



CONCEPT TO PRODUCTION

ART DEPARTMENT



Production Designer TOM MEYER

Supervising Art Director GUY POTGIETER

Senior Art Directors KEVIN GILBERT · KEVIN HOULIHAN GÉZA KERTI · ALEX McCARROLL

Standby Art Directors ZALÁN SIPOS • EMILY WOODWARD

Art Directors MARI LAPPALAINEN VIRGINIA BERG LINDA BÁNDI MIKLÓS DEÁK HATVANI PATRICK HERZBERG • CELINA HOLLAENDER • SÁNDOR JANI BENCE KALMÁR-RÓZSA • FRANCESC MASSO DANIEL MIKLOS • PATRICK O'CONNOR • NICO SADORI

Assistant Art Directors JAMES COLLETT • ANNA DOBROSSY
• STEVEN XUEREB HABER KEVIN • TIMON HILL • ORSOLYA MAZA
NEDDA NÉGYESSY • TAMAS TARNOKI

Junior Art Directors CSABA BÁNYAI • ANDRÁS BÓDY CSONGOR EGYED • ZSÓFIA TELEK

Concept Artists Andrew Leung • David Levy Christian Schreurer • Alex Nice• Andrea Onorato Balazs Agostan • Pablo Capio • Paul Chadeisson Flórián Fickert • Gary Jamoz • Nikita Pilyukshin Timo Rodriguez • Nikola Sinitsa • Attila G. Varga Senior Set Designers TIM CROWSHAW • SILVIA MAHAPATRA
• WALTER SCHNEIDER • EMMA SPARER

