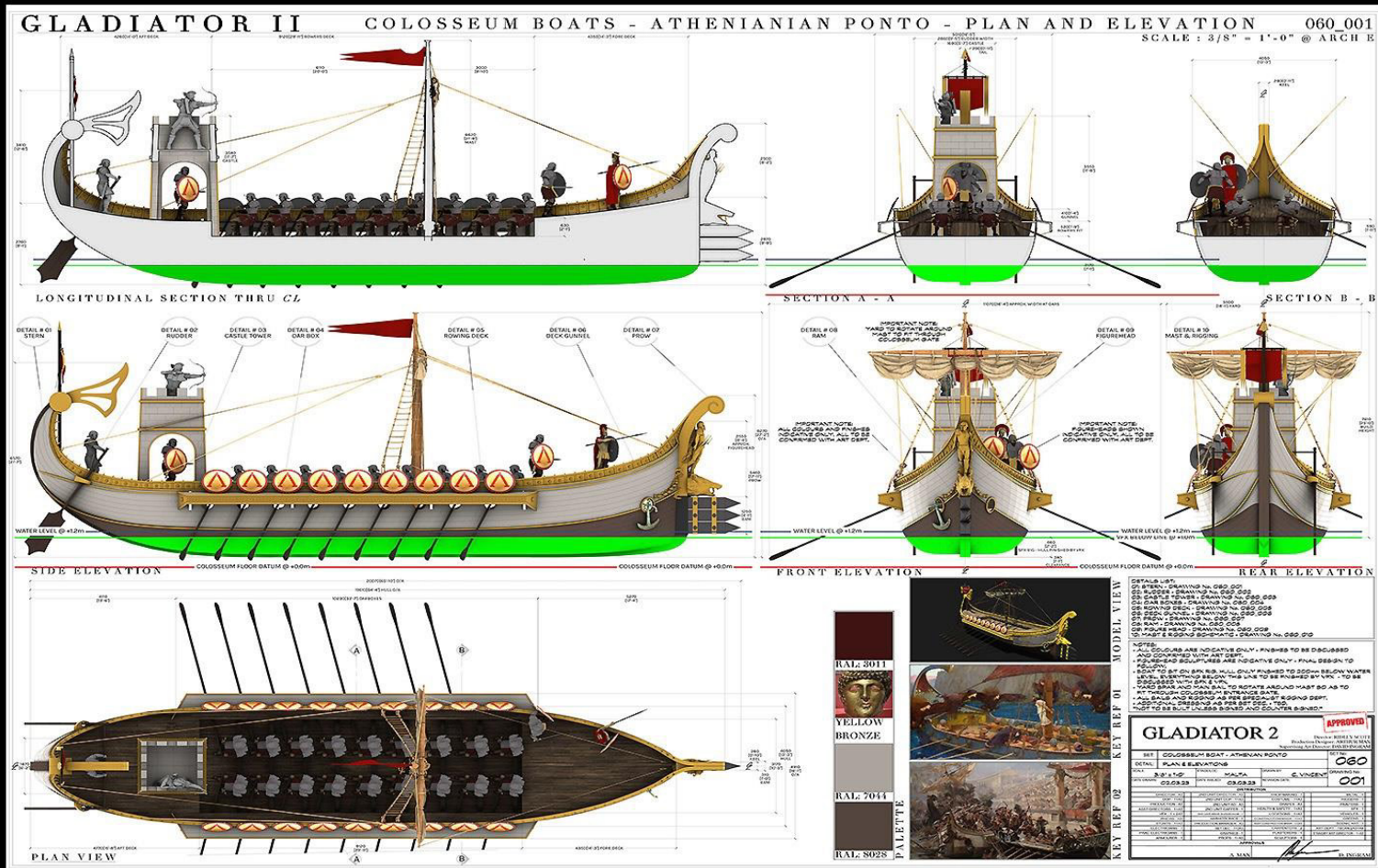




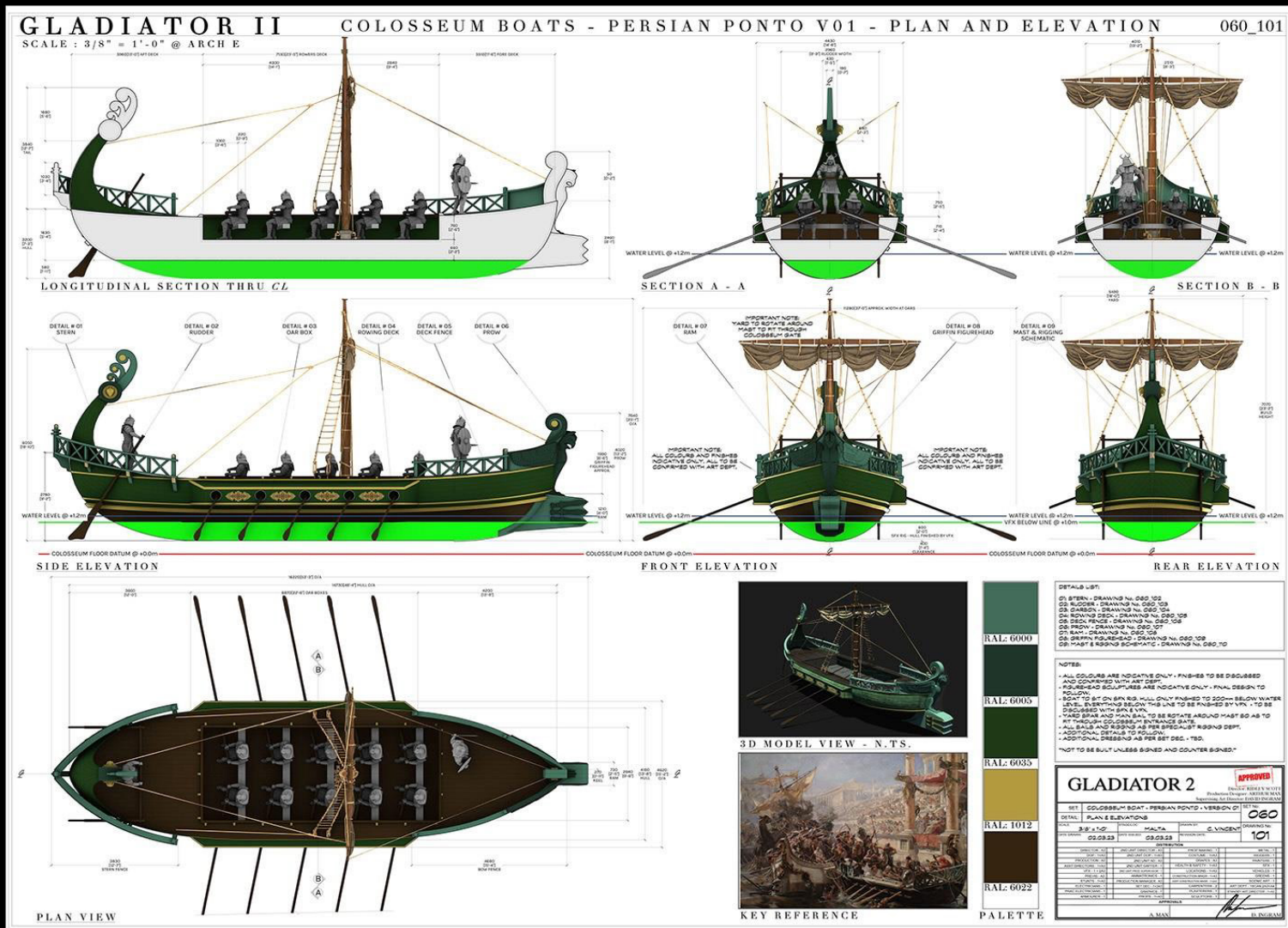
