An aerial, high-angle shot of a large, circular arena. The arena is covered by a massive, multi-layered canopy with alternating red and gold stripes. The canopy is supported by a complex network of ropes and pulleys. In the center of the arena, a large crowd of people is gathered, and a small structure is visible. The overall scene is dramatic and grand.

# THOSE ABOUT TO DIE

SEASON 1, EPISODE 9  
PRODUCTION DESIGN

JOHANNES MÜCKE | LAURA POZZAGLIO



01 - COLOSSEUM

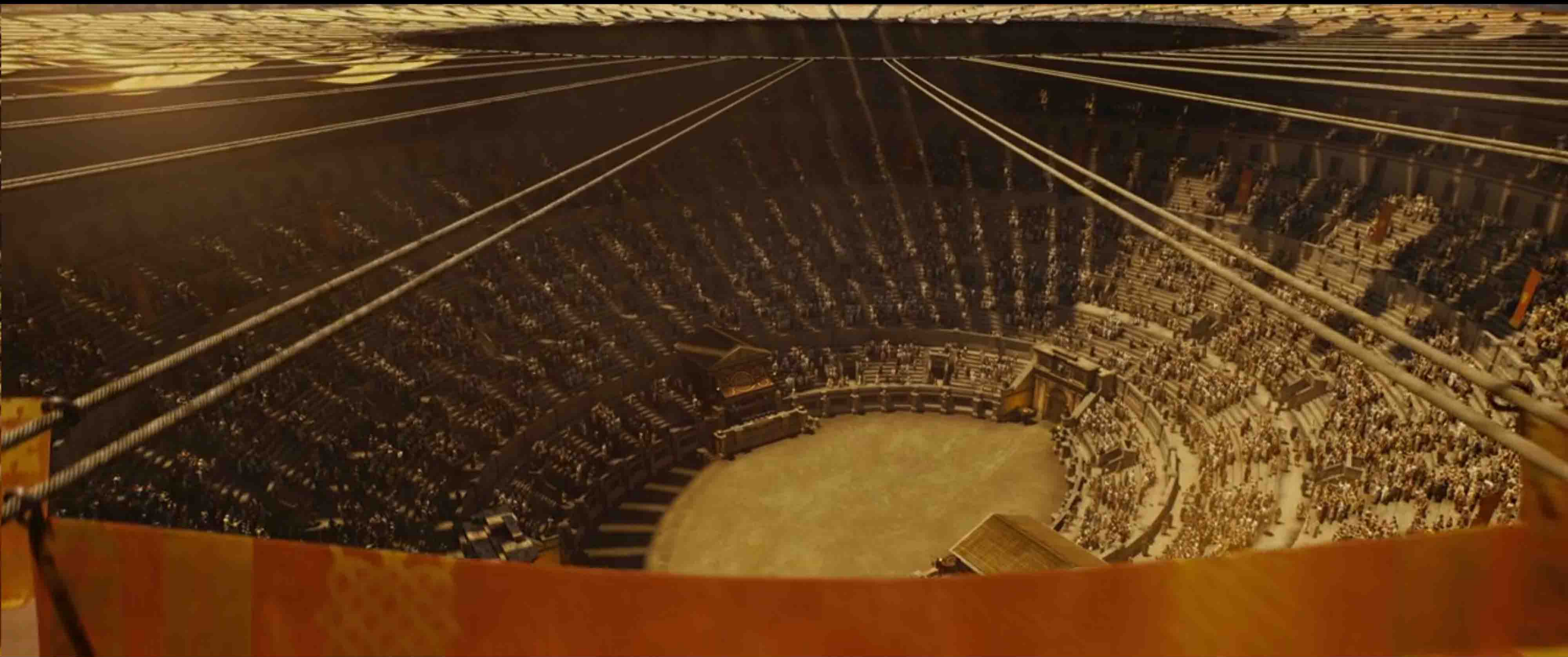






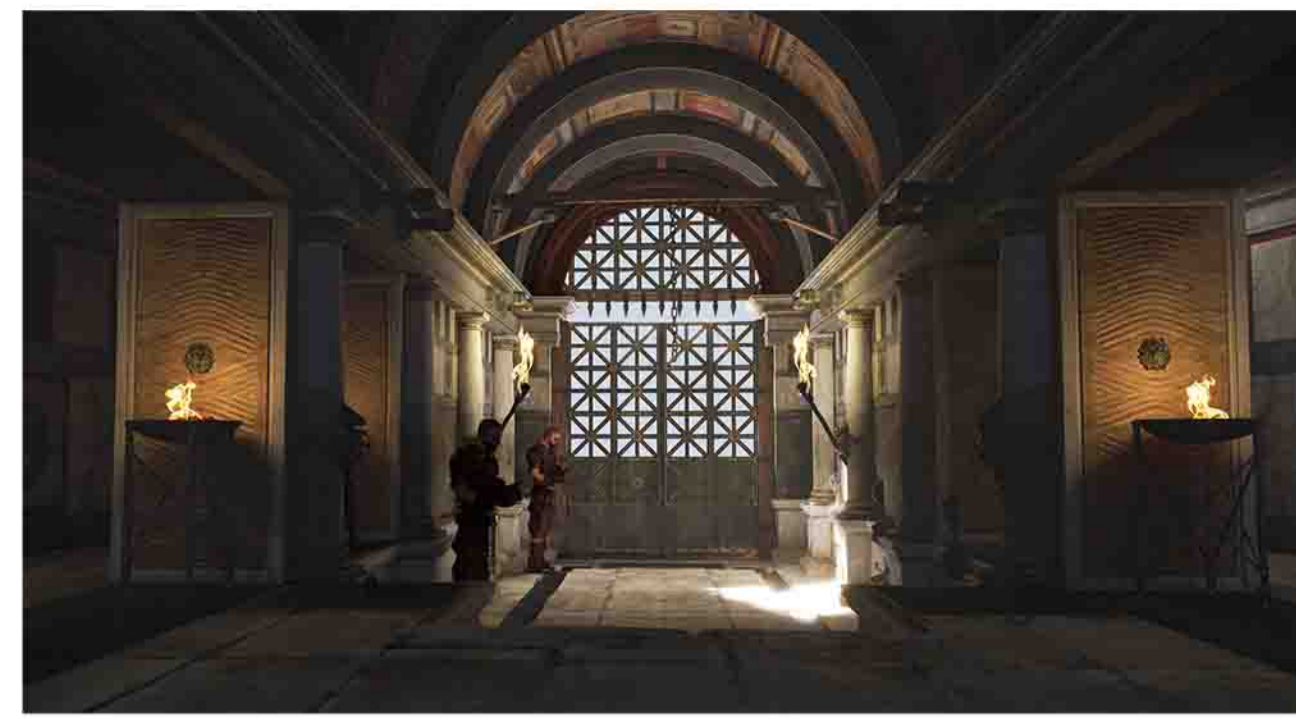
CONCEPT ART





— STILL FRAME





The Colosseum is the 'White Whale' of the show - it displays its finished glory only in the last episodes when the big season's showdown happens at its grand opening.

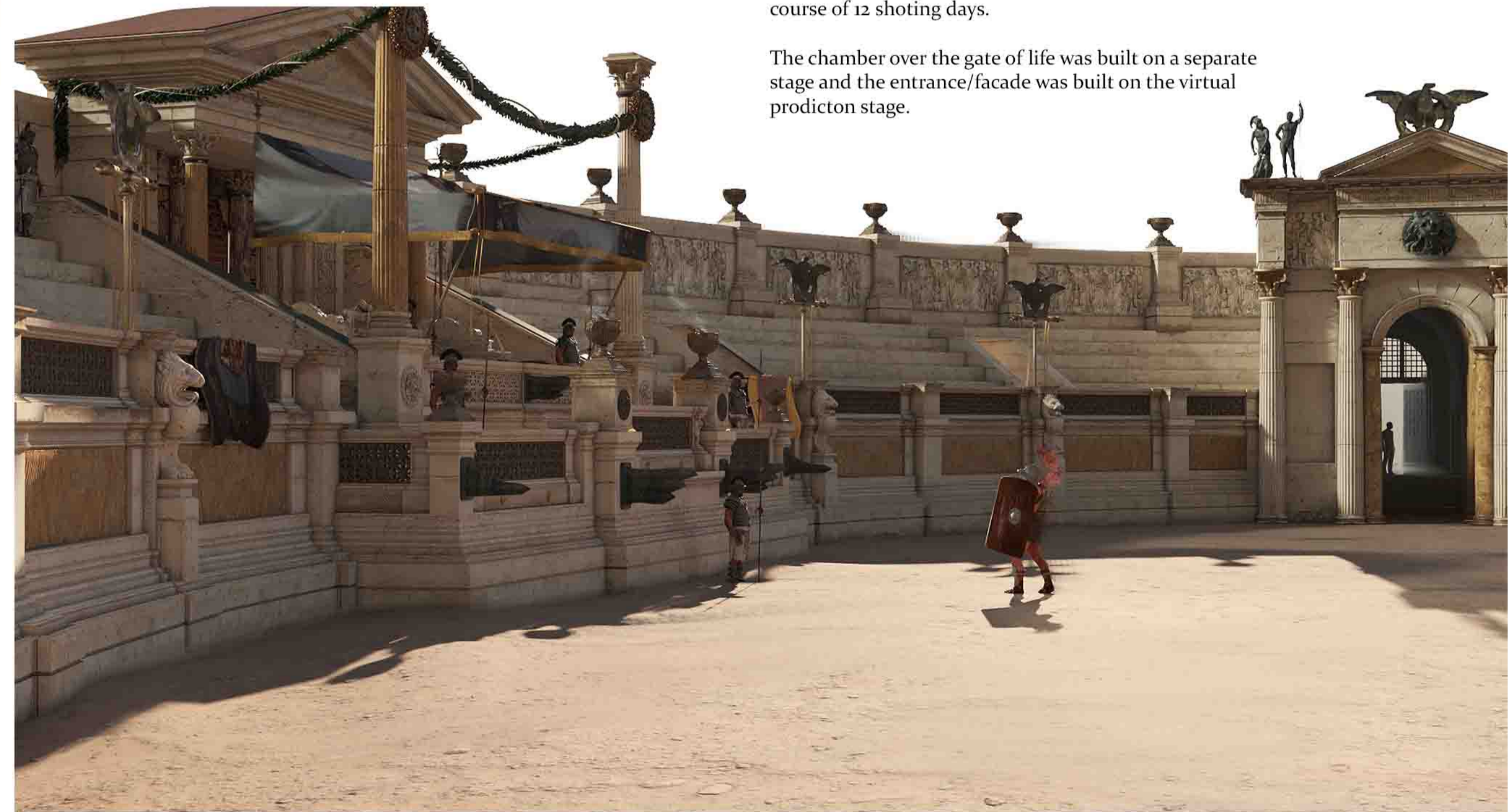
As opposed to the centuries old, Etruscan-influenced Circus Maximus with its dark and dusty catacombs (see 'Underbelly'), the Flavian Amphitheatre (Colosseum) becomes the brand new, ivory colored, shiny centre of the Roman Empire, the display of the Emperor's marvel and generosity.

The Colosseum set was built in Teatro 5 at Cinecittà Studios in August 2023.

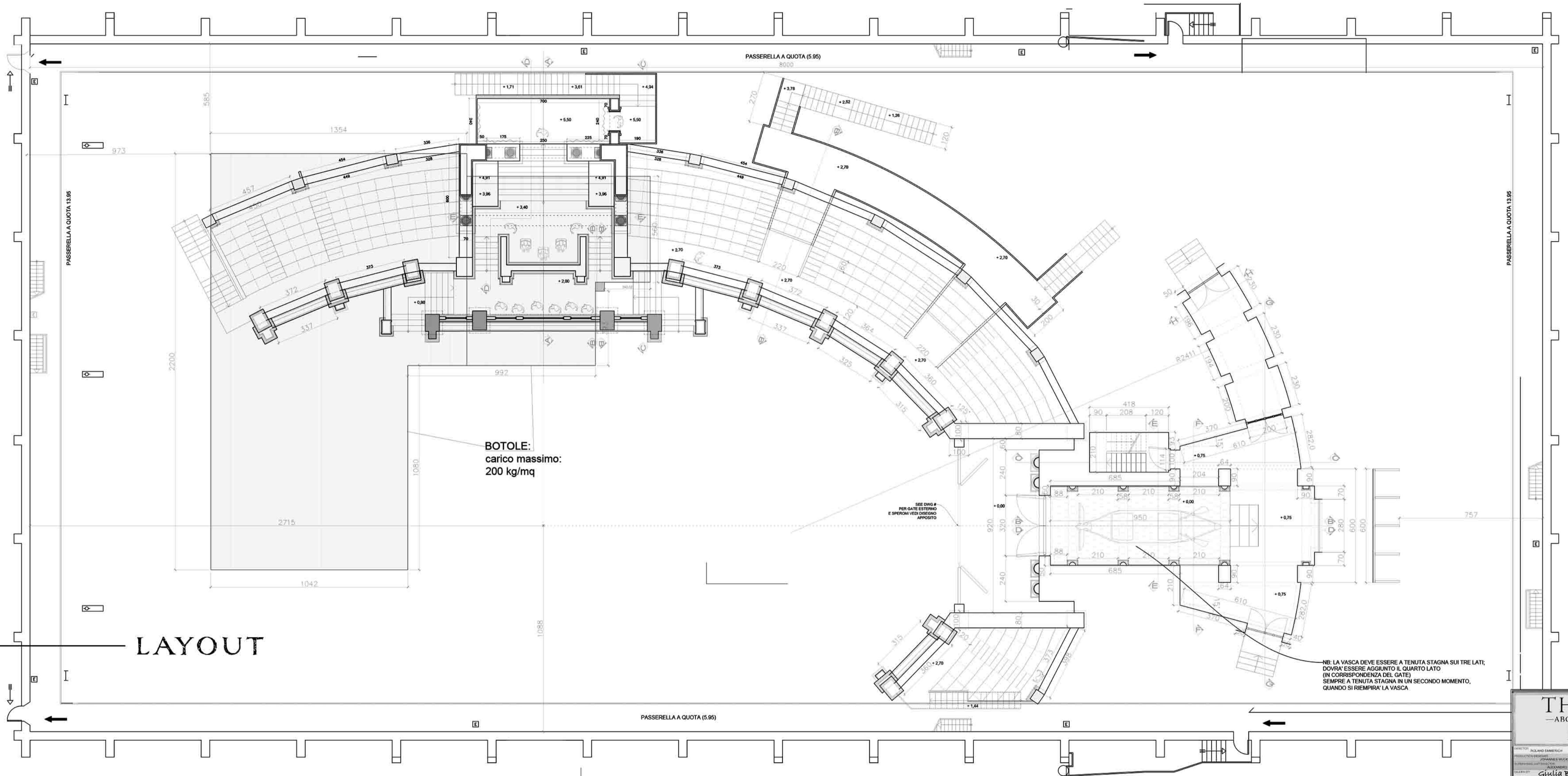
For the Colosseum we built 180° of the the first of the five tiers and re-dressed/ mirrored the set for the remaining 180°. Apart from the arena and the ranks this set encompassed 4 interior set pieces - the royal platform, a curved hallway, the weapons arsenal and the gate of life passage that was fully floodable.

After set construction it took 5 weeks of installation time and 5 days of dressing before all scenes were shot over the course of 12 shooting days.

The chamber over the gate of life was built on a separate stage and the entrance/facade was built on the virtual production stage.







# LAYOUT

NB: LA VASCA DEVE ESSERE A TENUTA STAGNA SUI TRE LATI, DOVRA' ESSERE AGGIUNTO IL QUARTO LATO (IN CORRISPONDENZA DEL GATE) SEMPRE A TENUTA STAGNA IN UN SECONDO MOMENTO, QUANDO SI RIEMPIRA' LA VASCA

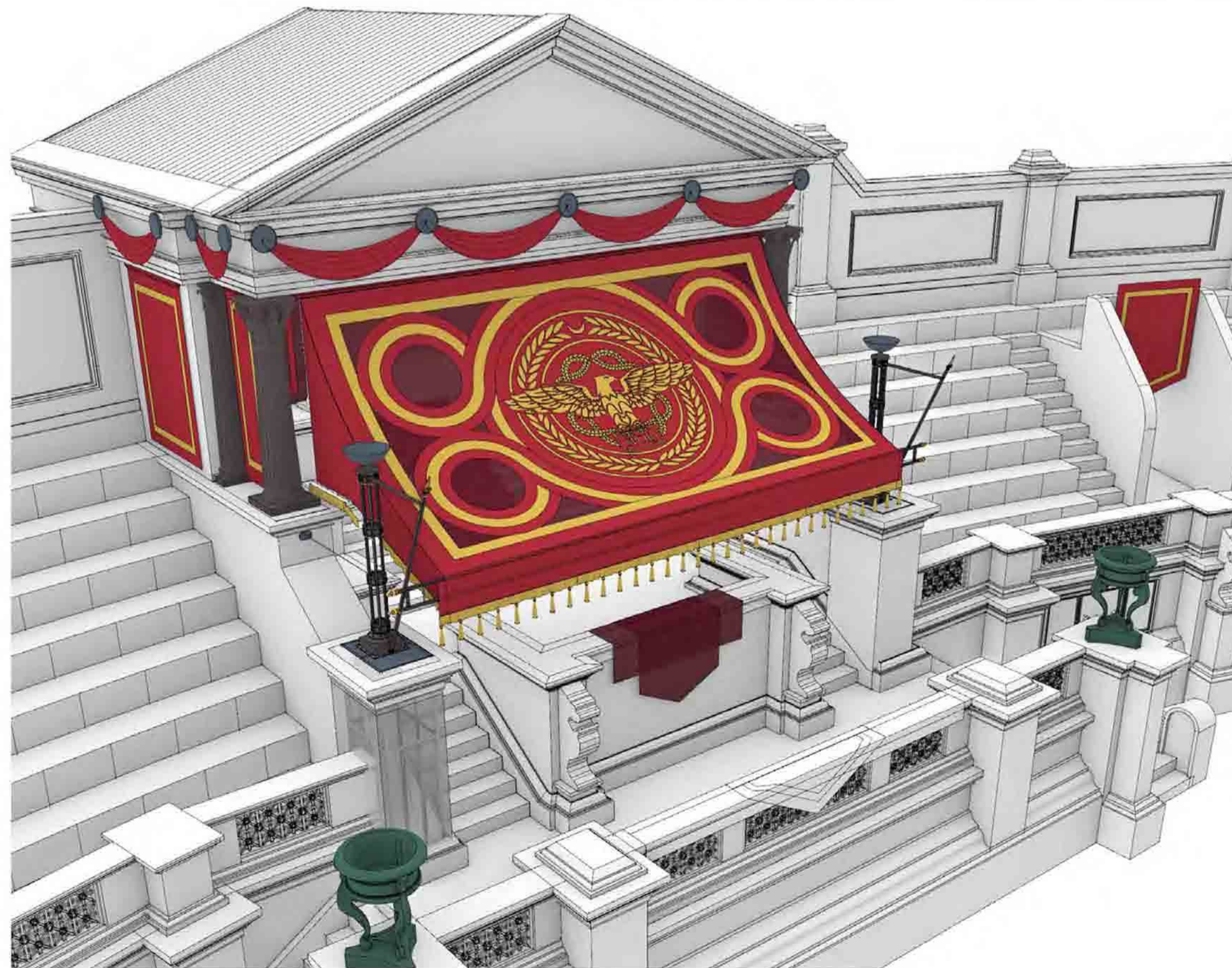
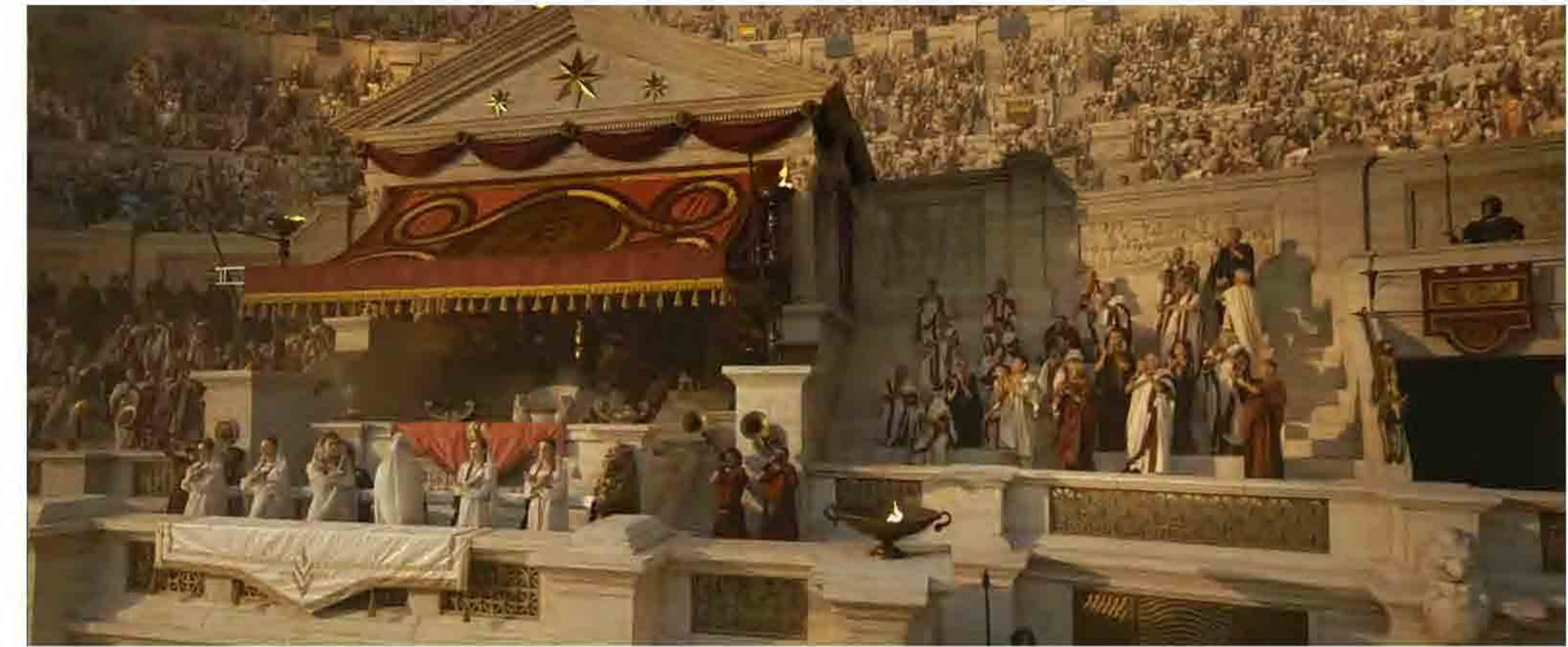
<b>THOSE —ABOUT TO— DIE</b>	
<small>                 DIRETTORE: INGLAND SAMERICH                  PRODUZIONE E REGIA: PHILIPPE BOUJARD                  SCENeggiO: PHILIPPE BOUJARD                  COLLABORATORI: ALDO BRUNO, ANTONIO MARRA, SANTIUCI             </small>	<small>                 DATA: 07/08/23                  SCALA: 1:50                  FOLIO: X017             </small>
<small>                 DISEGNATA DA: Giulia Berardi                  COLLABORATORI: Colosseum             </small>	<small>                 BOTOLE TEATRO 5             </small>