Set Designers LAWRENCE BARFORD • NATALIE KALENDOVA • HANNAH VERSFELD

Draftspersons BALÁZS S. BOGNÁR • NELLI MOLNAR • GÁBOR PANKASZ • CSÖRSZ POGÁNY • ÁRON SZABÓ

LUCA VINCZE

Lead Graphic Artist OLAF LYCZBA

Graphic Designers ESZTER CSORBAS • ZSOKA ERDELYI • KLAUDIA SZALMA

Storyboard Artist FERENC NÓTHÓF

Model Maker SZANDRA RIEMER

Researcher HALEY HUGHES

Digital Asset Manager GERGELY SZKALÁK

Art Department Coordinators CECÍLIA BÁRDOS · ERIN OCHI

Art Department Buyer VIVIEN DÖMÖTÖR

Art Department Assistants ERIK KUCSIK • CSABA RUGLY

W/LL/CH IX



WALLACHIX SPACEPORT CONCEPTILLUSTRATION





SISTERHOOD CONCEPT ILLUSTRATION



FINAL SHOW COMPOSITE



WALLACH IX GEOGRAPHY - DIGITAL WHITE MODEL



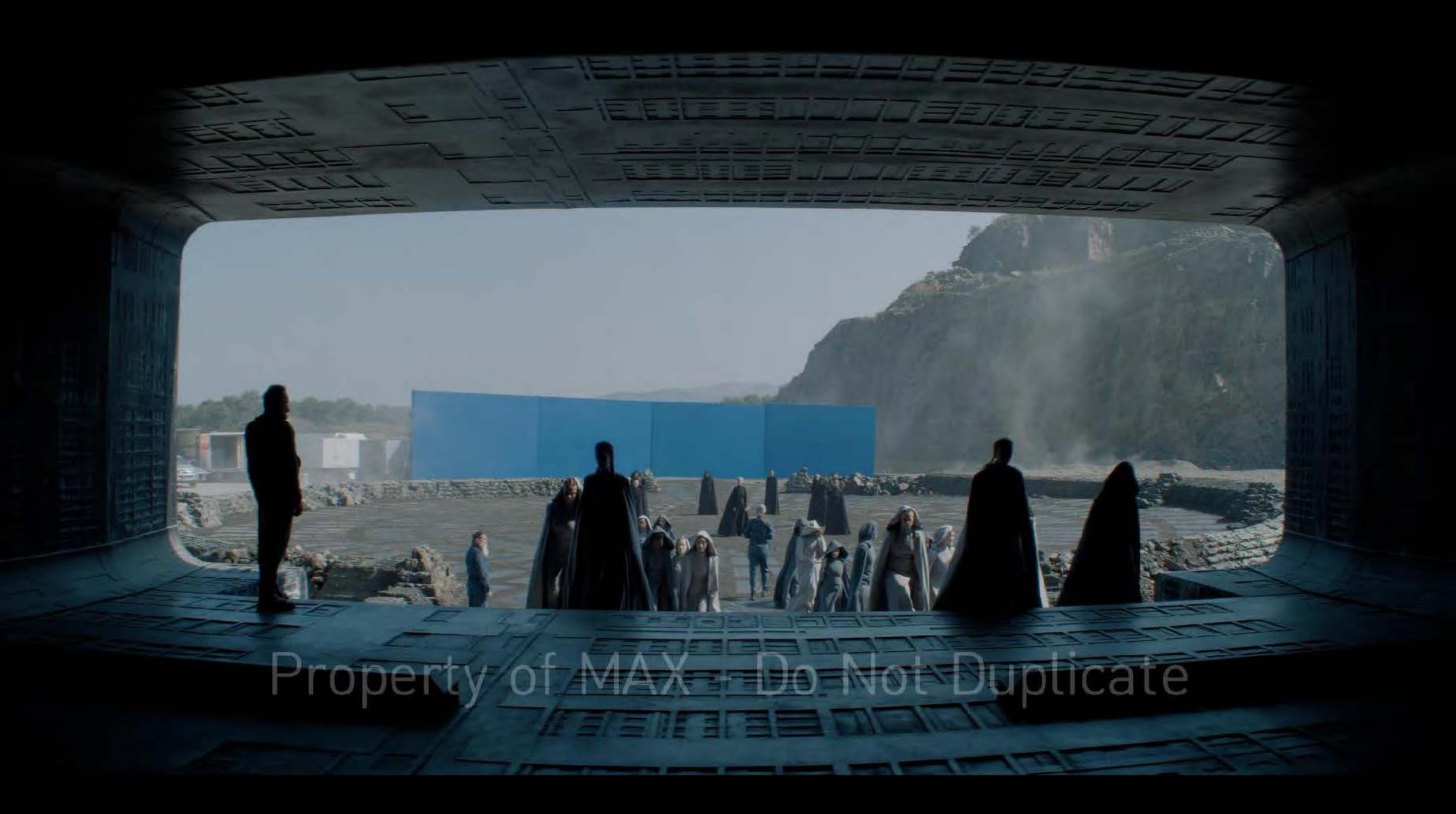


SPACEPORT IX CONCEPT ILLUSTRATION





SPACEPORT IX CONCEPT ILLUSTRATION

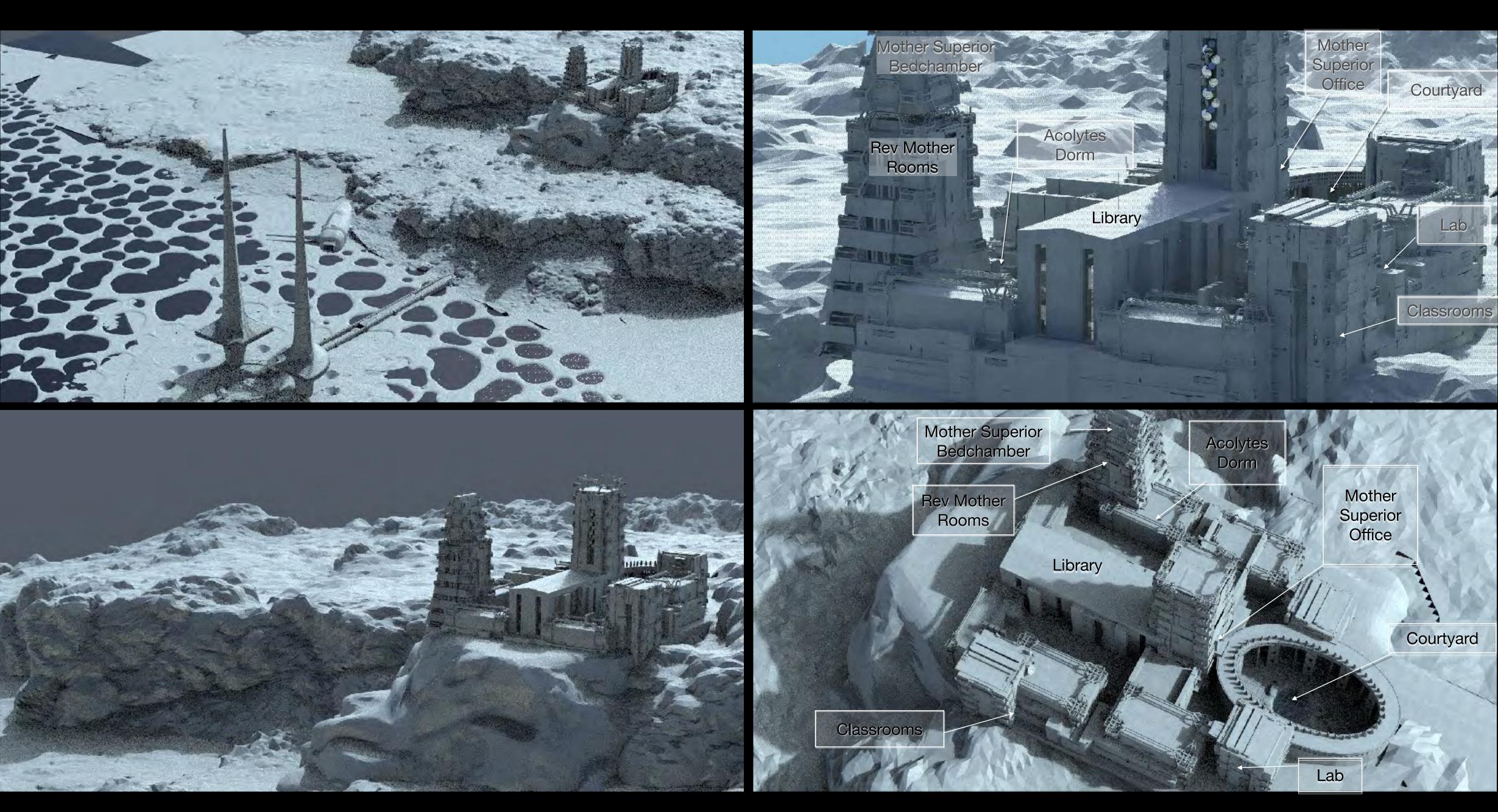




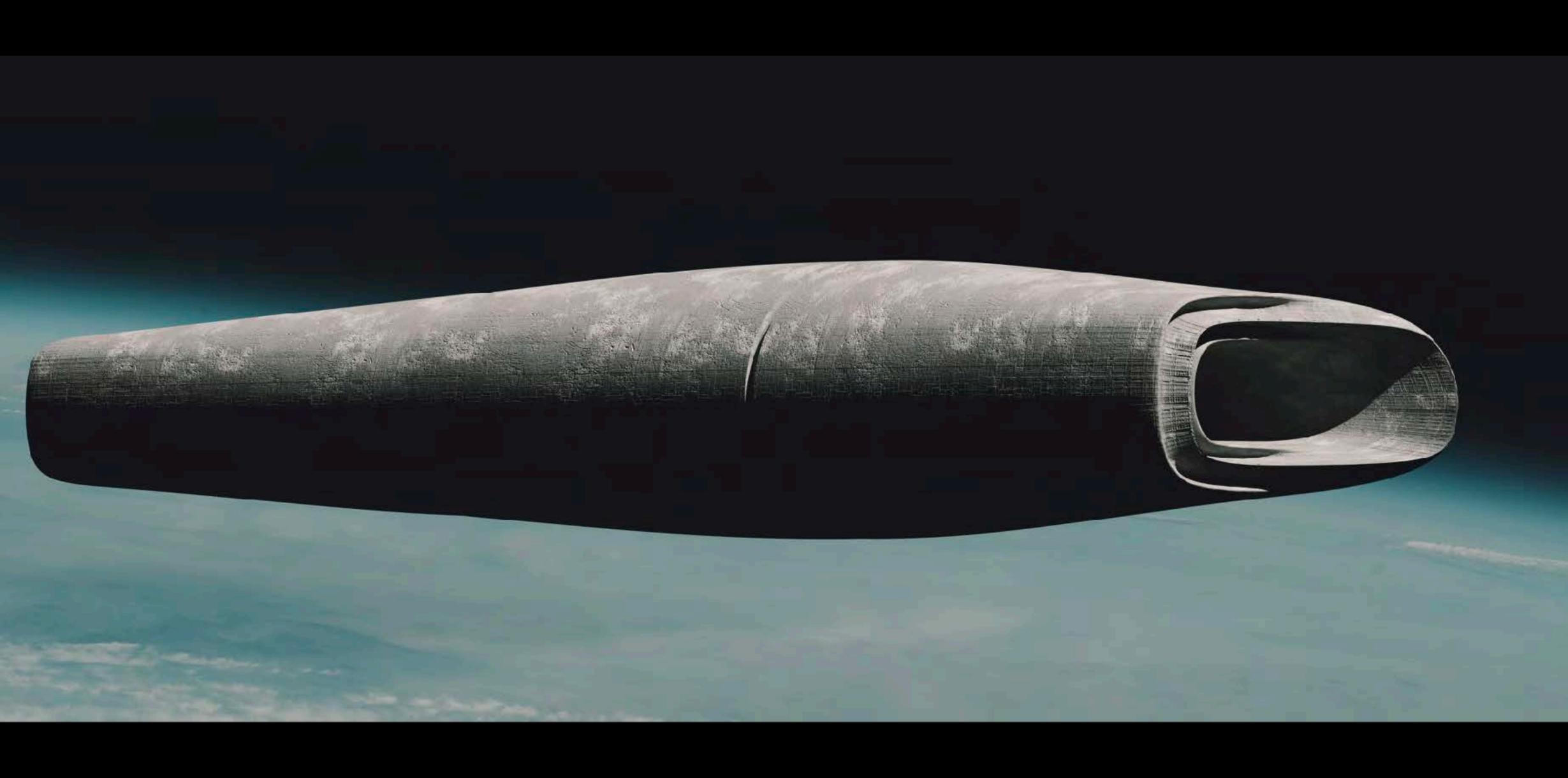
SPACEPORT IX CONCEPT ILLUSTRATION



FINAL SHOW COMPOSITE



WALLACH IX GEOGRAPHY - DIGITAL WHITE MODEL



HEIGHLINER CONCEPT ILLUSTRATION



FINAL SHOW COMPOSITE



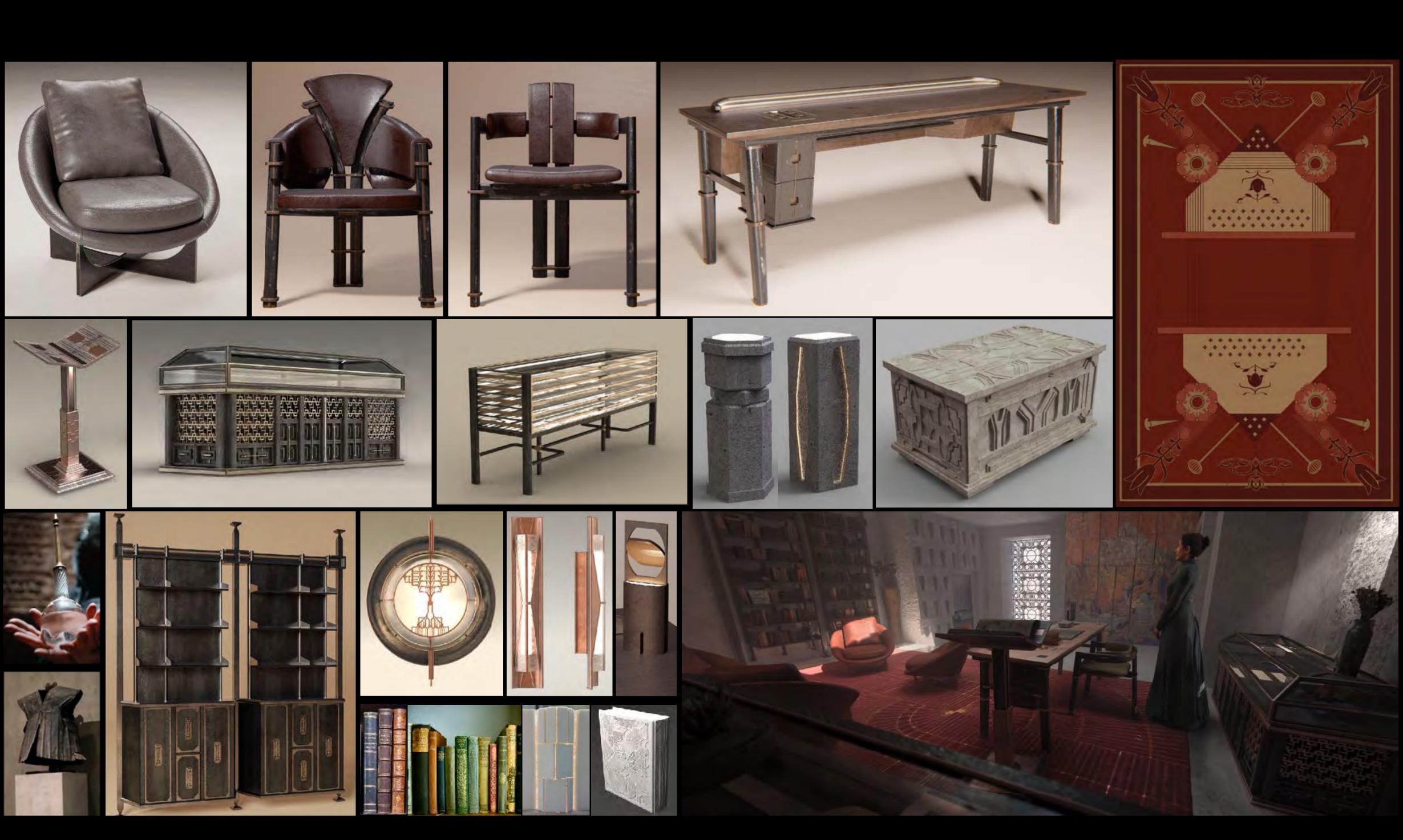
MOTHER SUPERIOR'S OFFICE CONCEPT ILLUSTRATION





MOTHER SUPERIOR'S OFFICE CONCEPT ILLUSTRATION



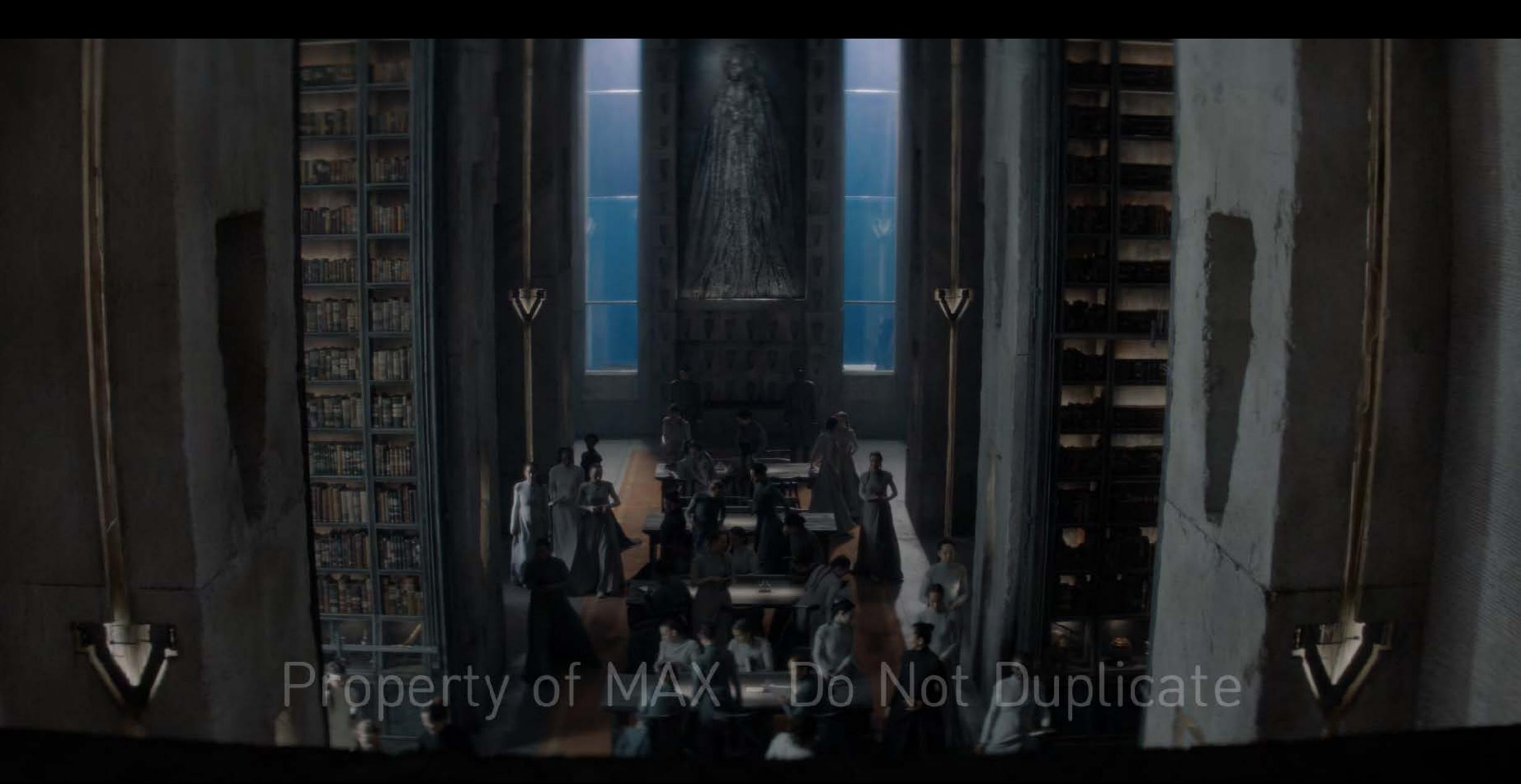


MOTHER SUPERIOR'S OFFICE - SET DECORATION



















DIGITAL SCULPT

CNC SCULPT

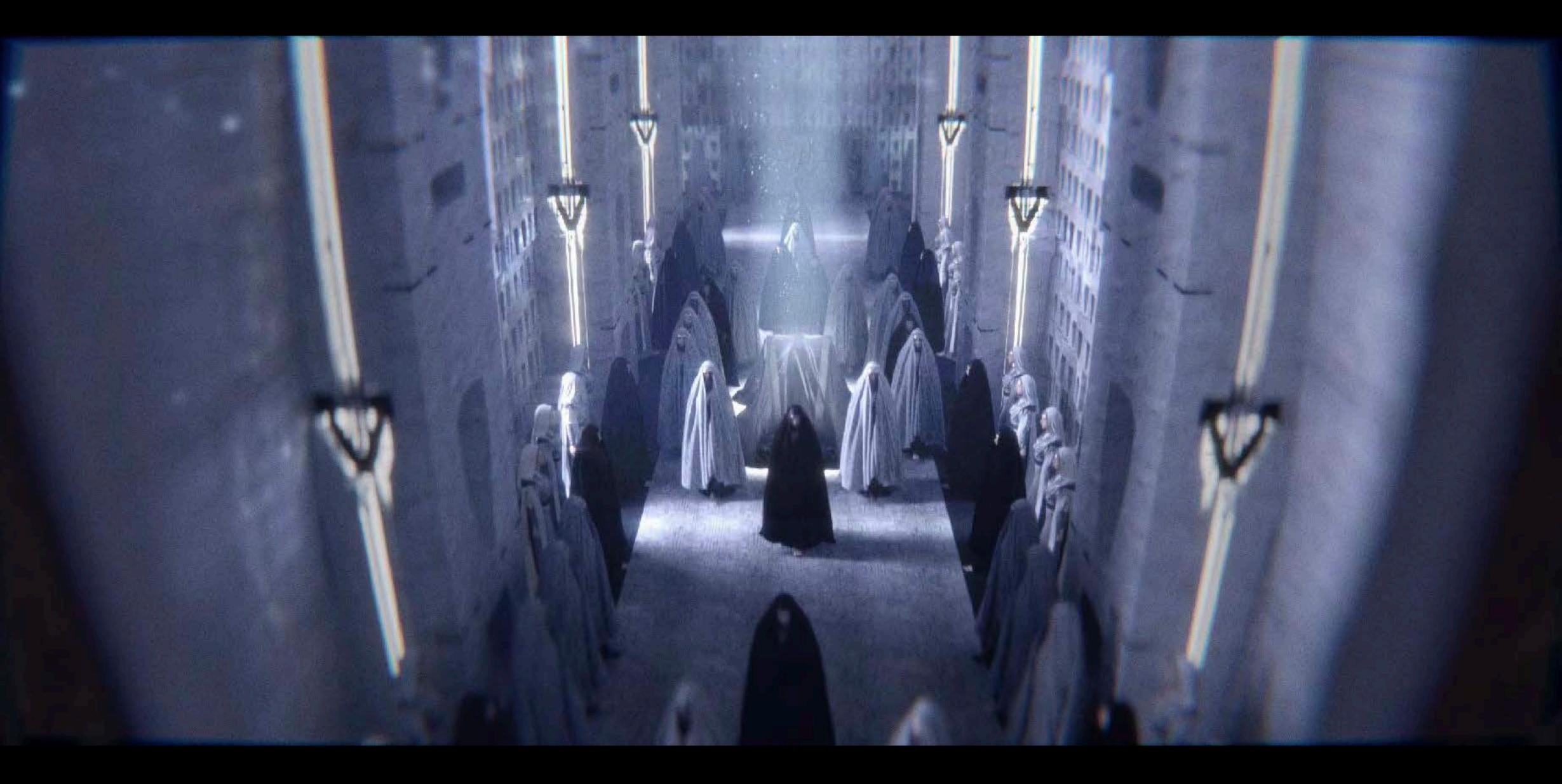


SISTERHOOD LIBRARY CONCEPT ILLUSTRATION



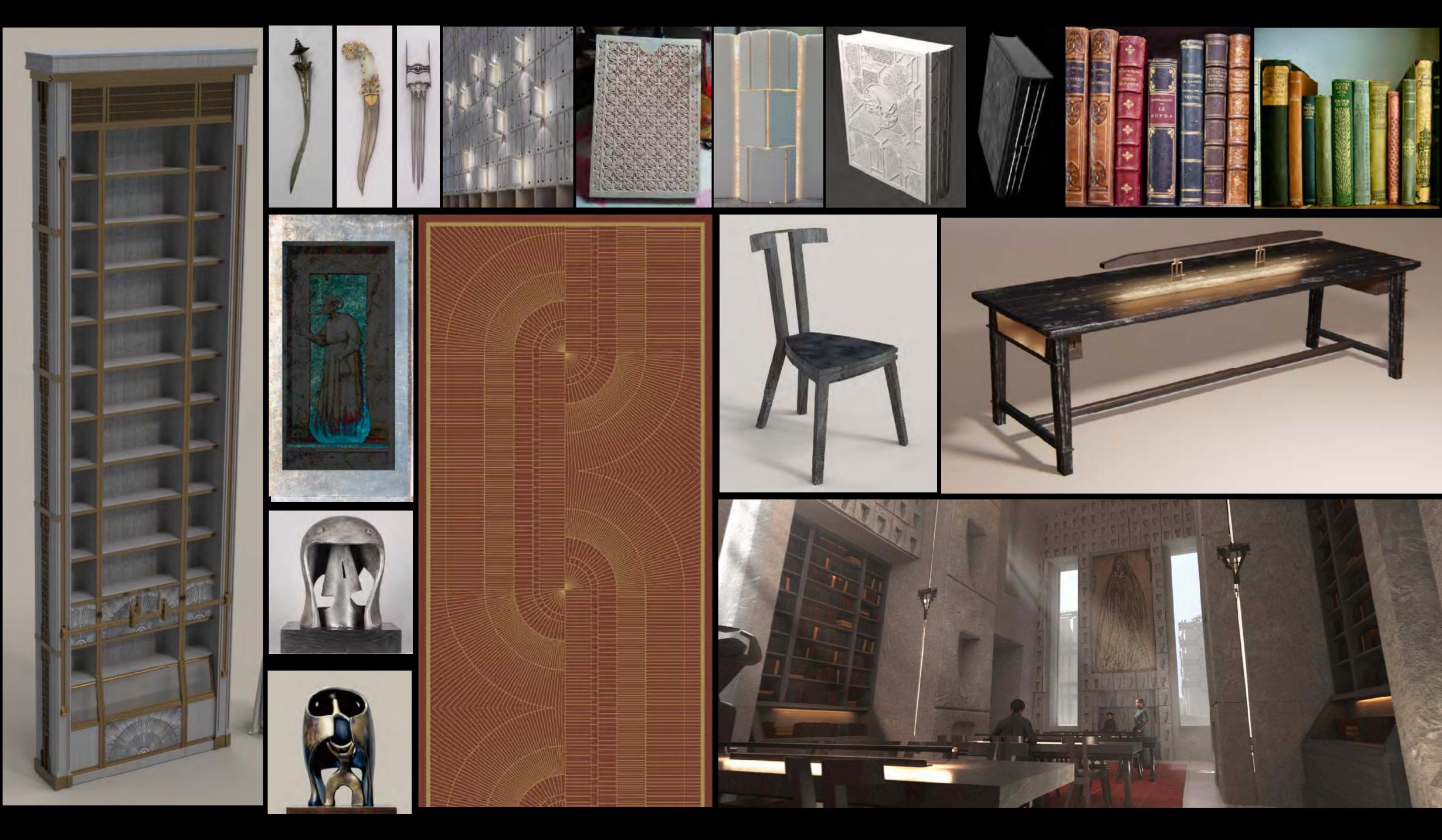




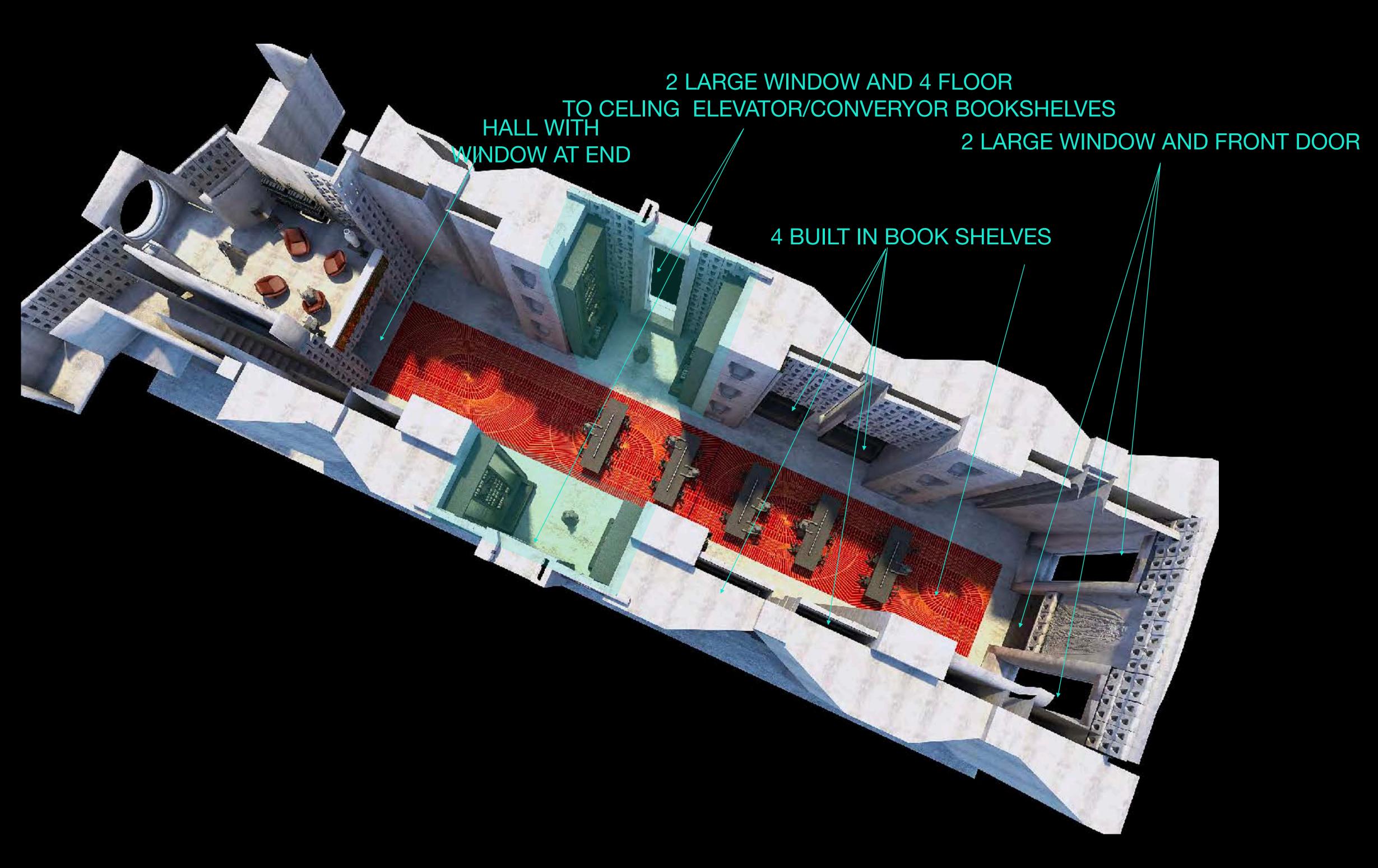


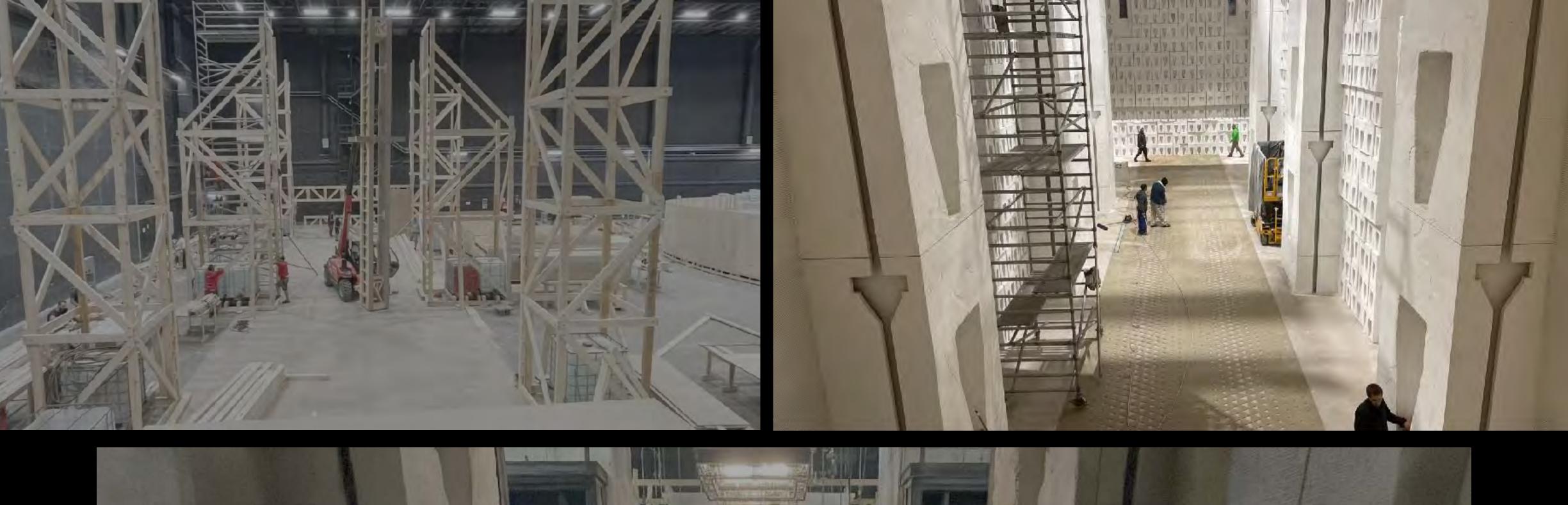
LIBRARY I COMMON ROOM 30 YEARS PRIOR

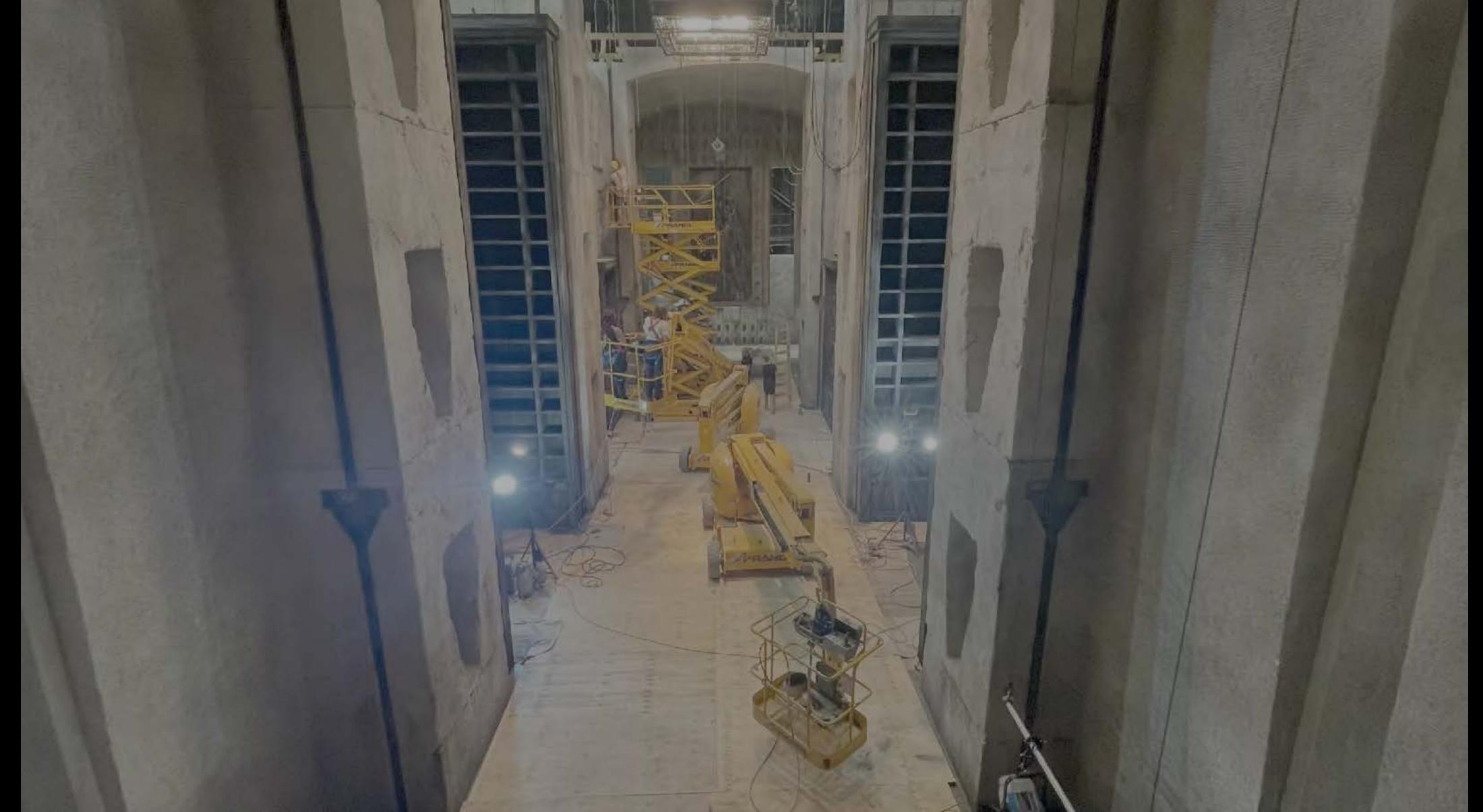




SISTERHOOD LIBRARY - SET DECORATION













MOTHER SUPERIOR'S BEDCHAMBER CONCEPT ILLUSTRATION





