



CBS ORIGINAL

FIRE COUNTRY

CBS ORIGINAL
FIRE COUNTRY
SEASON THREE

Production Designer **ANAND RAY**

Art Director **JESSE BASTIEN**

Assistant Art Director **CARLOS BOLBRUGGE**

Set Designers **STEPAN VANICEK**

DIEGO LANZAGORTA

THERESA LUM

Graphic Designer **SAM DONNELLY**

Art Dept Coordinator **RAMONA RAMSAY**

Art Dept Assistant **MARA PURVES**

Set Decorator **CAROLINE GEORGE-KOHNE**

Construction Coordinator **PATRICK ROMINE**

Construction Foreperson **DUNCAN LALONDE**

Lead Carpenters **BOB BERESFORD**

DOUG SCHMIDT

JORDAN FALLIS

PAUL RATCLIFFE

Paint Coordinator **WITOLD CIACH**



CBS ORIGINAL

FIRE COUNTRY

SEASON THREE

EPISODE 304 - "KEEP YOUR COOL"

Fire Country has been an enjoyable journey for the Art Department, giving us the opportunity to create a variety of large-scale sets for the different rescue operations our incredible firefighters undertake. As an episodic TV show, our challenge intensifies when we need to execute a major build within tight timelines and budgets. Fortunately, our exceptional team brings this vision to life through their incredible skills and unwavering dedication to the craft.

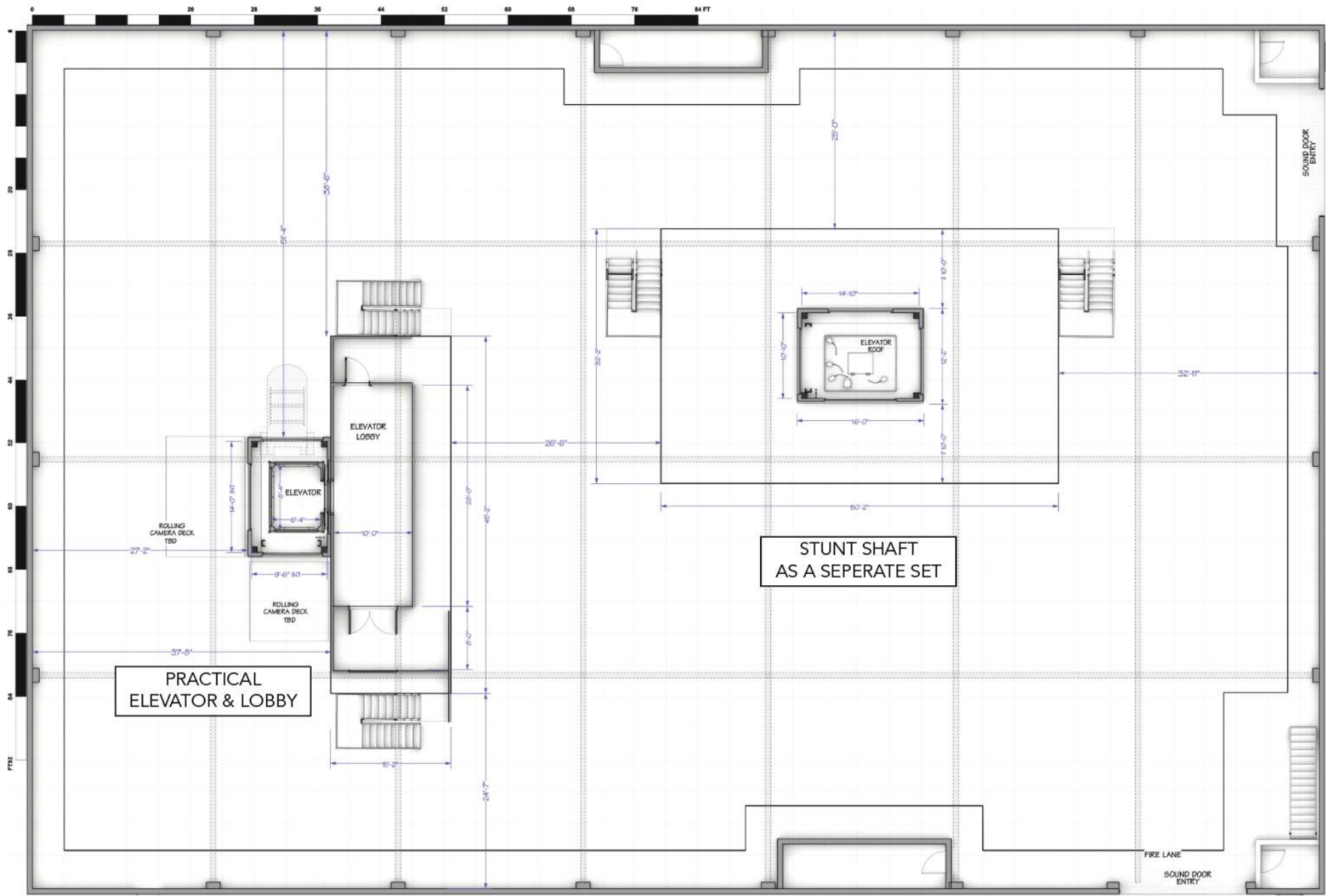
Episode 304 focused on an elevator rescue involving a series of complex actions: the elevator getting stuck on a floor, then dropping, followed by firefighters rappelling down the shaft to safely rescue the trapped individuals through the elevator's roof and a maintenance door. To accomplish this, the team designed and built a practical moving elevator along with an elevator shaft set on stage.

To accommodate the various shooting requirements for these diverse actions and to minimize the need for VFX extensions, we developed a two-pronged approach for the stage build.

The build was split into two parts: First was a Practical Elevator Car and lobby, second was the elevator shaft for all the rescue and stunt action.

All of the scenes leading up to the elevator action were shot at a location.

Safety was our top priority in building this set, especially since much of the filming took place at significant heights.