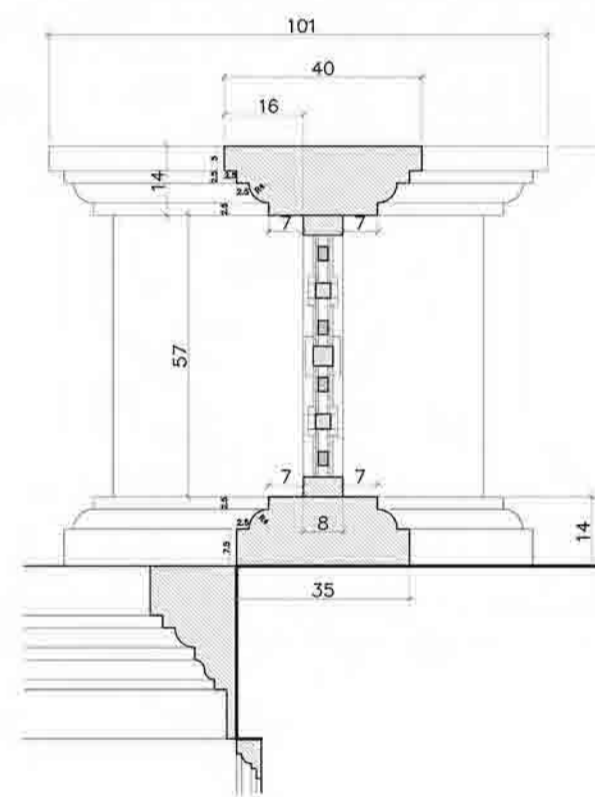




DETAILS



SCALA 1:5 SEZIONE AA'



references per le borchie

8 cm

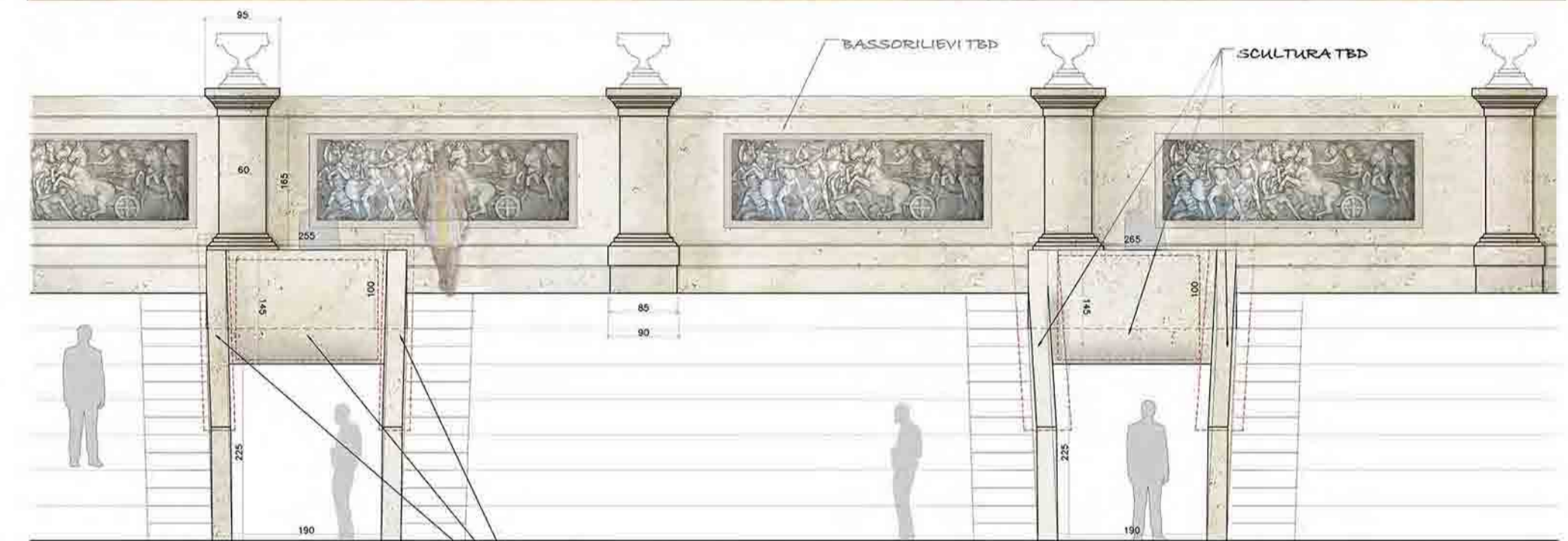


n tot = 142



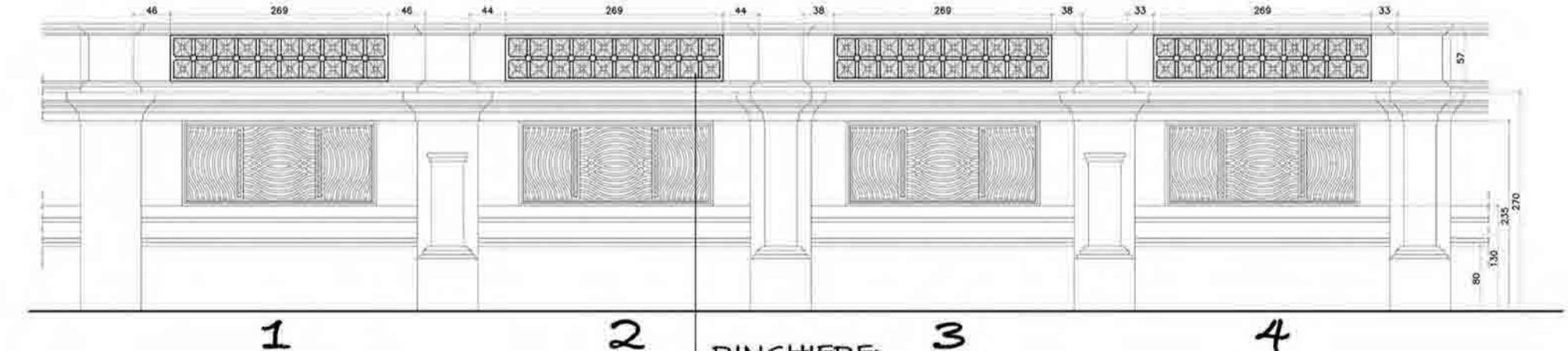
6 cm

n tot = 156



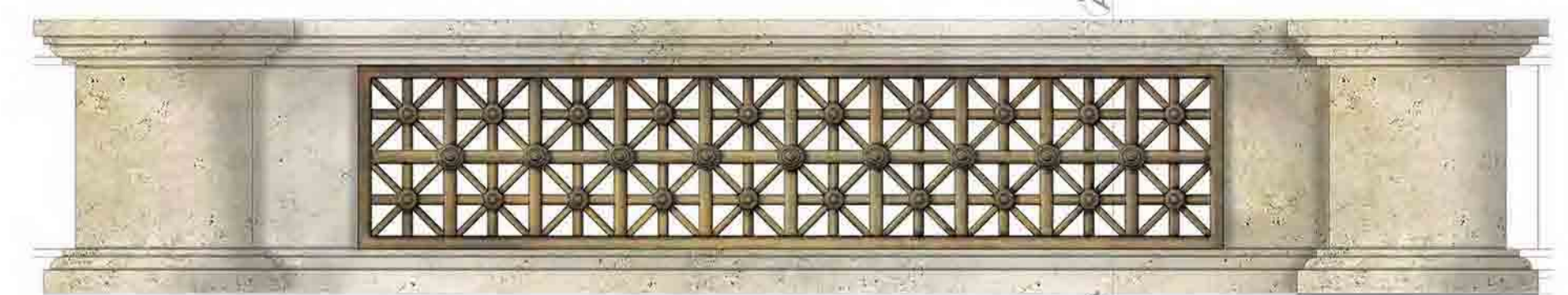
SCALA 1:20 PROSPETTO INGRESSI GRADINATE

BALAUSTRRE GRADINATE SCALA 1:20 STRALCIO DI PROSPETTO

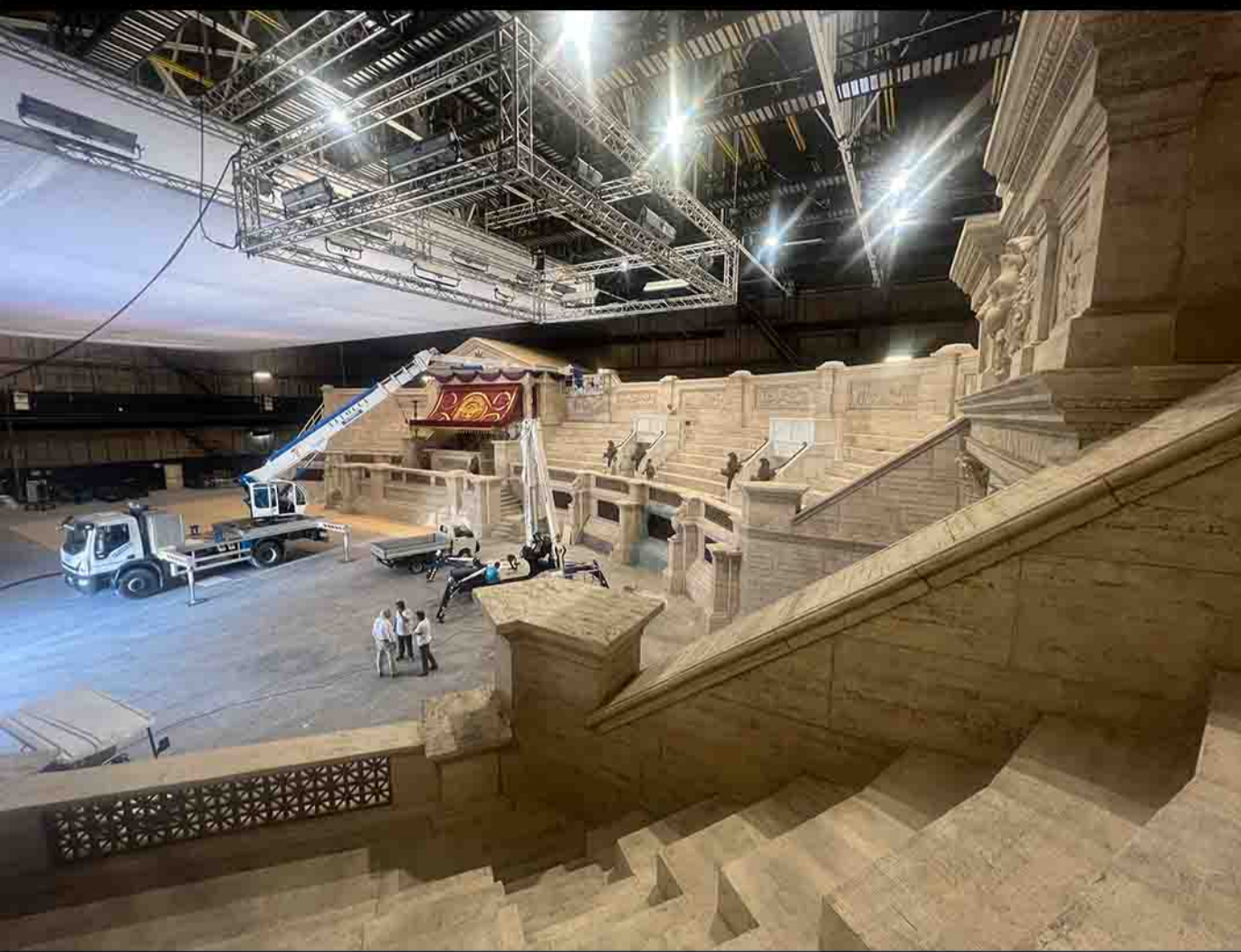


RINGHIERE:  
l: 269 cm h: 57 cm

SCALA 1:5 PROSPETTO BALAUSTRRA 4









— SET PHOTOGRAPHY



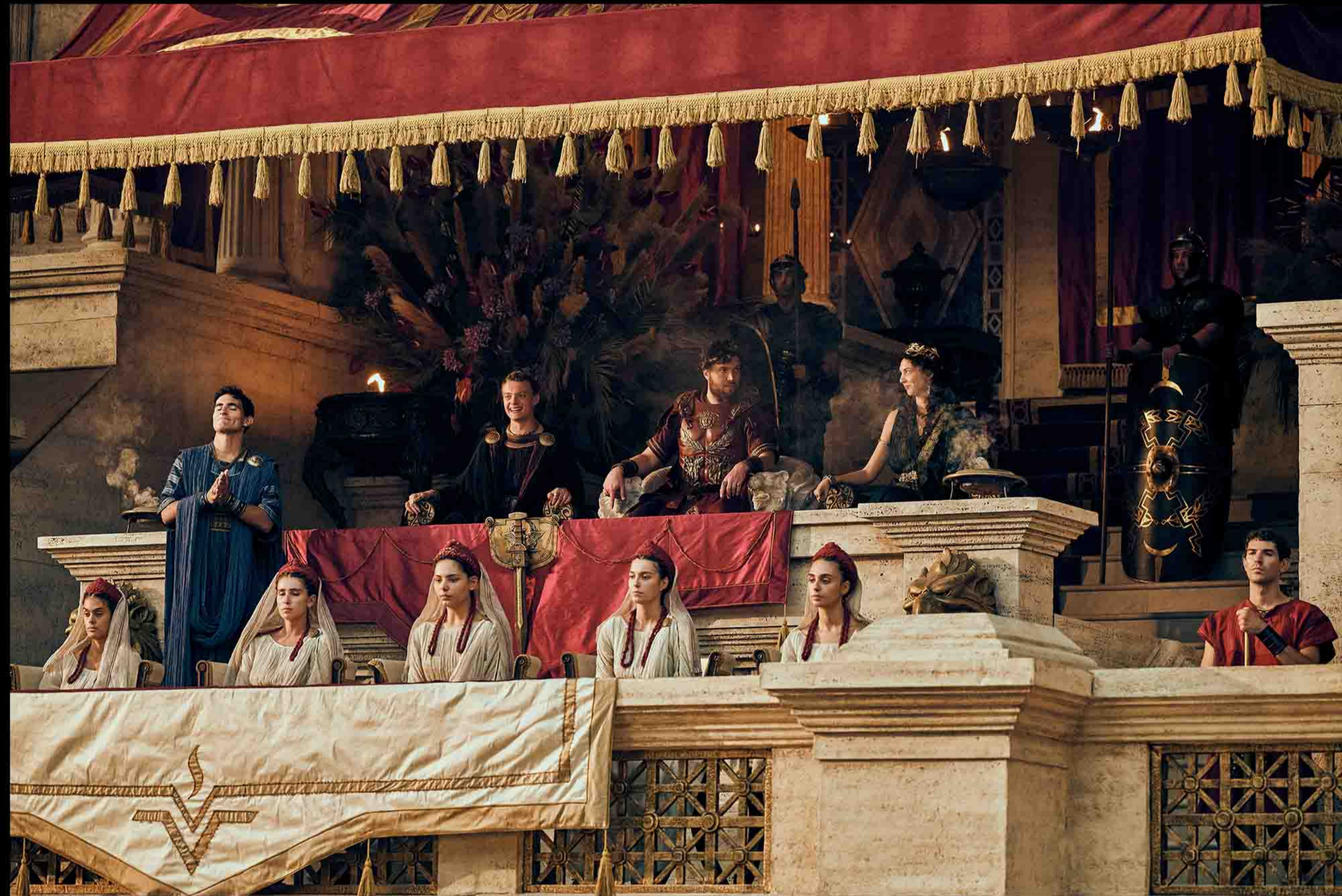


— SET PHOTOGRAPHY





— SET PHOTOGRAPHY

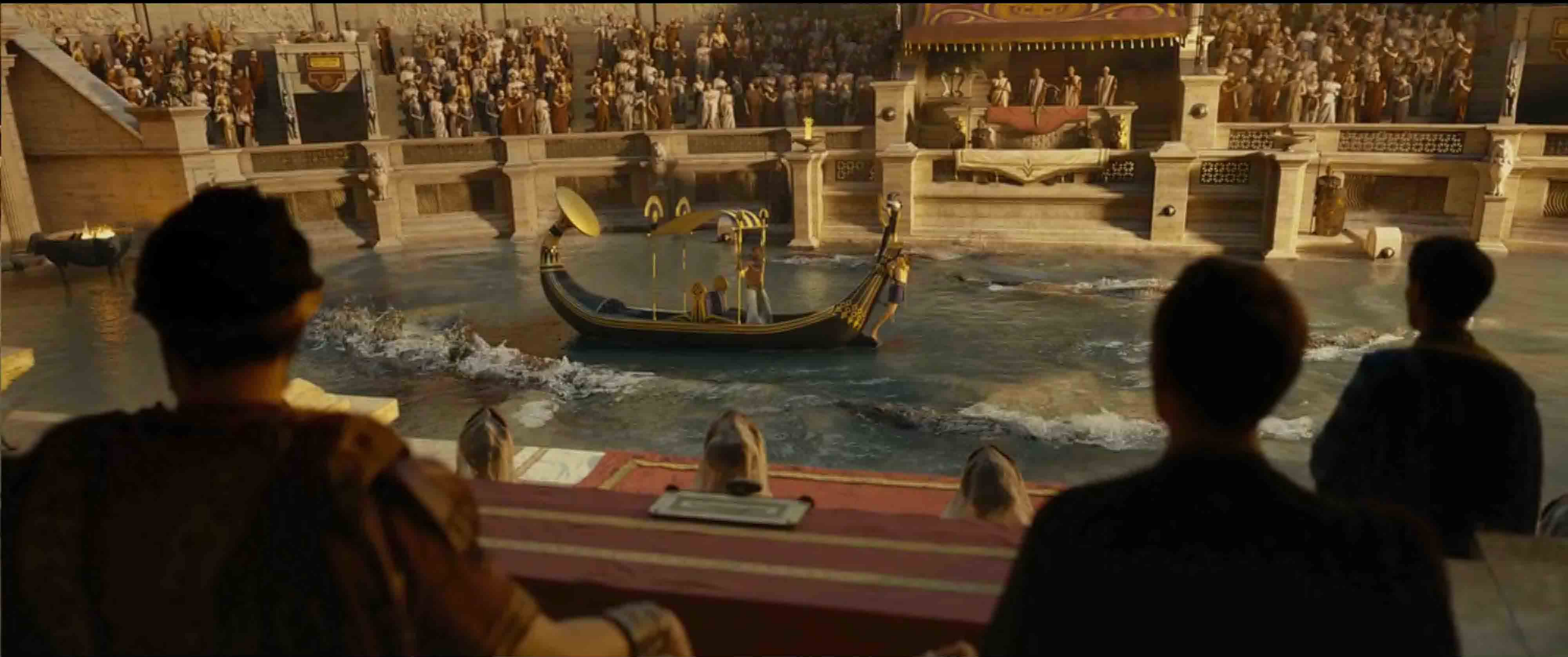






— STILL FRAME





— STILL FRAME



SET PHOTOGRAPHY



COLOSSEUM FACADE  
VOLUME STAGE



SMALL CHAMBER ABOVE THE GATE  
EXTRA SET, STAGE 1





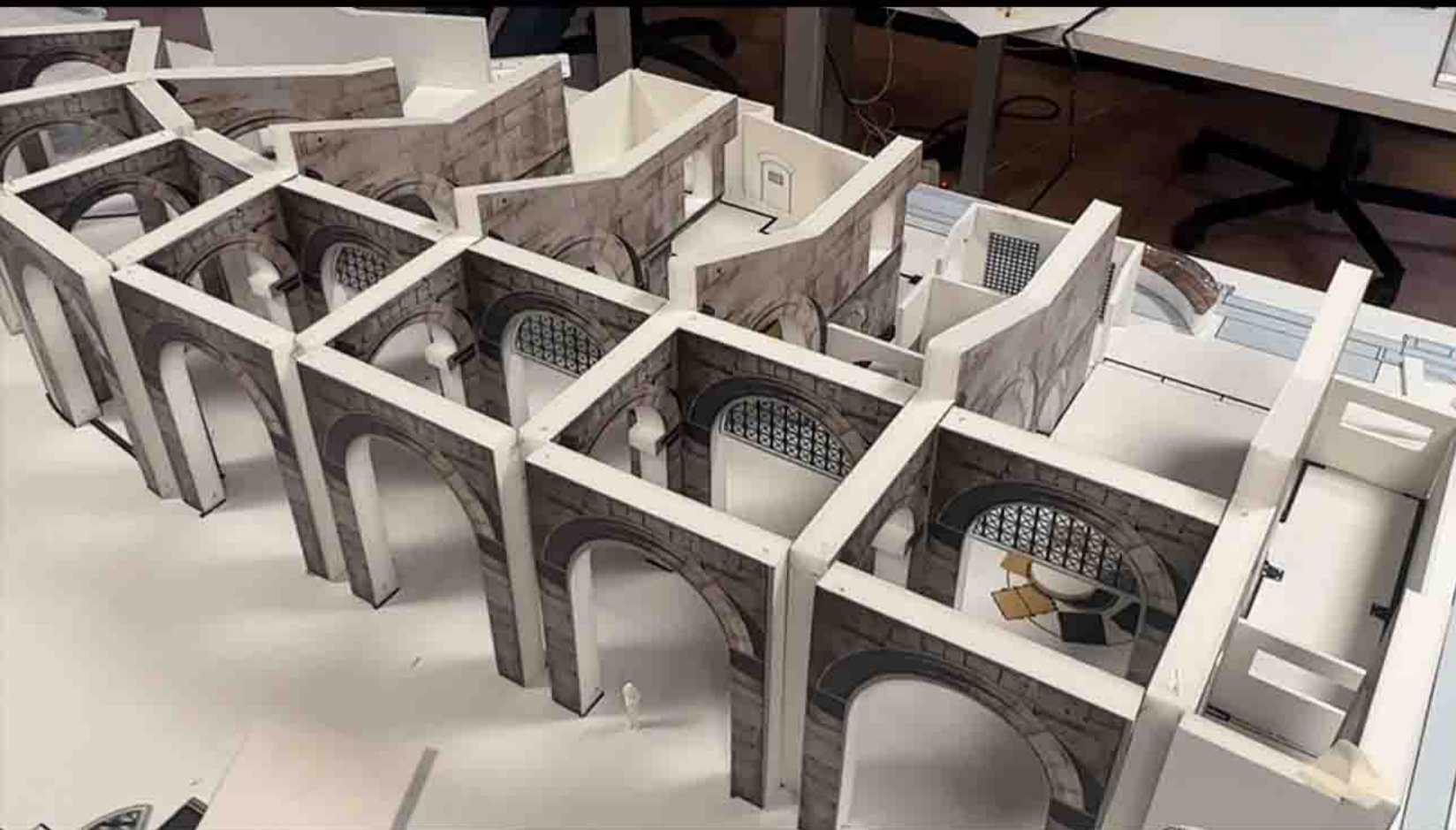
— STILL FRAME





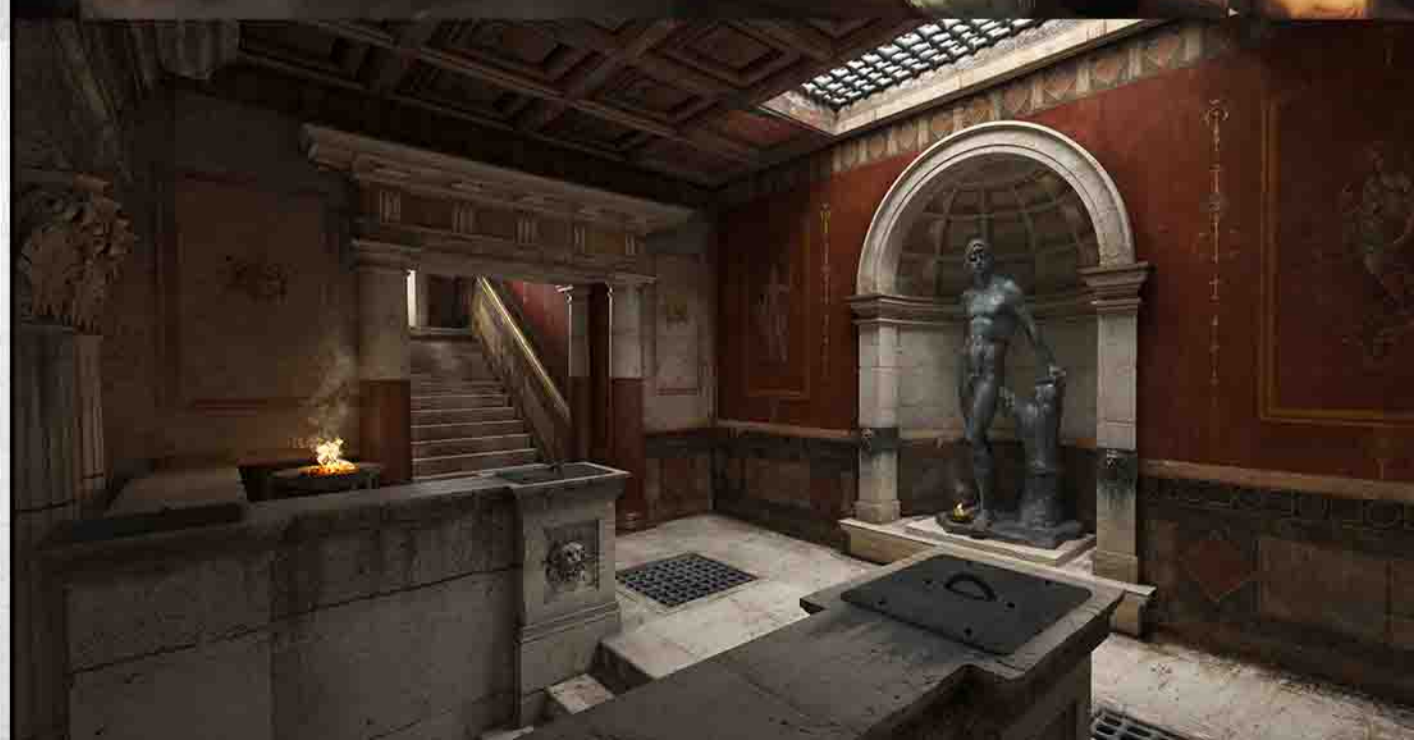
O2 - UNDERBELLY





## CONCEPT

Underbelly front elevation  
K1

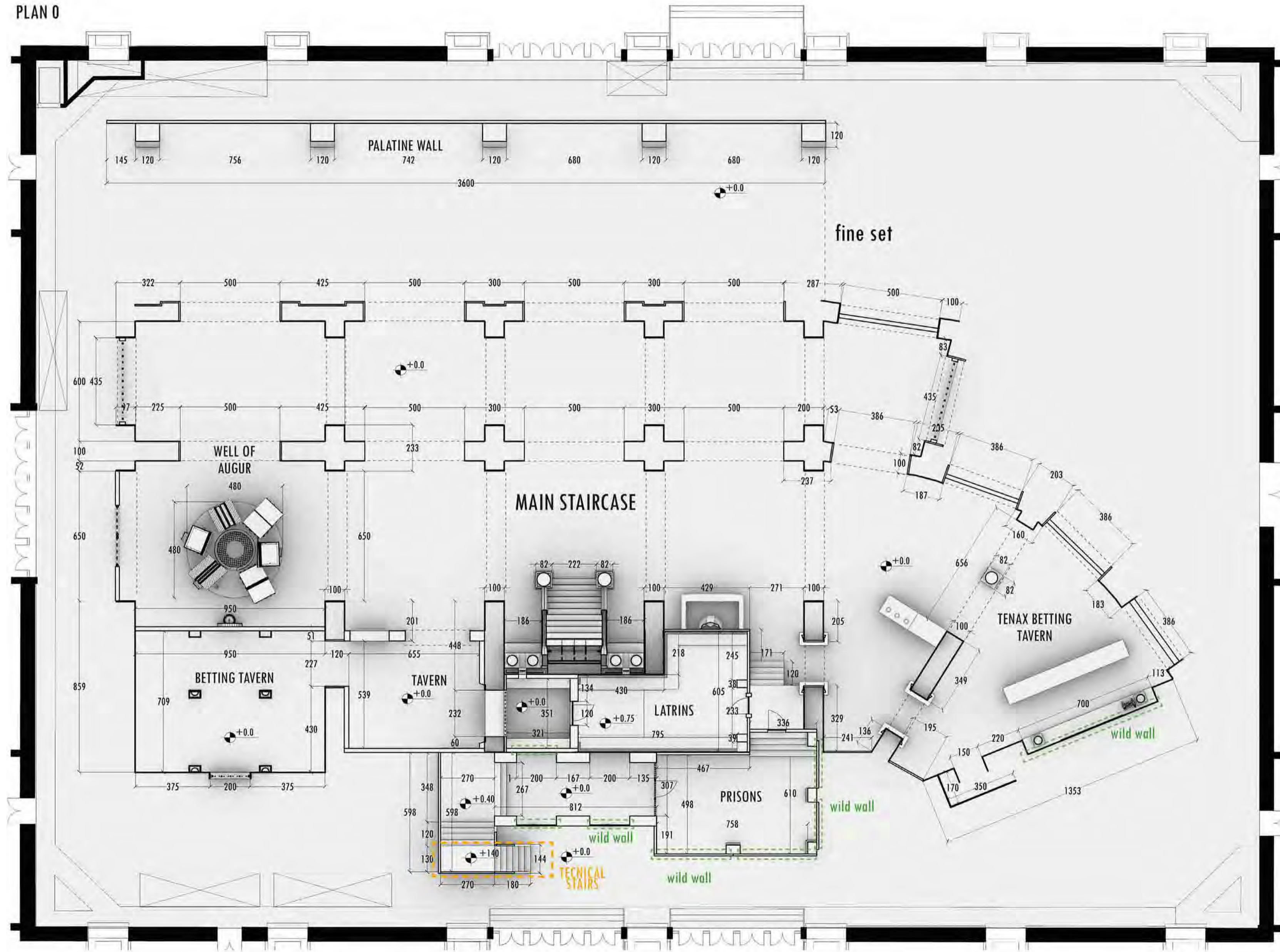


The Underbelly (the catacombs under the Circus Maximus) is the counter design to the Colosseum. It is old, dark and dirty - it is the representation of the shadow world of Rome: „Some People work here, some live here and some die here.“ it is paraphrased in a dialogue line.

