

# nosferatu

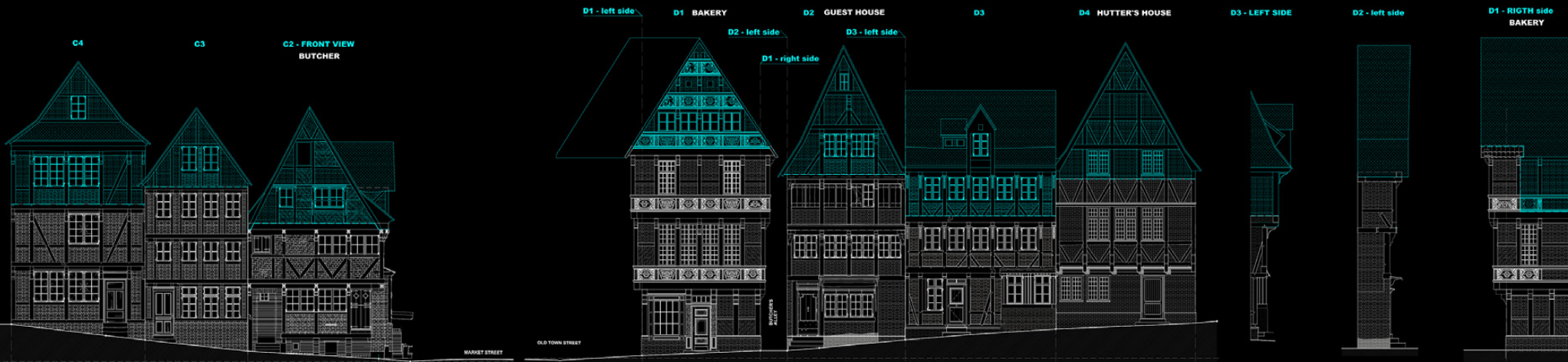
A dark, atmospheric scene from the movie 'Nosferatu'. The setting is a dilapidated, arched interior, possibly a crypt or a ruined church. In the center, a man in a long dark coat and a top hat stands next to a large, ornate metal chest or safe. A fire burns brightly from a hole in the chest, casting a warm glow. The walls are crumbling and covered in debris. In the foreground, the back of a person's head and shoulders is visible on the right side, looking towards the central scene. The overall mood is mysterious and ominous.

FOR YOUR CONSIDERATION



Concept Art

Old Town, Wisburg



Elevations - Old Town Street



Concept Art - Old Town, Wisburg



Building the base for Old Town Street



Sketch over Elevation, Old Town.



Facades on Old Town Street.



Old Town, Wisburg

(Built on the Backlot at Barrandov Studios, Prague)



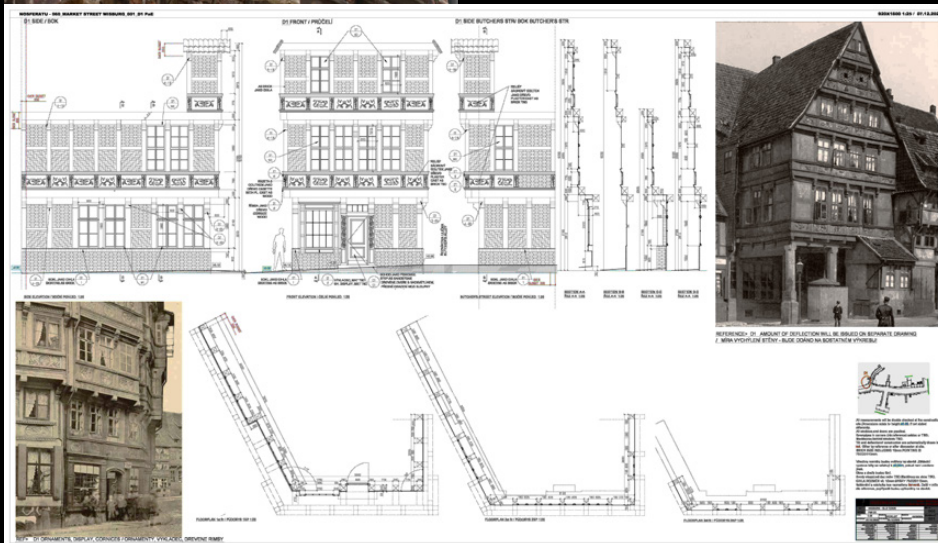
Preparing for the plague.