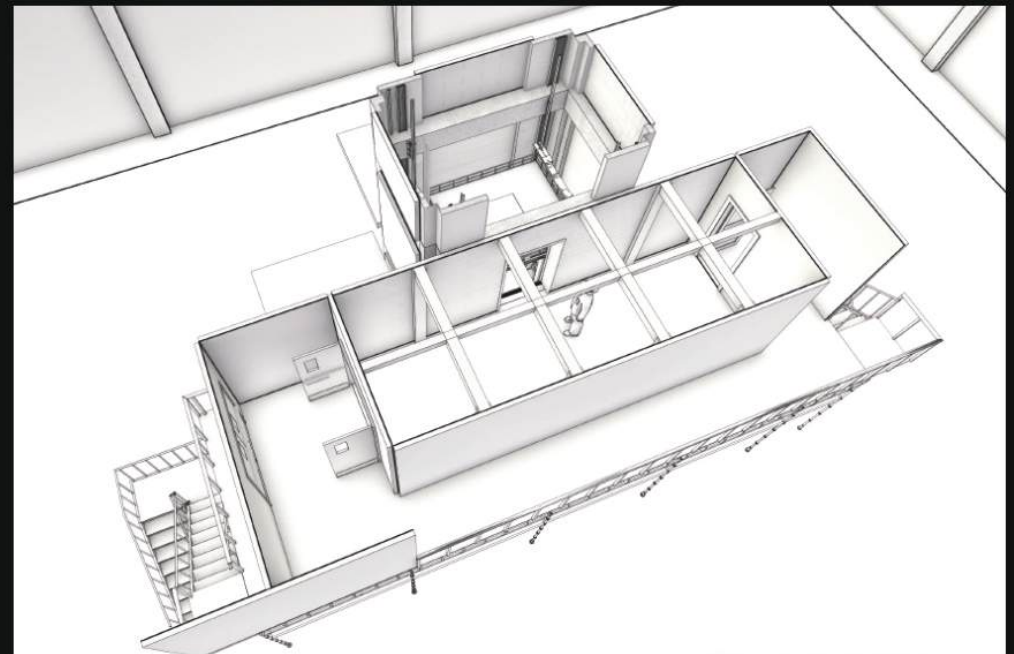
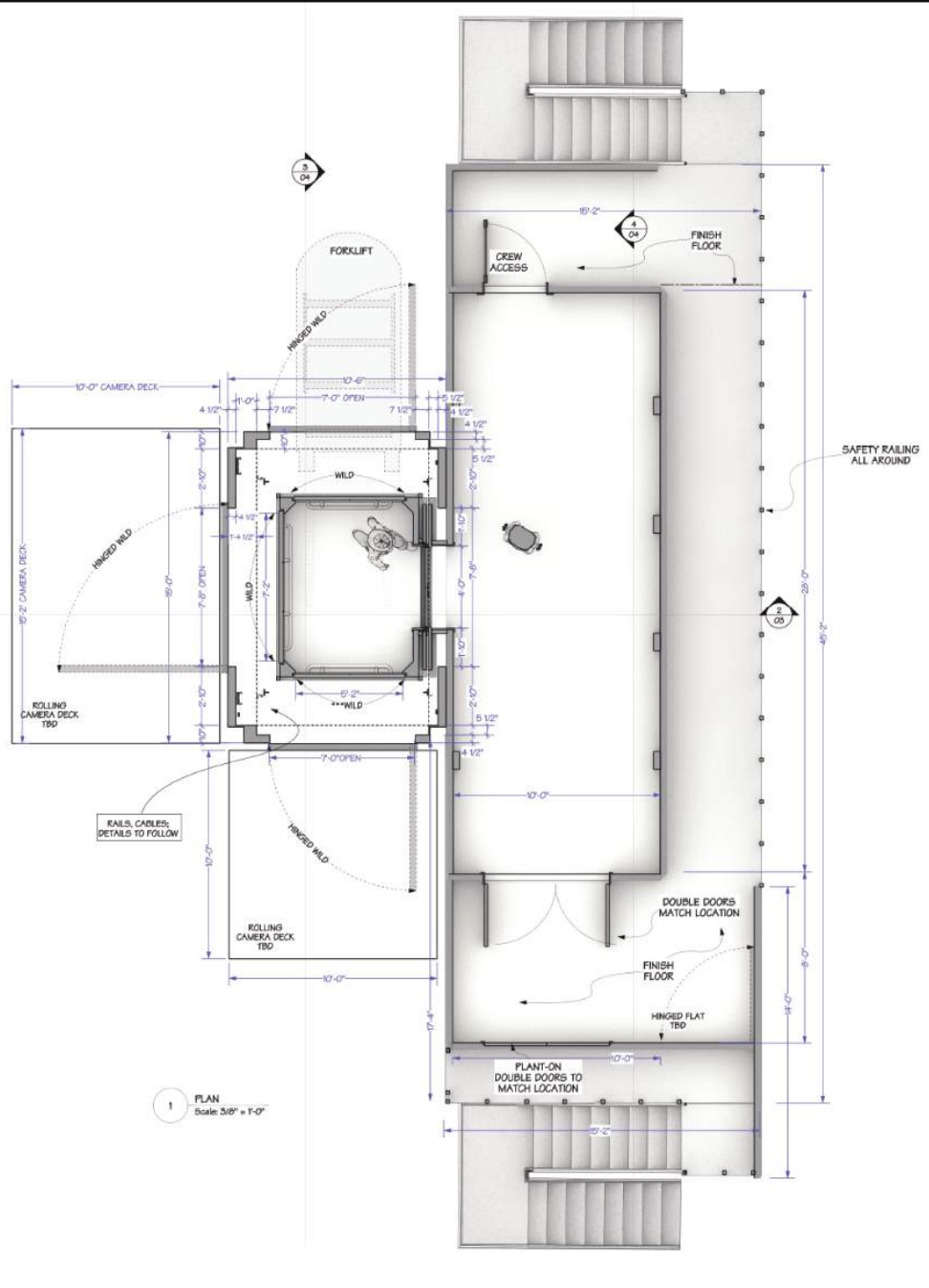
PRACTICAL
ELEVATOR & LOBBY