BABOON FIGHT ARENA
AIT BEN HADDOU
MOROCCO



COLOSSEUM NAVAL BATTLE



ATHENIAN BOAT



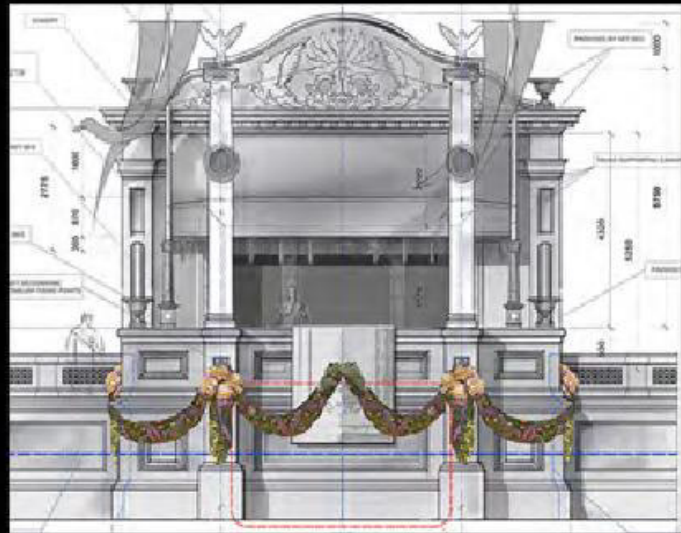
PERSIAN BOAT



IN MALTA TANK

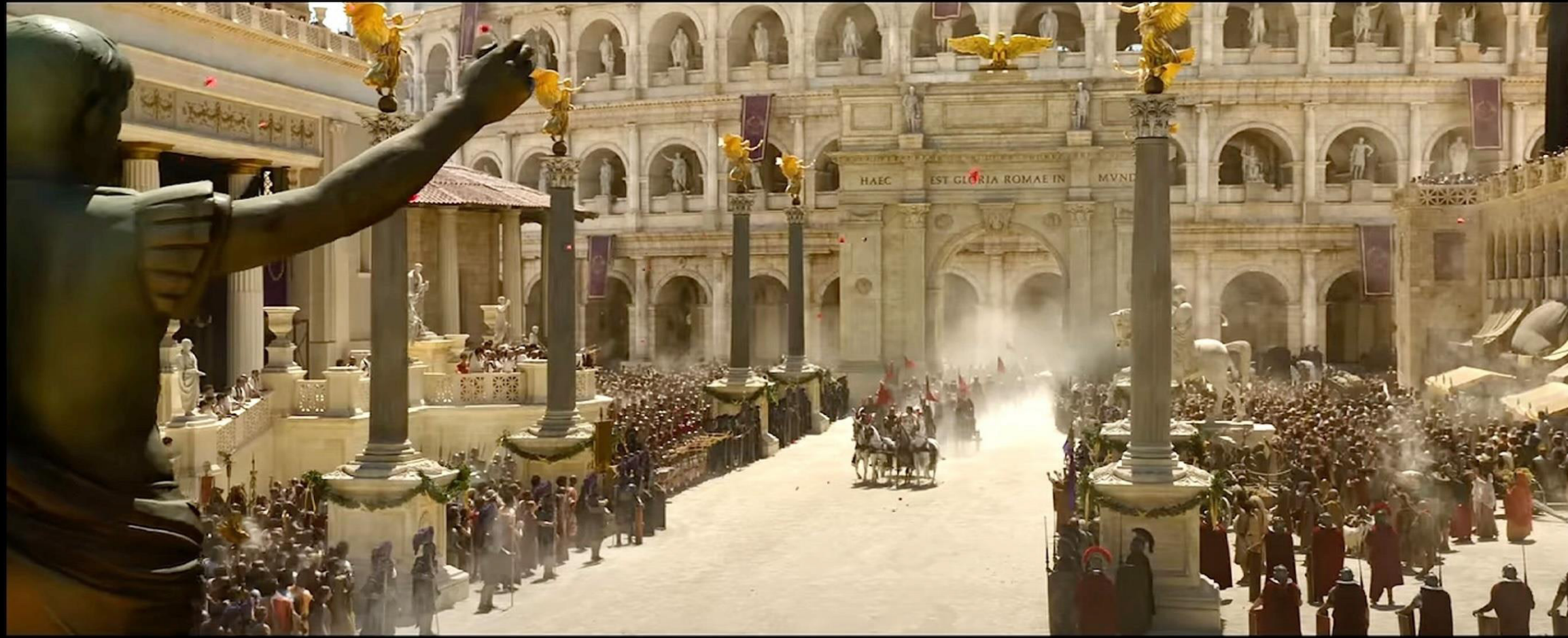