MOTHER SUPERIOR'S BEDCHAMBER CONCEPT ILLUSTRATION





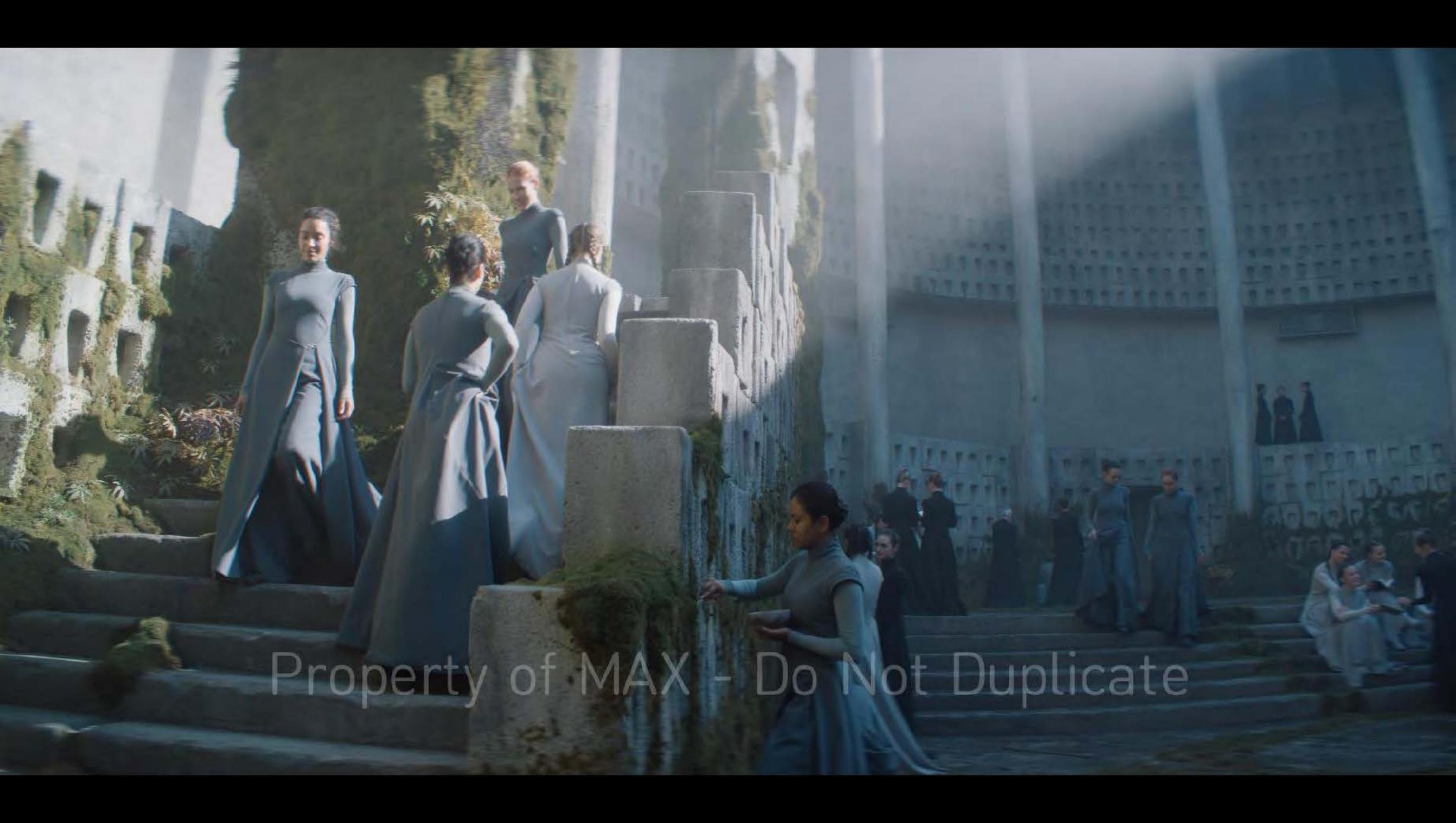


CNCLOSED COURTYARD - CONCEPT ILLUSTRATION



COMPLETE SET BUILD







CNCLOSED COURTYARD - CONCEPT ILLUSTRATION





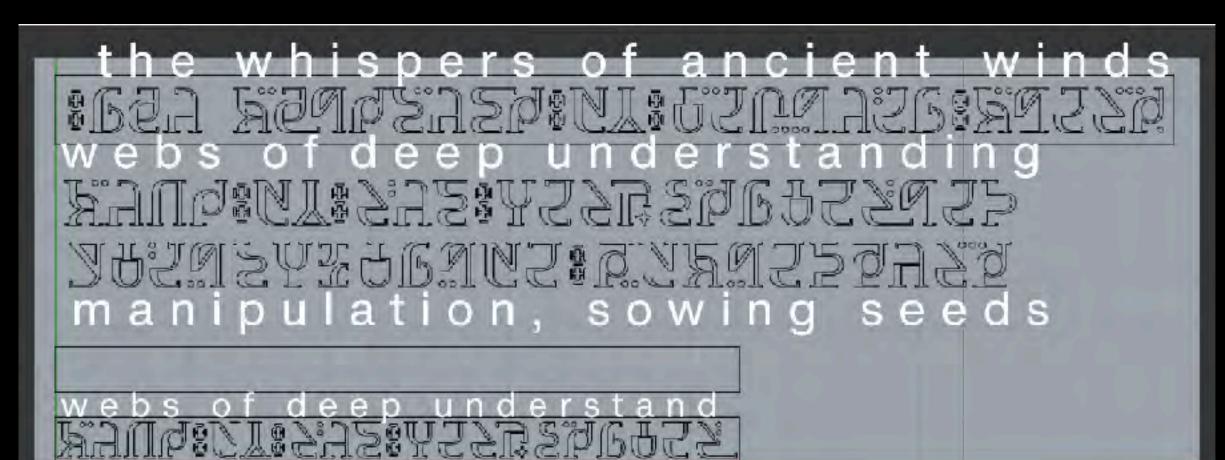


CNCLOSED COURTYARD - CONCEPT ILLUSTRATION







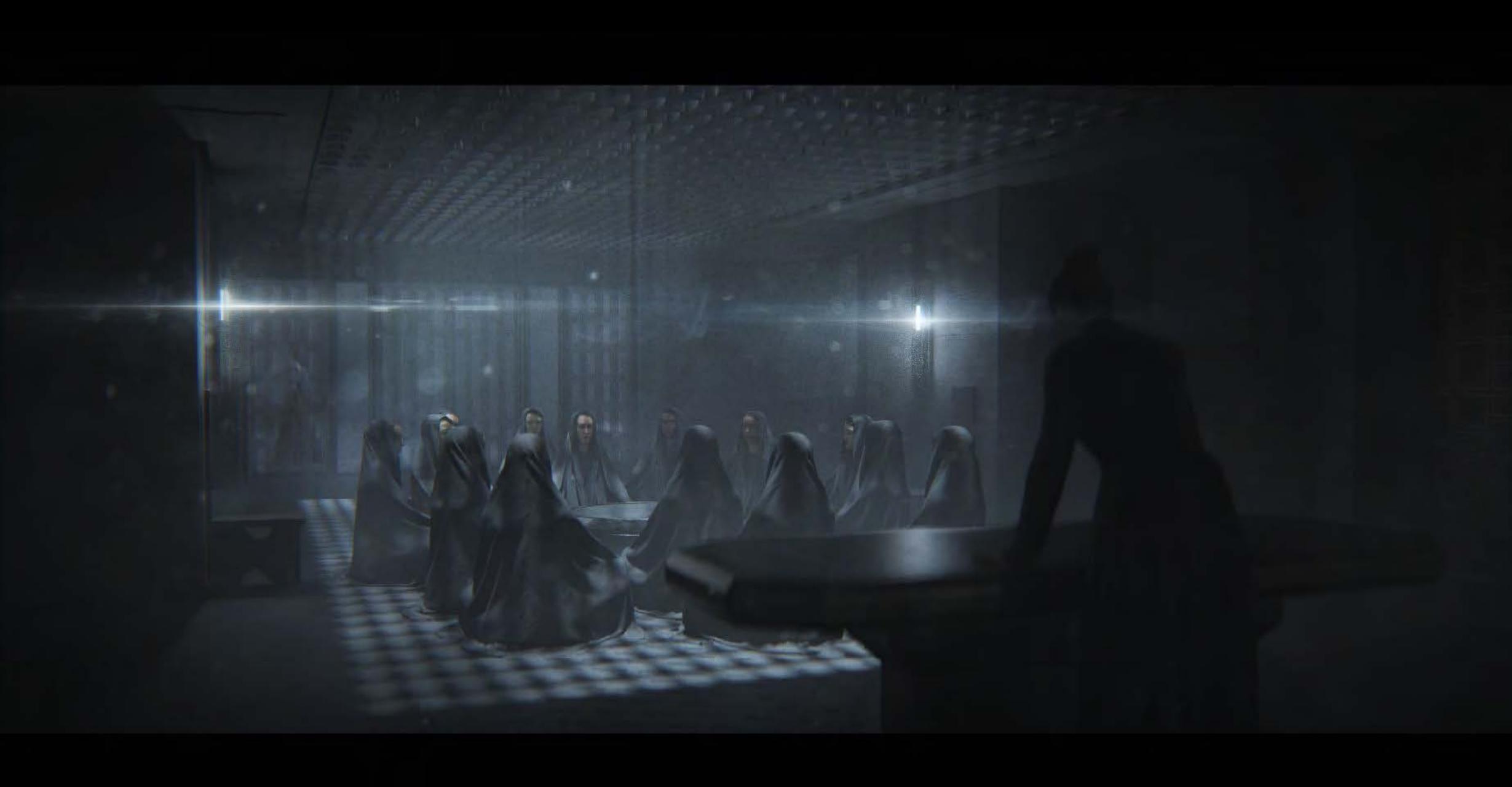




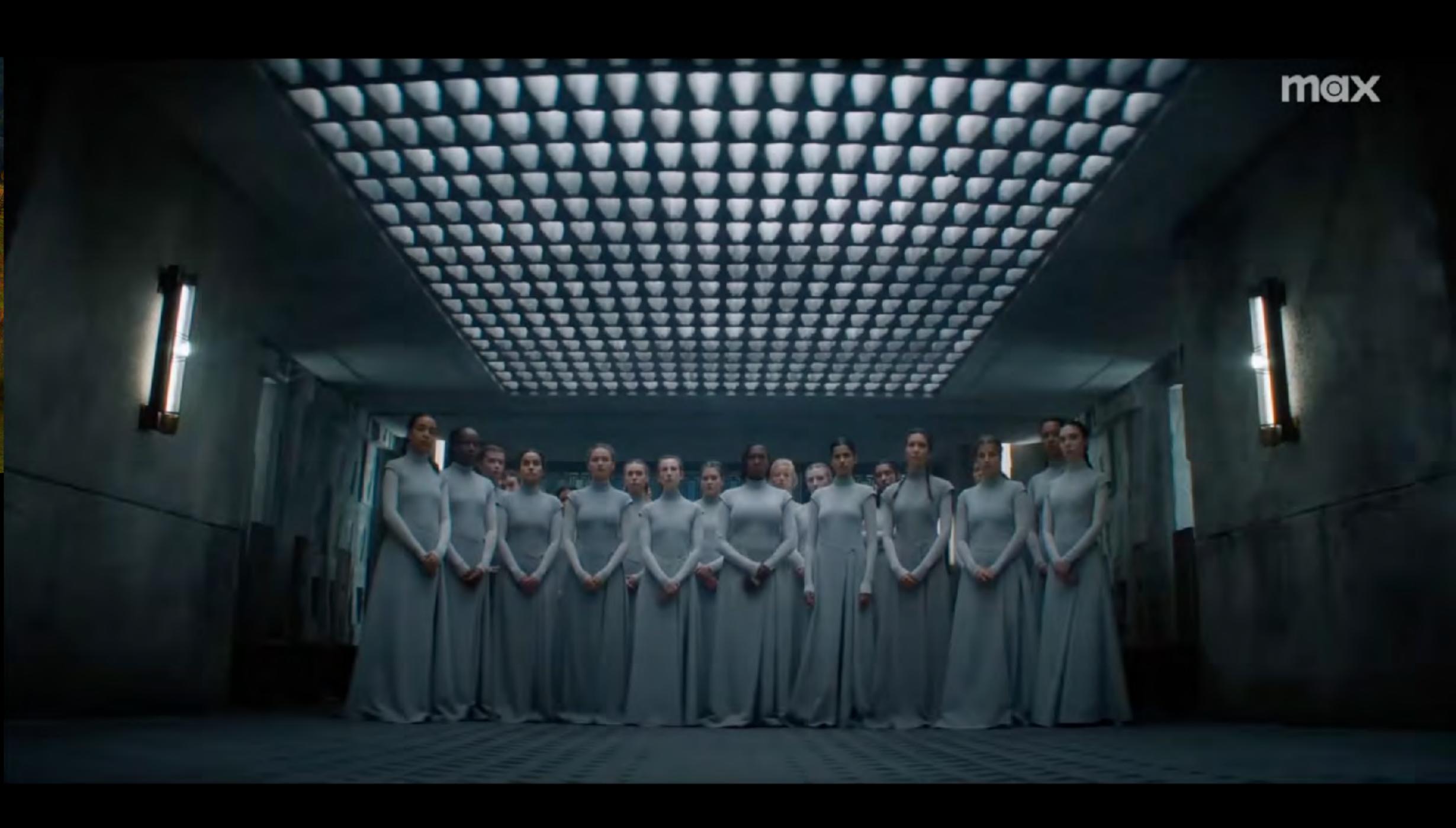
CNCLOSED COURTYARD - PENDULUM



CLASSROOM CONCEPT ILLUSTRATION



CLASSROOM CONCEPT ILLUSTRATION







SISTERHOOD ACOLYTE BEDCHAMBER CONCEPT ILLUSTRATION





SISTERHOOD ACOLYTE BEDCHAMBER CONCEPT ILLUSTRATION



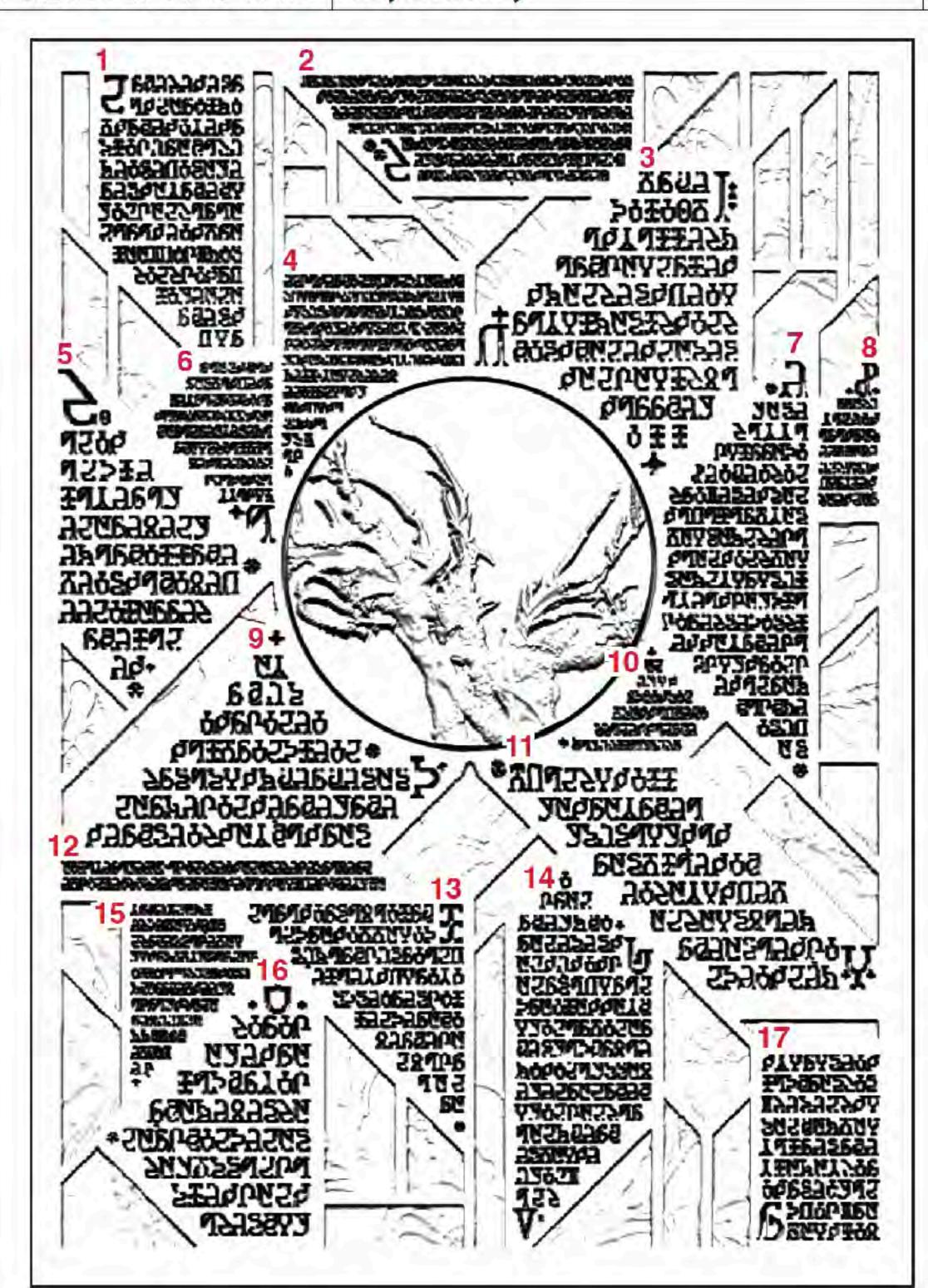


CONCEPT

BUILD



SISTERHOOD ACOLYTE BEDCHAMBER CONCEPT ILLUSTRATION



TRANSLATION OF THE ACOLYTES HALLWAY WALL RELIEF

- The desert is not always the safest place to hide. (p. 353)
 We are barometers of the human condition. (p. 18)
 It is easy to look backward and cast blame on others. (p. 32)
- 2. A storm in the desert leaves many scars and erases many others. (p. 113)
 Practice can take a student only so far. To truly advance one must experience the real thing. (p. 116)
 From a tiny seed can grow a mighty tree able to withstand the most severe of storms. (p. 119)
- 3. The galaxy is filled with countless wonders beautiful worlds and harsh ones. (p. 230)
- 4. Looking backward may seem a simpler exercise than looking forward but it can be more painful. (p. 129) Superstitious fears are childish a measure of ignorance and gullibility, sometimes however those fears are well-founded. (p. 148) Even altruism has business implications. (p. 155)
- 5. No person could visit all wonders in a single lifetime not even me with all the years I have been alotted. (p. 230)