STUNT SHAFT
AS A SEPERATE SET

1 STAGE PLAN
Scale: 3/16" = 1'-0"

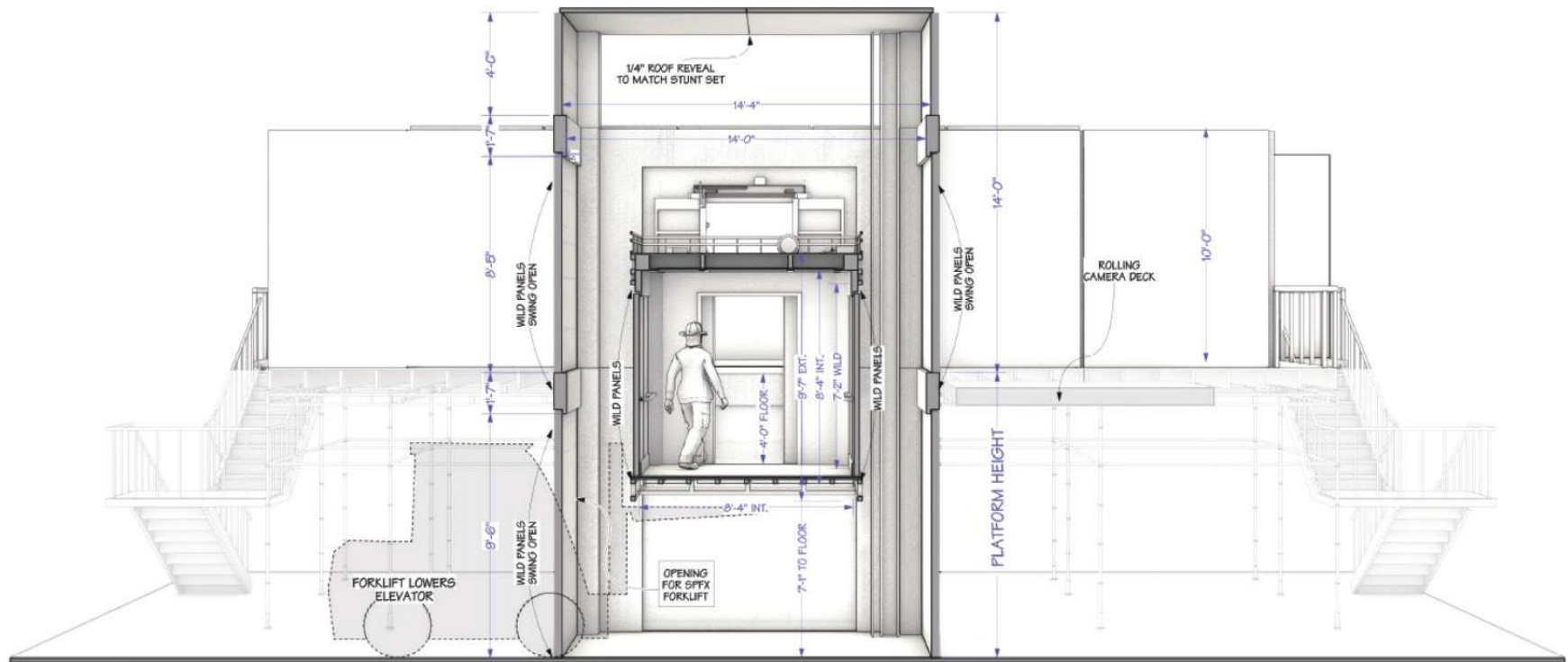
FIRE COUNTRY		INT. COUNTY CLERK BUILDING		DATE: 2018-08-02
PROJECT TITLE		STAGE PLAN		REV: 304
LOCATION:	VFS STAGE G	REV:		
DESIGNED BY:	SV	DRAWN BY:	002	01