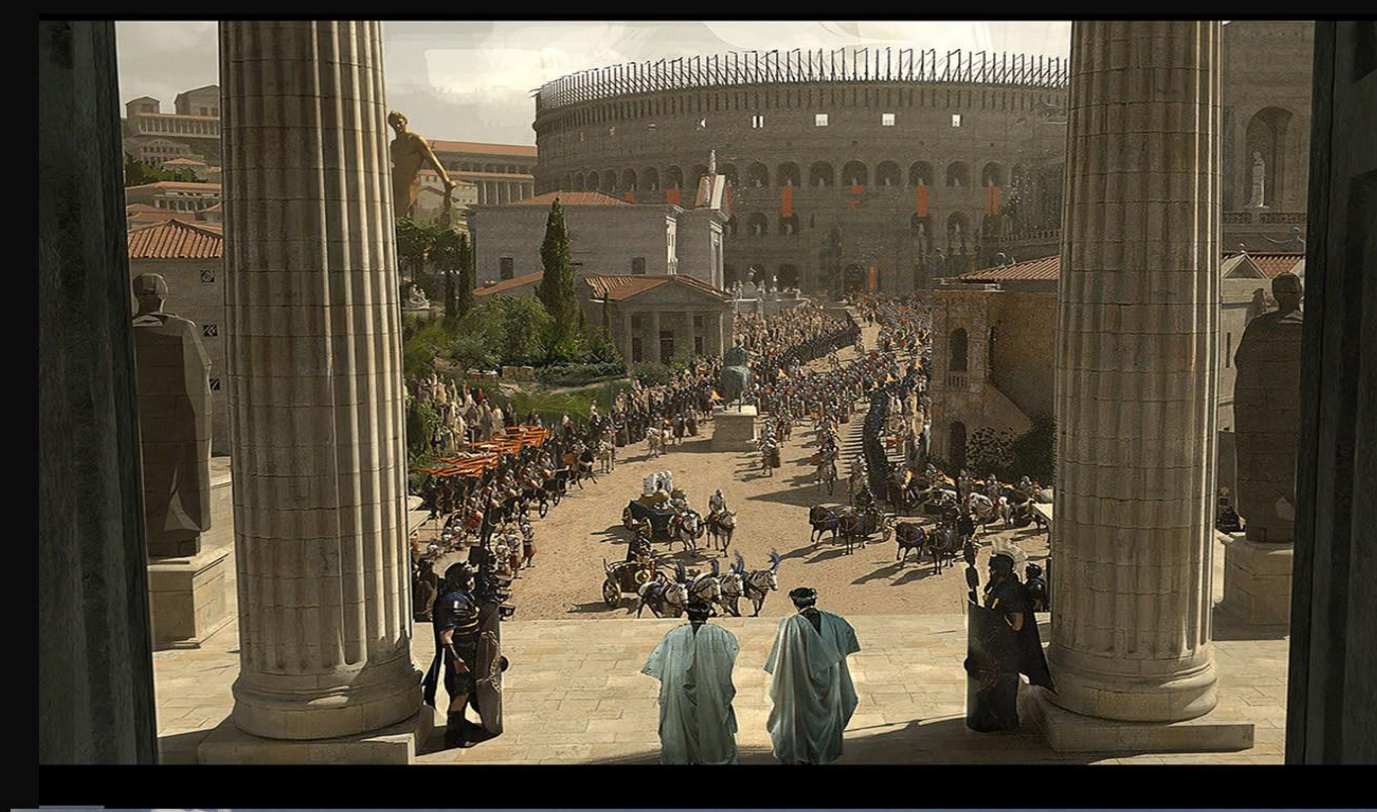
COLLISION CONCEPTS



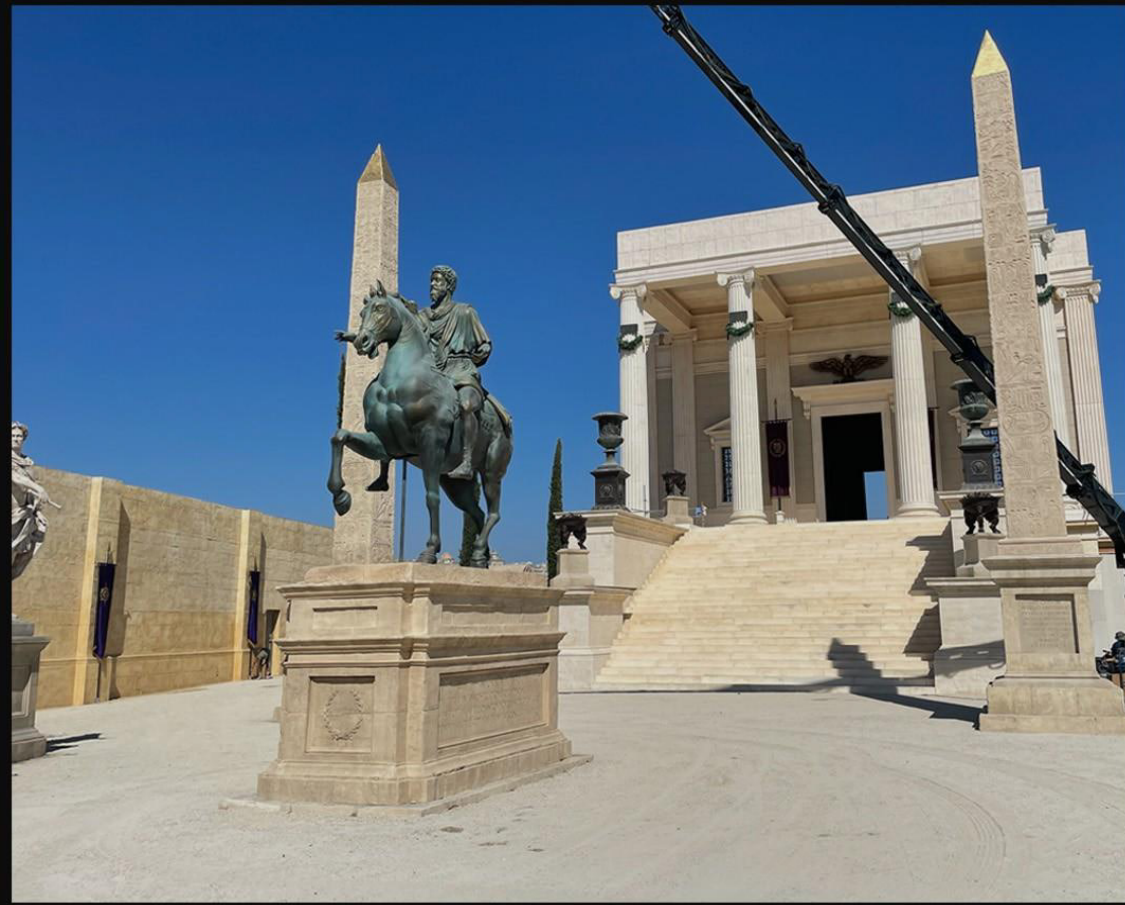