The Butcher's Shop



The Bakery



Plan and Elevations of the Bakery



Research for the Butcher's Shop

Old Town, Wisburg  
 (Built on the Backlot at Barrandov Studios, Prague)



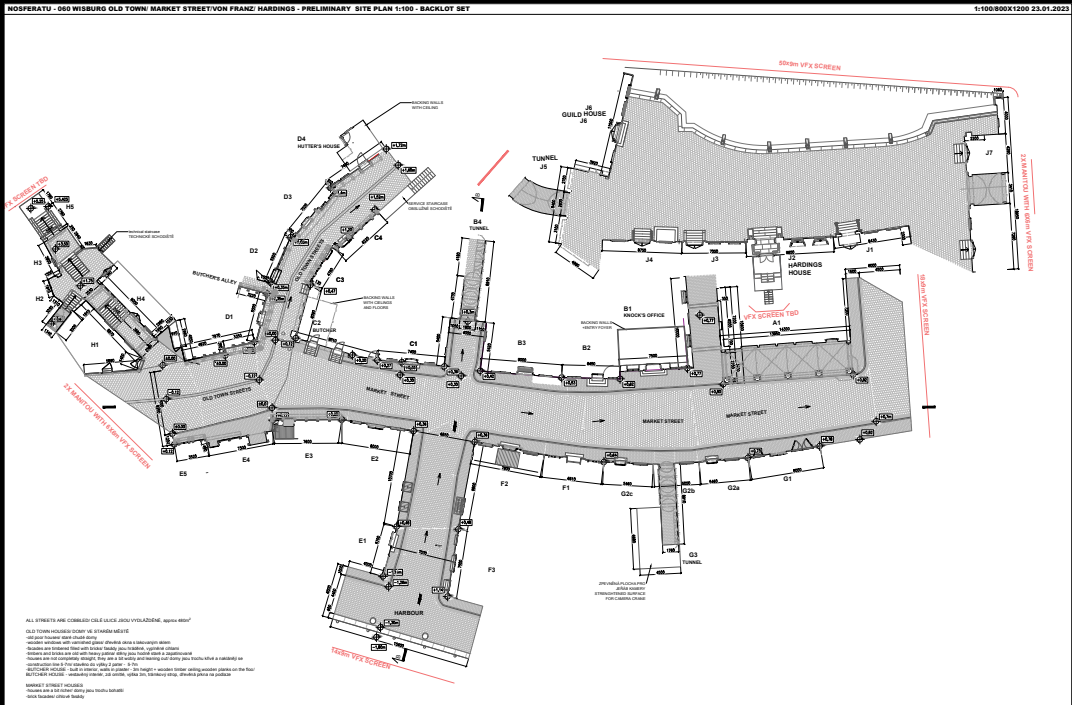
Production Still

Old Town, Wisburg  
(Built on the Backlot at Barrandov Studios, Prague)



Production Still

Market Street  
(Built on the Backlot at Barrandov Studios, Prague)



Plan View



Under Construction



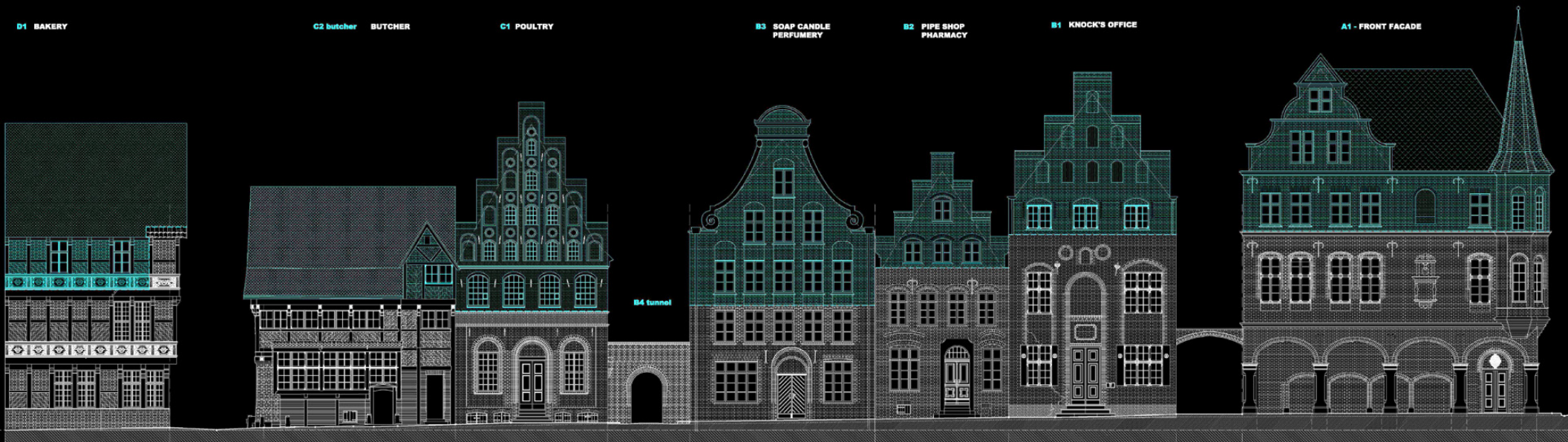
Under Construction

Market Street

(Built on the Backlot at Barrandov Studios, Prague)