- 6. History is best left in the past so that legends do not interfere with our daily lives. (p. 161).
- It is more difficult to gaze ahead and take responsibility for your own decisions and your own future. (p. 32)
 Life is complicated regardless of the circumstances into which we are born. (p. 47)
- Vengeance is as difficult to define as it is to deny. (p. 169)
 Love endures but flesh does not. (p. 182)
- The lines of the past can easily tangle and trip us. Whether or not we can see them these threads of history bind us all. (p. 235)
- 10. One must grasp any possible happiness in the time allotted to a lifetime. (p. 182)
- 11. Most of the Imperiums history lies ahead of us beyond our view. (p. 239)
- **12.** Logic and reason are deceptive. (p. 195)

 They can lead a person to lose his soul. (p. 195)
- 13. It is a trivial thing to say you agree with certain beliefs but a far greater challenge to have the conviction to act on them. (p. 58)
- 14. What one person sees as contributing to a loss of humanity another might view as an improvement on the human condition. (p. 64)
- 15. Be careful of the knowledge you seek and the price you must pay for it. (p. 202). Not all accidents are what they seem. (p. 219). Victims do not even know why they have been chosen. (p. 219).
- Theories change as new data comes to light. Facts however do not change nor do my principles. (p. 242)
- Whether you see mankinds future as light or dark depends upon how you filter the flow of data streaming back to you. (p. 71)

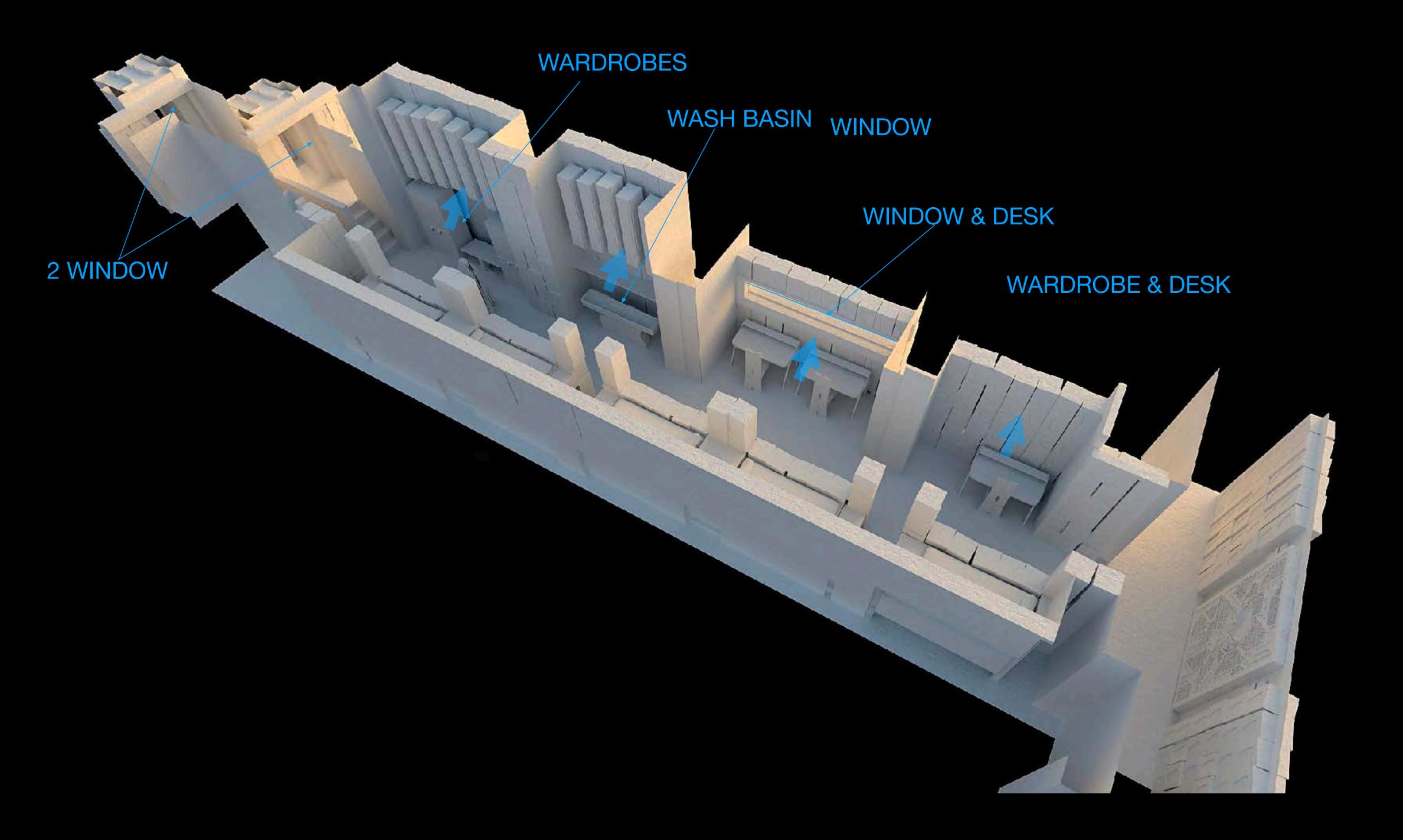
-Reverend Mother Raquella Bertoanirul, Sisterhood of Dune by Brian Herbert & Kevin J. Anderson Language: Galach (created by Frank Herbert)

Language: Galach (created by Frank Herbert)
Font: Spice Melange (created by Olaf Lyczba)