The set that was built over 16 weeks at stage 1 in Cinecittà World outside of Rome was the „chimera set“ in the production of Those About to Die. It had one major revamp in the middle of the 10 weeks of shooting and it encompassed in total 17 different sub-sets, each of which required smaller revamps along the way.

The main sets were:  
the Stables - the Ludus Bestius - Betting Taverns - the Grand Entrance - several Prisons and Basements - the Well of the Augurs - the Latrines - Changing Rooms - the Weighing Stations - the Training area - the Goldsmith's Foundry - the Market outside - the Horse Corals - and many more.





LAYOUT

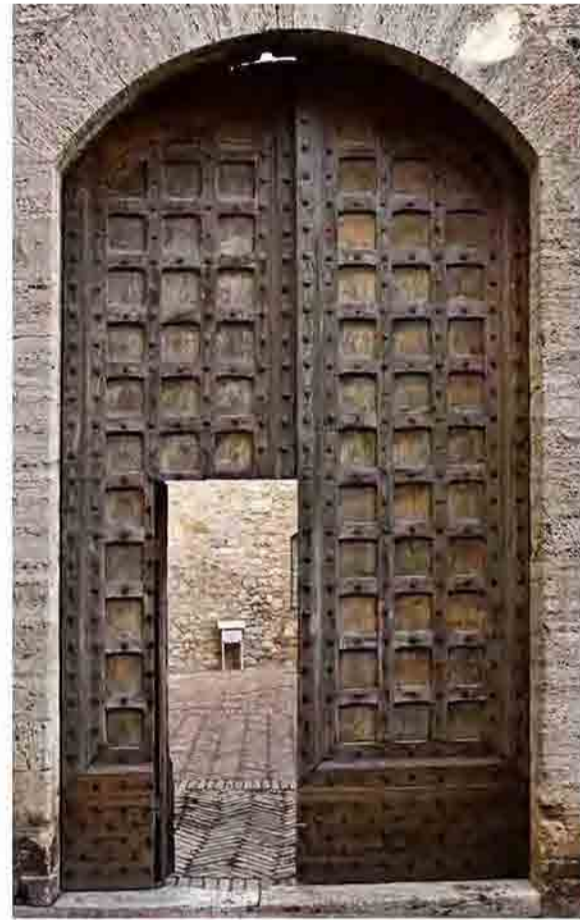


# DOORS

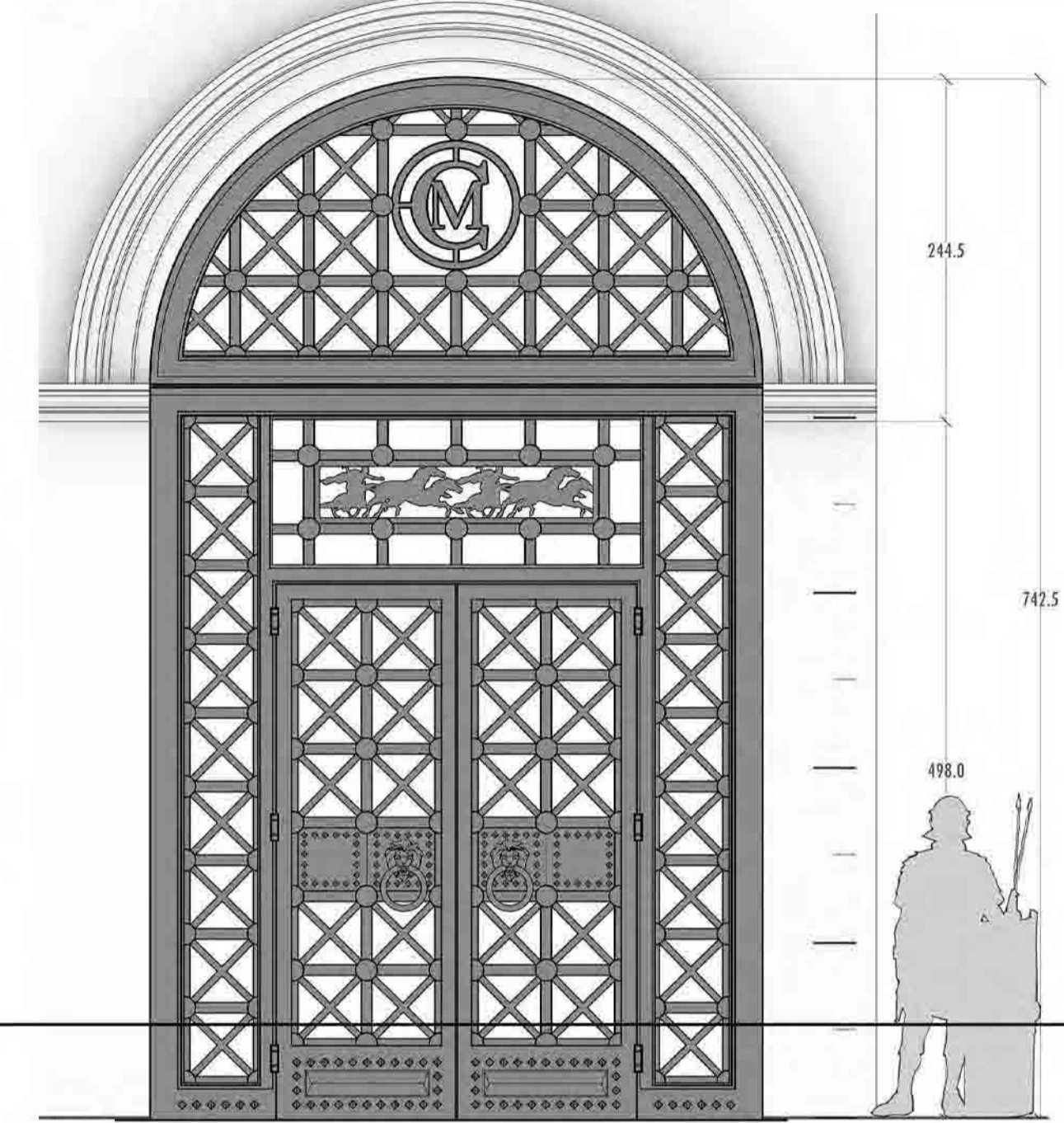
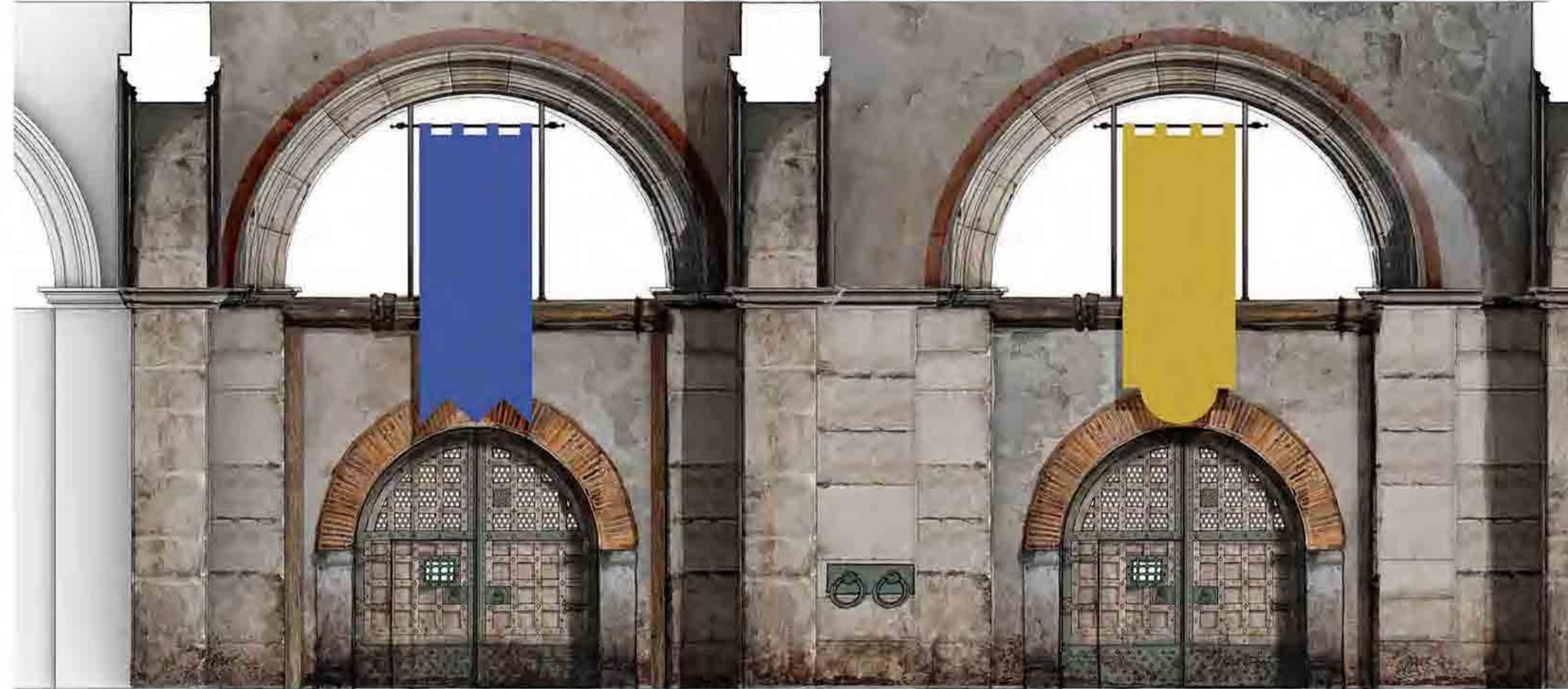
# COLONNADE GATE