Under Construction - Setting the Grade and Laying Cobblestones



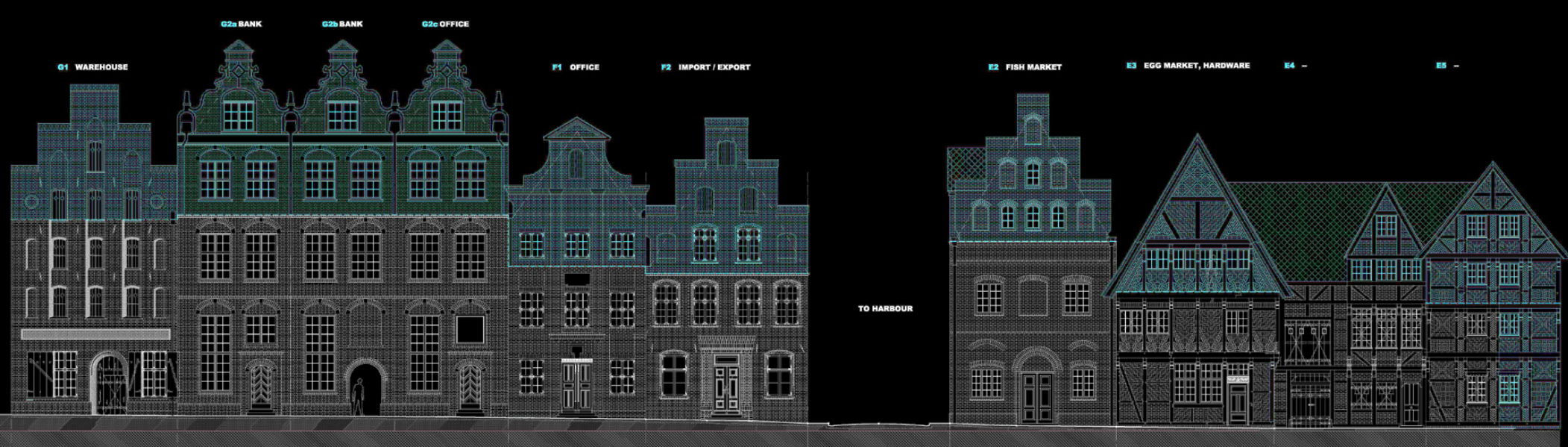
North Elevations - Market Street



Set Photos

Market Street  
(Built on the Backlot at Barrandov Studios, Prague)





South Elevations - Market Street



Set Photo

Market Street  
(Built on the Backlot at Barrandov Studios, Prague)



Set Photos

Market Street  
(Built on the Backlot at Barrandov Studios, Prague)



Set Photos

Harbor Street  
(Built on the Backlot at Barrandov Studios, Prague)



Set Photo

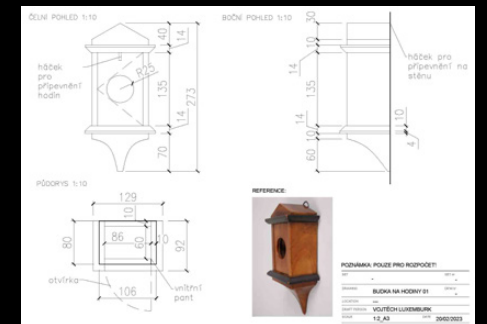
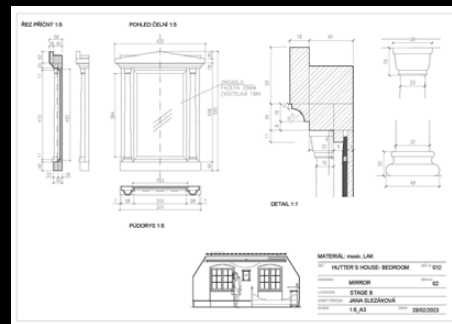
Western End of Market Street  
(Built on the Backlot at Barrandov Studios, Prague)



Hutter's Bedroom - Part of the ceiling has been removed for Camera - Set Photo



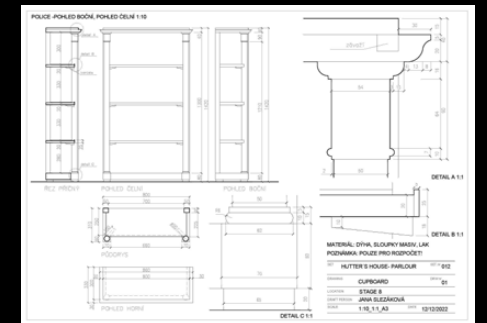
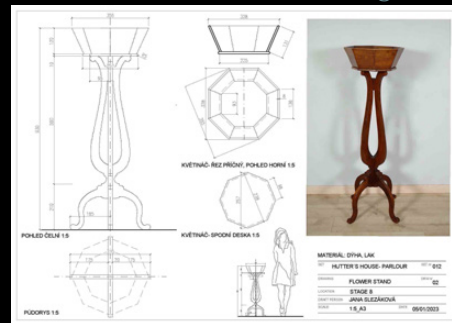
Hutter's Bedroom - Set Photo