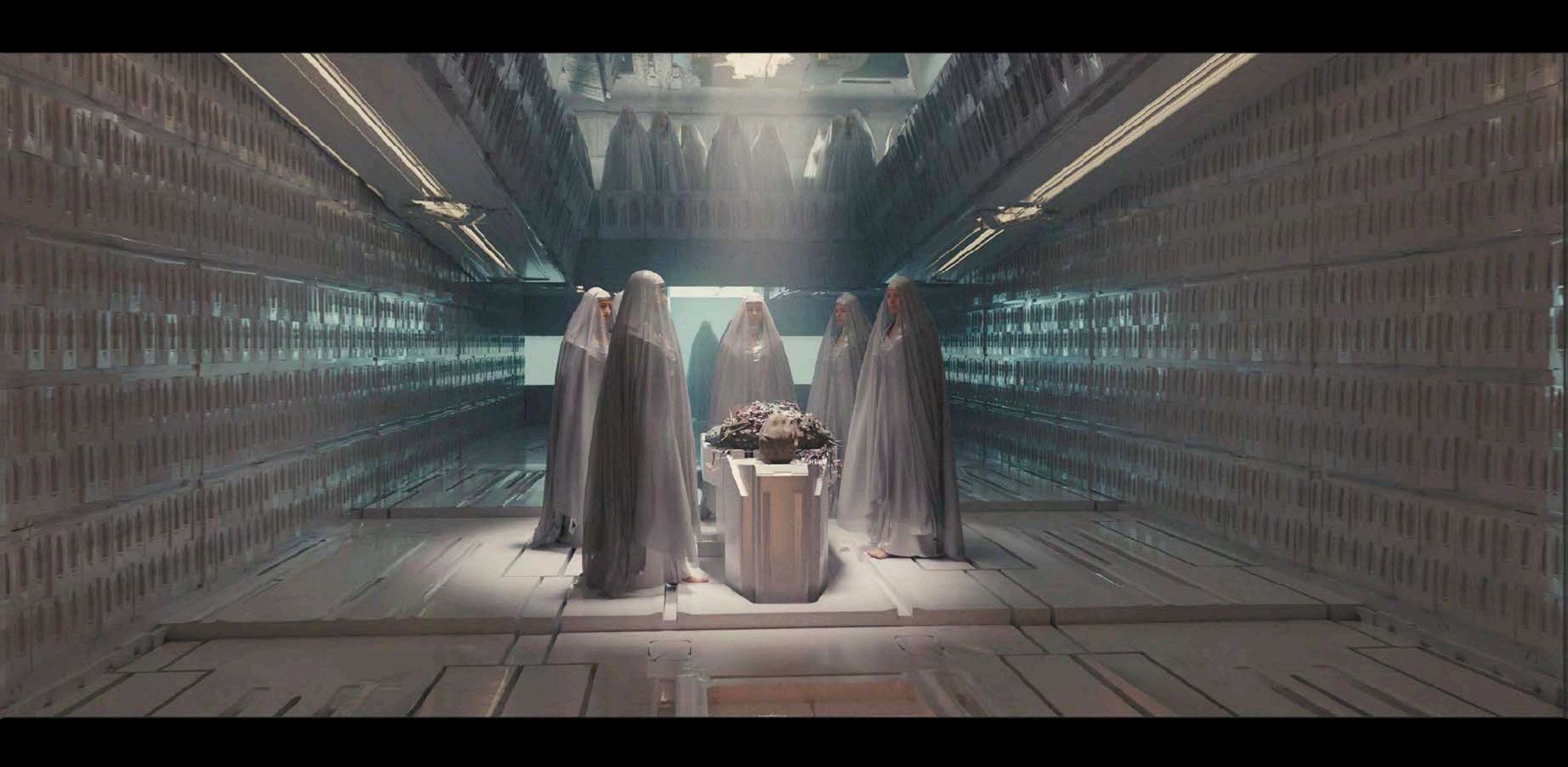






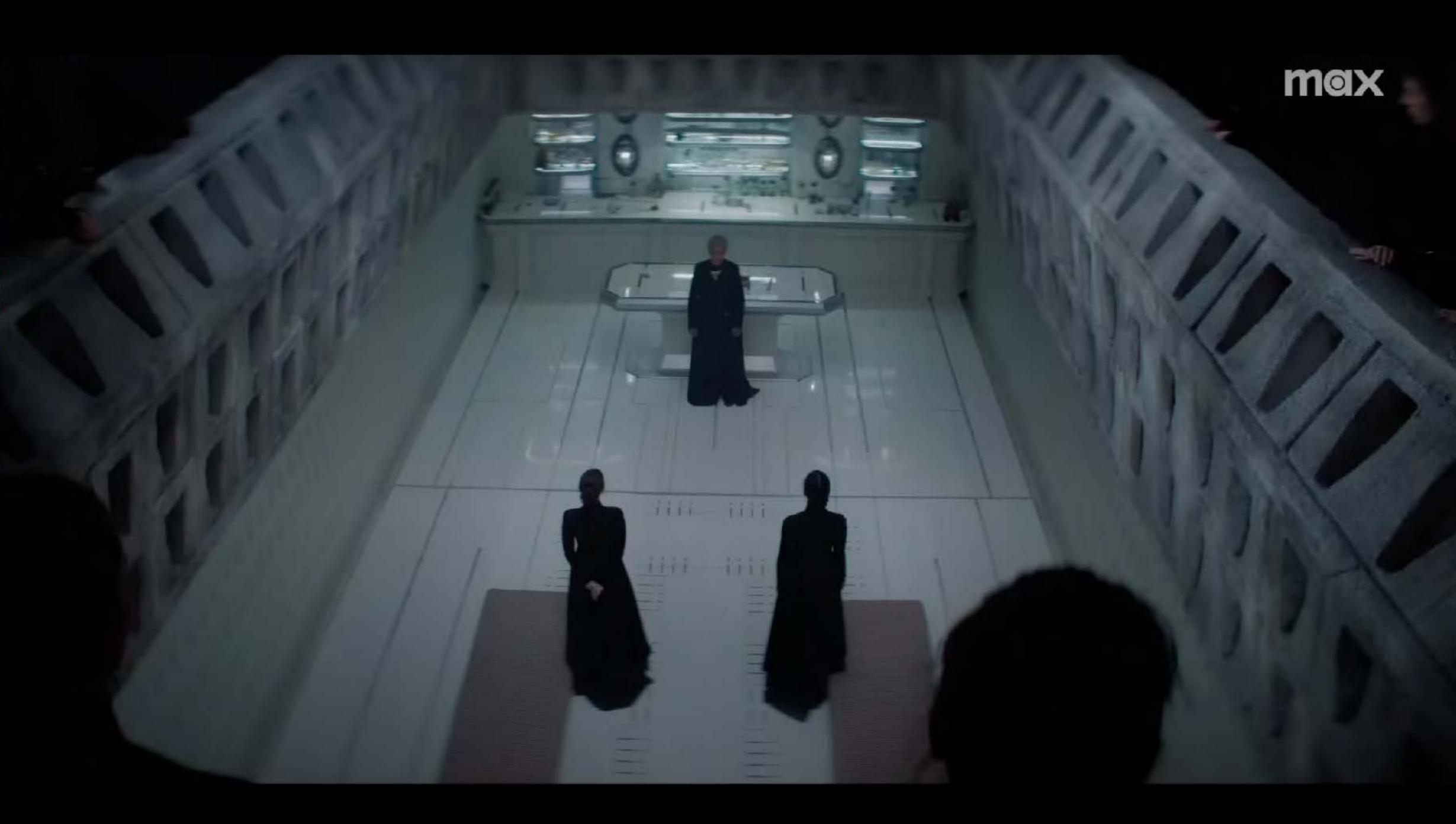


SISTERHOOD ACOLYTE BEDCHAMBER



LAB CONCEPT ILLUSTRATION







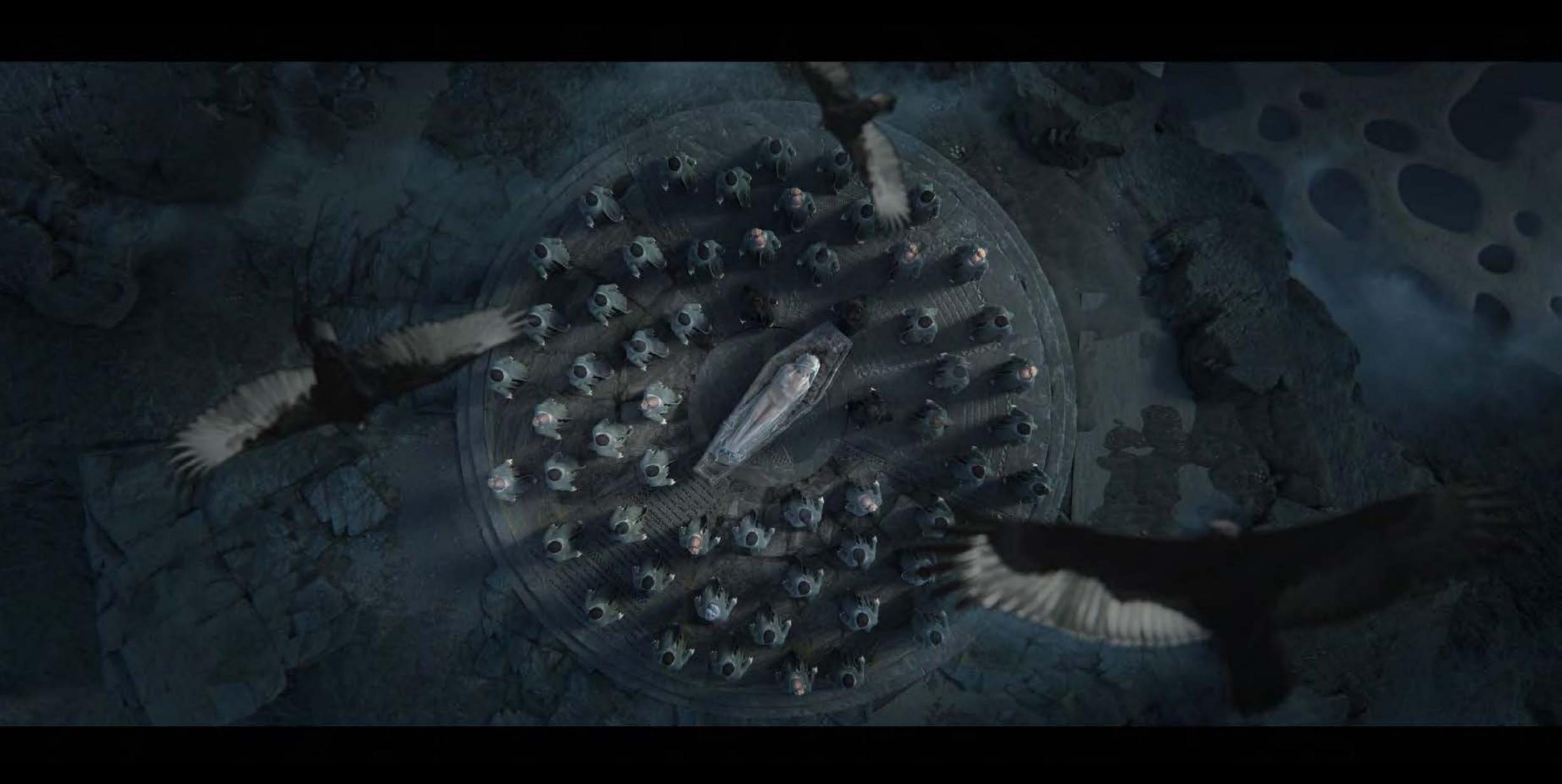
LAB CONCEPT ILLUSTRATION







BUILD



BLOOD PLINTH CONCEPT ILLUSTRATION



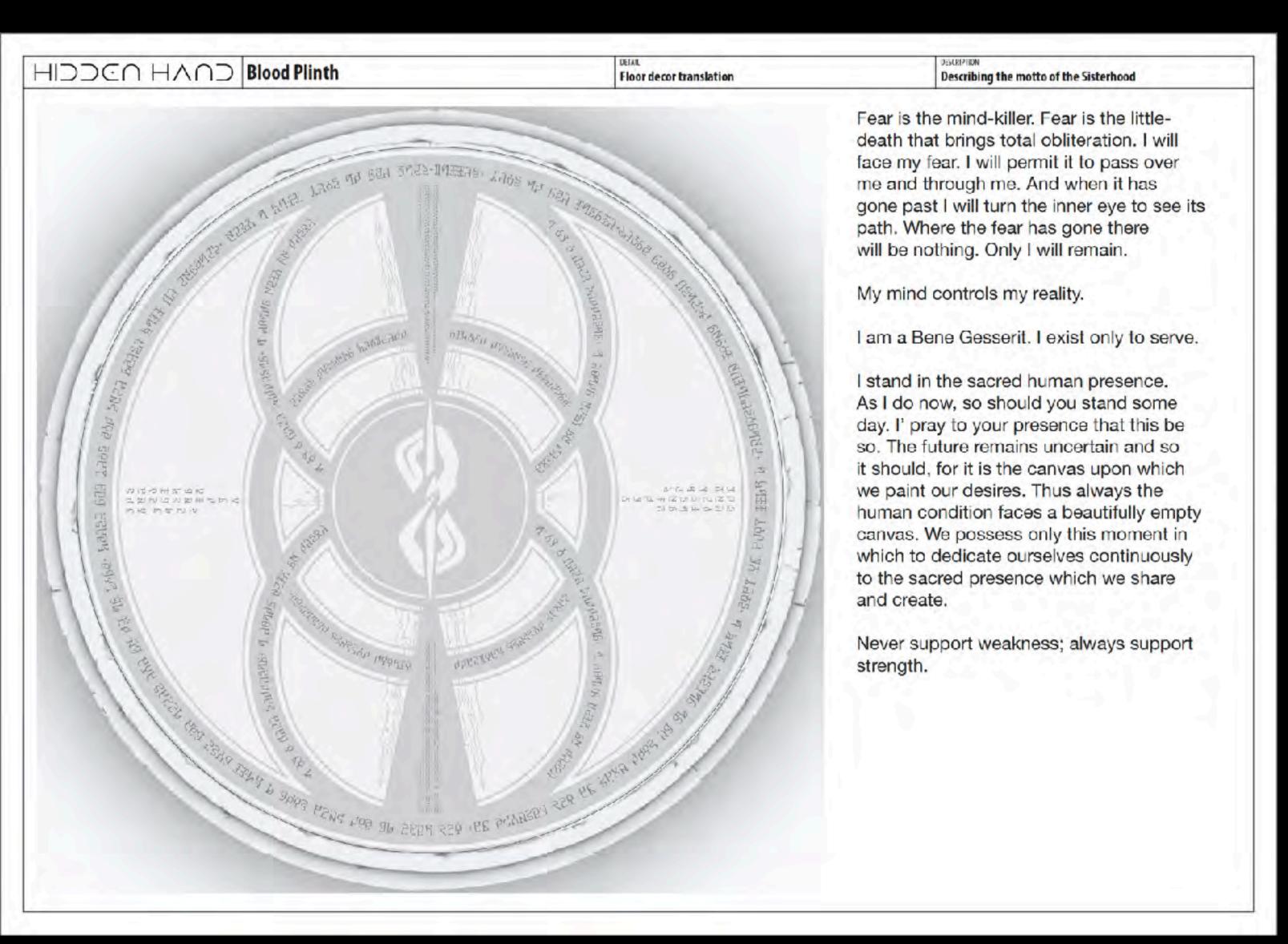
FINAL SHOW COMPOSITE



BLOOD PLINTH CONCEPT ILLUSTRATION



FINAL SHOW COMPOSITE





SALUSA SECUNDUS



PALACE CONCEPT ILLUSTRATION



FINAL SHOW COMPOSITE

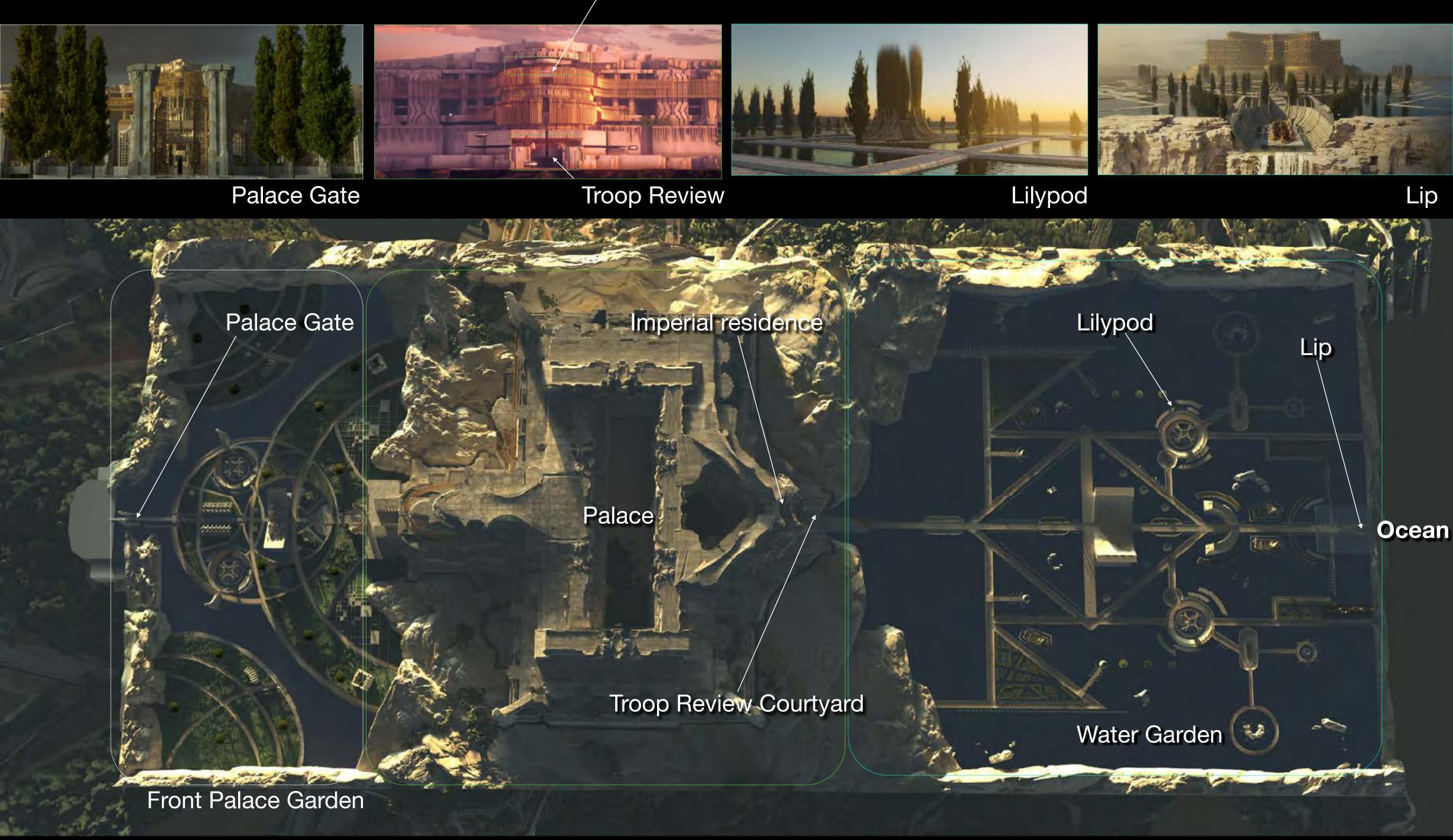