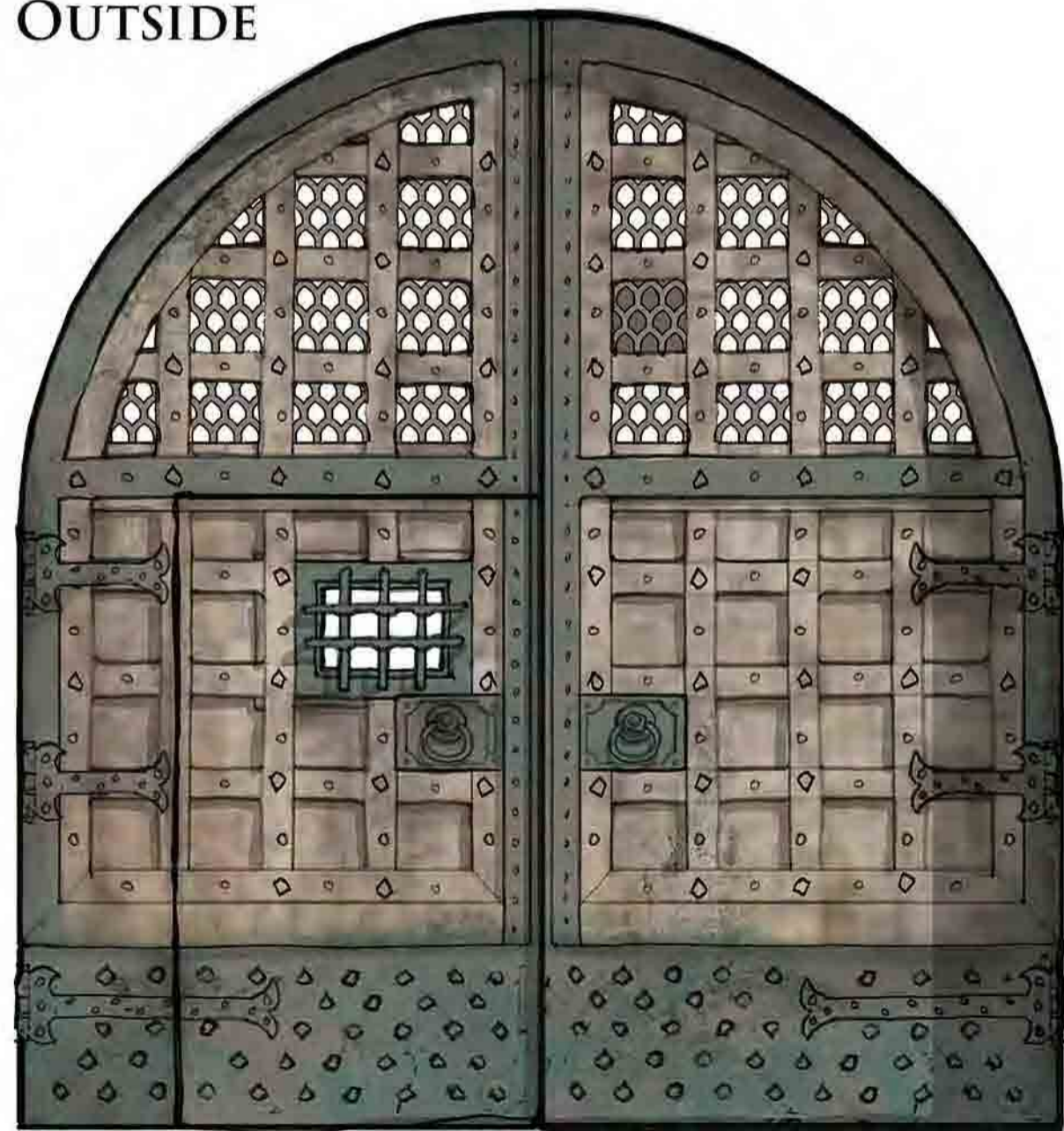
MATERIAL REFERENCE



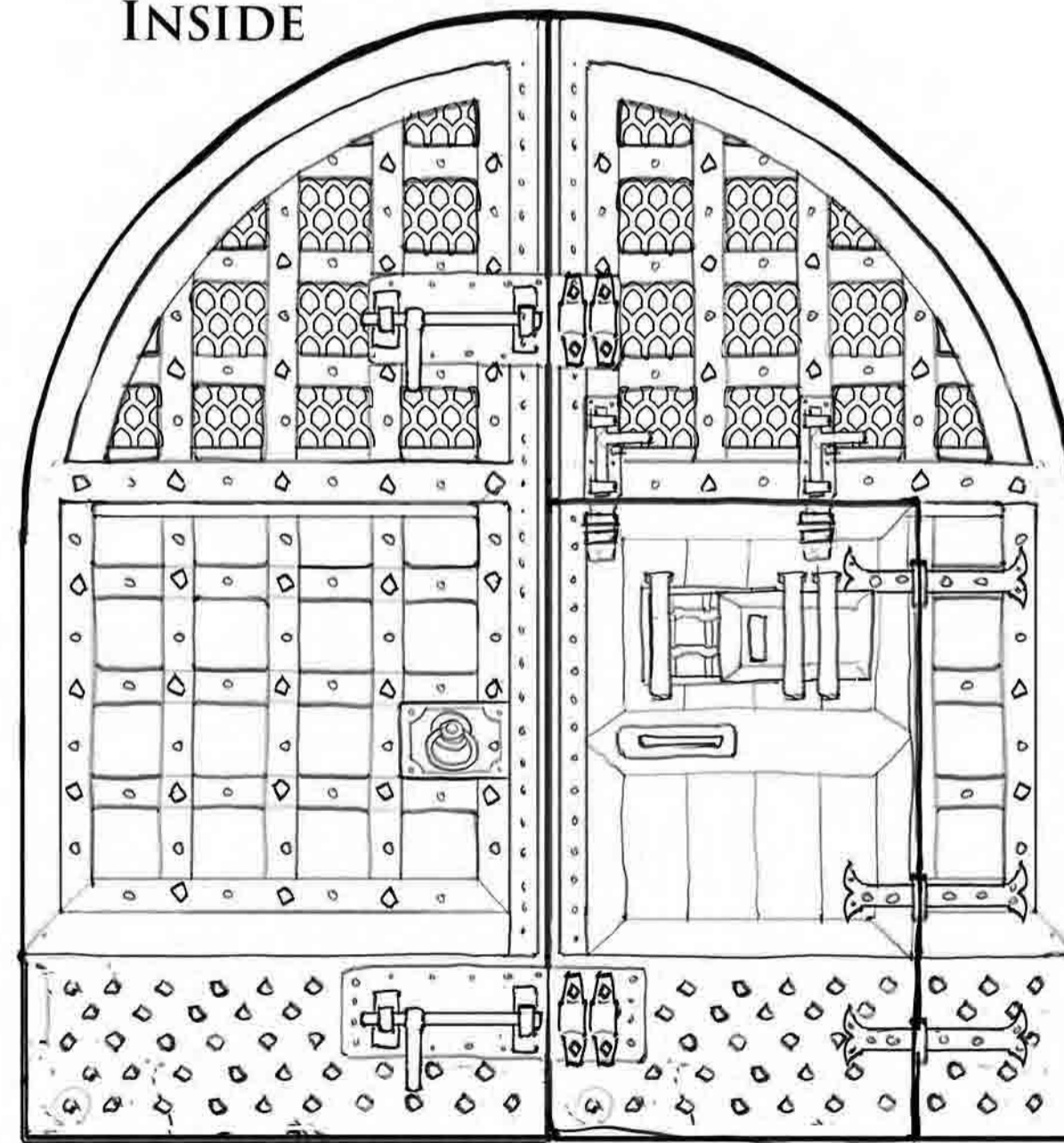
STRUCTUREAL REFERENCE



## OUTSIDE

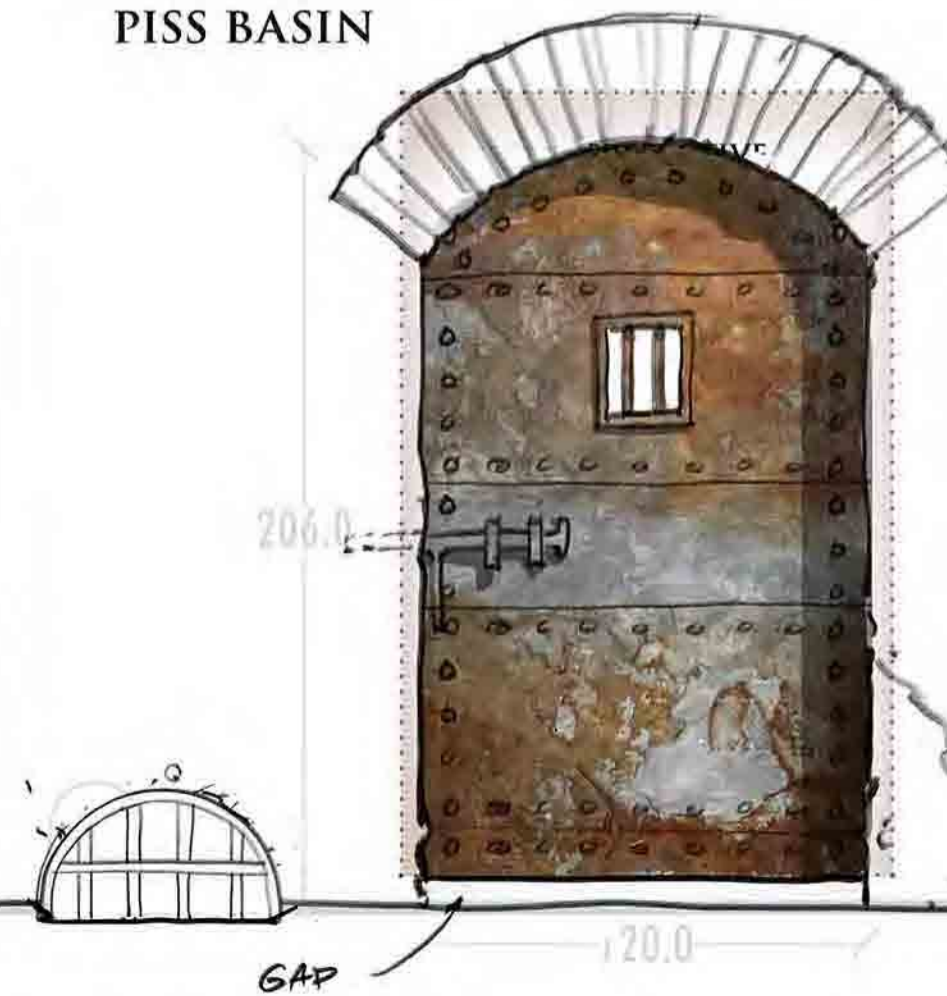


## INSIDE

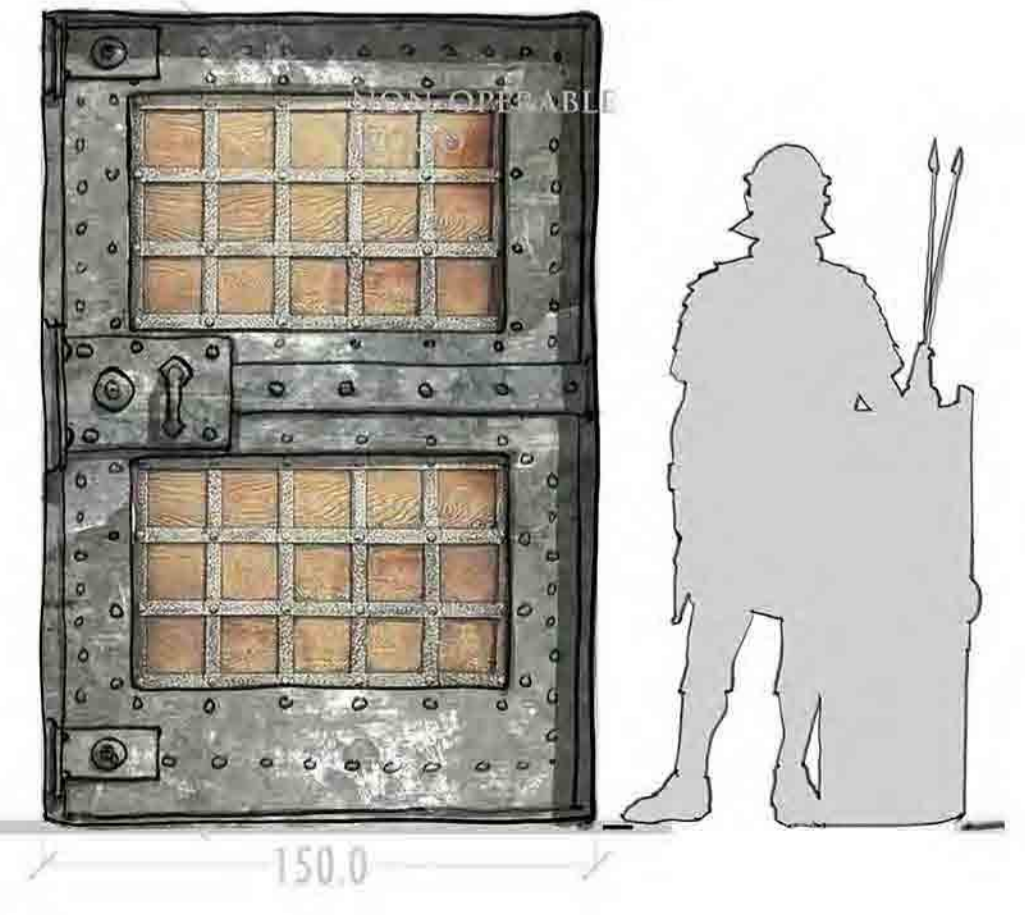


## DETAILS

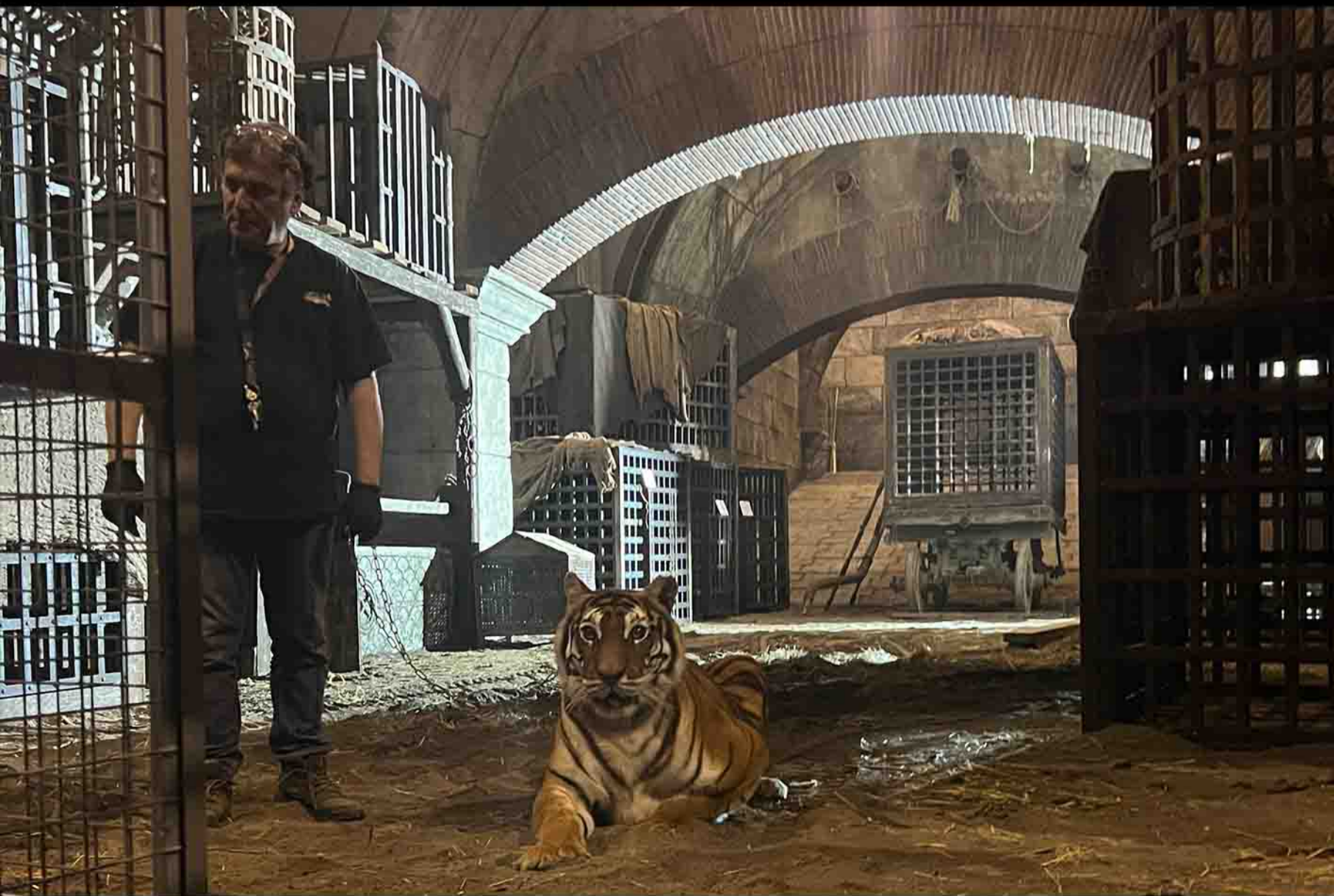
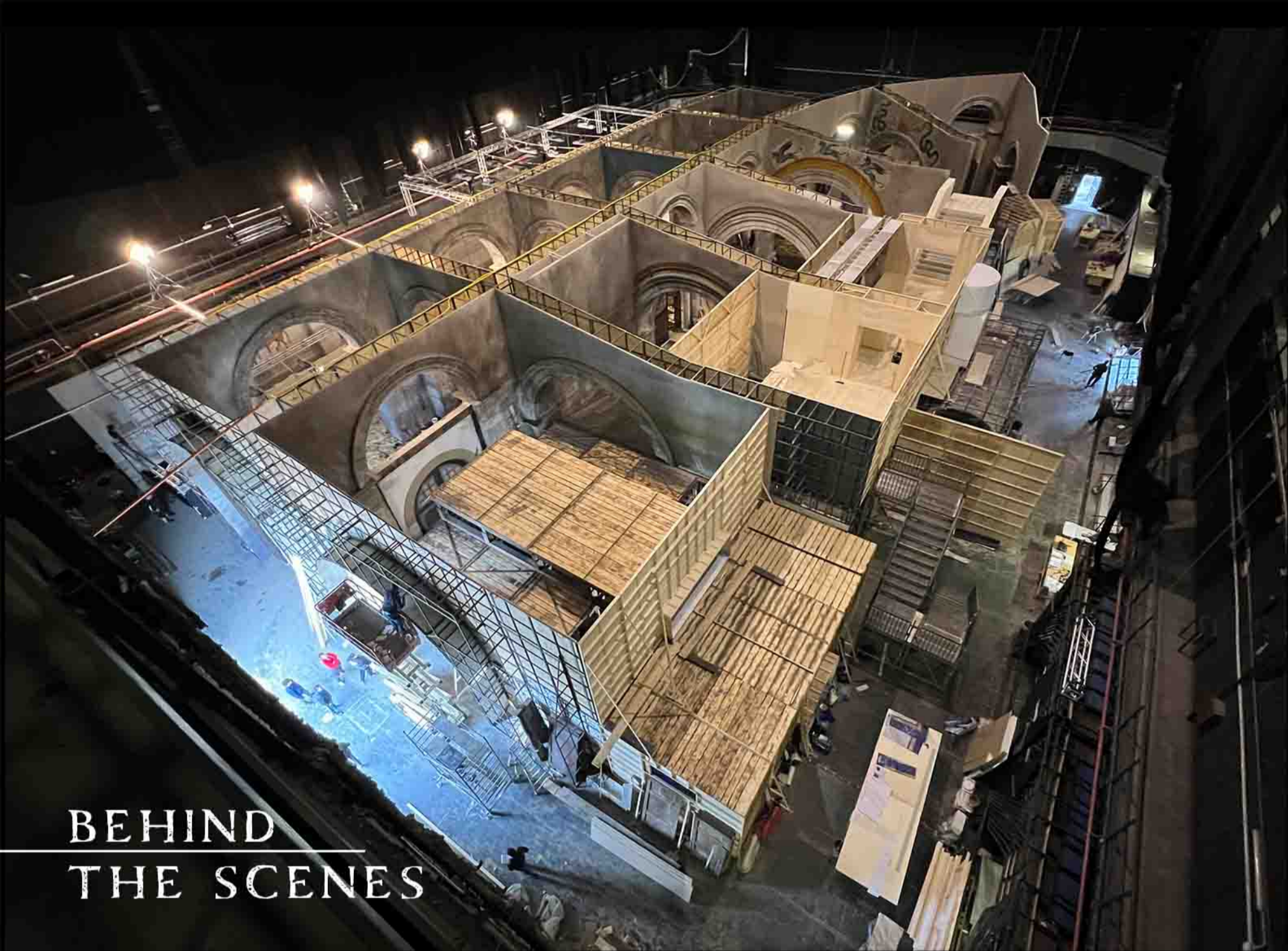
LATRINES  
PISS BASIN



TENAX' TAVERN,  
BACKDOOR









MAIN BETTING TAVERN





WELL OF THE AUGURS / GRAND ENTRANCE



— SET PHOTOGRAPHY



WEIGHING STATIONS





FACTION STABLES



— SET PHOTOGRAPHY



A still frame from a movie showing a crowded, dimly lit interior space, likely a large hall or a courtyard. The scene is characterized by high, vaulted stone arches and a large, glowing fire pit in the foreground on the right. The lighting is low, with a strong light source from an arched opening in the background, creating a dramatic, atmospheric effect. Several people in period clothing are visible, some walking and others standing. The overall mood is somber and historical.

DIRECTED BY  
ROLAND EMMERICH

— STILL FRAME





— STILL FRAME



LUDUS BESTII



— SET PHOTOGRAPHY

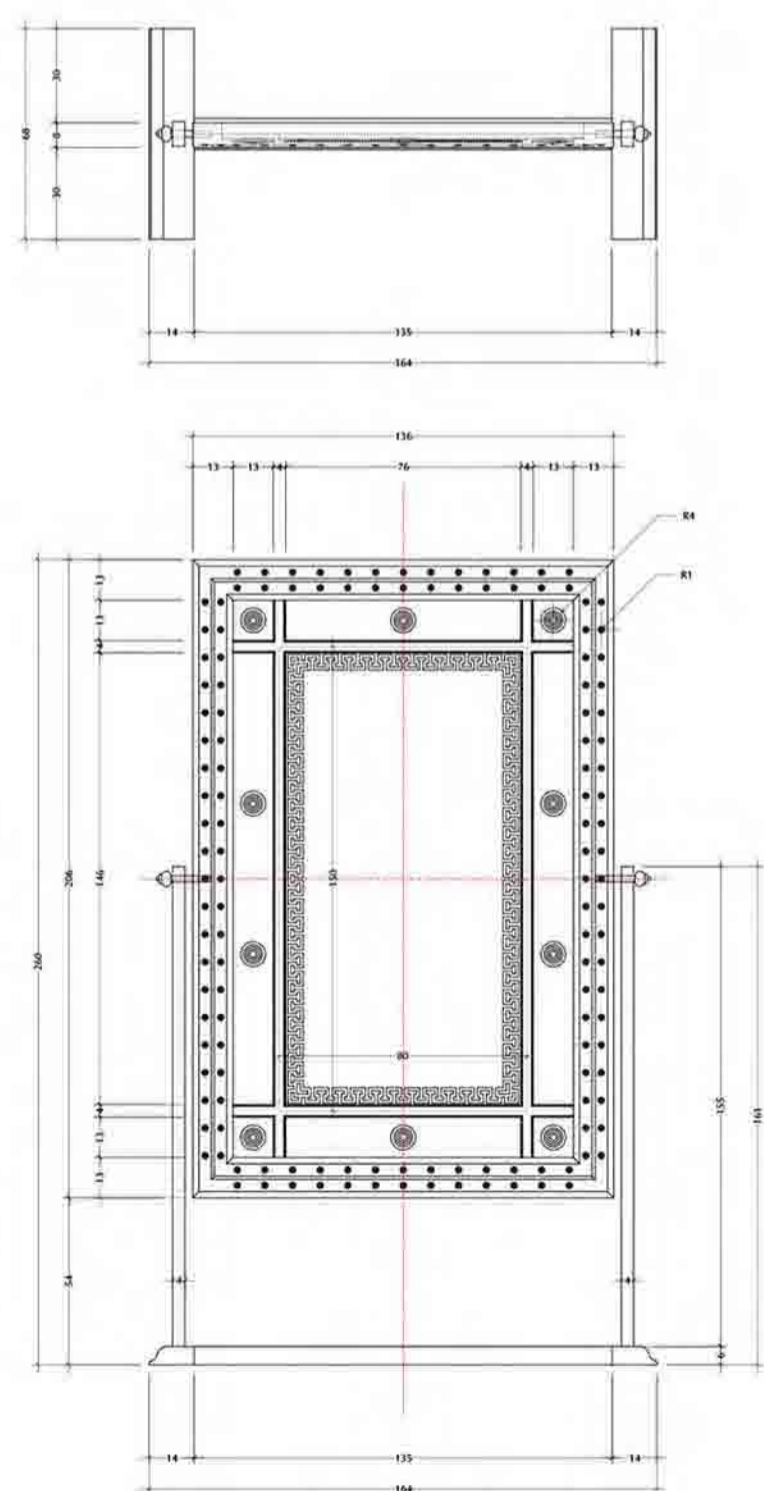


CHANGING ROOMS

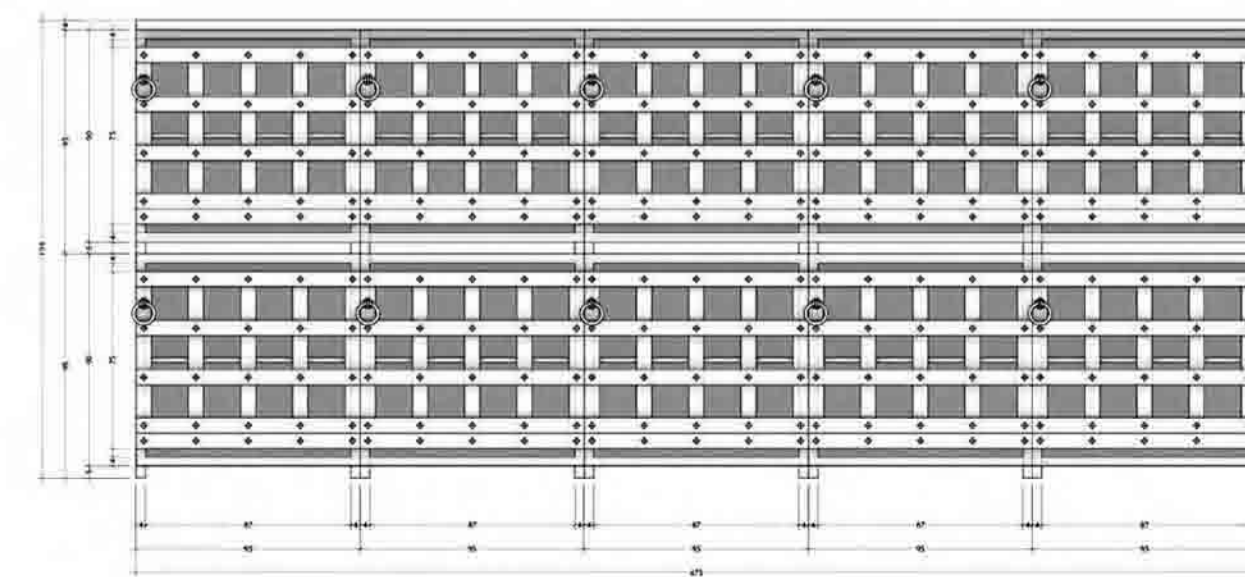
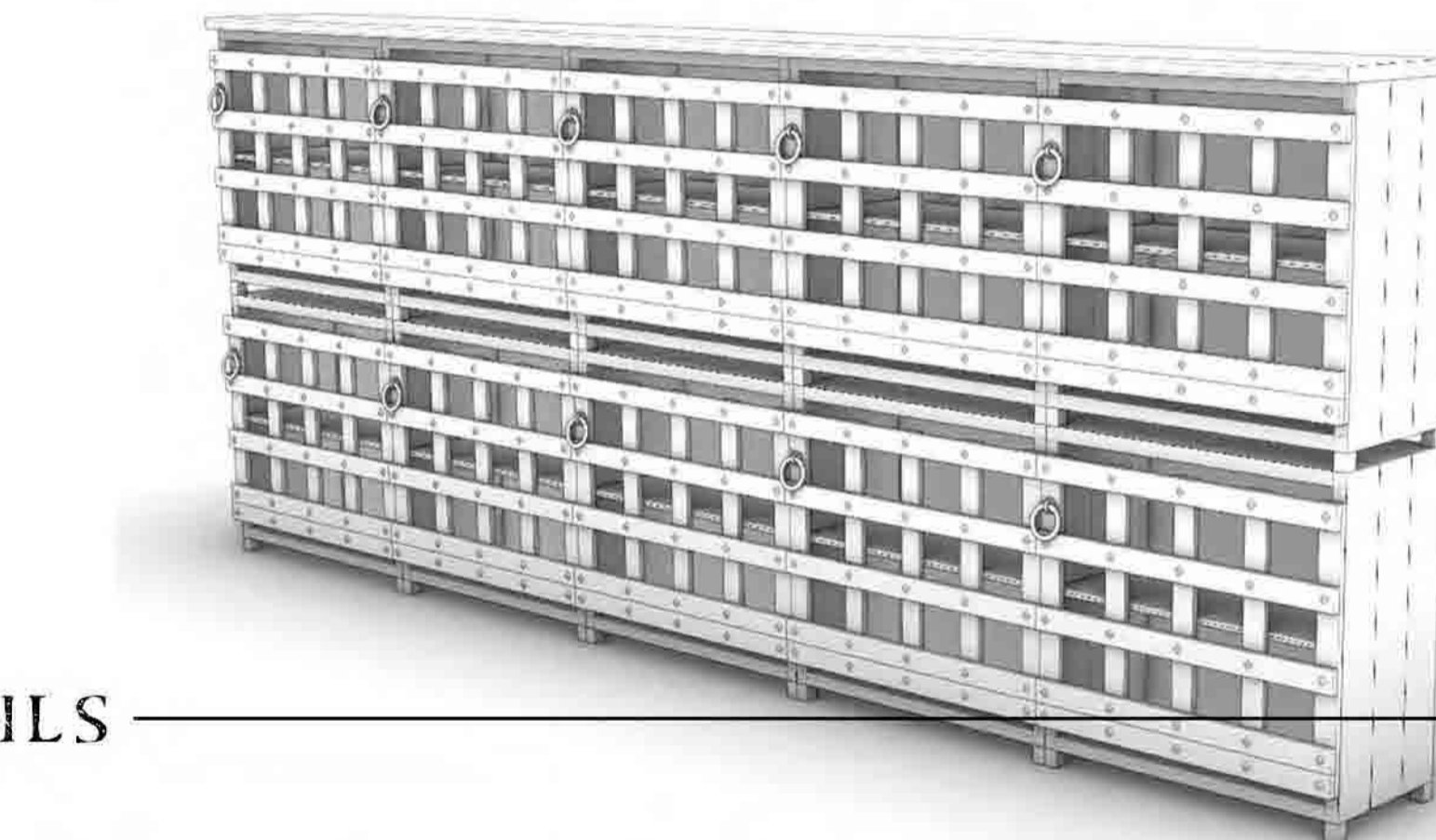


CONCEPT ART / SET PHOTOGRAPHY

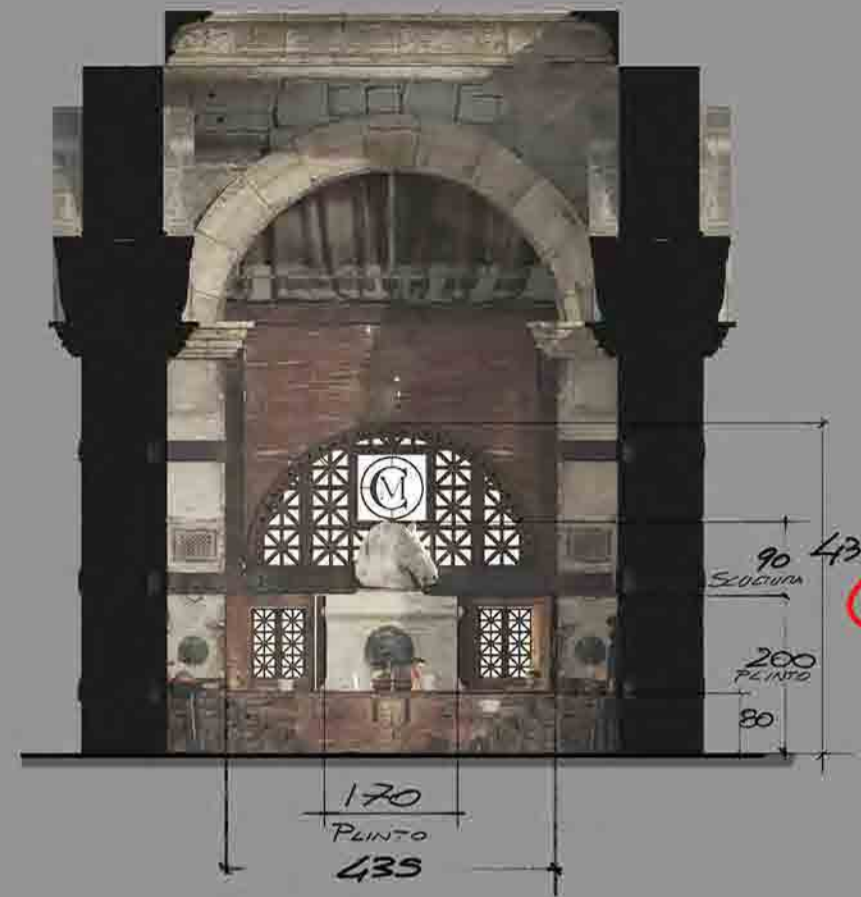




DETAILS







(A)



(B)



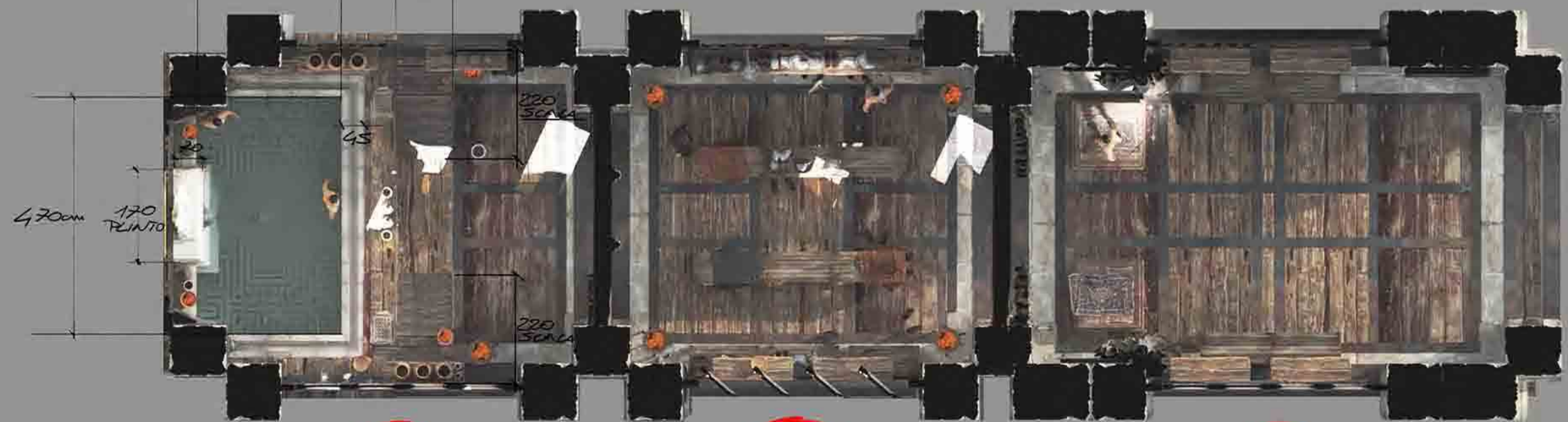
(C)



(D)



PEDANA  
395cm  
290cm  
SCALA  
115



(C)

(B)

(A)