ELEVATOR SET STAGE PLAN



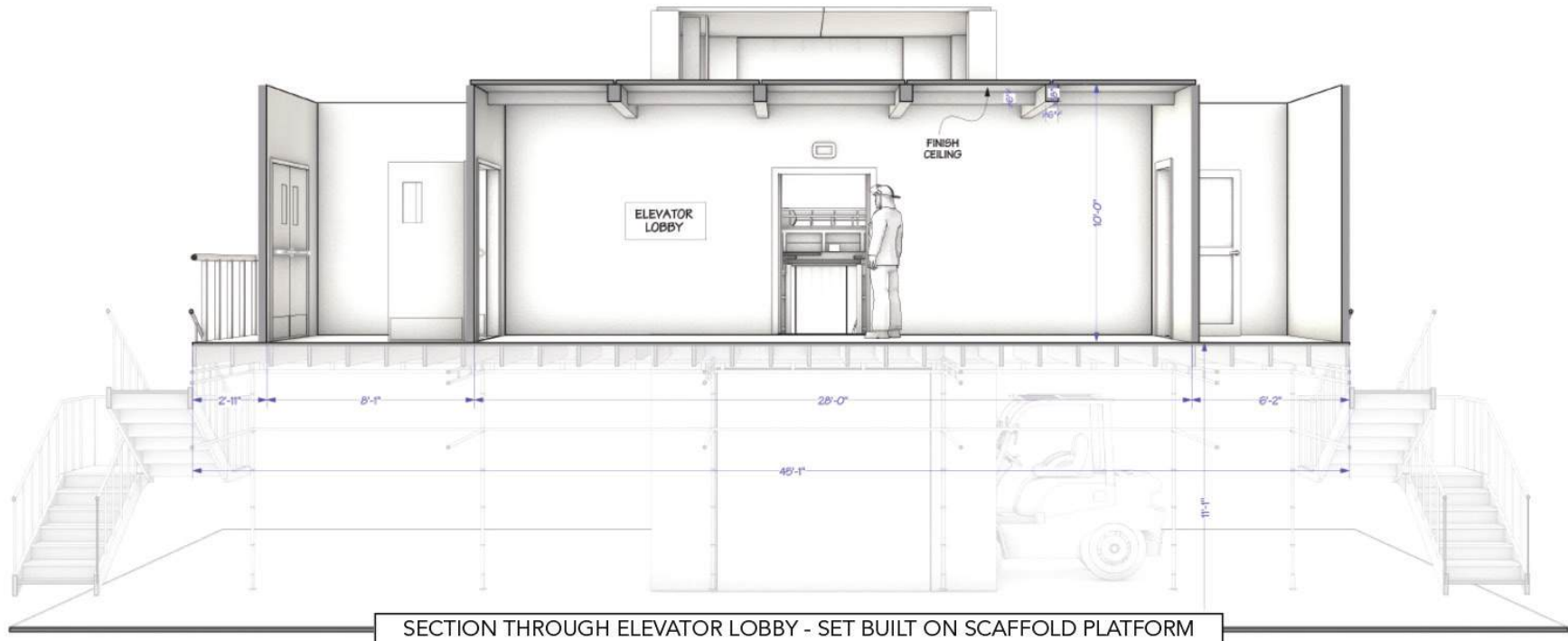
PRACTICAL ELEVATOR CAR & LOBBY

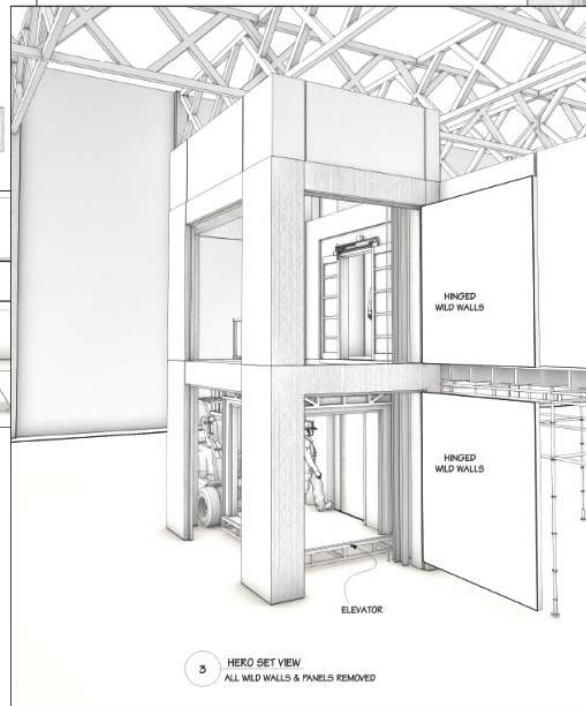
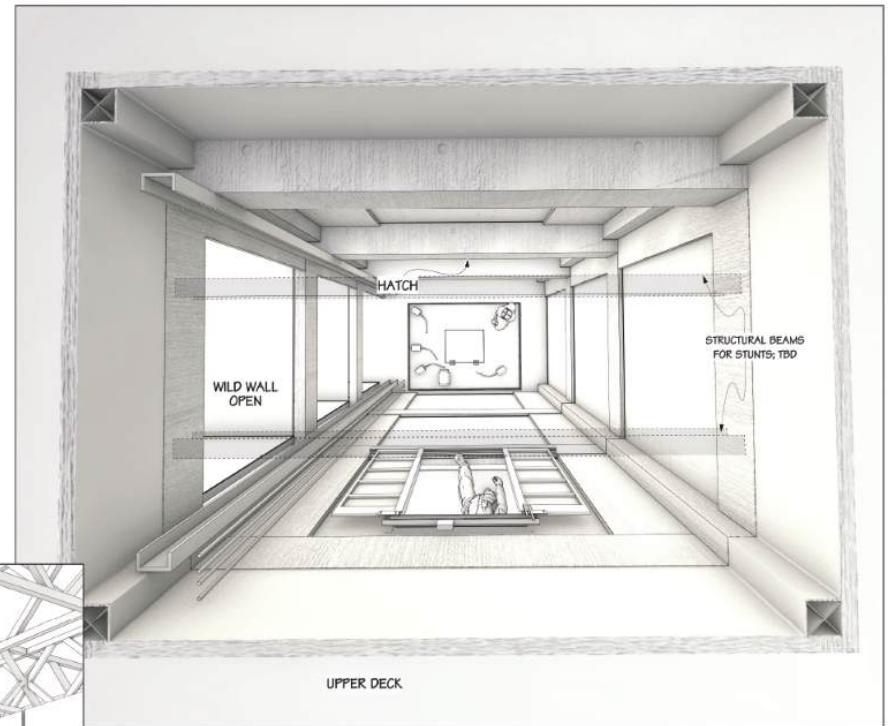
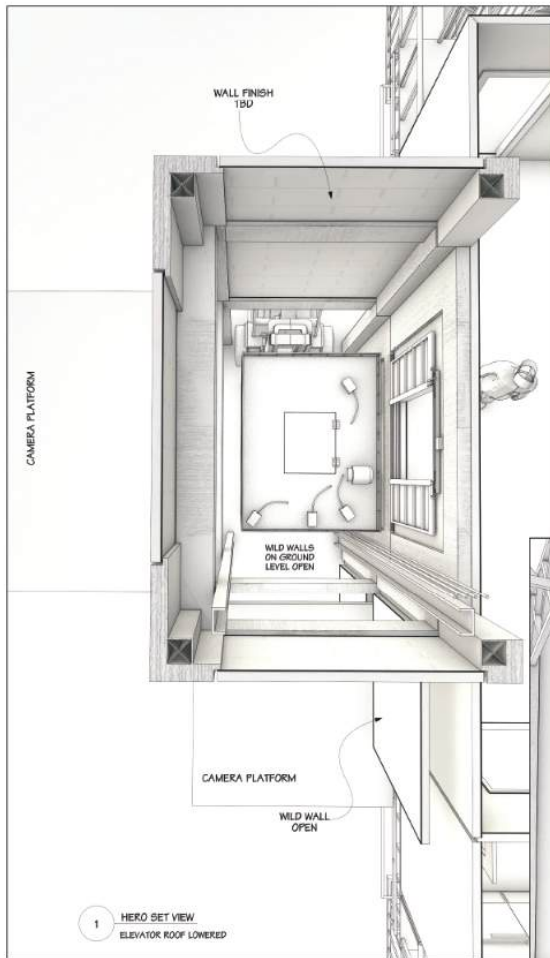
This set was built to cater to all the entrances and exits and tie in to the elevator landing/ lobby. The set was built on an approximately 11'-0" high elevated platform to provide for the elevator to travel and to achieve the shots of the elevator dropping in relation to the floor lobby. The lobby area was redressed as different floor levels per the script.