PALACE GEOGRAPHY

Imperial residence





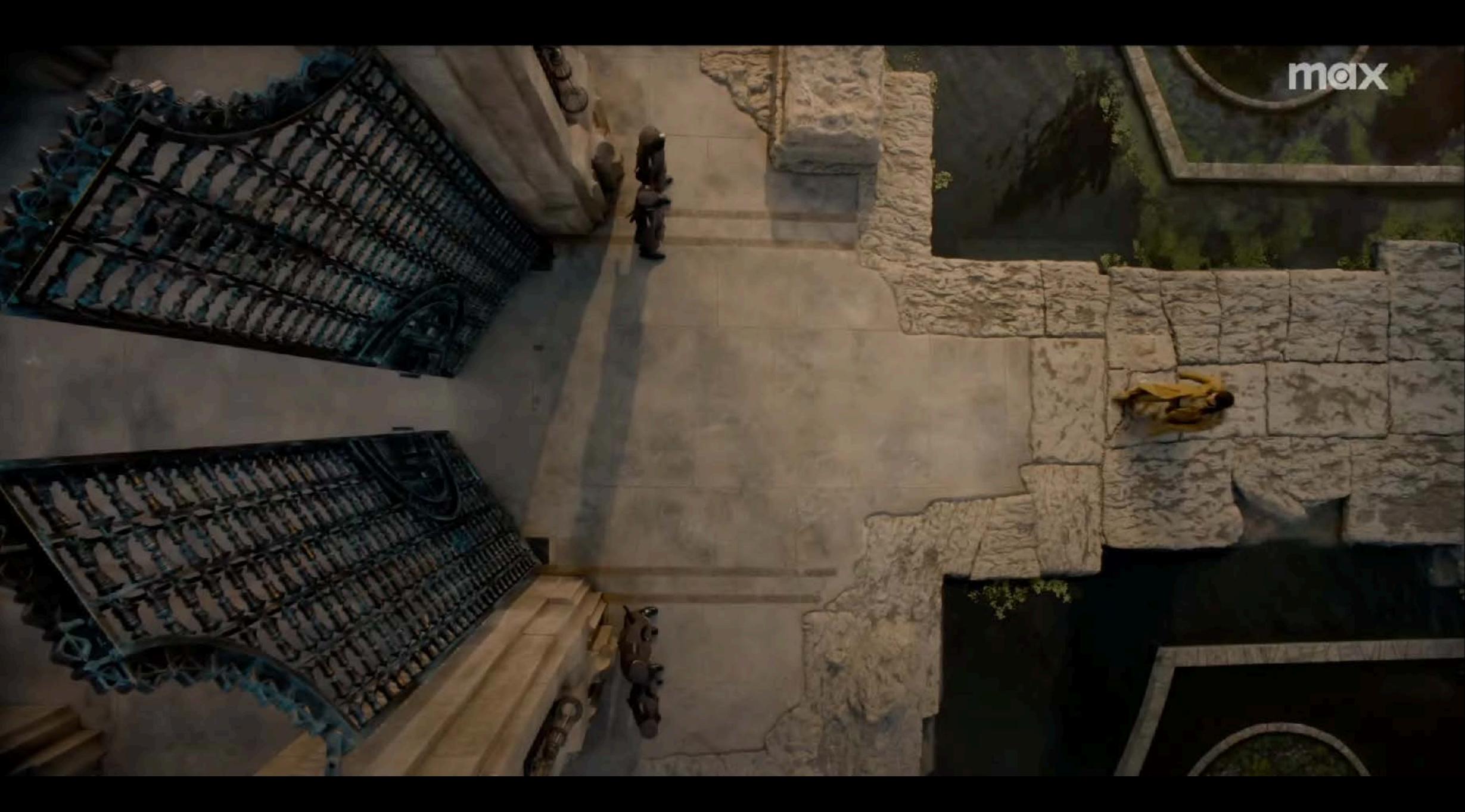
PALACE GATE CONCEPT ILLUSTRATION



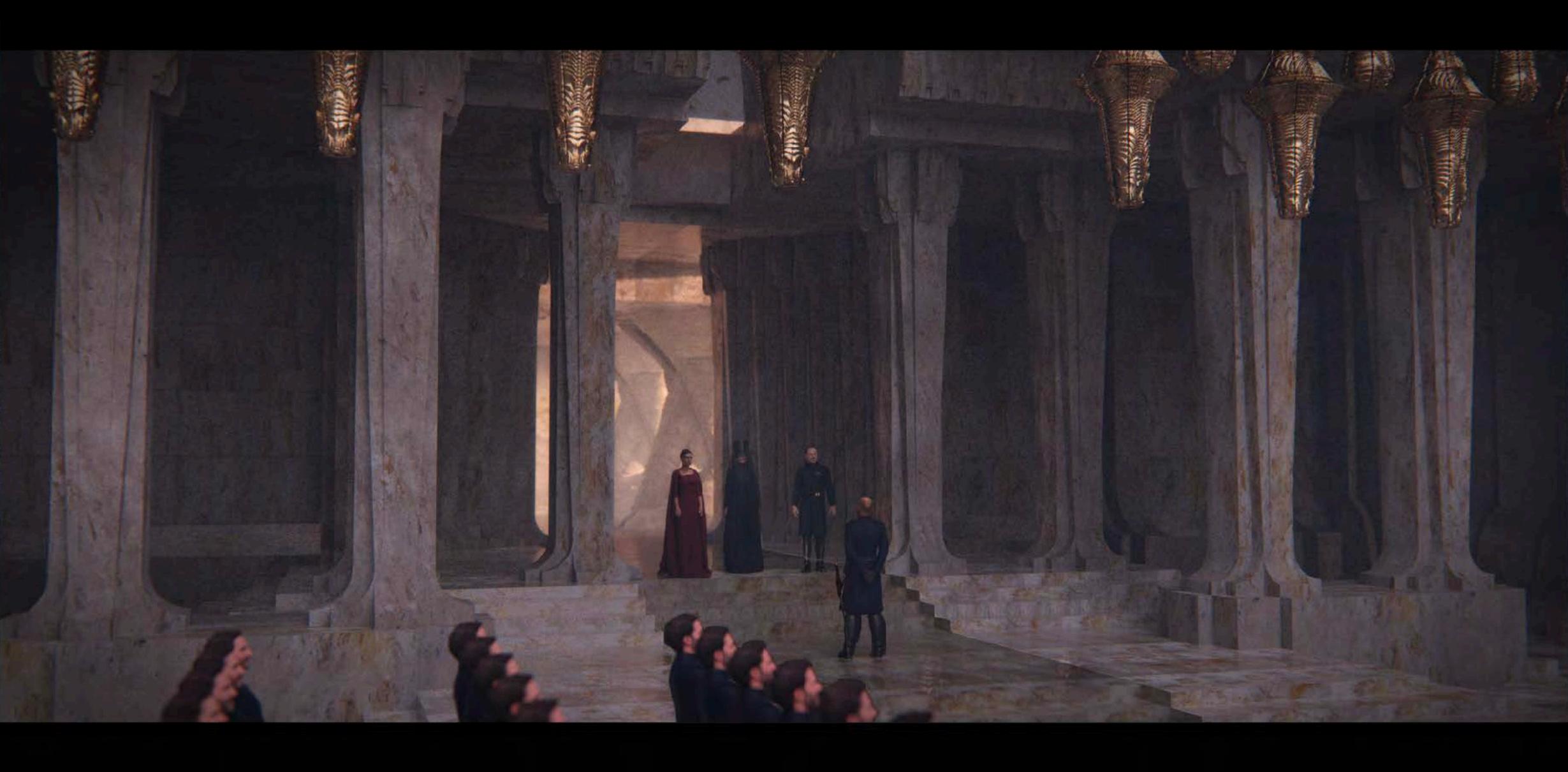








PALACE GATE BUILT SET



REVIEW COURTYARD CONCEPT ILLUSTRATION

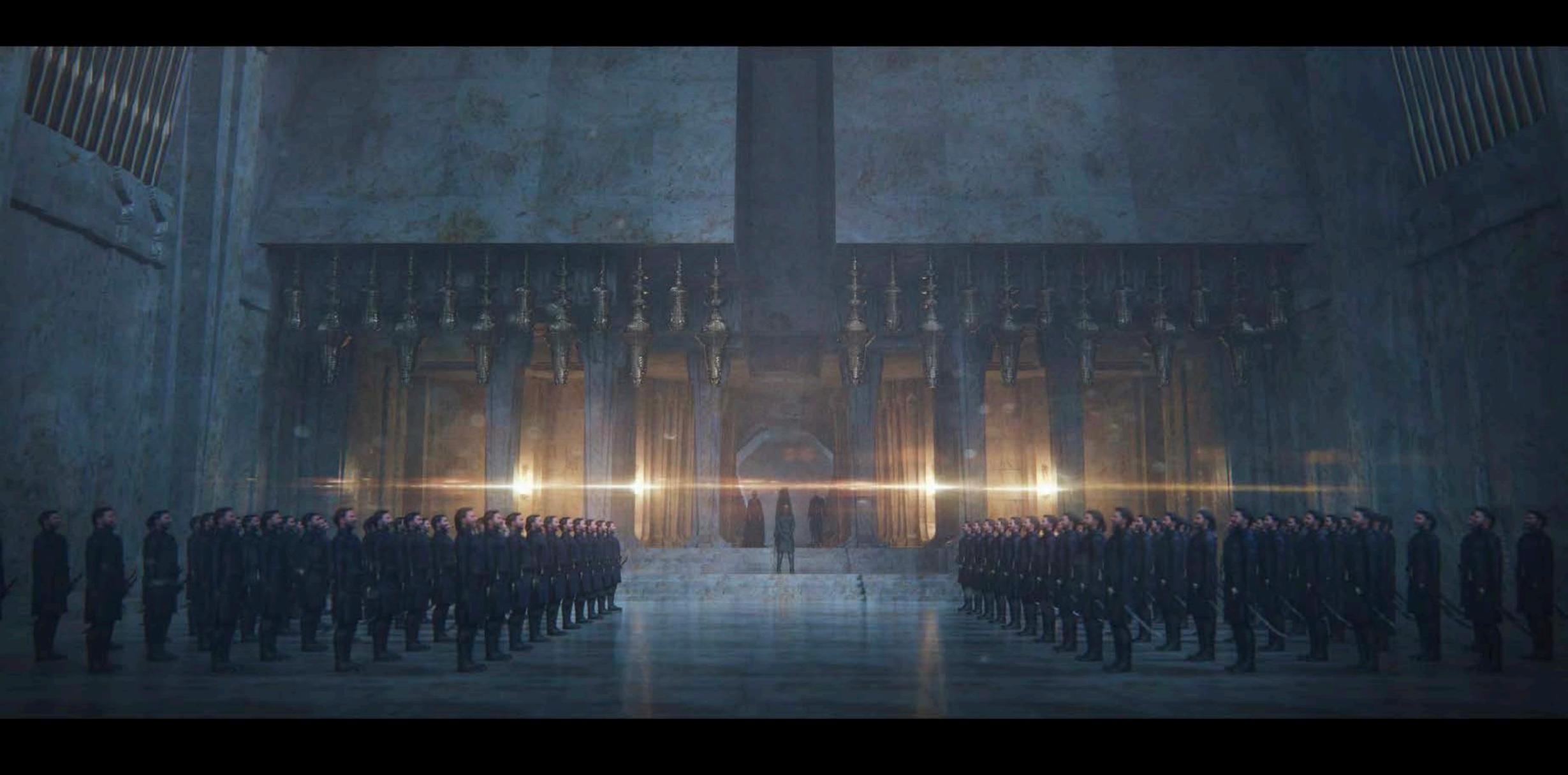


BUILT SET

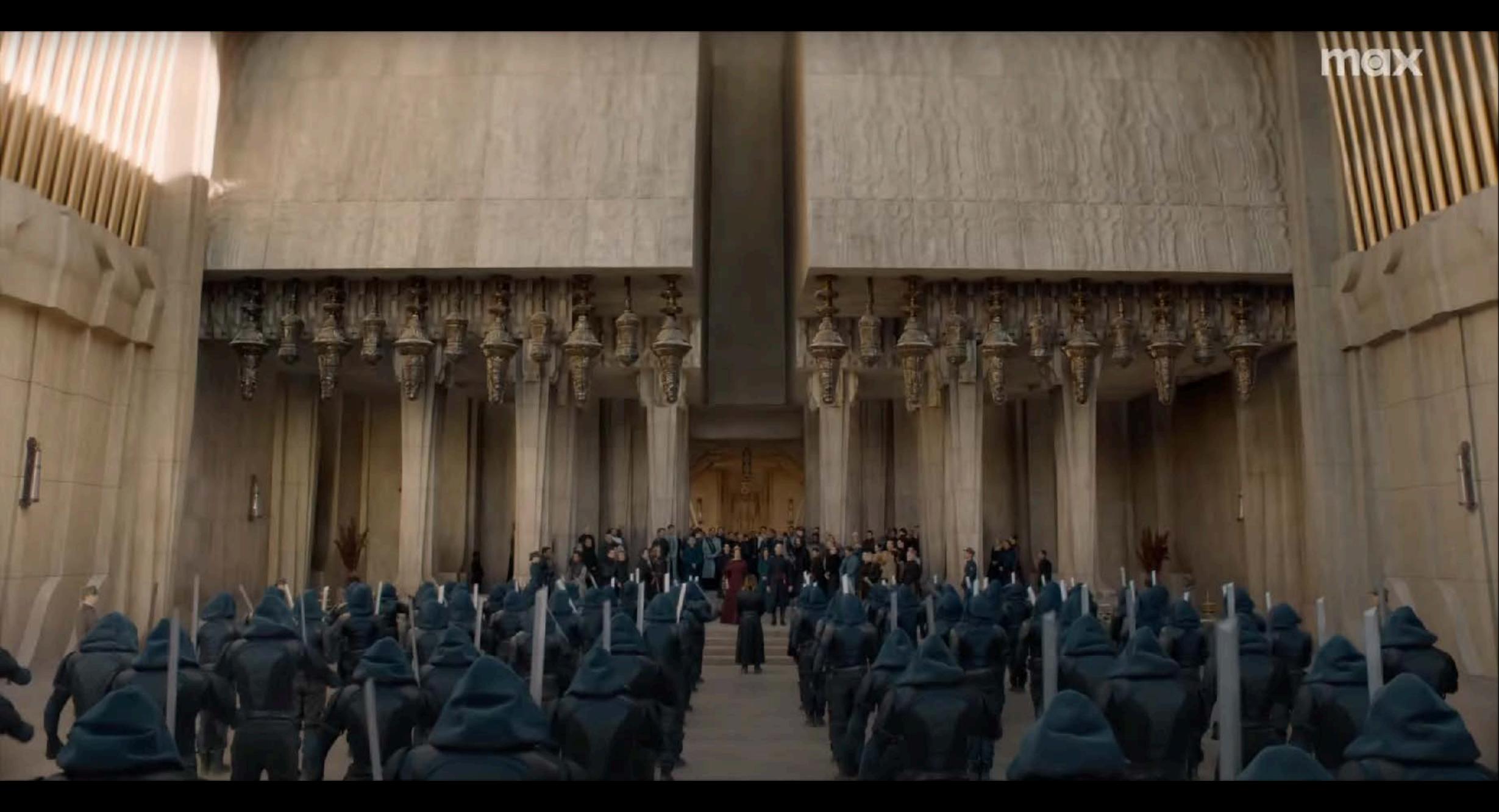


REVIEW COURTYNRD CONCEPT ILLUSTRATION

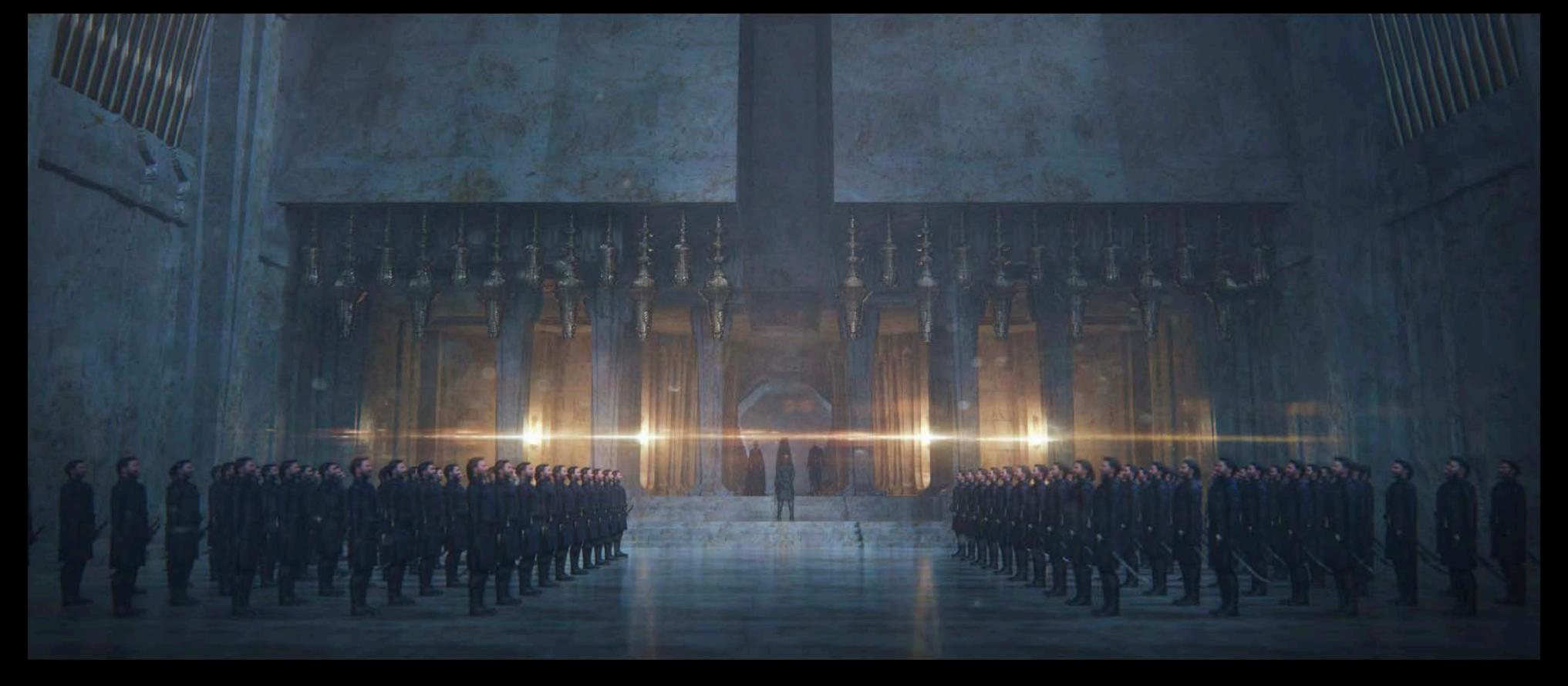




REVIEW COURTYARD CONCEPT ILLUSTRATION



REVIEW COURTYARD FINAL COMPOSITE







PAPER MODEL