DETAILS

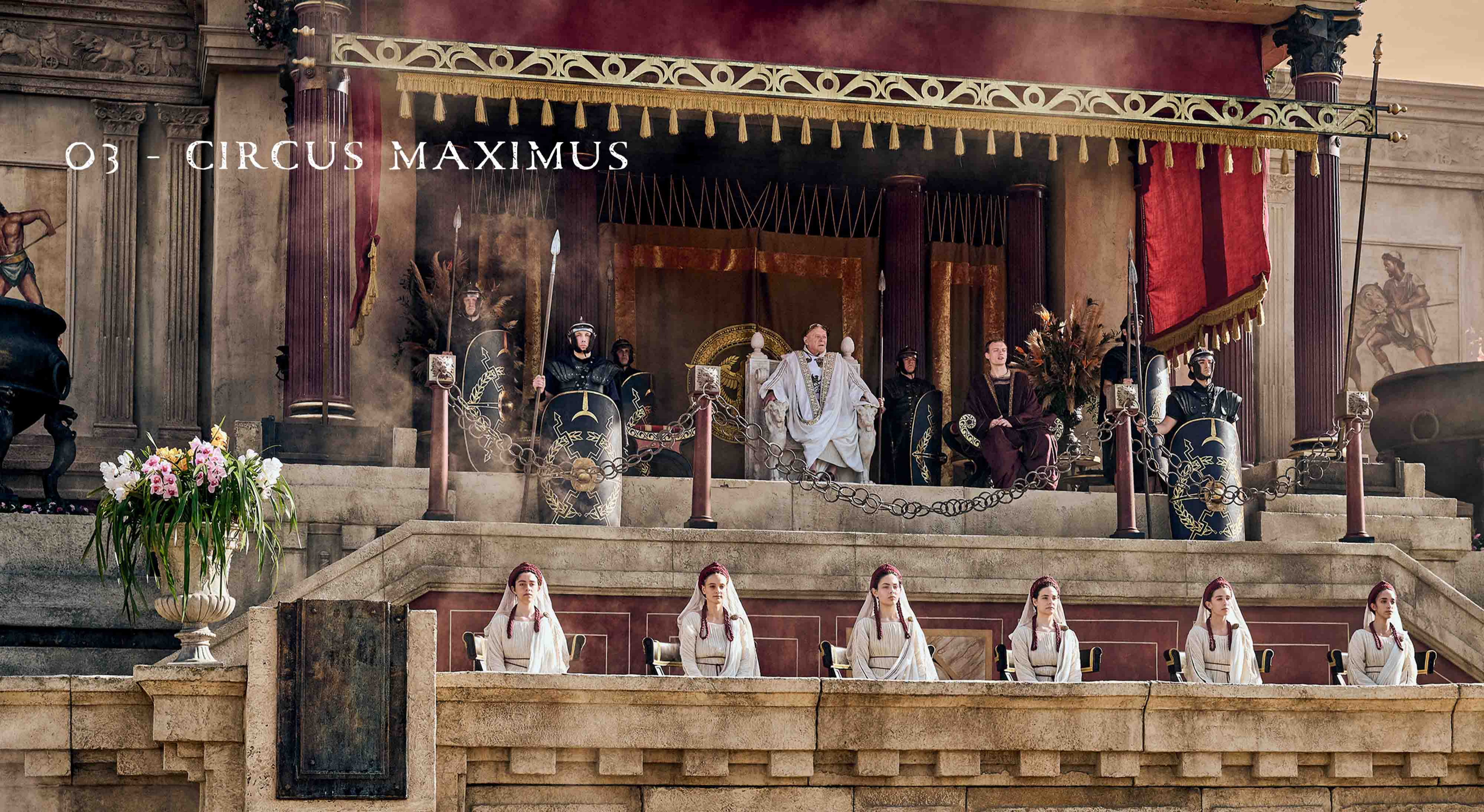




— STILL FRAME



03 - CIRCUS MAXIMUS

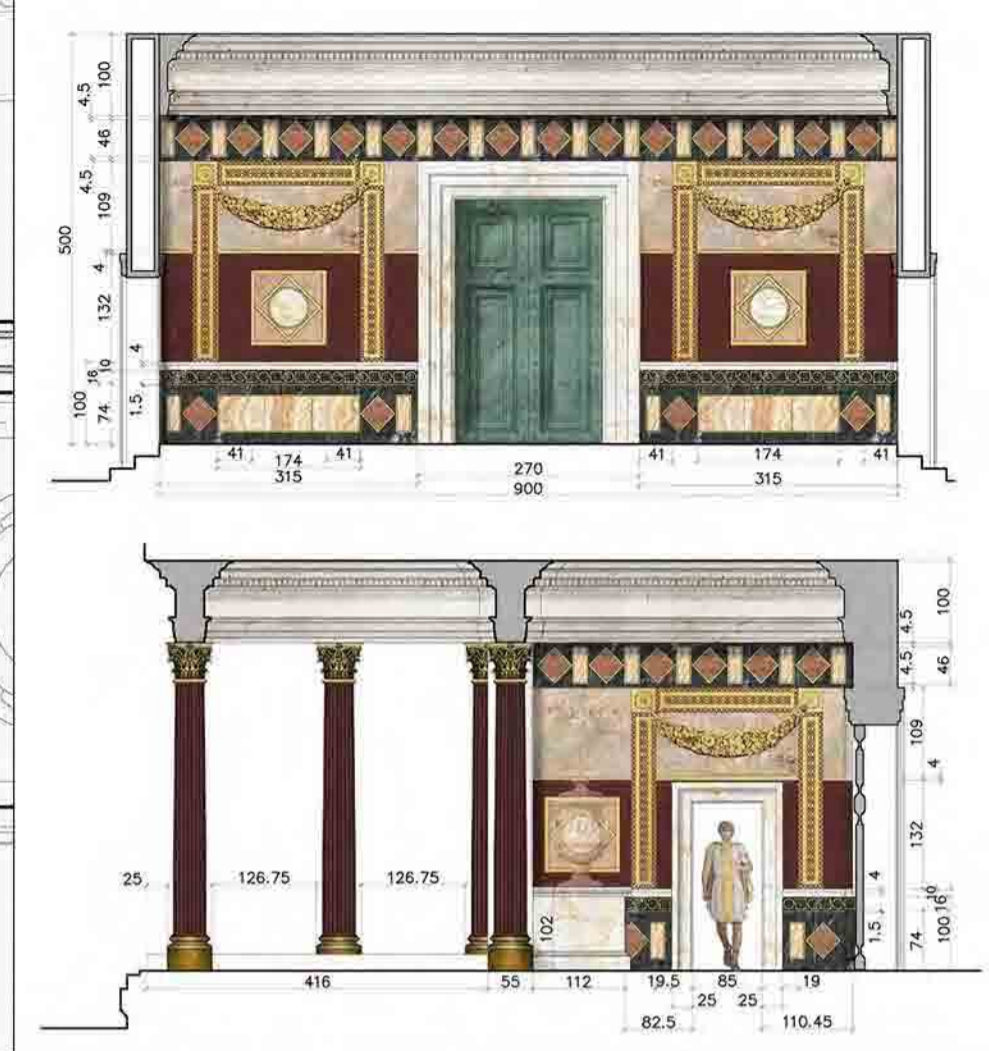
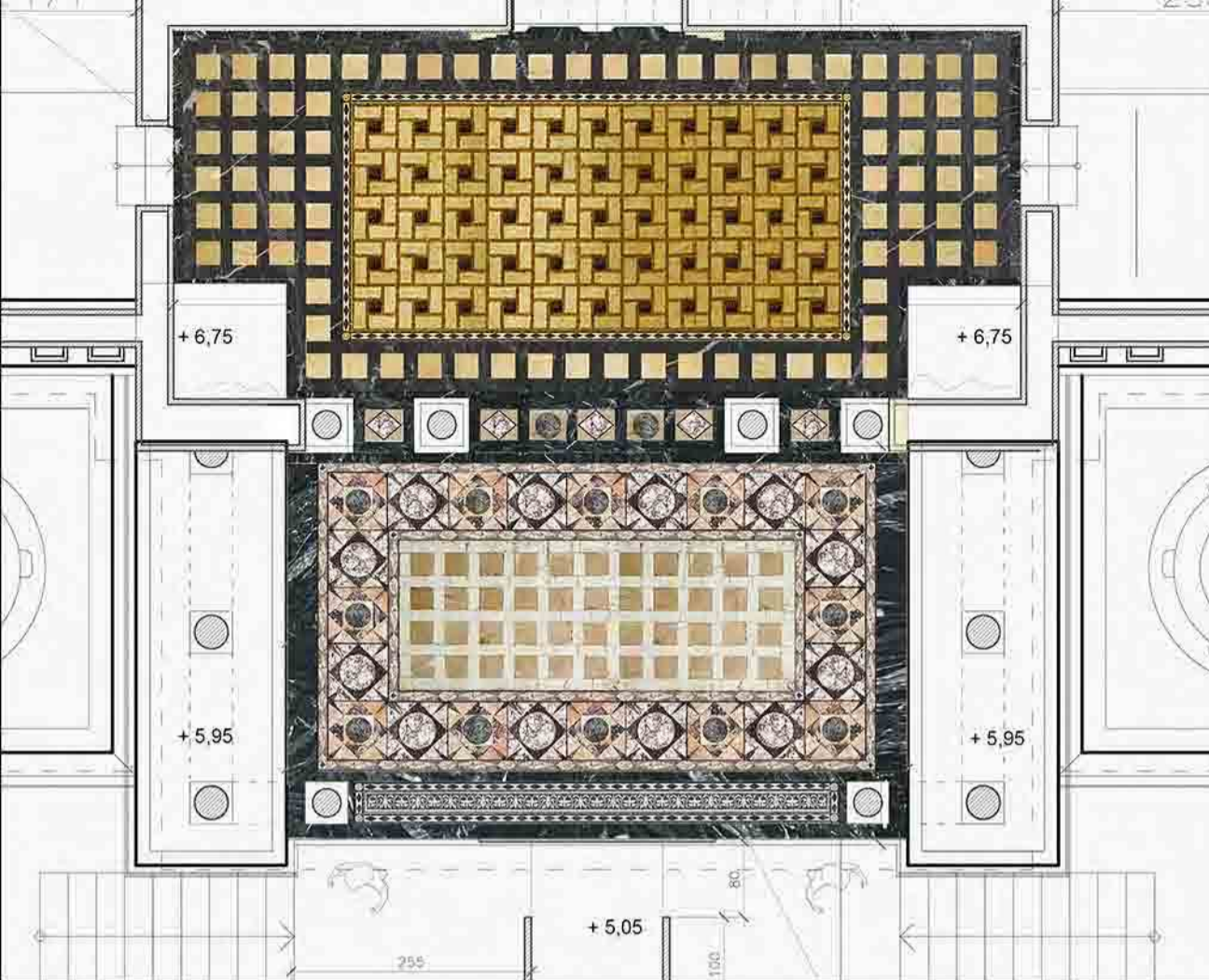






CONCEPT ART





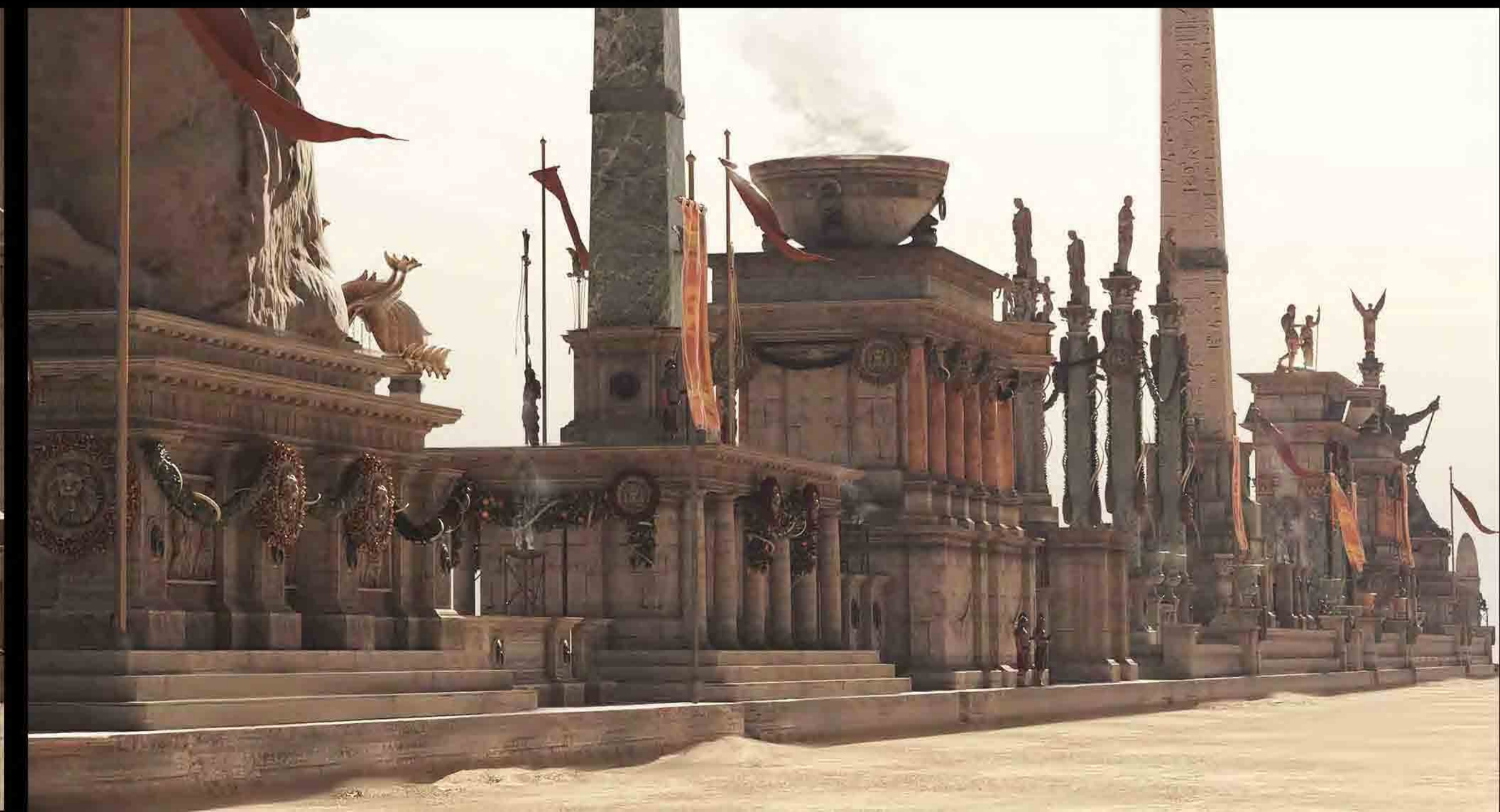
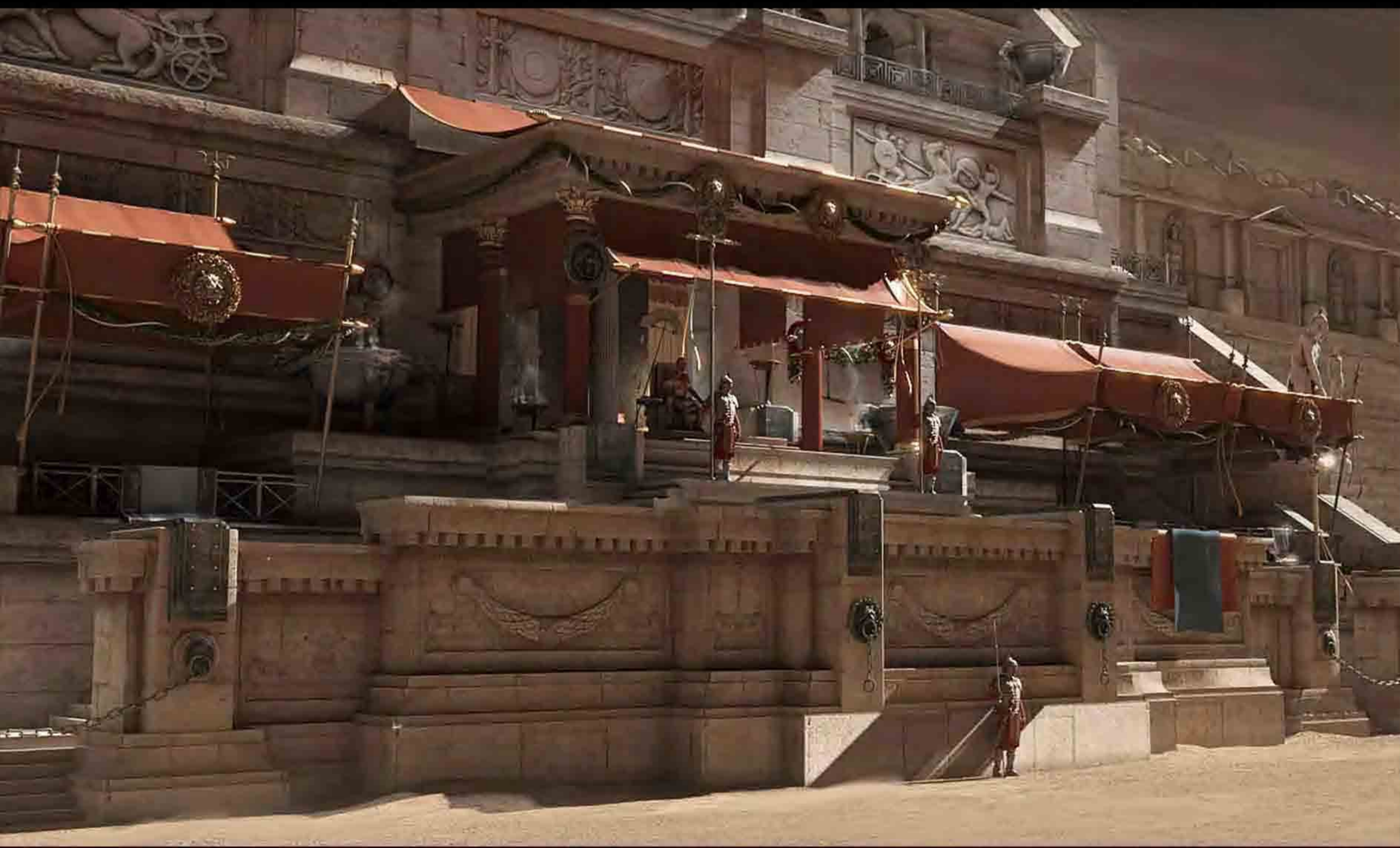
The arena of the Circus Maximus is the main sports venue in season 1.

The construction consisted of five sets - the imperial platform and its ante rooms, the four faction balconies, the crowd's tiers, the starting gates as well as the arena itself with its central spina.

In addition to these sets, the viewing gates (the service gates to and from the catacombs below the tiers and balconies) were shot on the volume stage Cinecittà studios.

The set was built over 12 weeks on top of the existing structures of the arena from Ben Hur (2016) in spring 2023 outside of Cinecittà World. The main unit as well as the action unit shot a large part of season 1 within 8 weeks on this set.

## CONCEPT



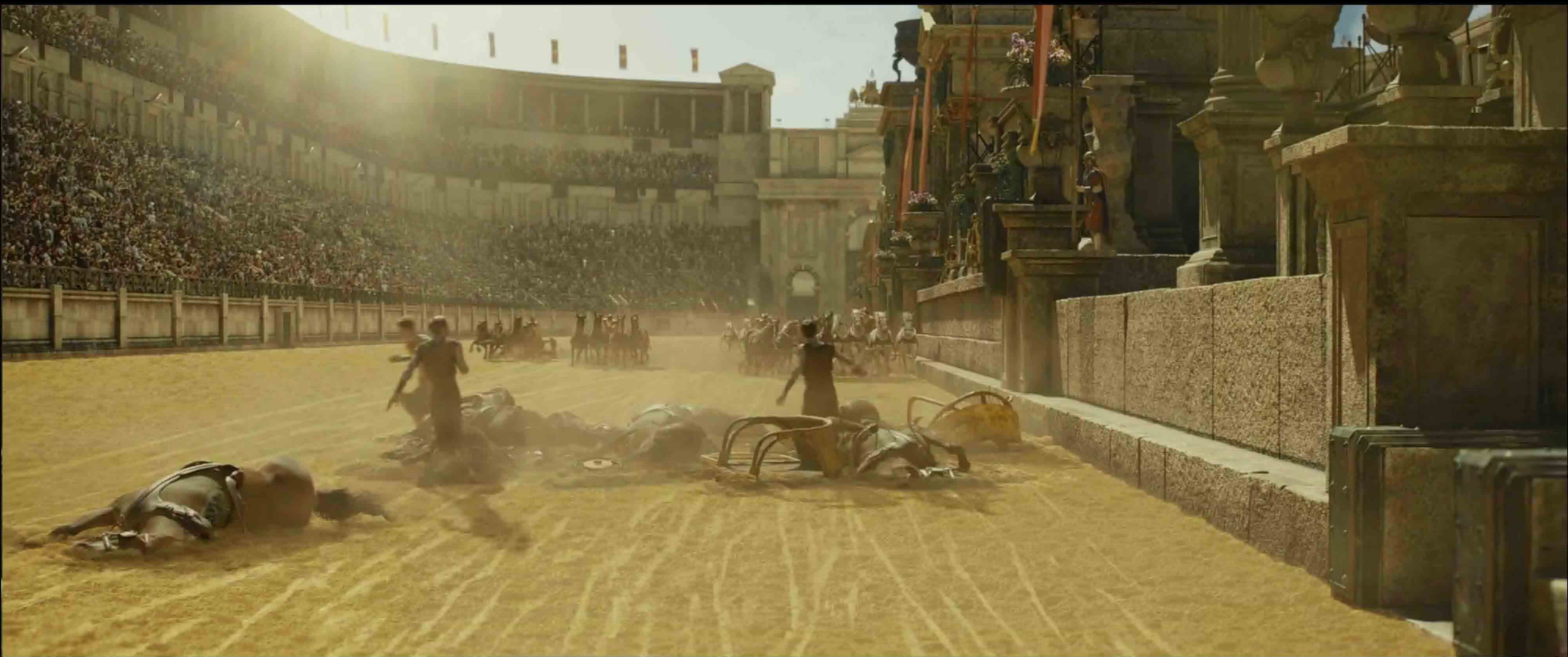












— STILL FRAME





— STILL FRAME

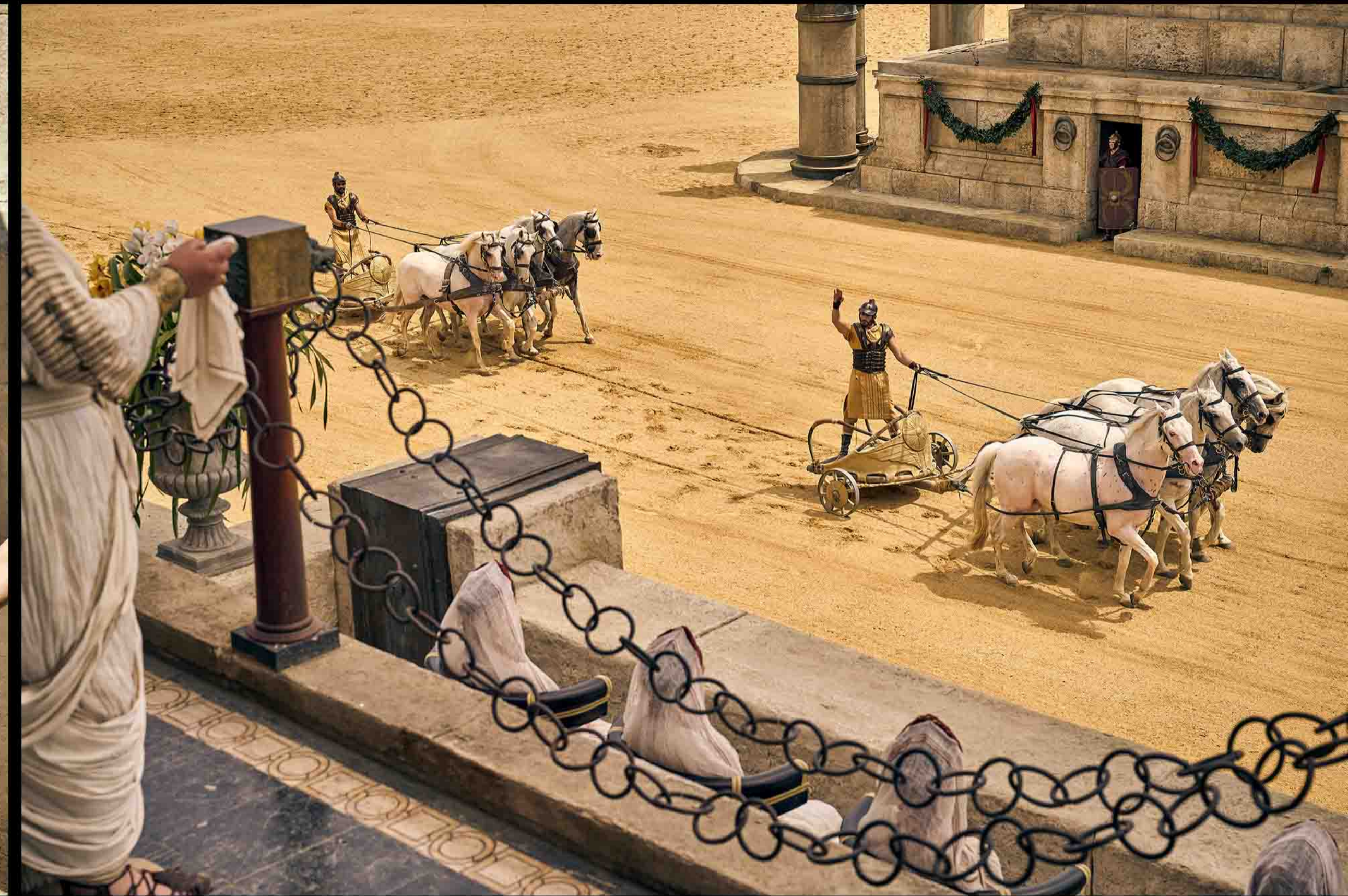


— SET PHOTOGRAPHY





— SET PHOTOGRAPHY





— SET PHOTOGRAPHY







— STILL FRAME



— SET PHOTOGRAPHY



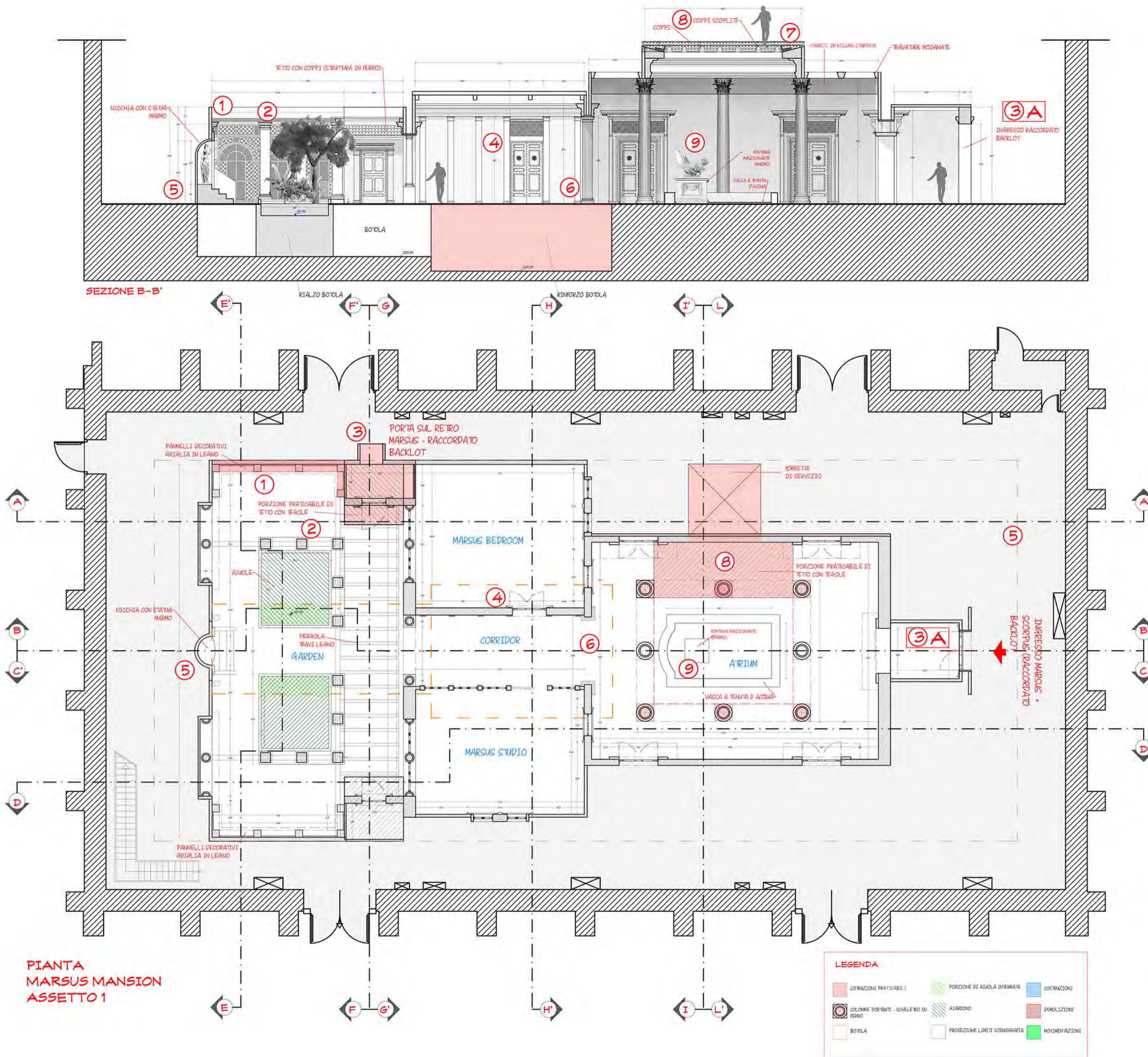
INSIDE THE VIEWING GATES  
VOLUME STAGE



A woman with long, wavy red hair, wearing a teal dress and gold jewelry, stands in a grand, classical building with columns. The scene is dimly lit, with light streaming through the columns in the background. The woman is looking slightly to the right of the camera with a serious expression. She is wearing a teal, draped dress with a gold brooch at the neckline and a gold necklace with a large pendant. Her hair is styled in braids and adorned with gold jewelry. The background shows a series of columns and arches, suggesting a large, ornate interior space.

