



TRUE DETECTIVE
NIGHT COUNTRY

PRODUCTION DESIGN - DANIEL TAYLOR | SUPERVISING ART DIRECTOR - JO RIDDELL | SET DECORATOR - CHARLOTTE DIRICKX

DESIGN STATEMENT

True Detective is set in the fictional town of Ennis, Alaska, where the winter darkness lasts for several weeks each year. A group of scientists go missing from a remote research station and are then found dead with their frozen bodies entangled in the snow. The investigation of their deaths leads to the reopening of a cold murder case from six years earlier, which our protagonists suspect is connected to the scientists.

The town of Ennis, described as 'the end of the world', required a visual language that reflected the hardship and insular existence of this rural mining town. A diverse selection of interiors and exteriors were needed to recreate domestic, corporate and industrial settings within the town including homes, shops, bars & a police station. A combination of locations and stage set builds were intricately woven together to create the detail and complexity of these spaces and the world of the characters who inhabit them.

In contrast to Ennis, we were also challenged with creating the scientists world in the Tsalal Arctic Research Station which incorporated their laboratories, living quarters/spaces and a network of ice caves which exist beneath it. The caves had to accommodate a long journey linking two key areas together and lots of resources were put into pre-visualising this entire sequence to get the geography, scale and finishes correct for the required action.

Each aspect of the series was researched meticulously and a saturated palette of tones and textures was created, referencing the indigenous Inupiac heritage of this part of Alaska with the help of artists local to the region.

The logistical challenges of shooting in Iceland also involved addressing the smallest of details - plug sockets, light switches and household equipment bringing them authentically in line with this part of the world.

Every type of craft was enlisted, from graphics to carpentry to street art to CAD generated pre-visualisation and many many more, bringing together a diverse, multi national and multi talented art dept whose collaboration and tireless work brought this world to life.

ICE CAVES



BONE CHAMBER



TSALAL



TSALAL



ENNIS



POLICE STATION



DANVER'S HOUSE



PRIOR'S HOUSE



NAVARRO'S CABIN



ROSE'S CABIN