PRODUCTION STILL



BACK PALACE CONCEPT ILLUSTRATION

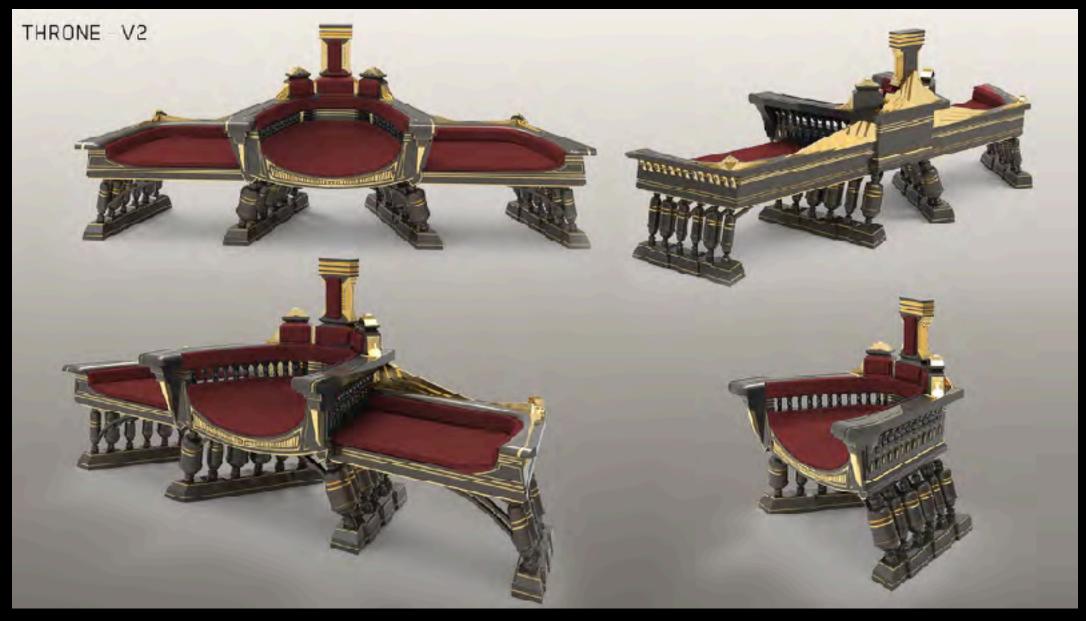


BUILT SET



THRONE ROOMBACK CONCEPT ILLUSTRATION











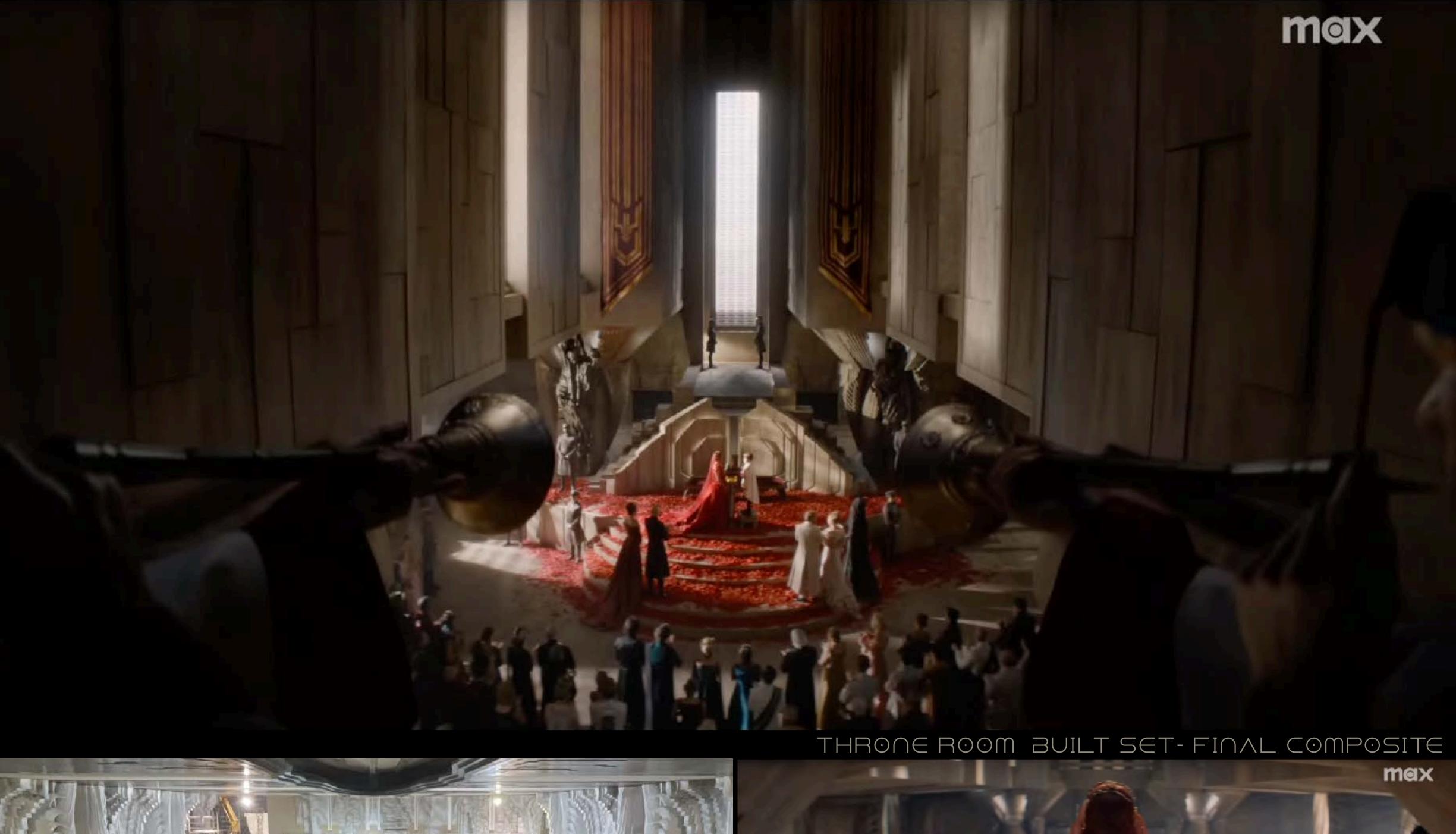




THRONE ROOM CONCEPT ILLUSTRATION



THRONE ROOM BUILT SET

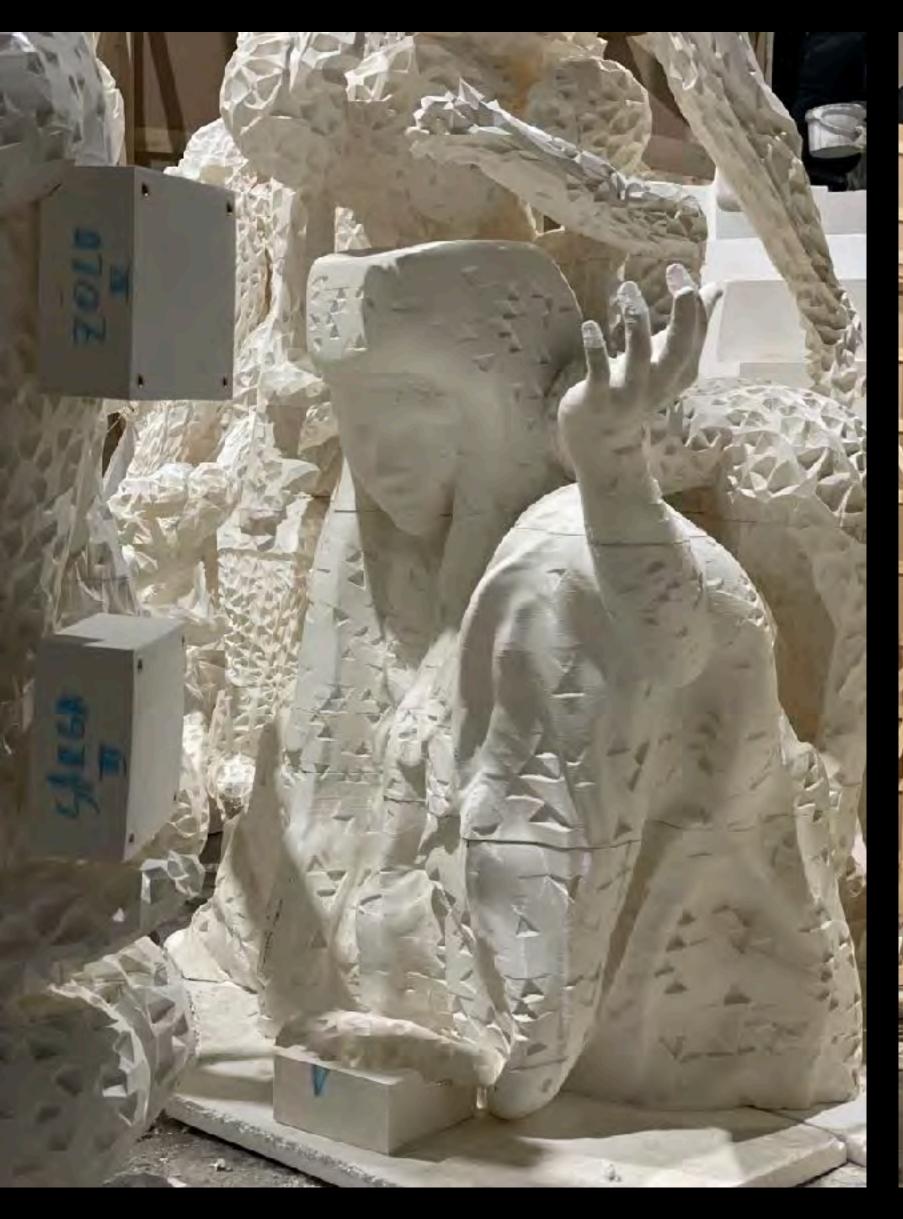






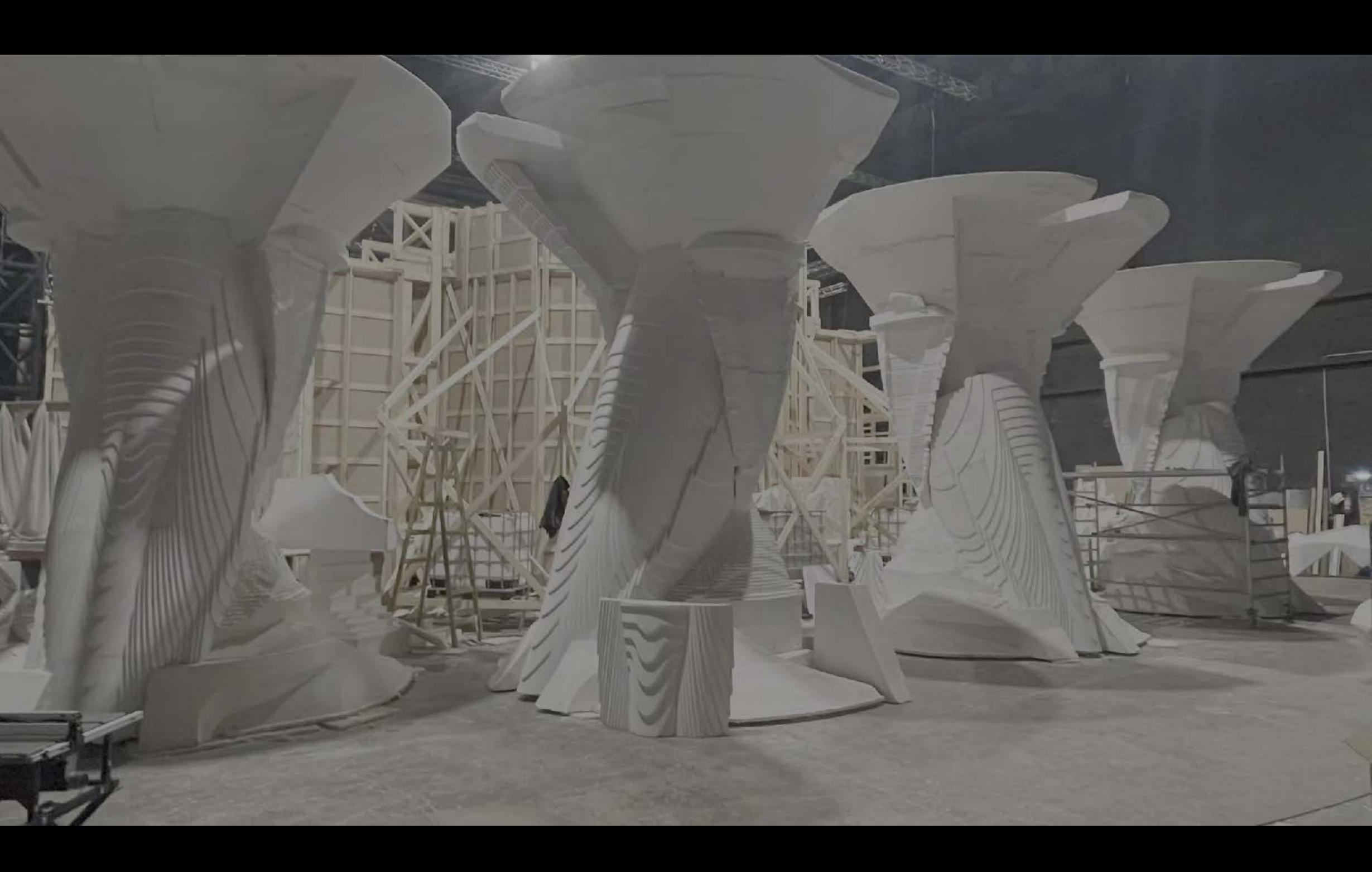
















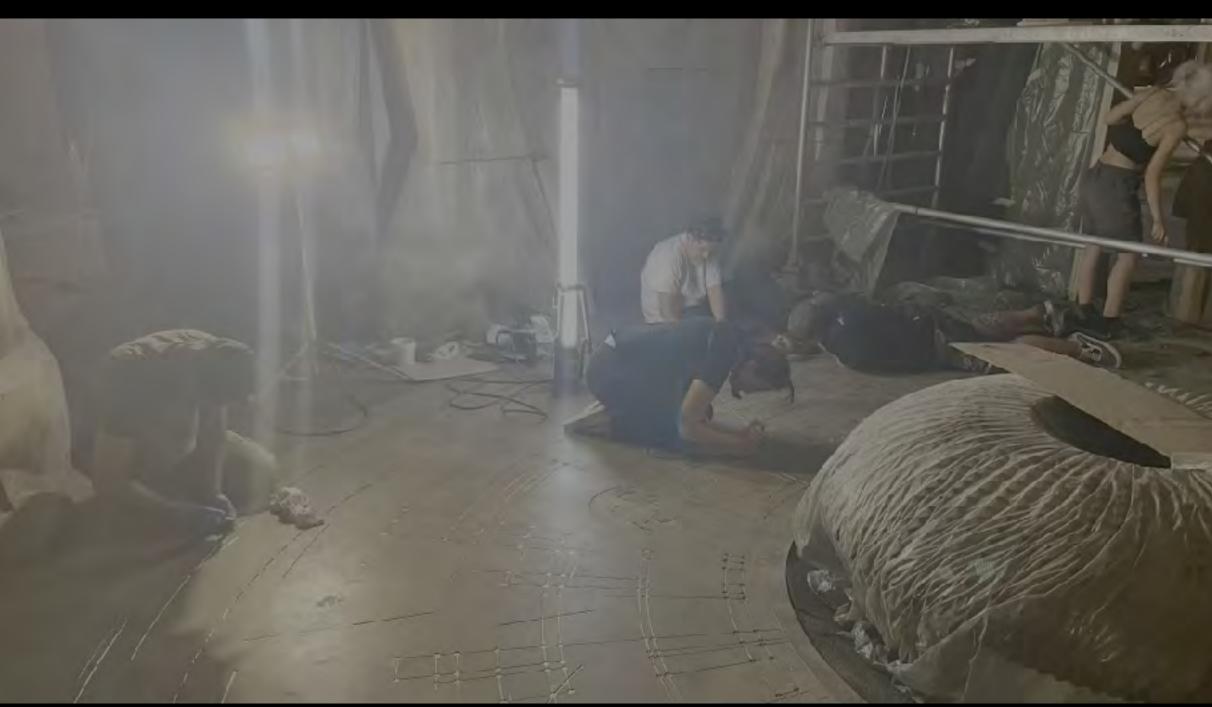


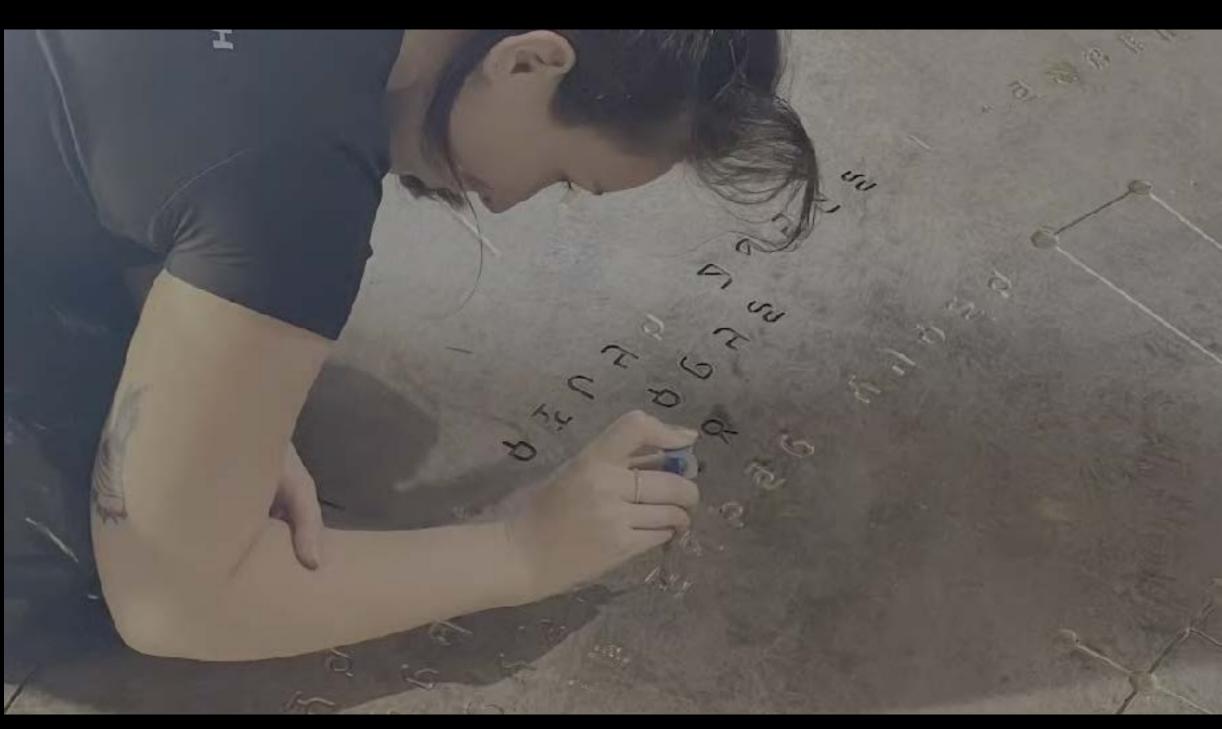
ANTE -CHAMBER CONCEPT ILLUSTRATION





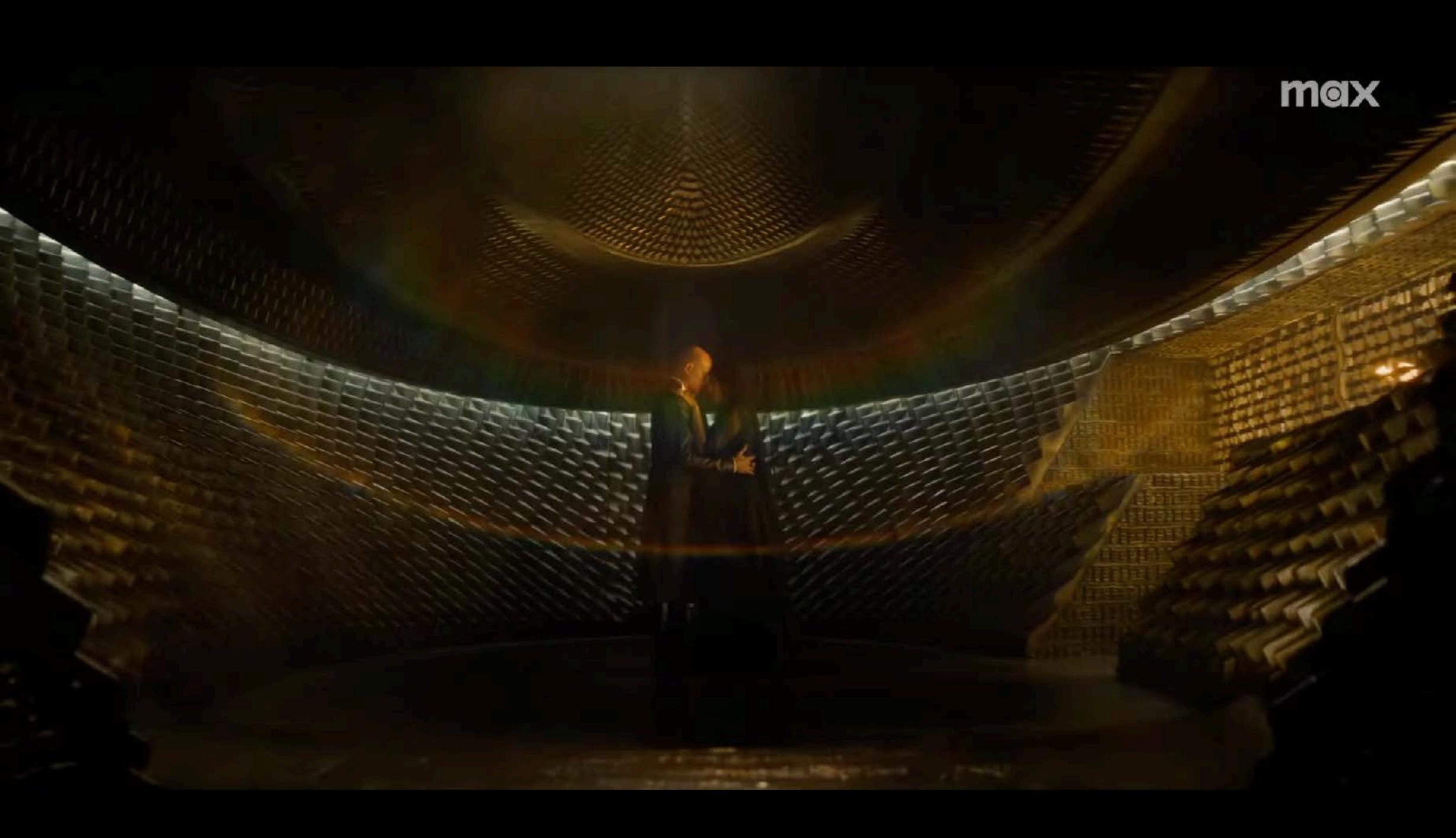