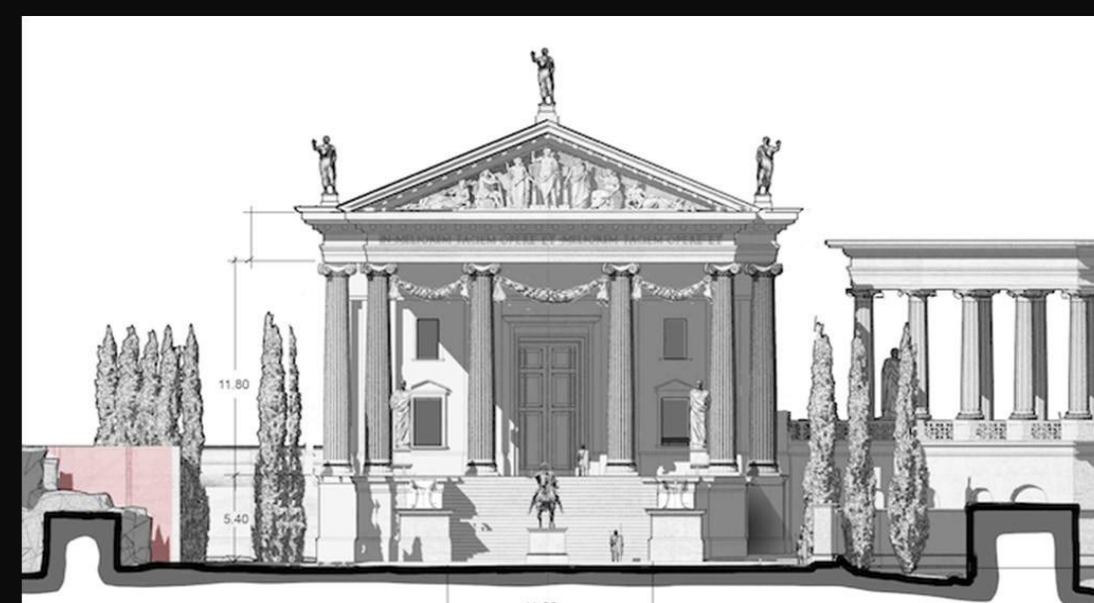
ROME: VIA SACRA - TRIUMPHAL PROCESSION