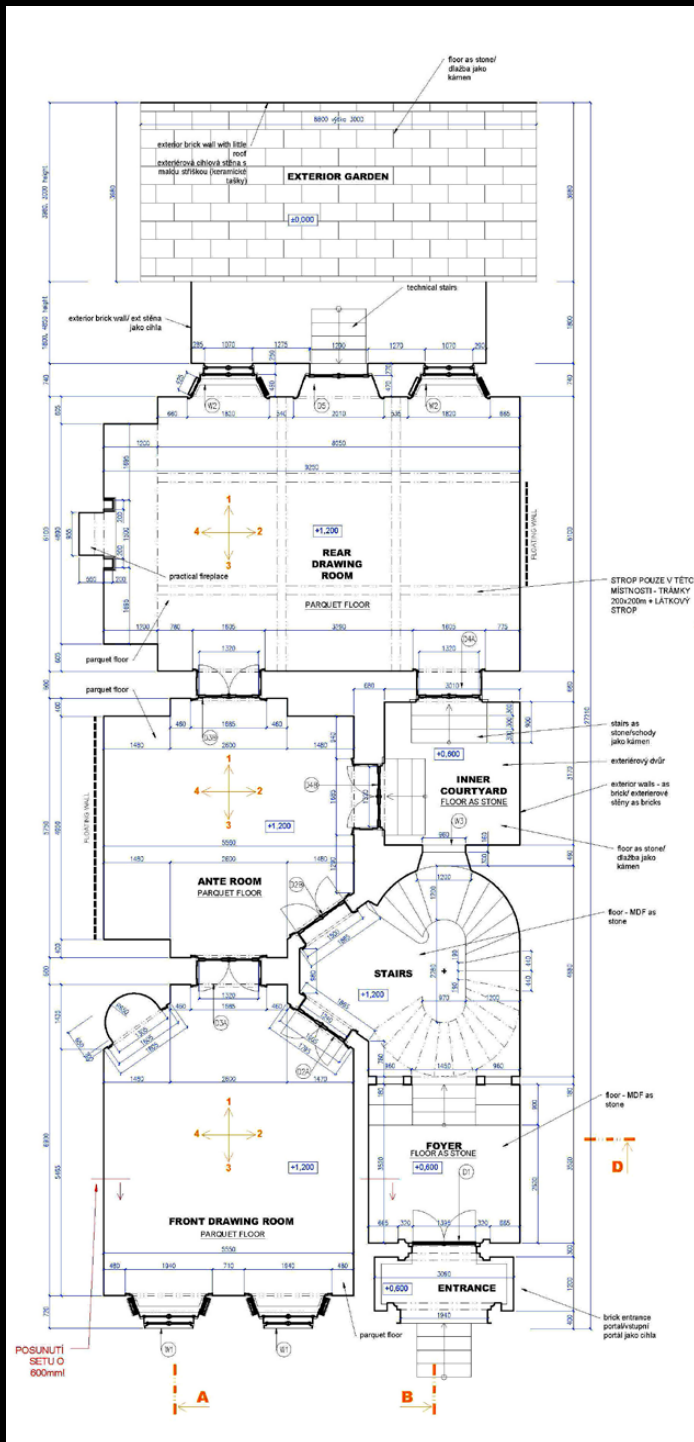
Drawings of some of the furniture built for Hutter's House.



Hutter's Parlour (black on floor is for lighting)