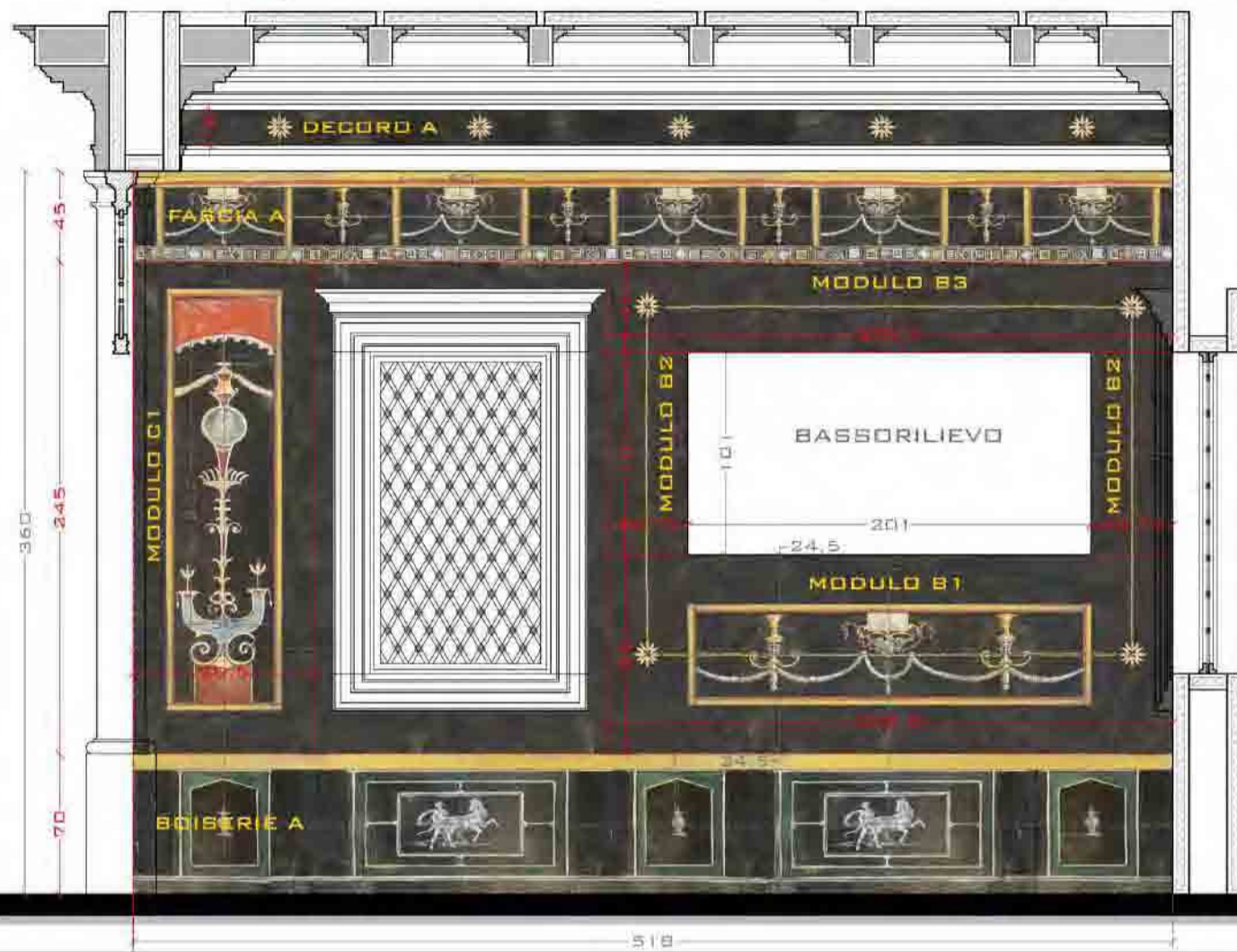
04 - VILLA MARSUS



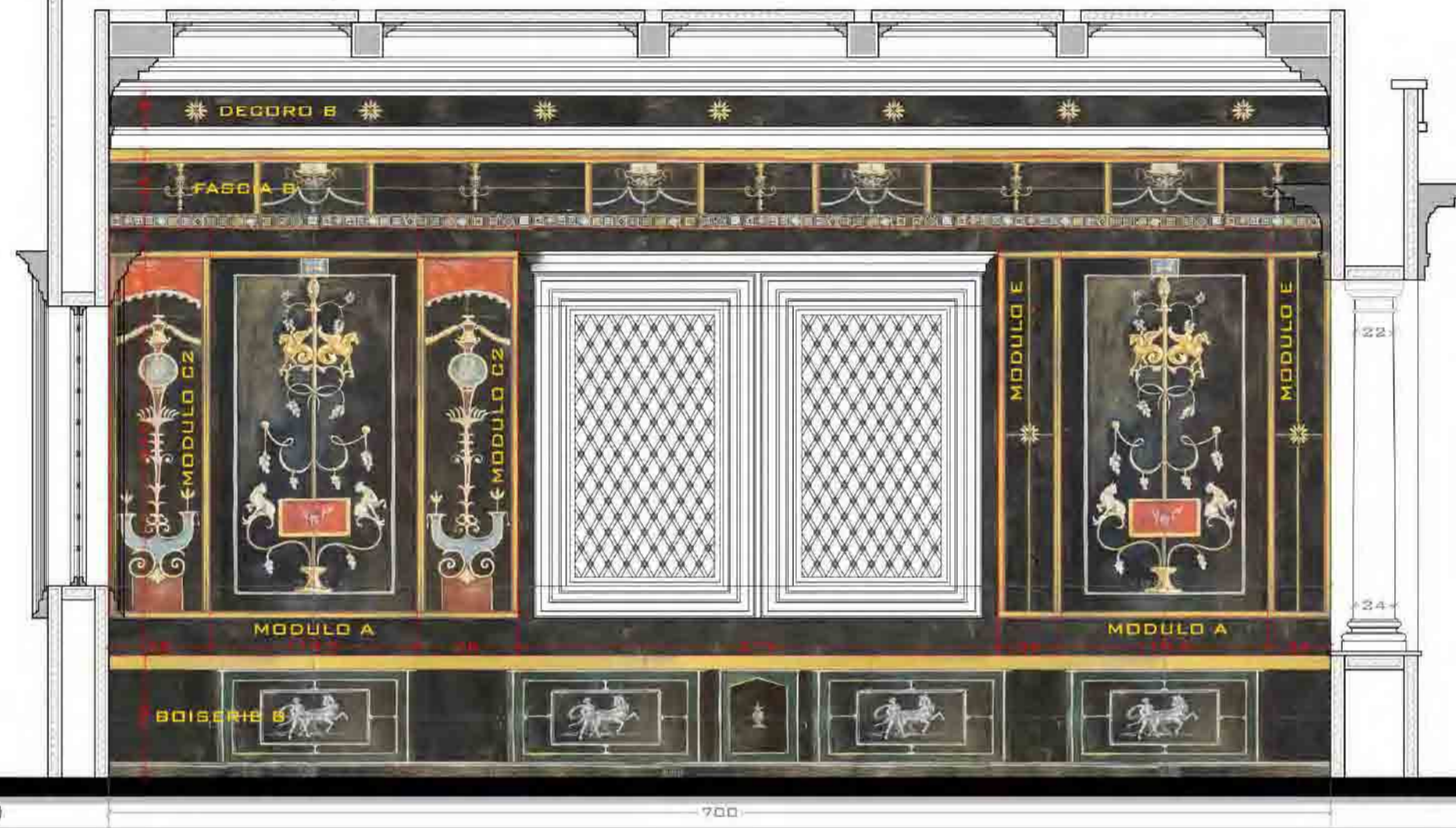




PARETE A



PARETE B



PARETE C



## DETAILS

PARETE B



PARETE C



PARETE D





VILLA INTERIOR



— SET PHOTOGRAPHY



VILLA INTERIOR



— SET PHOTOGRAPHY





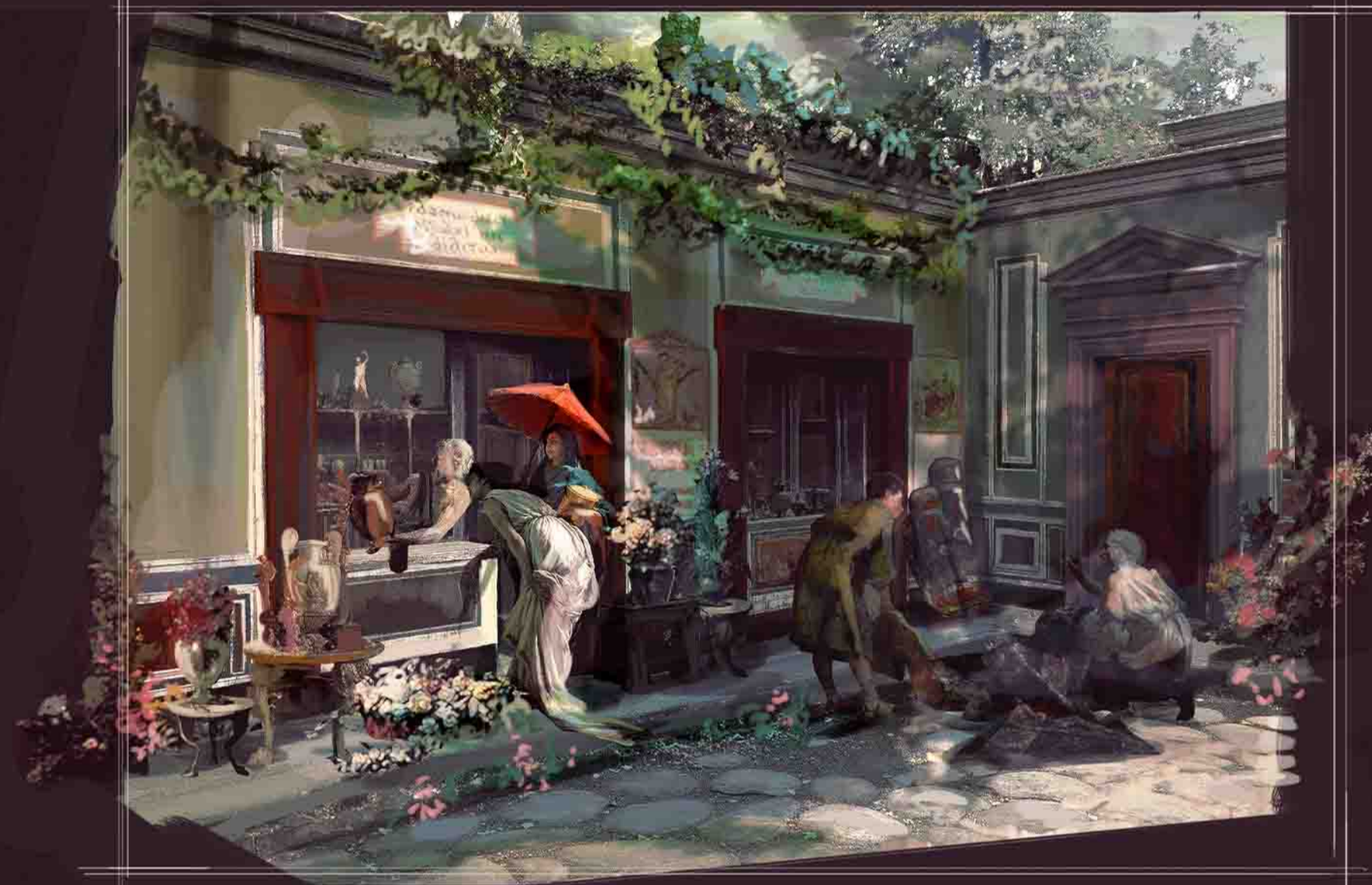
— STILL FRAME





— STILL FRAME





DETAILS





VILLA EXTERIOR



— SET PHOTOGRAPHY

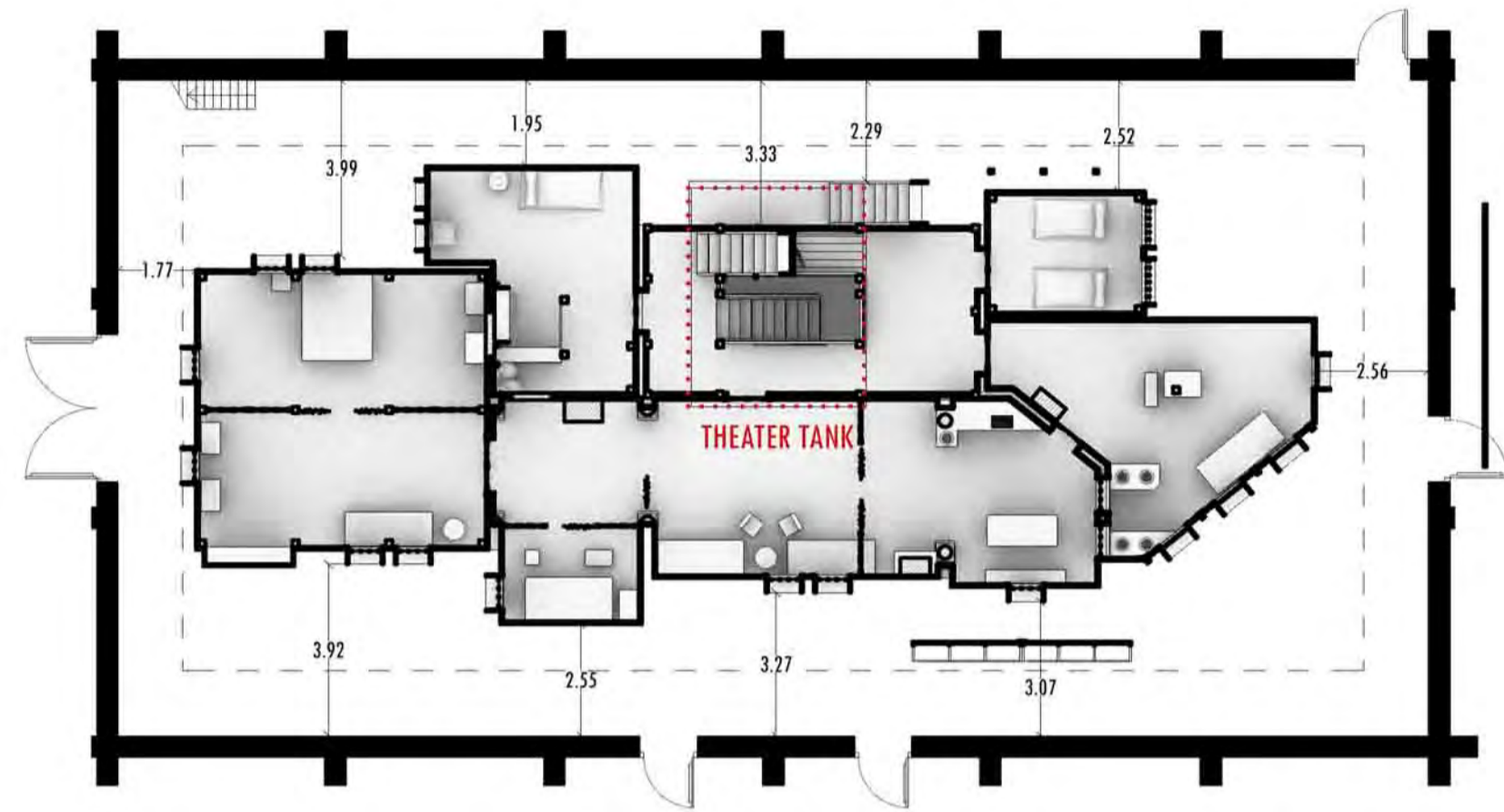




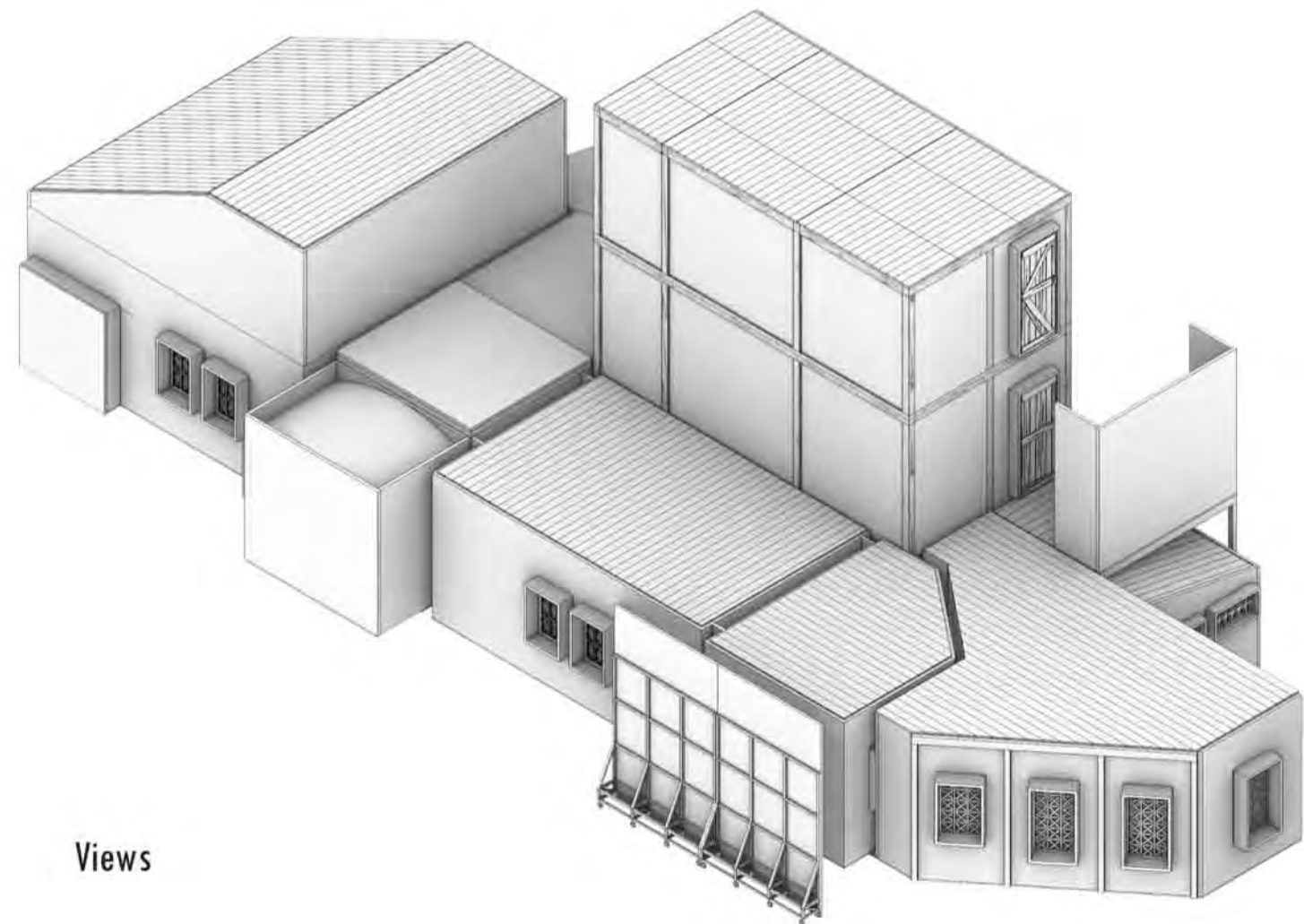
05 - TENAX' APARTMENT



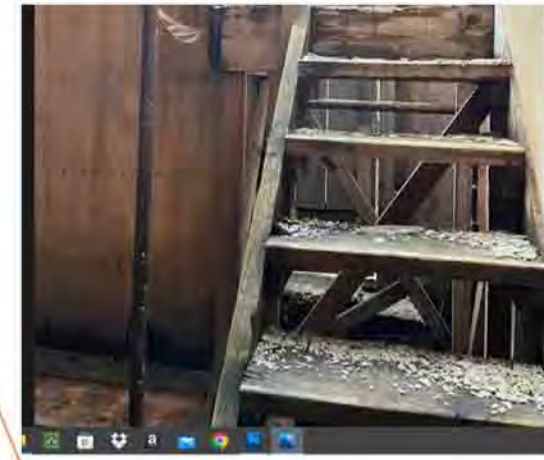
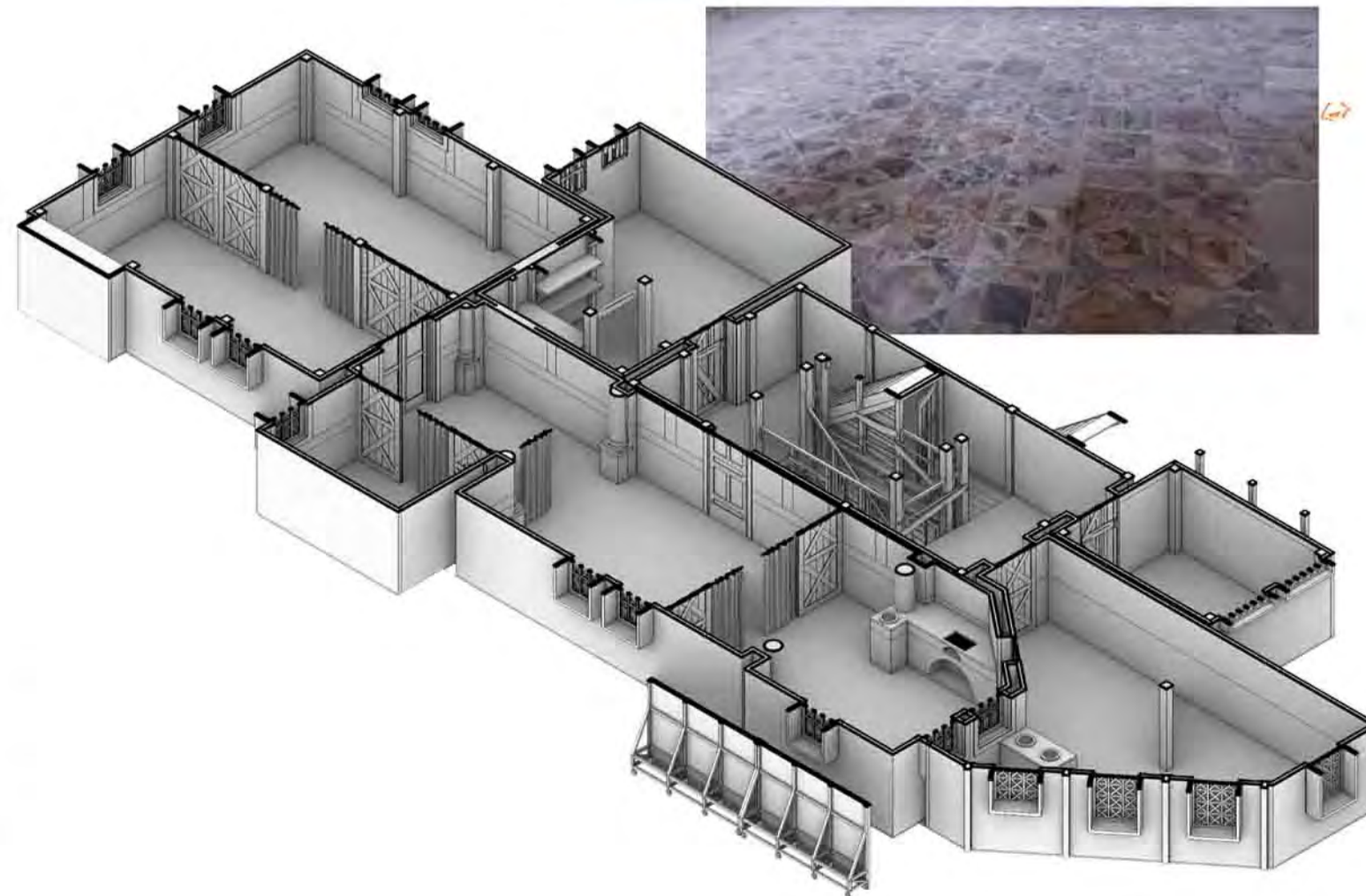
# TENAX BASE SETUP



Building in stage 1 (1:100)



Views



TIPOLOGIA GRADINI



TIPOLOGIA SCALE

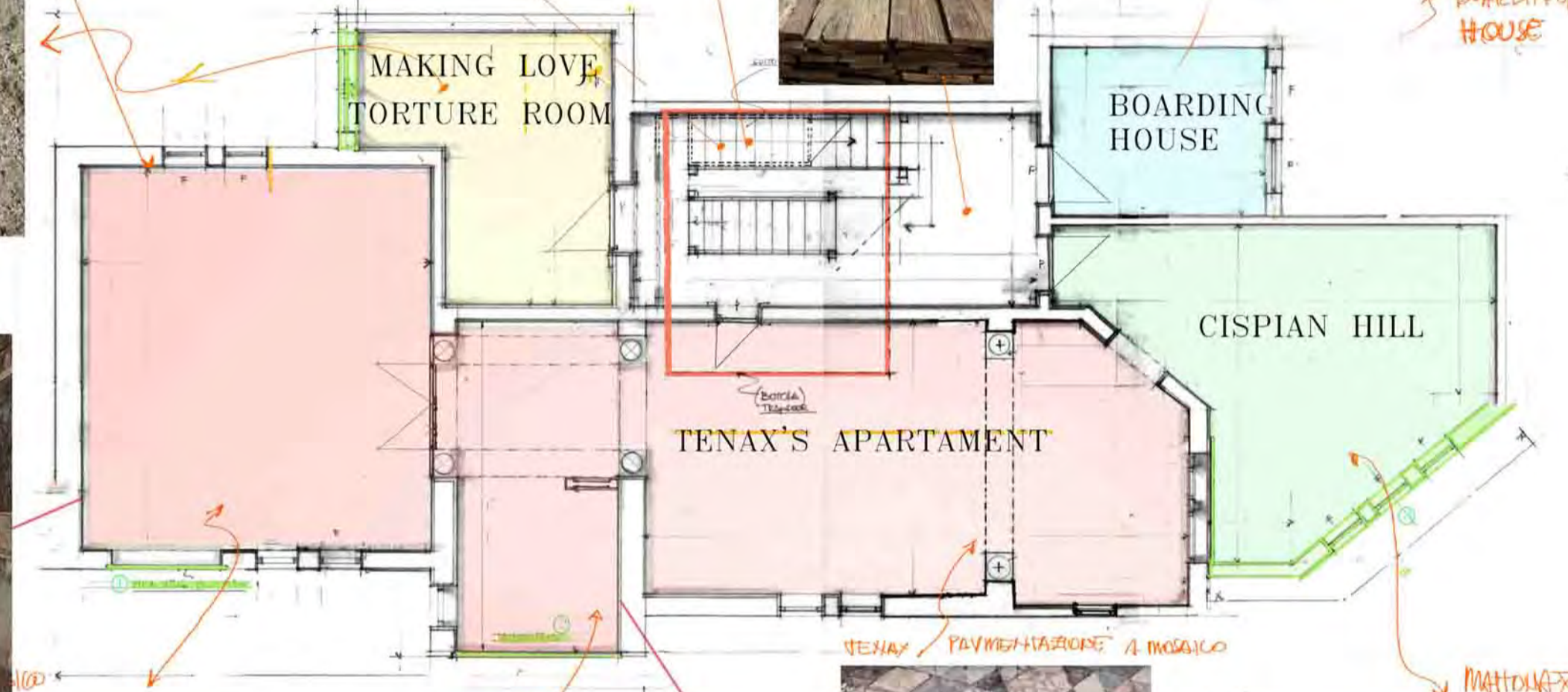


PER PAVIMENTO SCALE

BOARDING HOUSE



TORTURE ROOM  
MAKING LOVE (SMALL ROOM)