LOCATION SET BUILD: FORT RICASOLI, MALTA





IMPERIAL PALACE_PORTICO



IMPERIAL PALACE AND SENATE CHAMBER



PALACE ENTRY



ATRIUM POOL



TWIN IMPERIAL THRONES



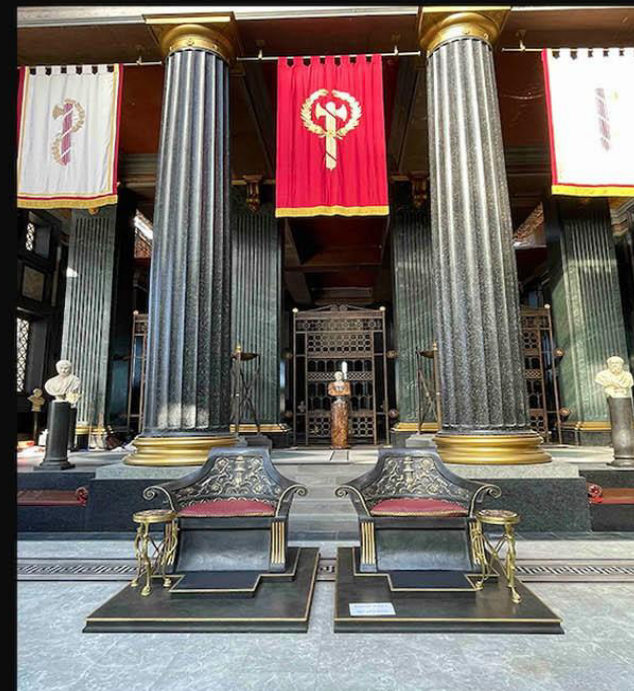
THRONE ROOM



PALACE ATRIUM REVAMPED TO SENATE CHAMBER



PERISTYLE AND ATRIUM



3D SITE MODEL





LUCILLA'S VILLA COURTYARD



HIDDEN DOORWAY



LUCILLA'S VILLA ENTRY



YOUNG LUCIUS'S BEDROOM



EXTERIOR THRAEX'S VILLA



INTERIOR THRAEX'S ENTRY HALL



COLOSSEUM UNDERCROFT



INTERIOR MACRINUS'S STUDY



AURELIUS FAMILY TOMB

ANCIENT ROMAN ARCH - ROAD TO ROME : LOCATION BUILD, MALTA