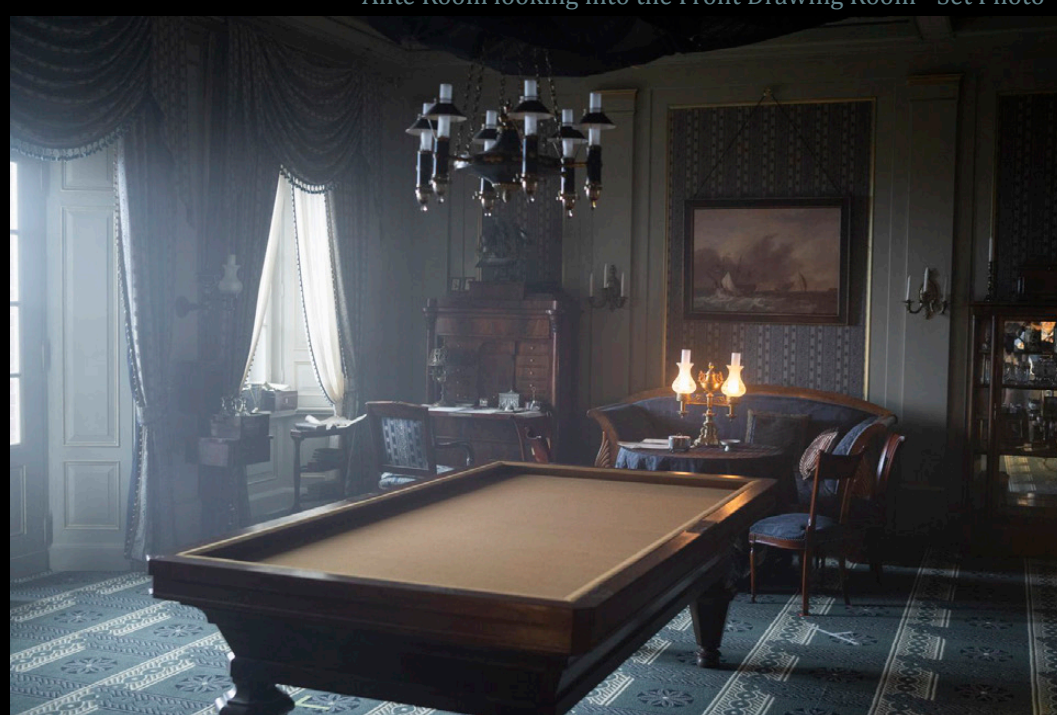
Shadow of Orlok - Hutter's Parlour



Harding House Ground Floor - Plan View



Ante Room looking into the Front Drawing Room - Set Photo



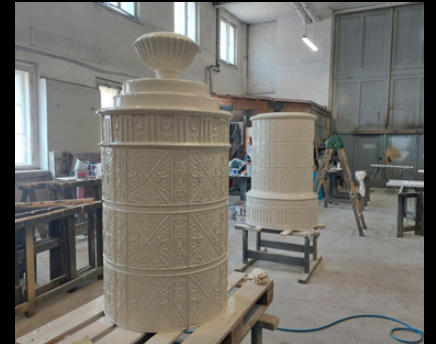
Rear Drawing Room - Set Photo



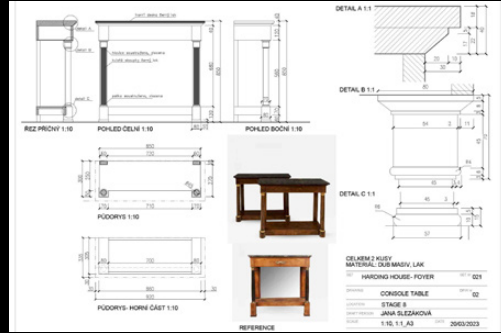
Front Drawing Room - Set Photo



Ceramic Stove & Custom Period Wallpaper



Building Ceramic Stove



Misc. Drawings of Built Furniture



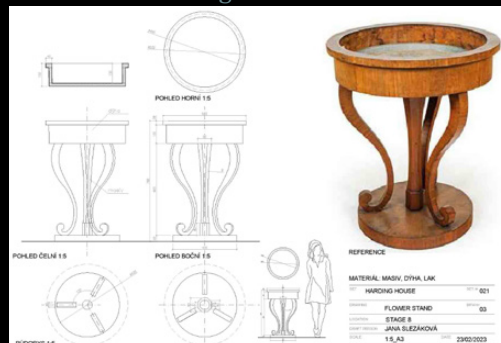
Detail - Mechanical Birds in Cage



Rear Drawing Room - Set Photo



Misc. Drawings of Built Furniture



Foyer and Staircase - Set Photo



Set Photo

Harding House - Guest Bedroom (Ellen's Room)  
(Built Set)





Harding's Guest Bedromm (Ellen's Room) - Set Photo



Fabric Samples, Custom Wallpaper & Renderings



Details - Guest Bedroom



Details - Nursery



Harding's Guest Bedromm (Ellen's Room) - Set Photo



Nursery - Set Photo

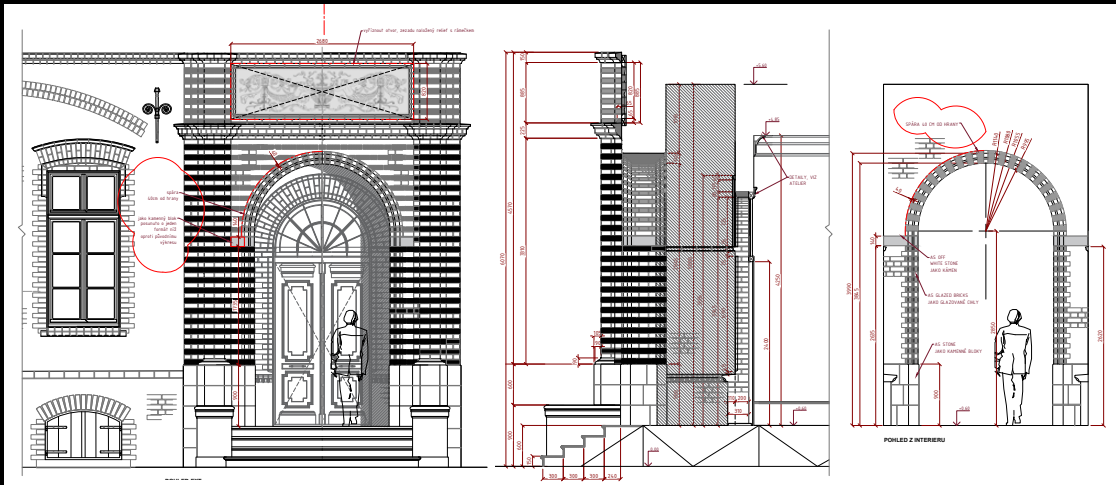


Night Shoot on Harding's House Exterior



Harding House Exterior Under Construction

Harding House Exterior  
(Built on the Backlot at Barrandov Studios, Prague)