TENAX

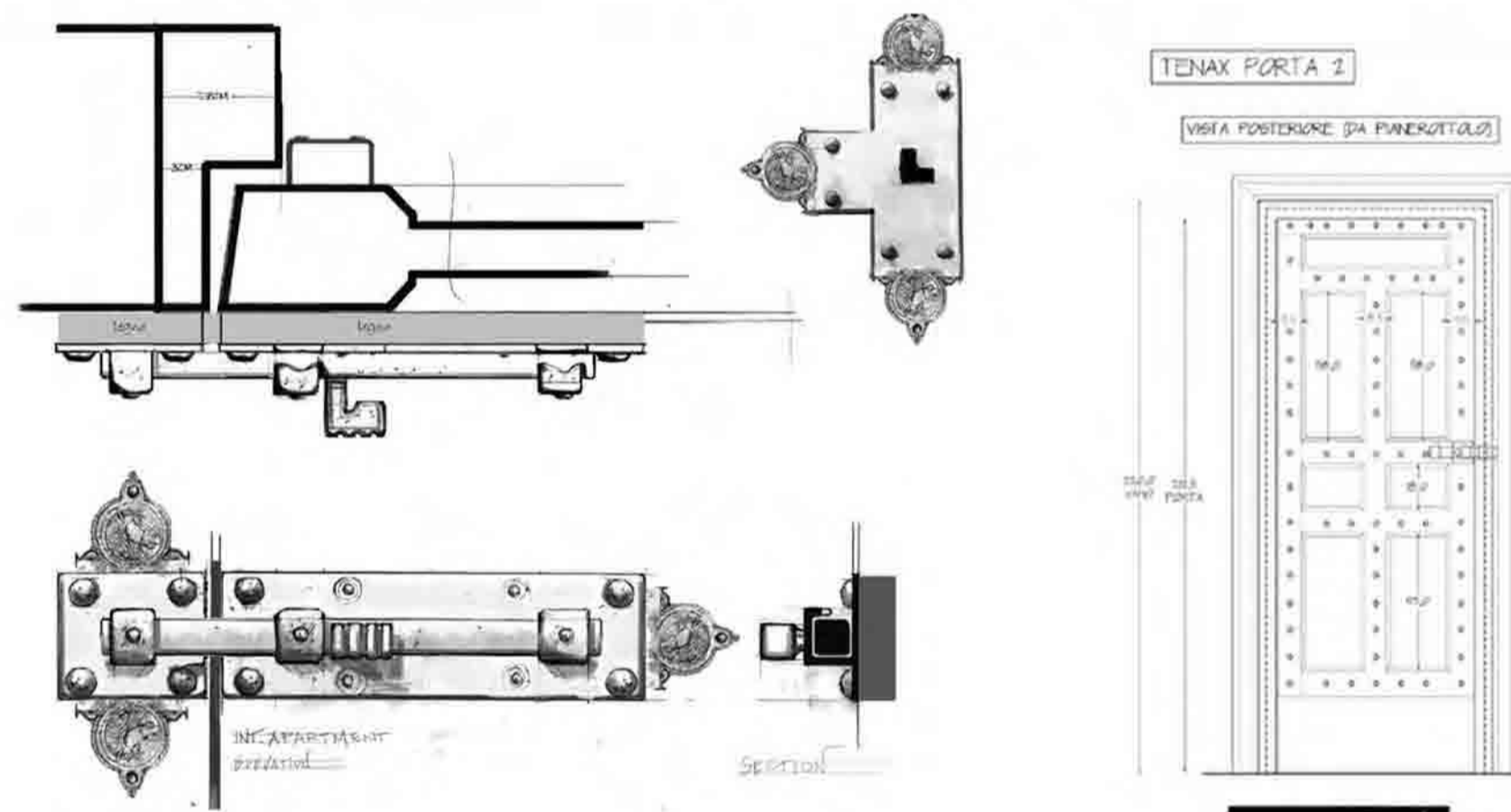
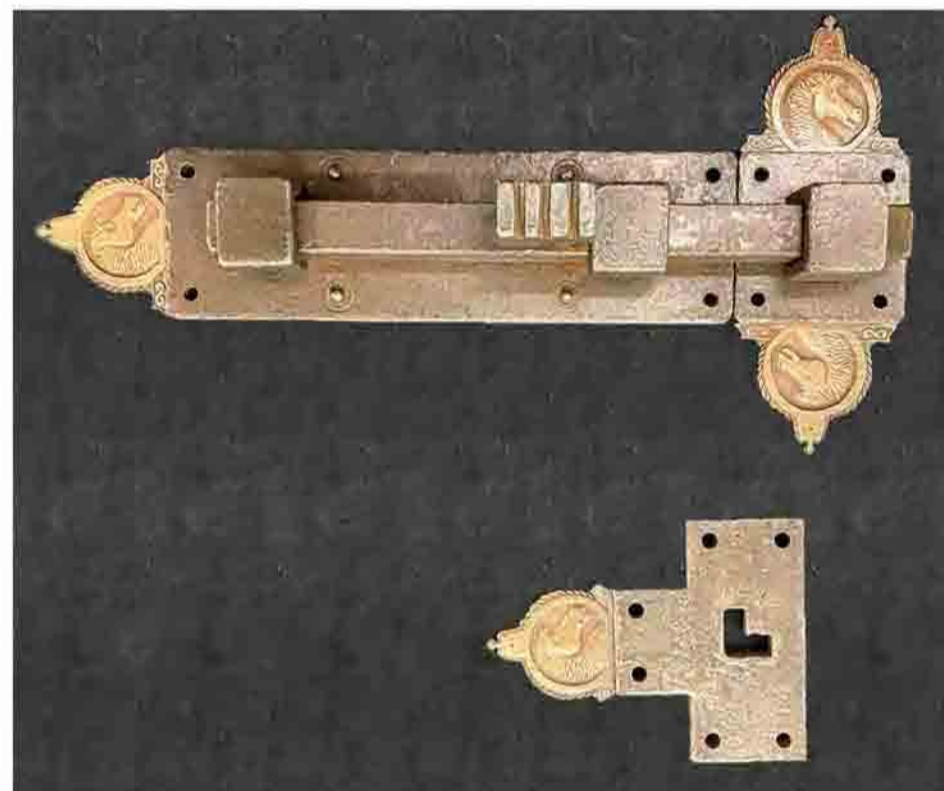
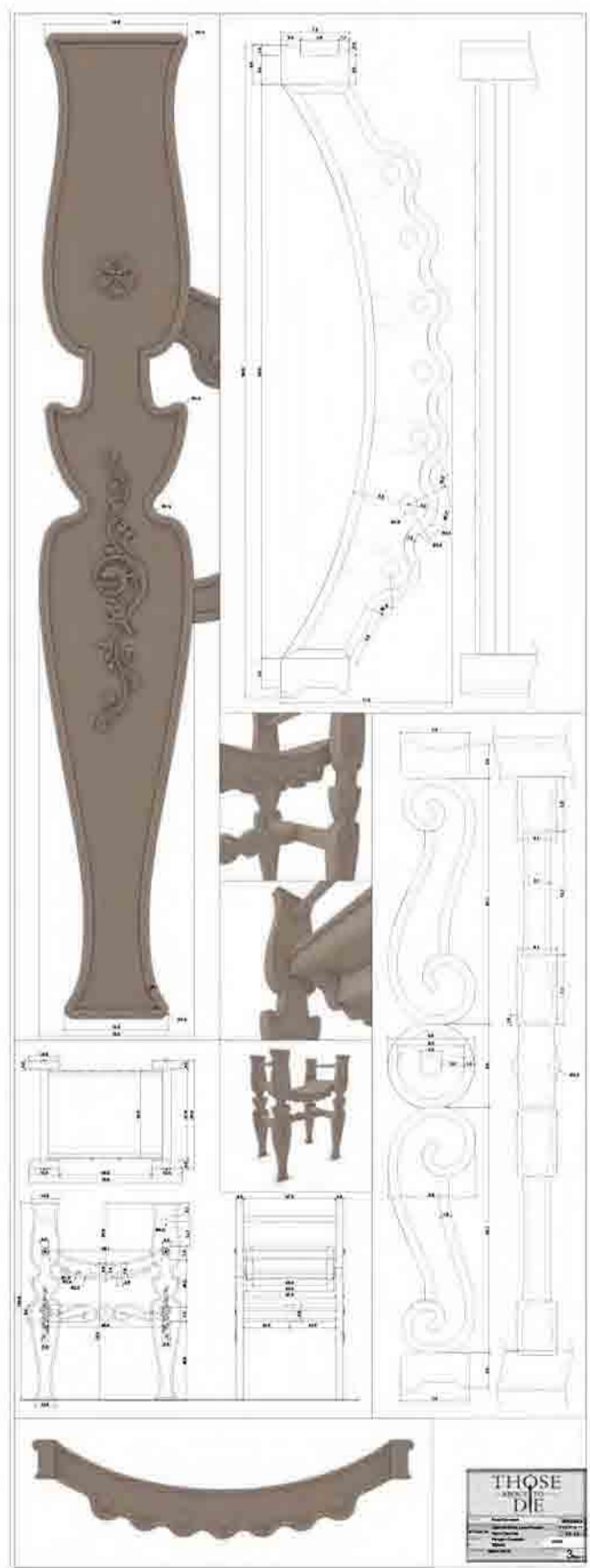
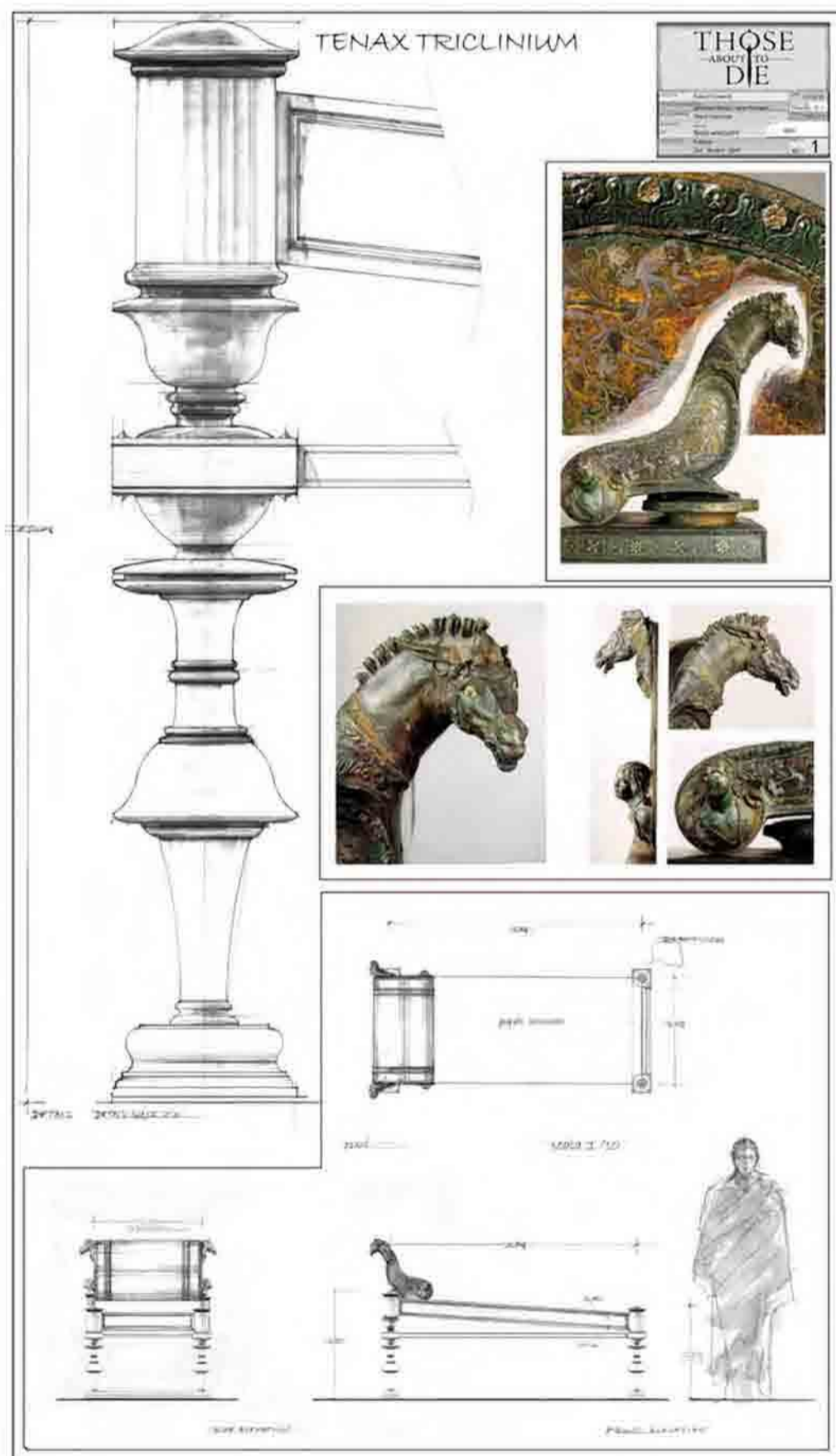


MATTONE

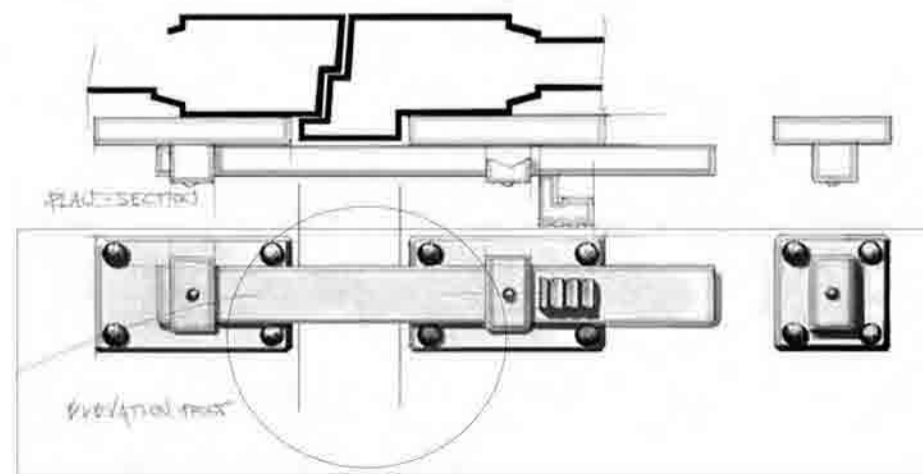


## DETAILS





DETAILS



N.2 pezzi



APARTMENT



— SET PHOTOGRAPHY



STAIRCASE



— SET PHOTOGRAPHY





— STILL FRAME





06 - VOLUME STAGE





## CONCEPT

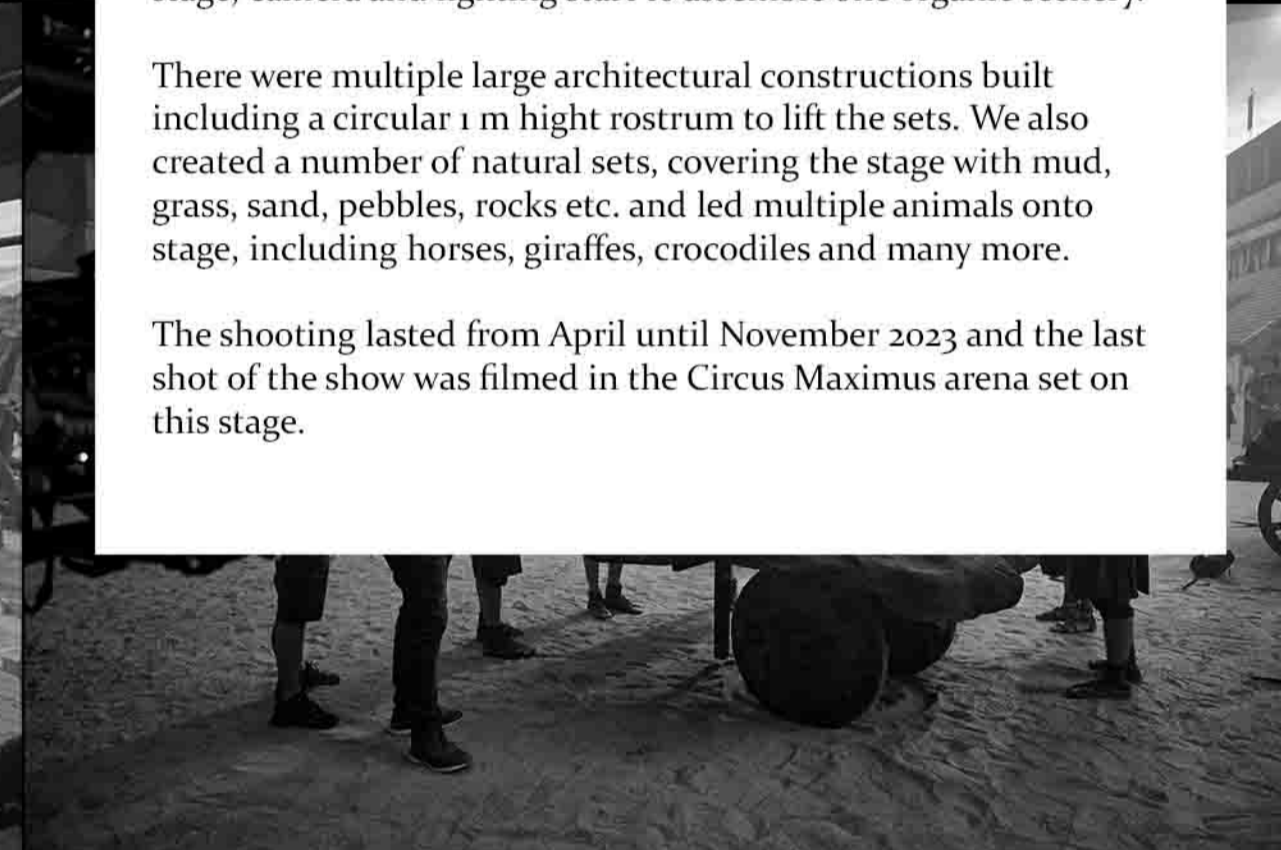
The Virtual Production Unit shot in 32 different sets at the volume stage (stage 18) in Cinecittà.

The rotatable, circular stage measures 4 m in diameter and the semi-circular, 8 meters high LED wall works on a resolution of 18.000 pixel in width. The CG camera tracking was realized inside the Unreal Engine via optical tracking.

The 3 departments - production design, camera/ electrical as well as visual effects - had to climb a steep learning curve in order to meet the sweet spot, when virtual world, the set on stage, camera and lighting start to assemble one organic scenery.

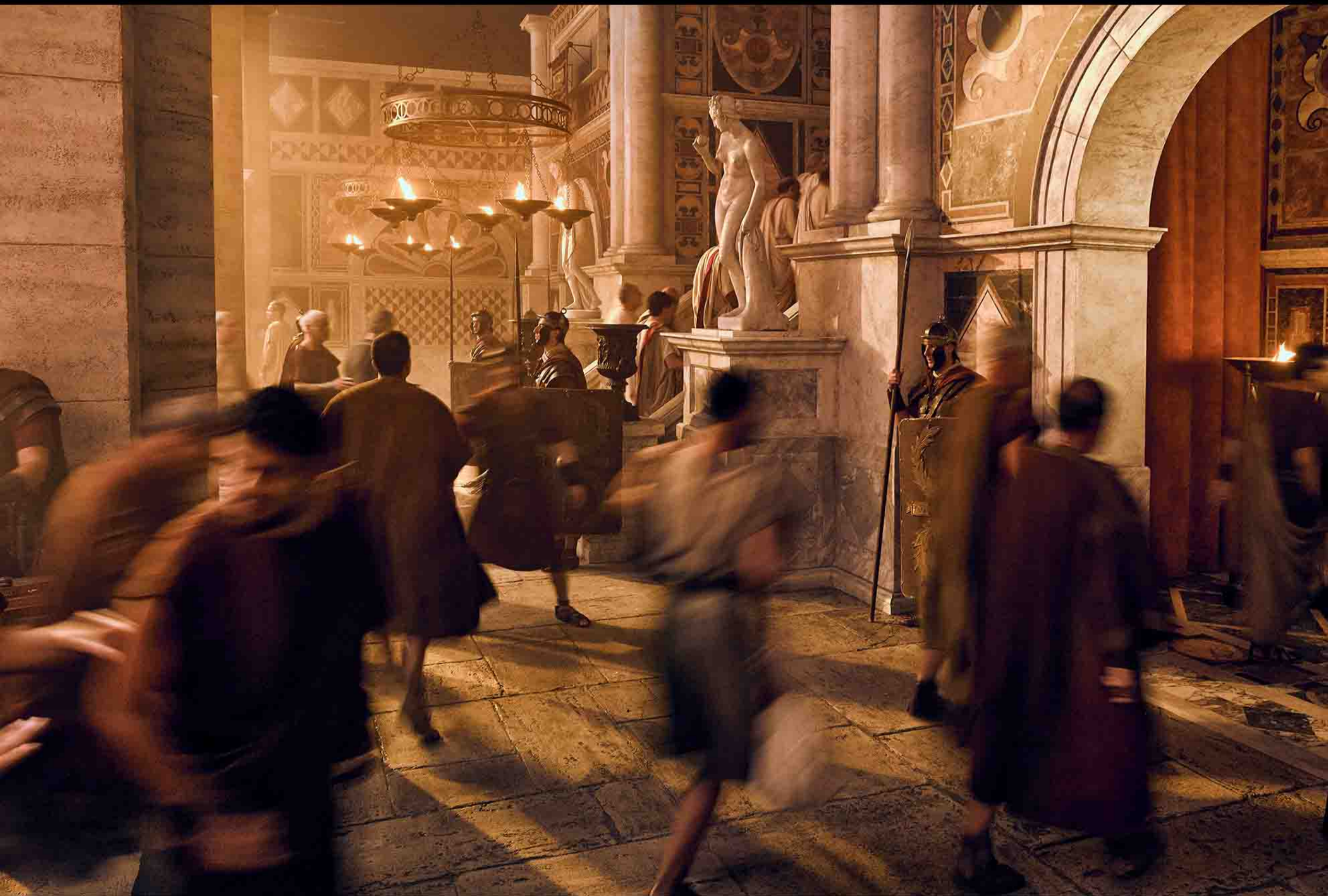
There were multiple large architectural constructions built including a circular 1 m high rostrum to lift the sets. We also created a number of natural sets, covering the stage with mud, grass, sand, pebbles, rocks etc. and led multiple animals onto stage, including horses, giraffes, crocodiles and many more.

The shooting lasted from April until November 2023 and the last shot of the show was filmed in the Circus Maximus arena set on this stage.