SECTION SHOWING MECHANICS OF THE PRACTICAL ELEVATOR





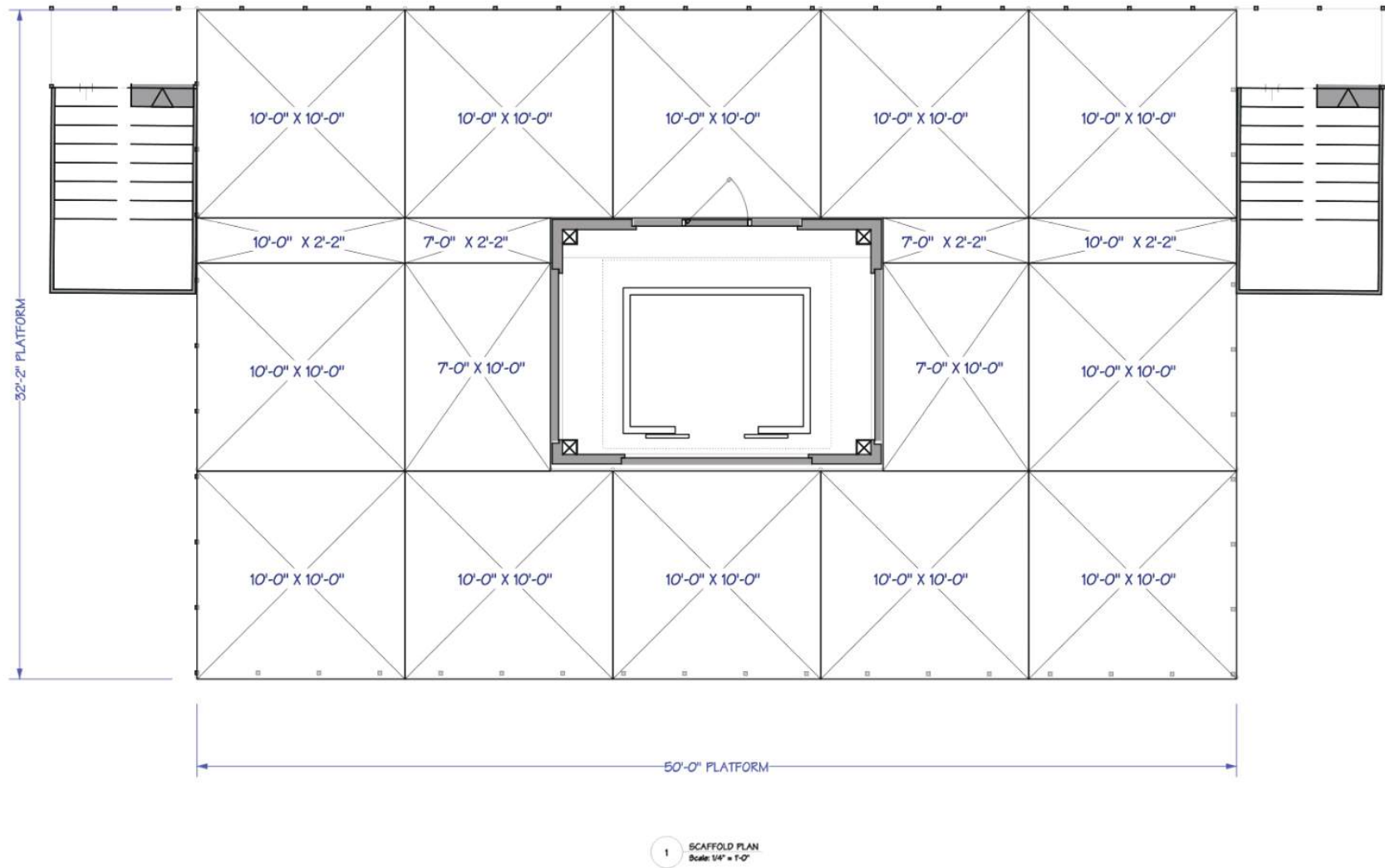


PRACTICAL HERO ELEVATOR - SHAFT VIEWS





ELEVATOR SHAFT - STUNT SET



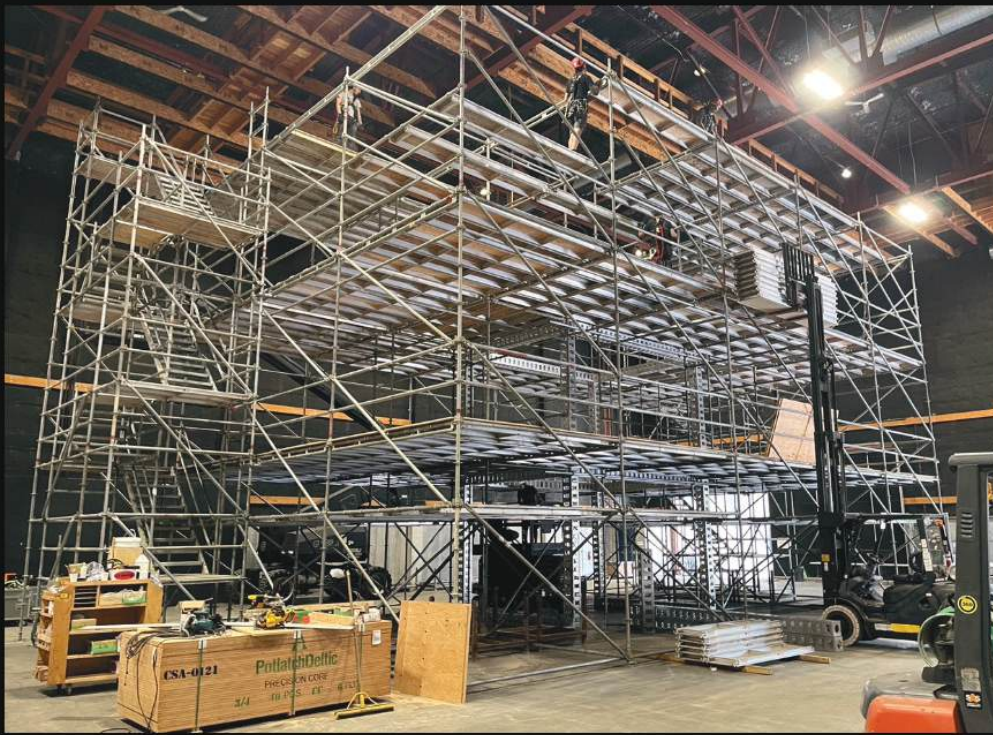
ELEVATOR SHAFT - STUNT SET

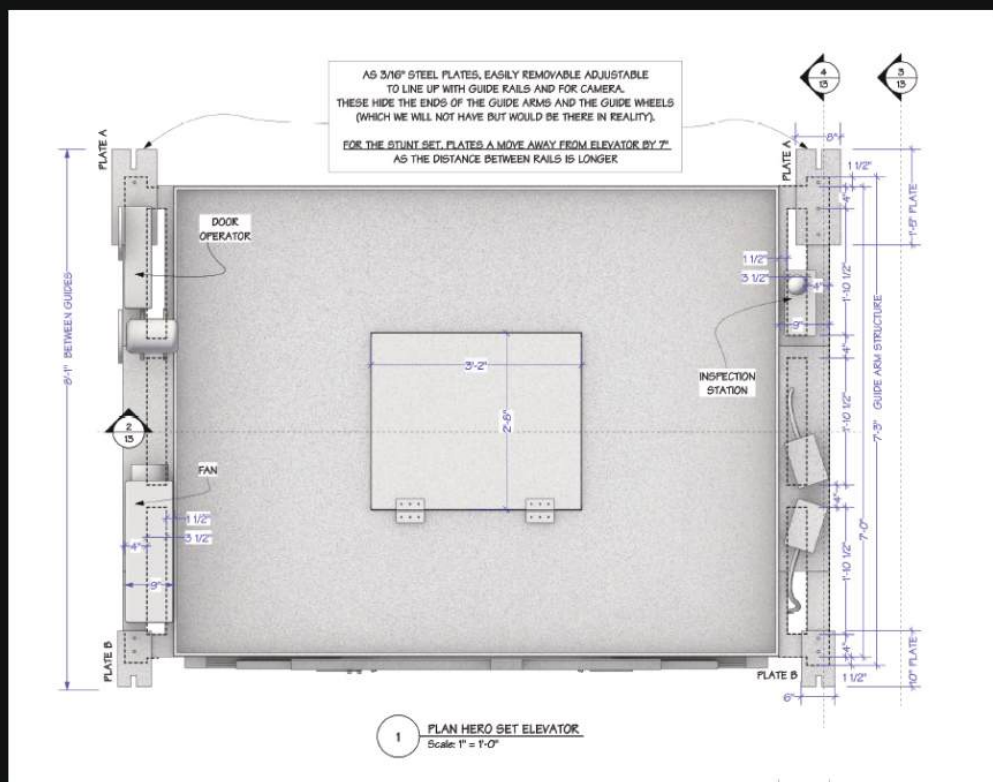