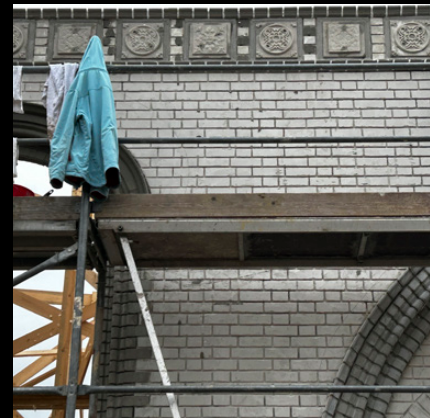
Elevations and Section of the Harding House Entry



Harding House Exterior Under Construction



Under Construction



Under Construction Detail



Detail - Guild House



Canal Building - Set Photo



Harding's Neighbours - Set Photo

Exterior Harding House  
(Built on the Backlot at Barrandov Studios, Prague)



Concept Art

Exterior Harding House



Set Photo

Romanian Inn and Roma Camp  
(Built on Location)



The morning after the Roma camp disappeared - Transylvanian Inn Exterior - Set Photo



Hutter's Room at the Inn



Front Gate



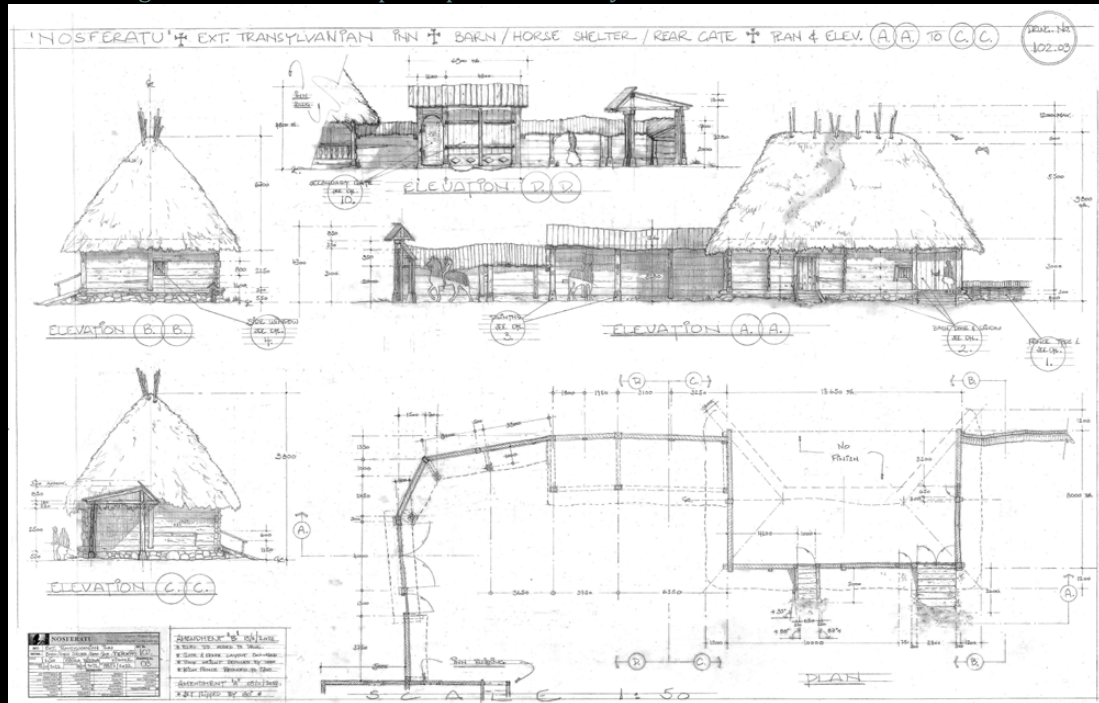
Transylvanian Inn Interior



Detail of Front Gate



Detail of Roma Camp



Plan and Elevation - Barn, Horse Shelter, and Back Gate

Transylvanian Inn and Roma Camp  
(Built on Location)



Dressing Roma Camp



Set Photo

Orlok's Castle - Great Hall  
(Built Set)



Concept Art



Concept Art



Castle Staircase - Built into the Basement under Stage Six at Barrandov Studios



Orlok's Castle - Great Hall  
(Built Set)