COLOSSEUM ENTRANCE



— SET PHOTOGRAPHY



CISPIAN ROOF TOP



— SET PHOTOGRAPHY



GRAVEYARD



— SET PHOTOGRAPHY





— STILL FRAME





07 - SUBURRA

— STILL FRAME





CONCEPT ART







— STILL FRAME



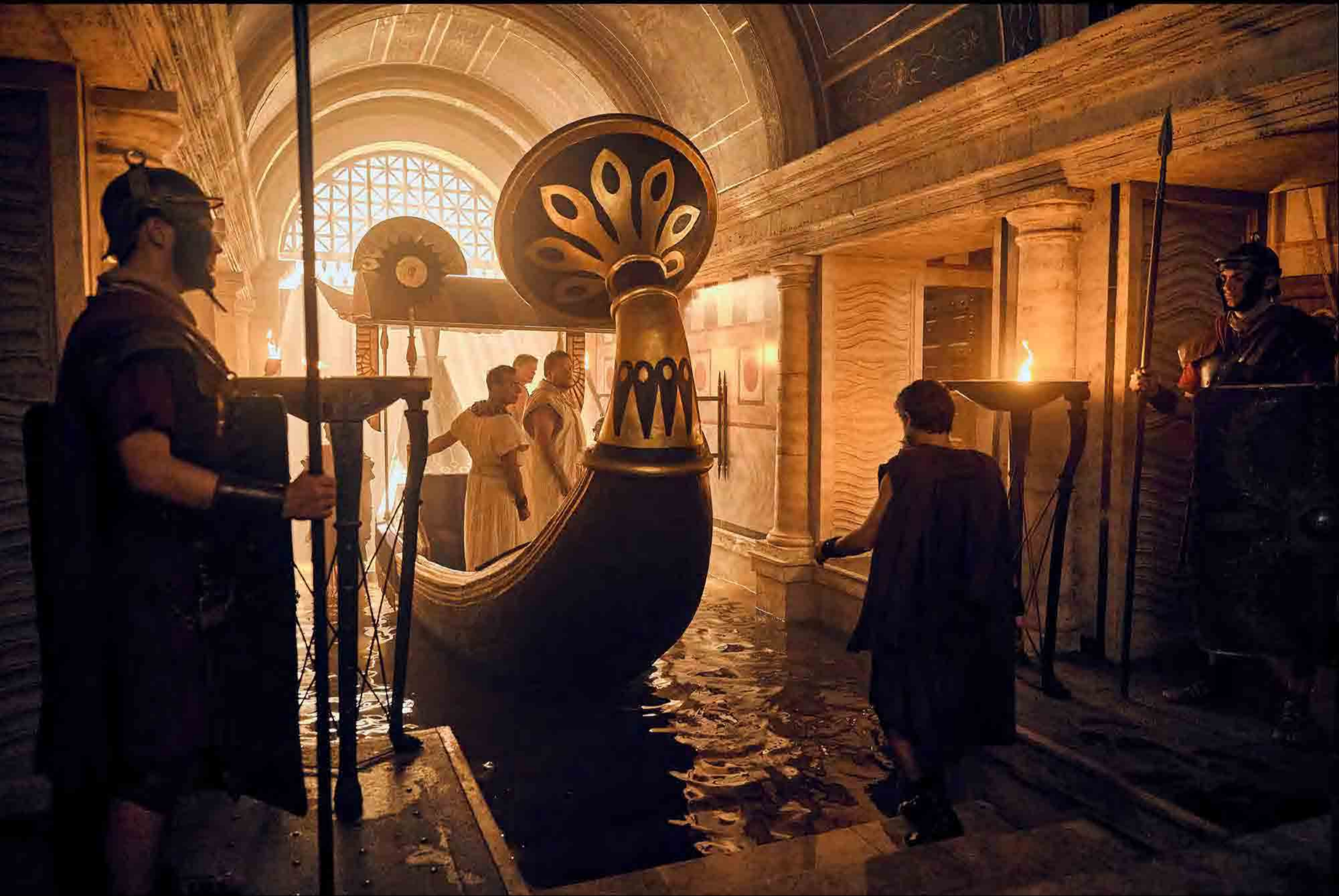
08 - BARGE





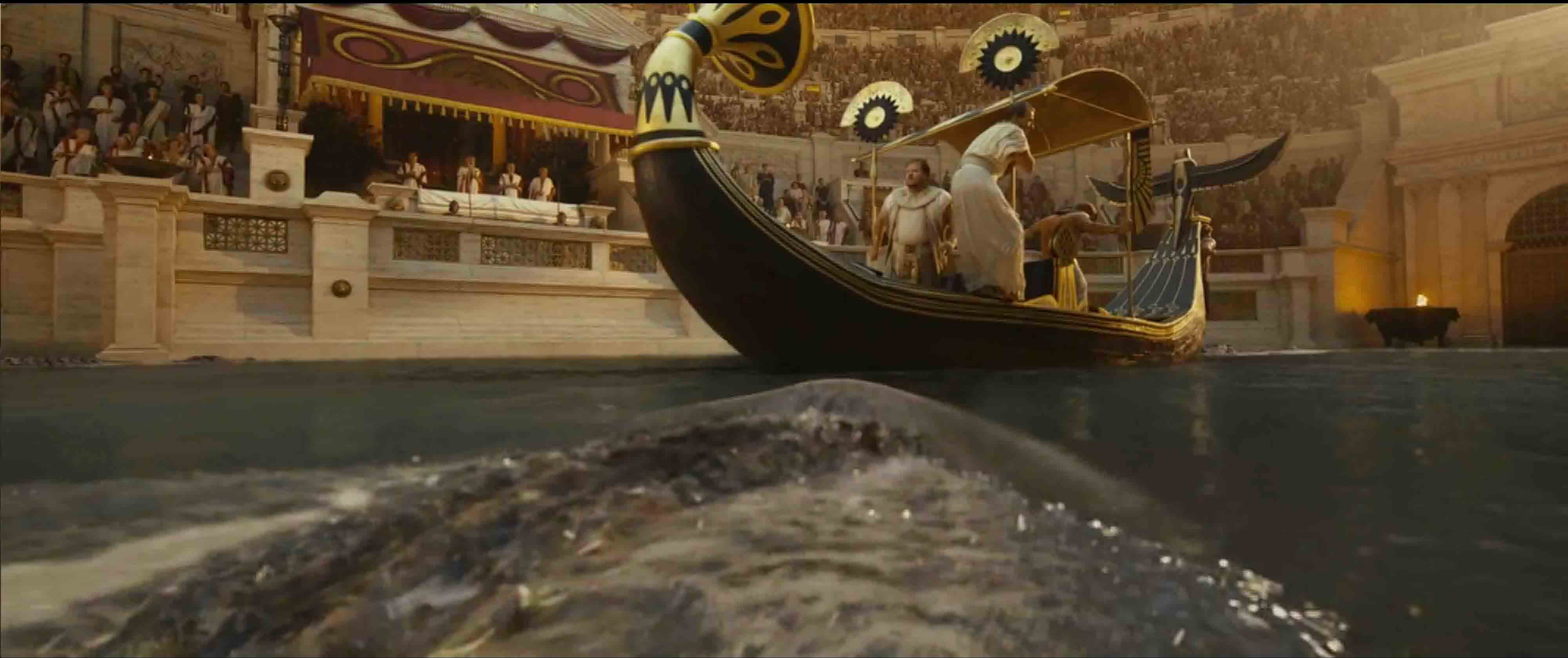






— SET PHOTOGRAPHY





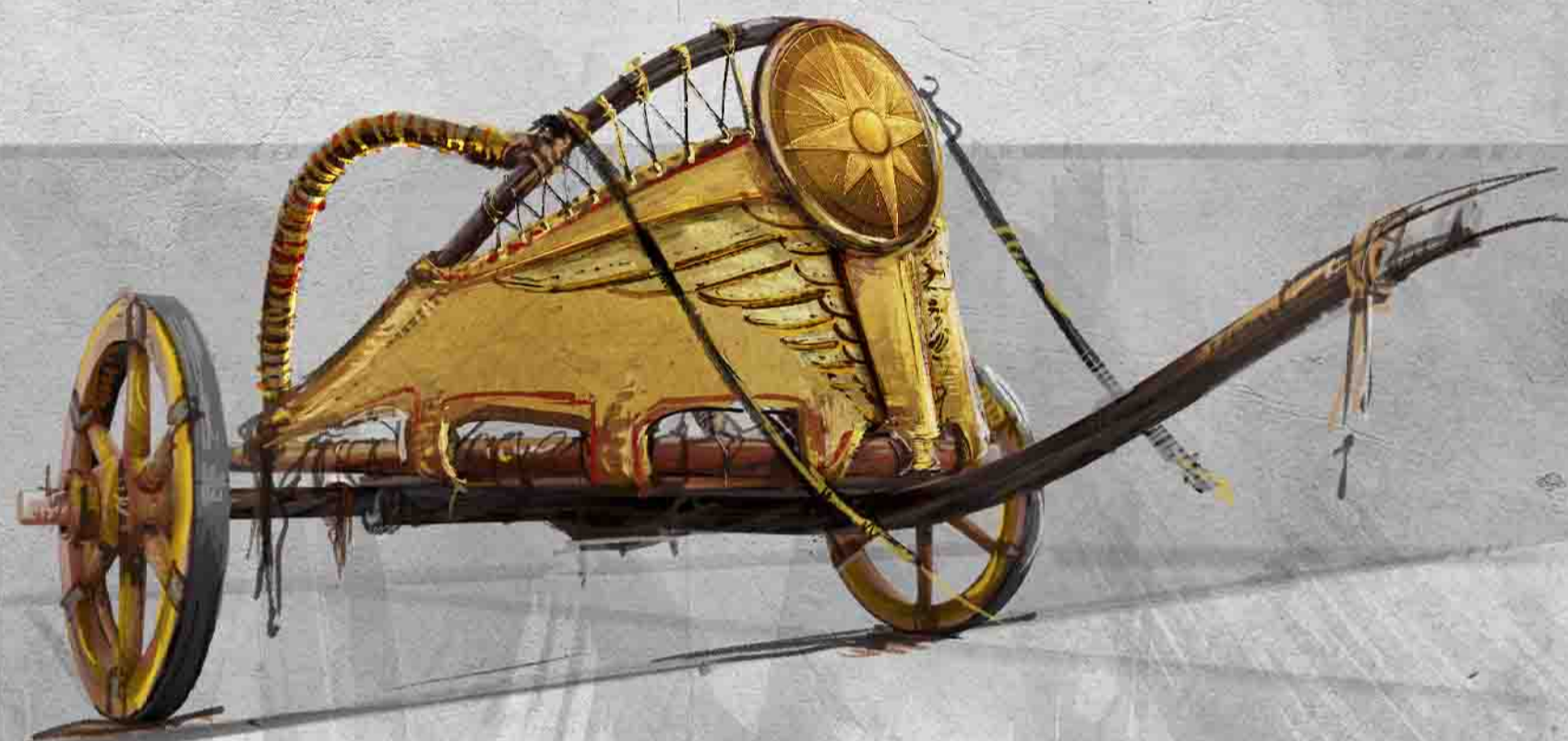
— STILL FRAME



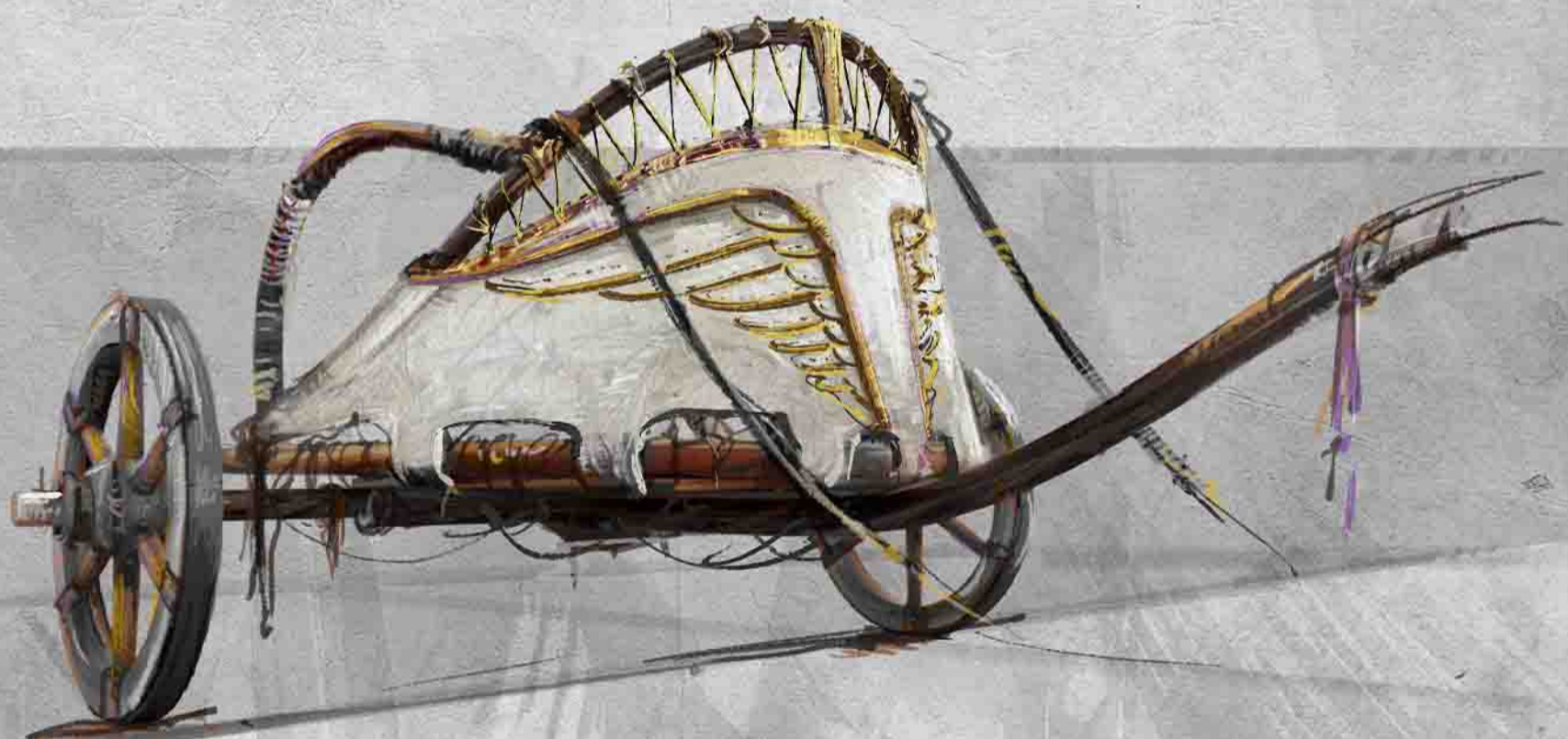
# 09 - CHARIOTS







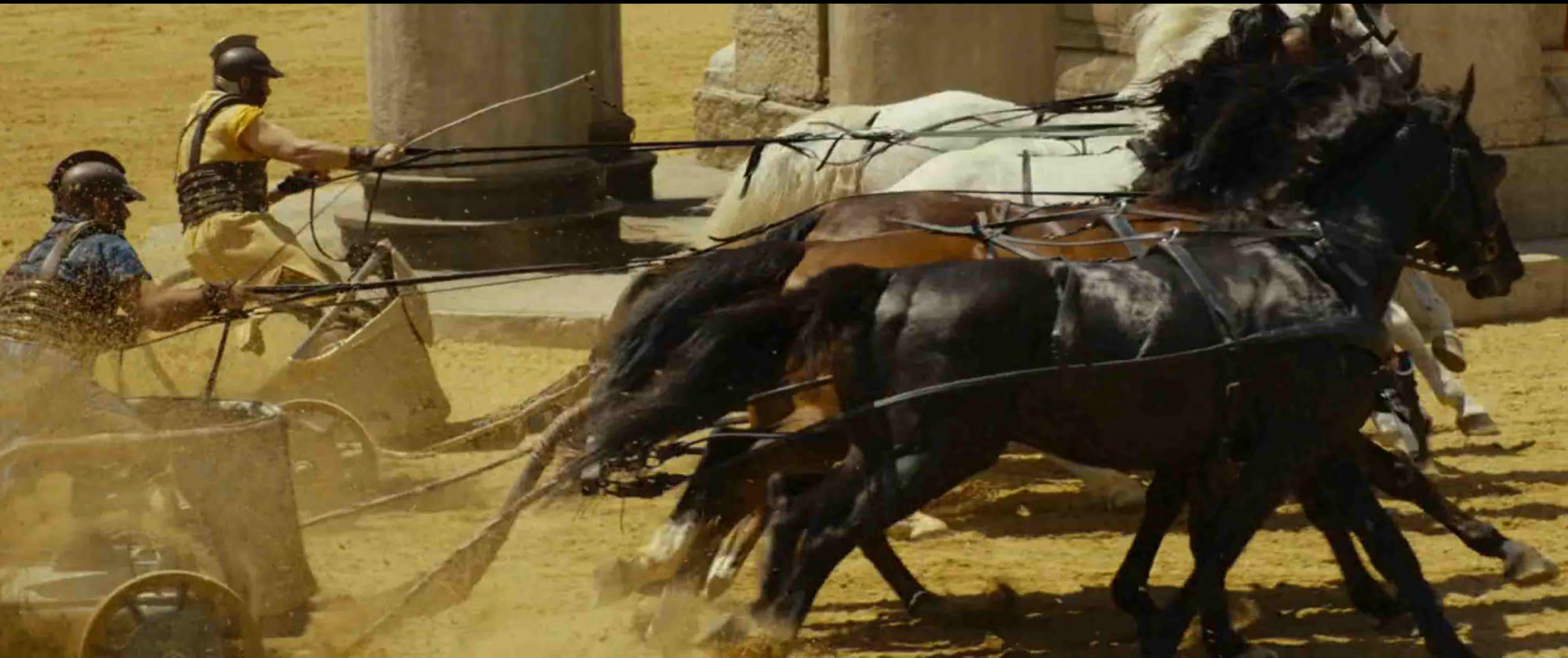
DETAILS





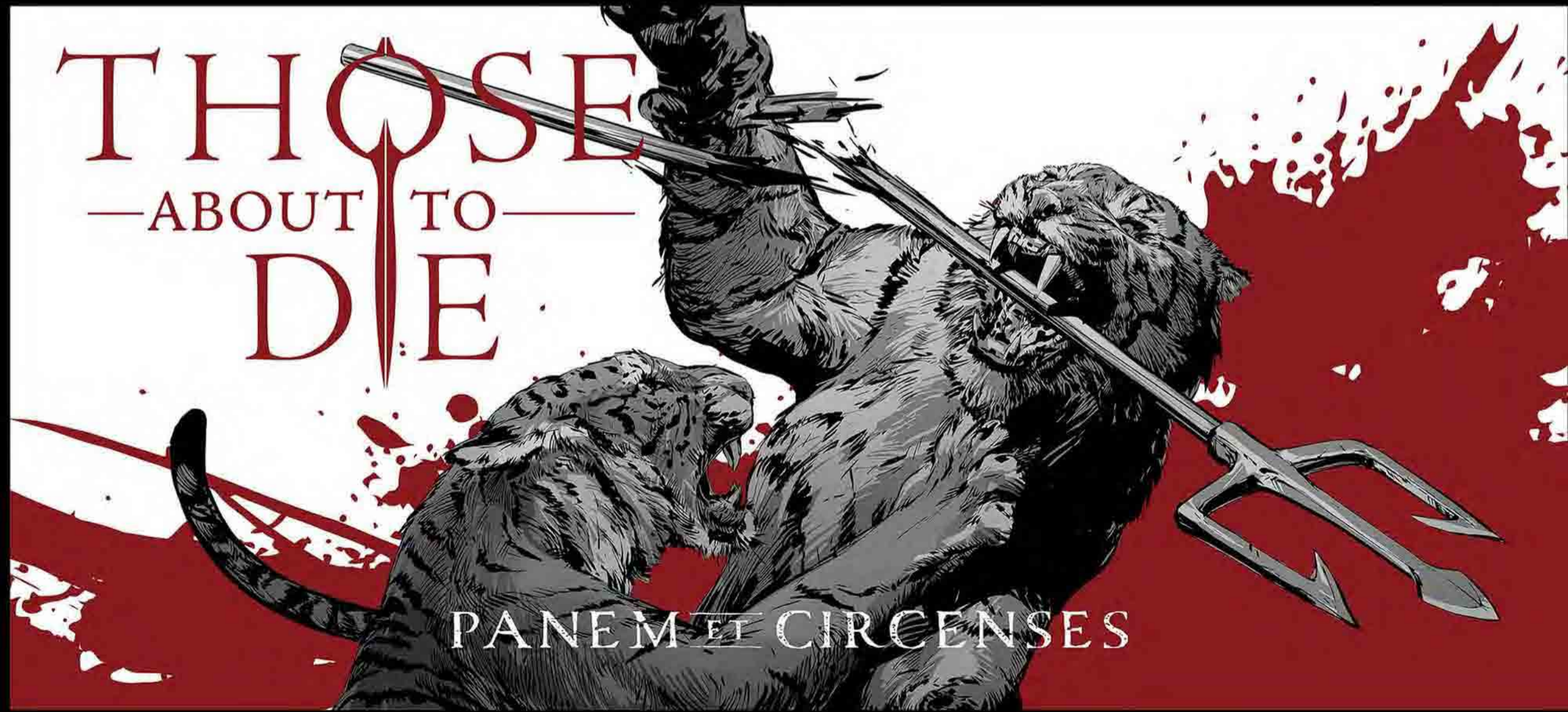
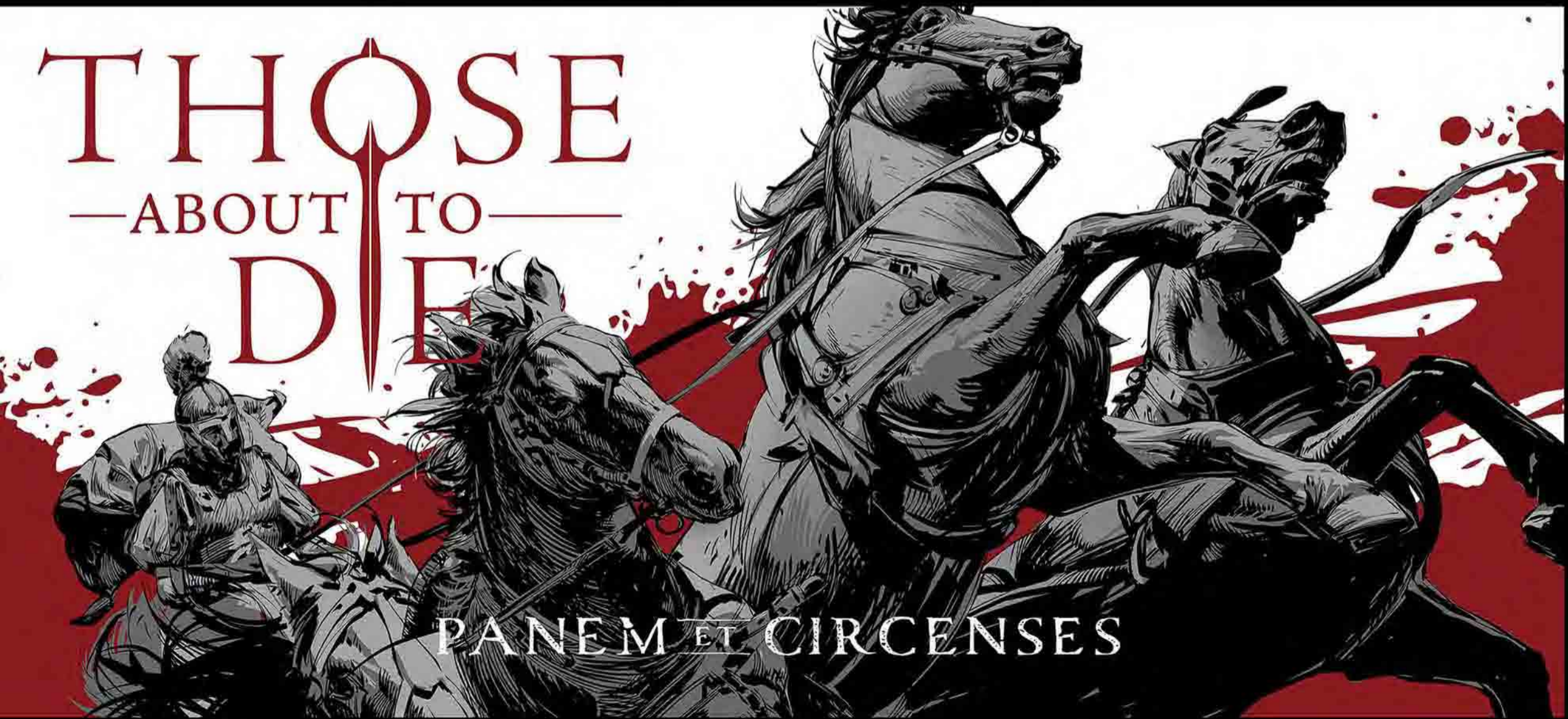
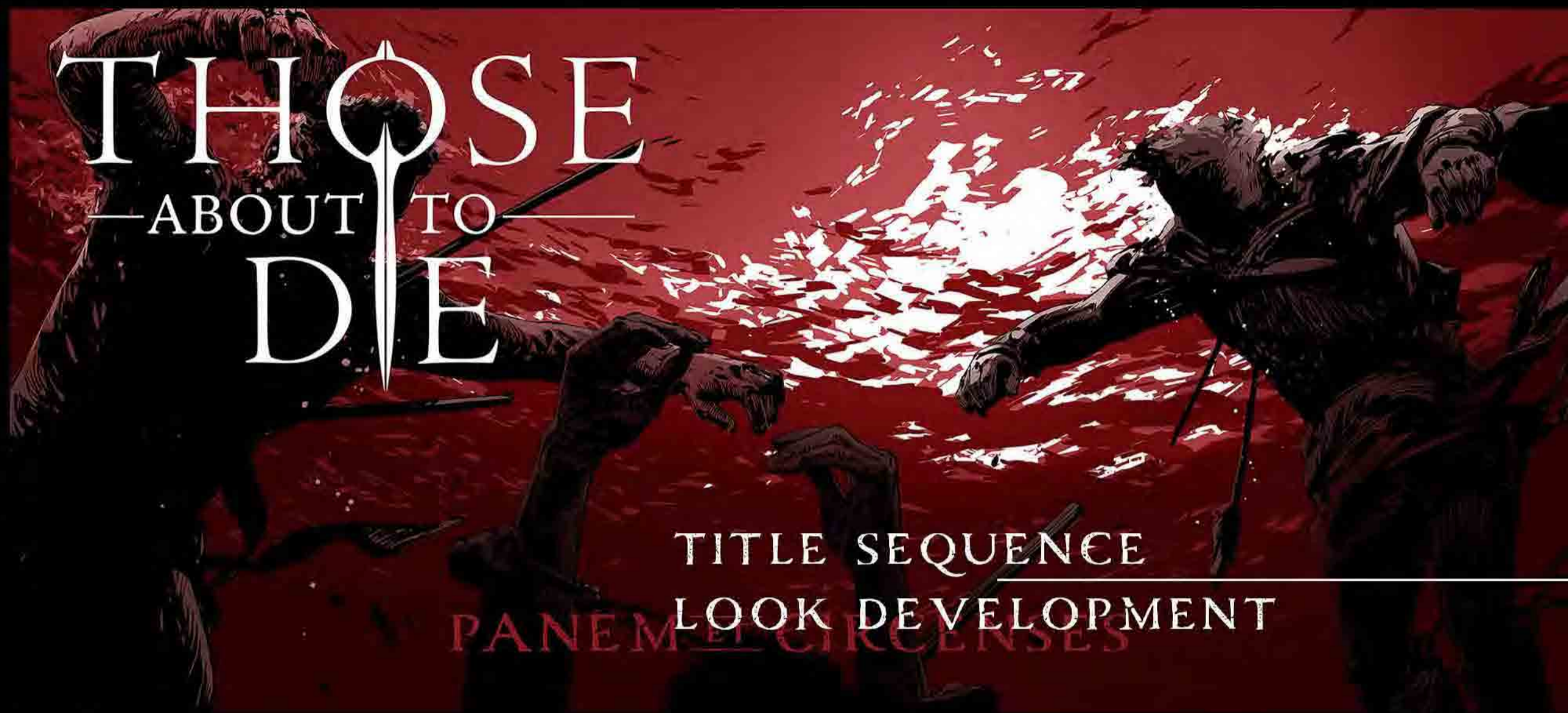






— STILL FRAME









THANK YOU  
FOR YOUR CONSIDERATION

— STILL FRAME