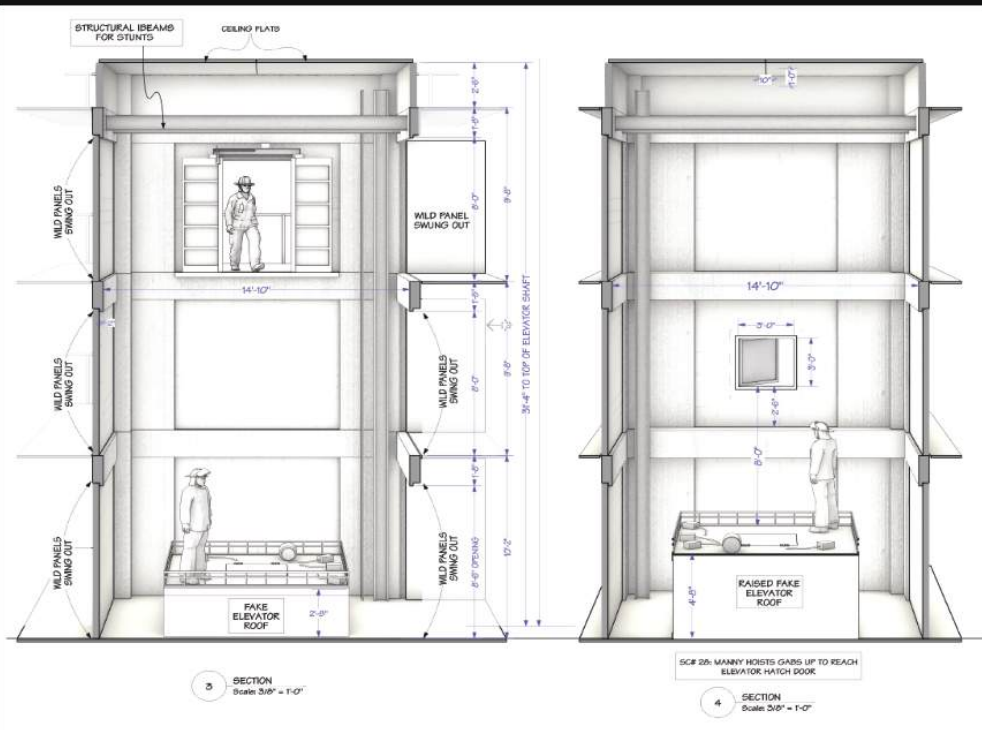
This set was 3 floors tall, to provide maximum space and coverage. It was designed and built with a main central shaft set, with scaffolding platforms on every level, and wild walls for camera access.