Set Photo

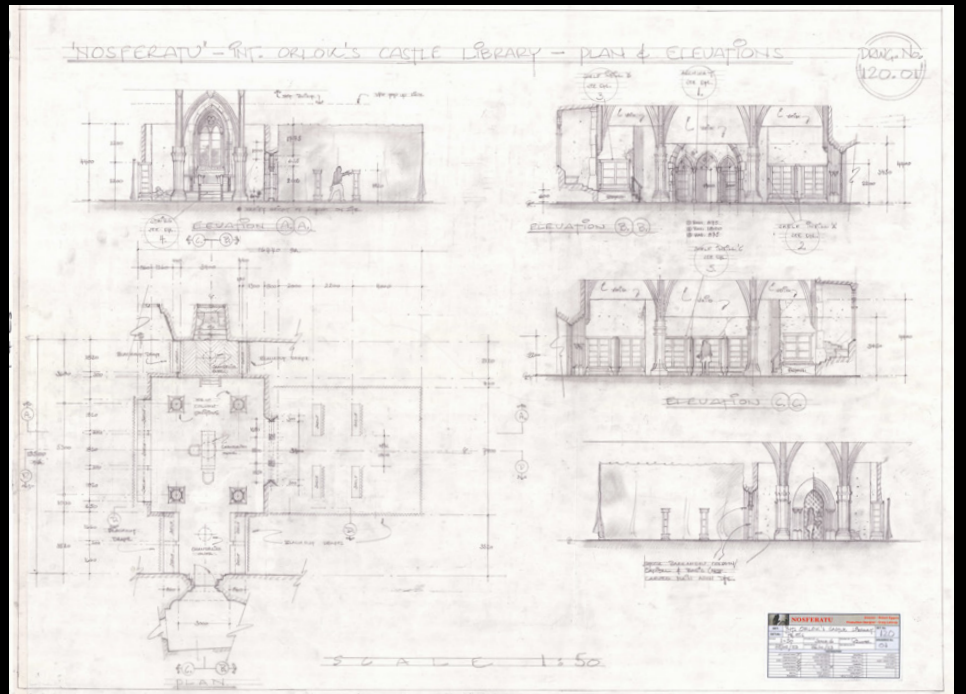




Dressing the Set (work lights)



Dressing the Set (work lights)



Plan and Elevations

Orlok's Castle - Library  
(Built Set)



Tower Chamber - where Thomas sleeps at Orlok's Castle - Set Photo



Corridor - Set Photo



Orlok's Castle - Tower Chamber and Corridors  
(Built Sets)



Corridor - Set Photo



Set Photo

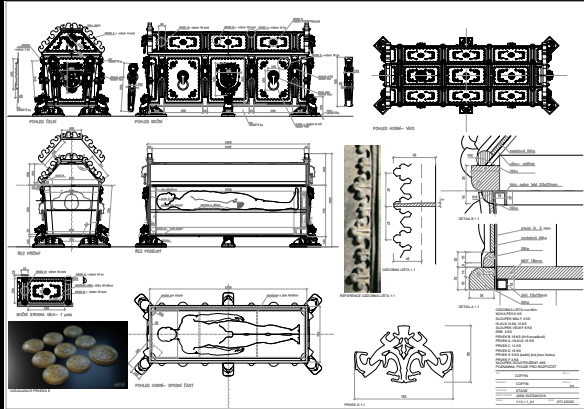
Orlok's Castle - Crypt  
(Built Set)



Illustration from ZBrush model of Orlok's Sarcophagus



Ghost Carriage



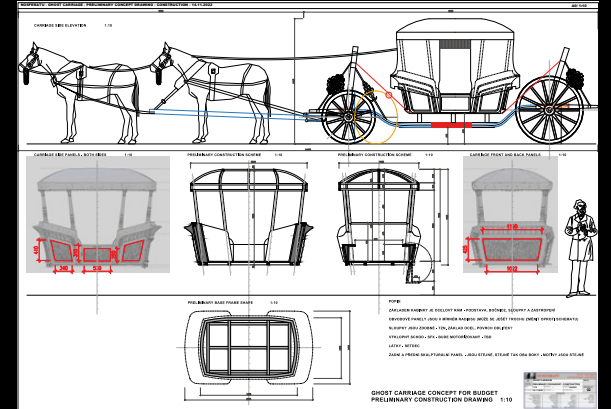
Drawing of Sarcophagus



Detail



Clay Bas-relief - one of four that were carved to create the eight inset panels on the Ghost Carriage.



Drawing of Ghost Carriage



Sarcophagus



Orlok's Sarcophagus and Ghost Carriage  
(Built)



Illustration of Ghost Carriage



Under Const. (1st Room - Pronaos)



Above: Installing "Frescoes"

Below: Applying Gold Leaf Details



Set Photo (worklights & candles)



Under Const. (2nd Room - Naos & Apse)



Under Construction

# Transylvanian Monastery Chapel (Built Set)



Set Photo (worklights & candles)



Set Photo (worklights & candles)



Set Photo

Romanian Monastery Chapel  
(Built Set)



Set Photo

Romanian Monastery Chapel  
(Built Set)



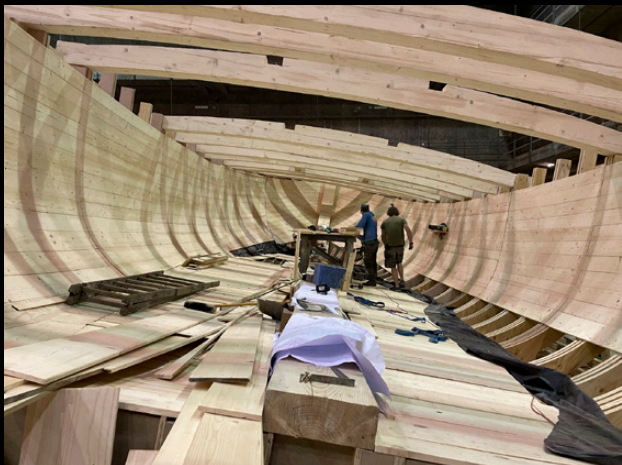
Under Construction



Set Photo (work lights)



Dressing the Captain's Quarters (work lights)



Under Construction



Dressing the Hold (work lights)



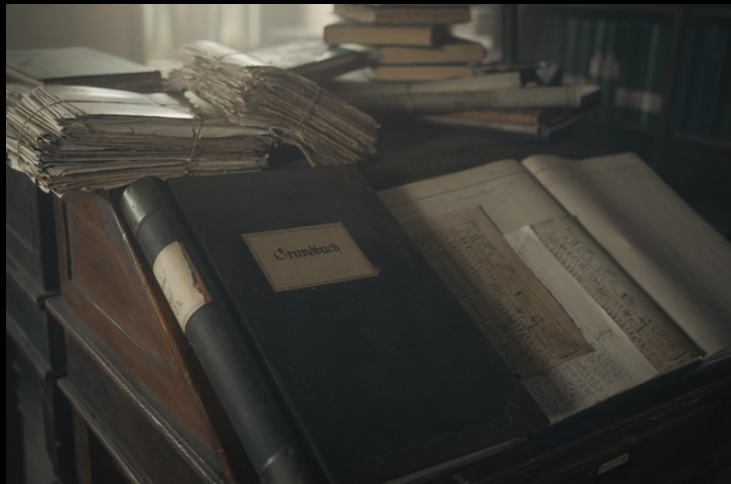
Olok's Sarcophagus Crate - Set Photo

Empusa - Interiors  
(Built Set)





Set Photo



Detail



Set Photo

Knock Estate Agency - Outer Office Reception  
(Built Set)

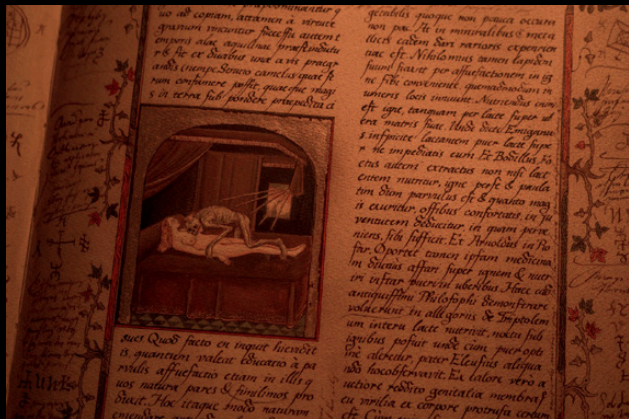


Set Photo

Knock Estate Agency - Knock's Office  
(Built Set)



Set Photo



Detail of Solomonari Manuscript



Knock Estate Agency - Knock's Office  
(Built Set)



Detail of Grunwald Manor Etching



Set Photo

Von Franz's Room  
(Built Set)



Wisburg Hospital - Dr. Siever's Office (Location: Invalidovna, Prague)



Wisburg Hospital - Autopsy Room/Morgue (Location: Invalidovna, Prague)



Wisburg Hospital - Corridor - Set Photo  
(Location: Invalidovna, Prague)



Wisburg Hospital - Knock's Cell (Built Set)



Wisbug Hospital Basement - Knock's Cell (Built Set)

## Wisburg Hospital



"Rat Mats" in the Art Department Office.



Clay sculpt of Capital



Sarcophagus



South, Side Door to Chapel - Set Photo



Chapel dressed with "Rat Mats." We used 5000 live rats for the foreground, and VFX animated rats moving over the rat mats for this scene.



Chapel Entrance - Set Photo

## Grunwald Manor - Chapel (Built Set)



Set Photo

Grunwald Manor - Chapel  
(Built Set)



Concept Art

The Dawn Rising over Wisburg



# nosferatu

## ART DEPARTMENT

PRODUCTION DESIGNER: Craig Lathrop

SUPERVISING ART DIRECTOR: Paul Ghirardani

SENIOR ART DIRECTOR: Rob Cowper

ART DIRECTOR: Hauke Richter, Magdalena Nováková, Ondřej Lipenský

ASSISTANT ART DIRECTOR: Kateřina Radakulan, Petr Grig, Anna Mayerová

SET DESIGNER: Daniel Rodriguez, Kristína Hudečková, Rastislav Hronský

LEAD GRAPHIC DESIGNER: Aneta Železníková

GRAPHIC ARTIST: Michael Eaton, Štěpánka Sigmundová

CONCEPT ARTIST: Philipp Scherer, Kirill Barybin, Till Holder,

Giovanni Silva, Nick Ainsworth

STORYBOARD ARTIST: Adam Pescott

ON-SET ART DIRECTOR: Tomáš Bilina

SET DECORATOR: Beata Brentnerová