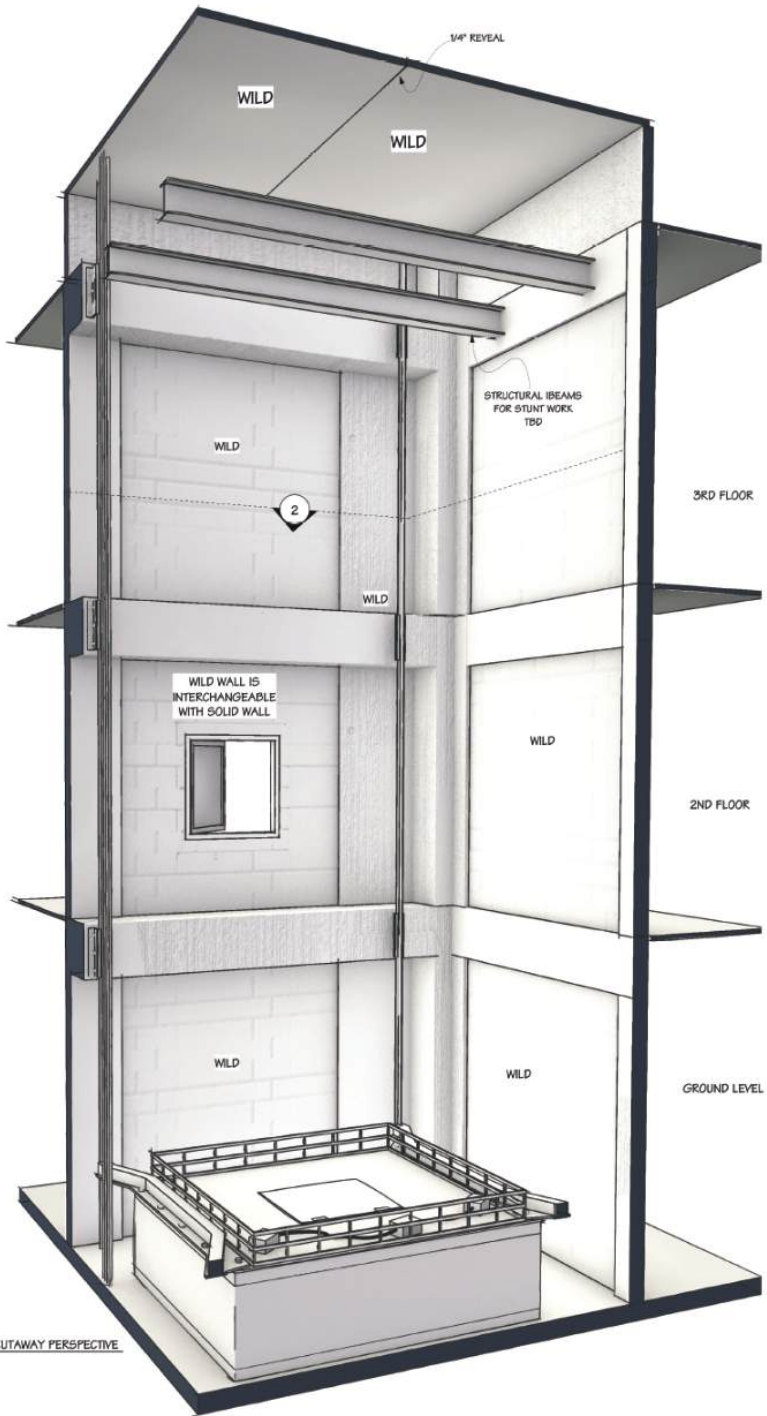
To create the illusion of the elevator shaft being 6 storeys tall per script and to limit the amount of VFX - we designed and added a false elevator roof set piece which was only 2' tall, the floor around it was painted black to create depth.

A second false roof set piece was built at about 5' tall for the specific action of the rescue through the maintenance shaft and for the actors to be working at a safe height.

VFX extension was added to some scenes to create the depth perception of the shaft being longer than 3 floors of our set build.







2 CUTAWAY PERSPECTIVE



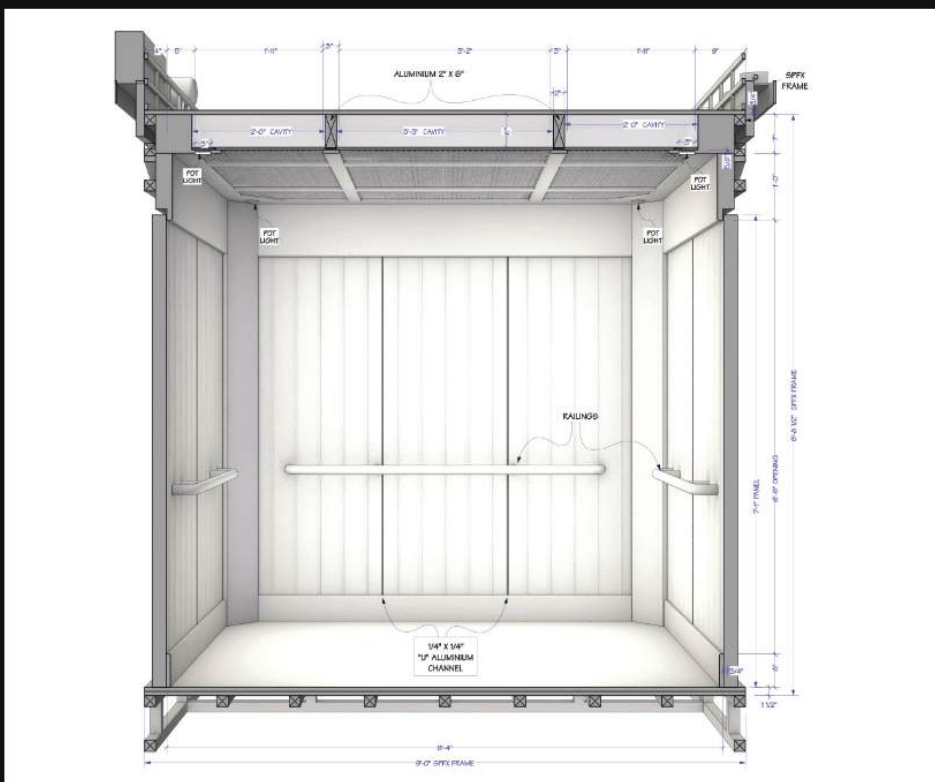
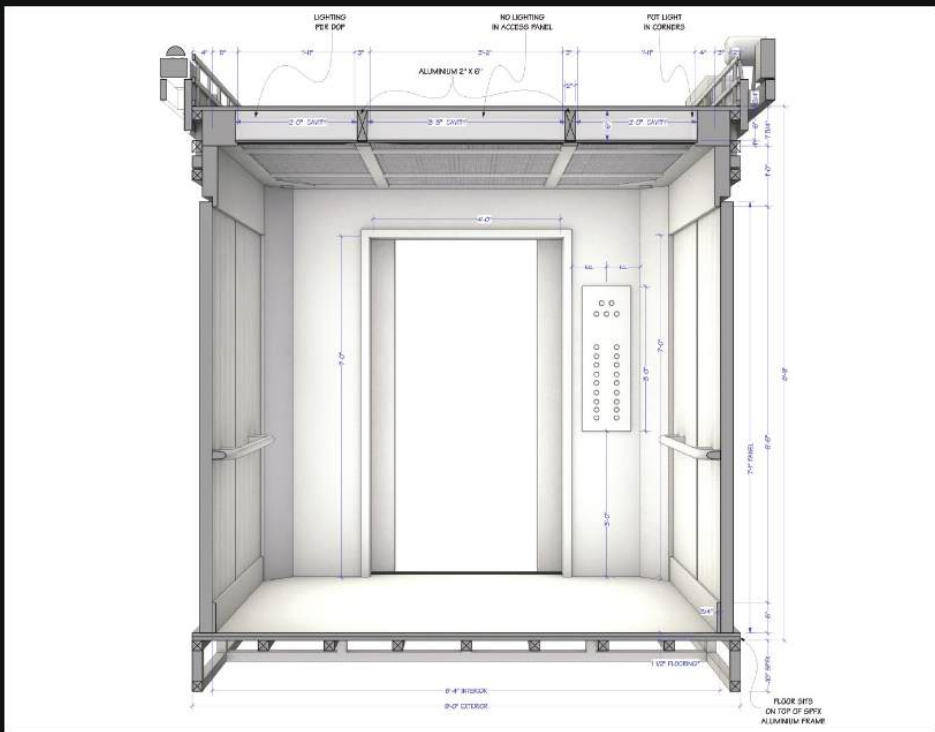


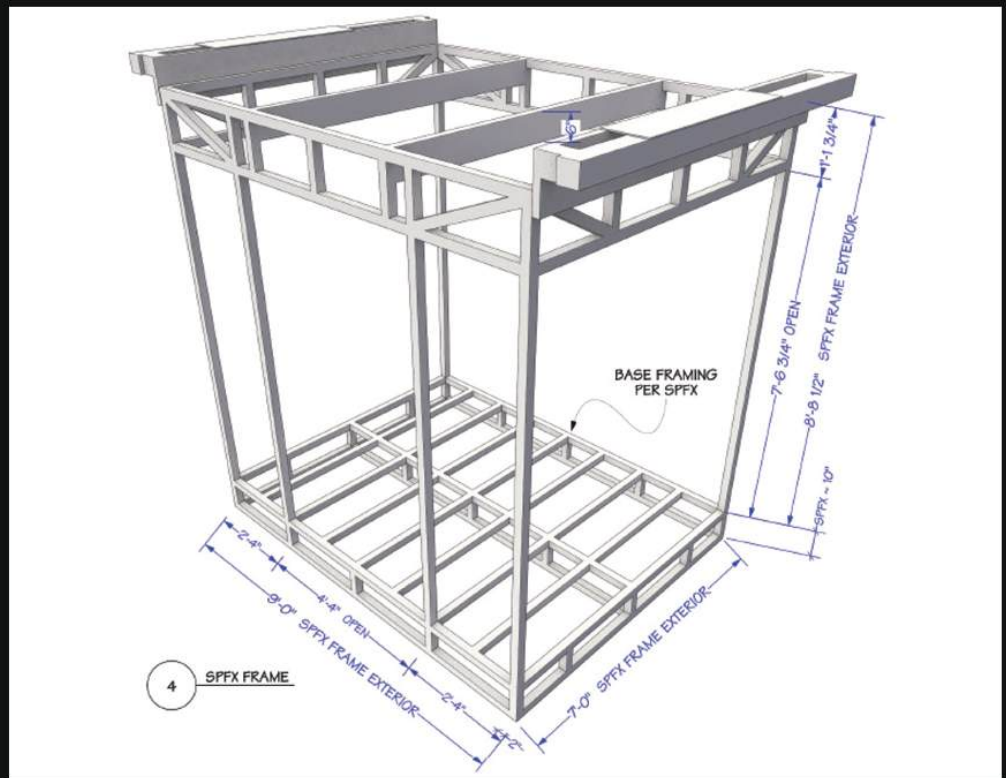
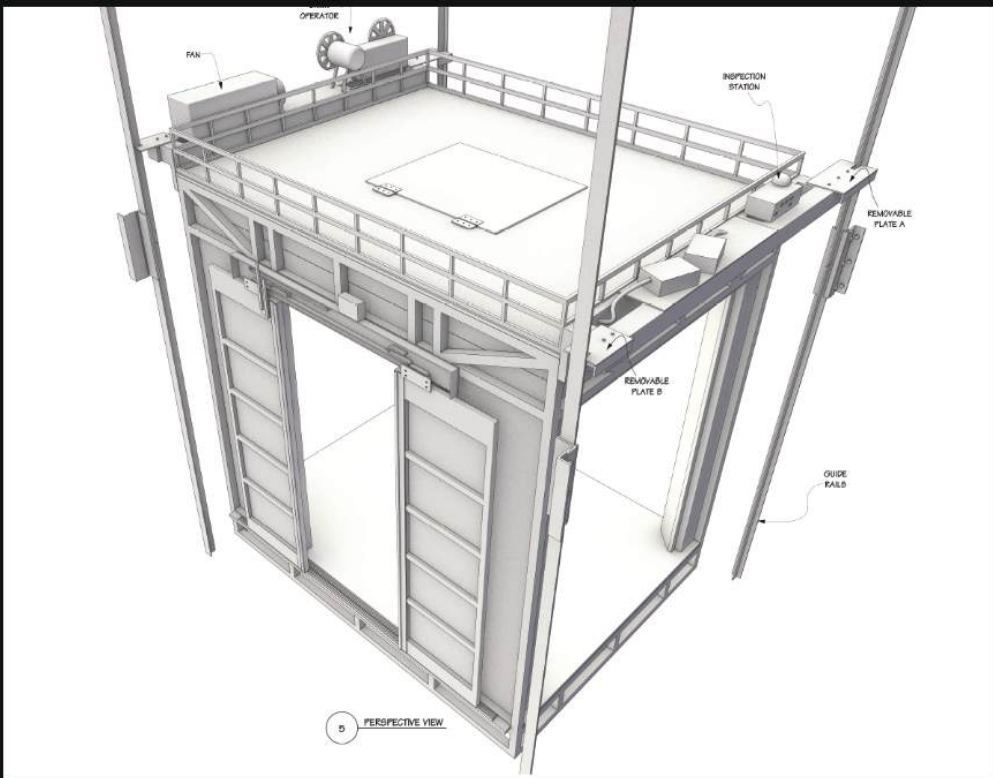






ELEVATOR CAR SET











THANK YOU
FOR YOUR CONSIDERATION