WARROOM CONCEPT ILLUSTRATION













DIGITAL MODEL: "THINKING MACHINE" LIZARD



IMPERIAL PALACE RESIDENCE AREA



IMPERIAL RESIDENCE - SALON CONCEPT ILLUSTRATION







IMPERIAL RESIDENCE - SALON CONCEPT ILLUSTRATION











IMPERIAL RESIDENCE - SALON. CONCEPT ILLUSTRATION





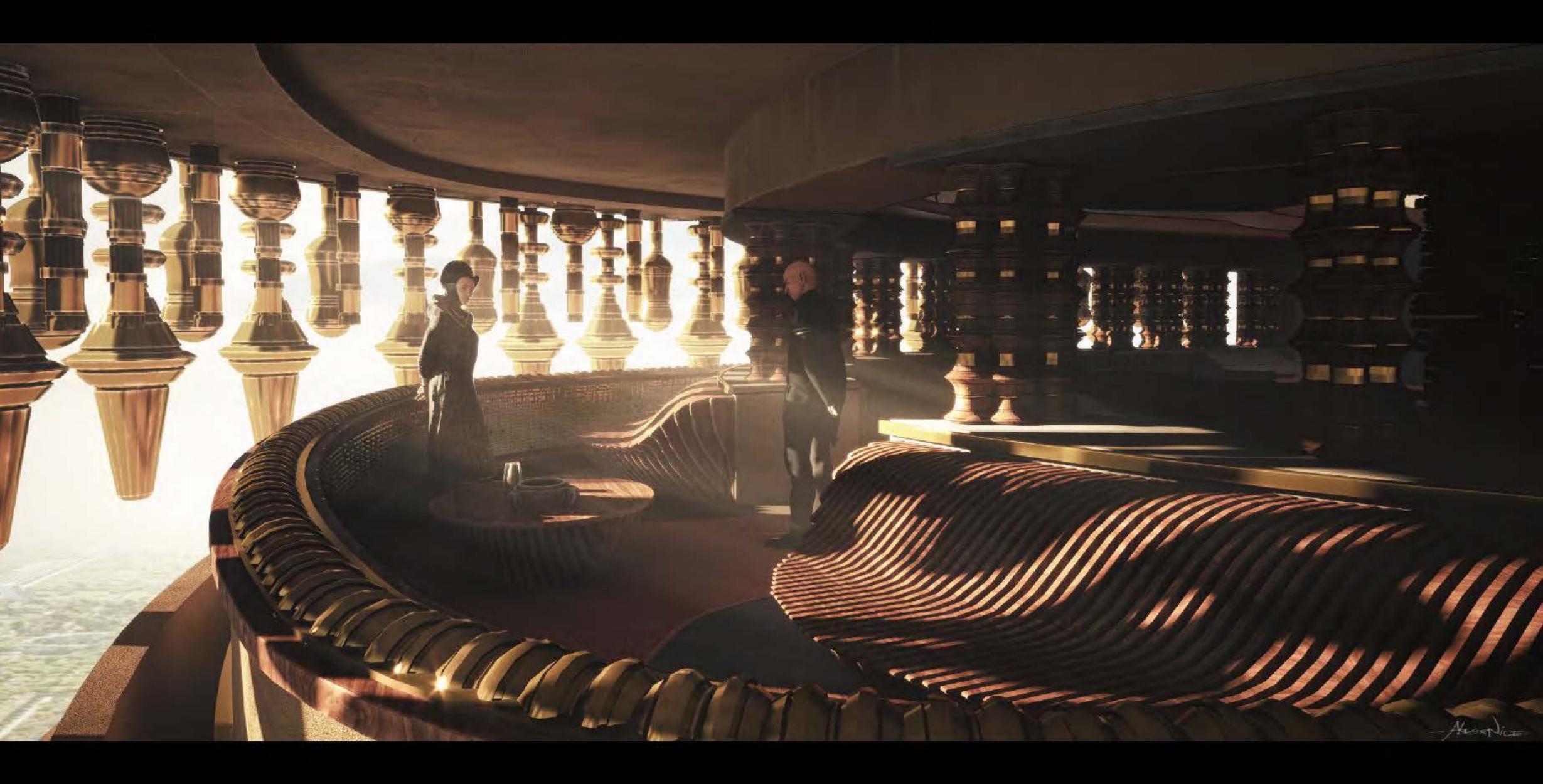
PRINCESS YNEZ' BEDCHAMBER CONCEPT ILLUSTRATION



BUILT SET



PRINCESS YNEZ' BEDCHAMBER CONCEPT ILLUSTRATION



IMPERIAL RESIDENCE - SALON BALCONY CONCEPT ILLUSTRATION





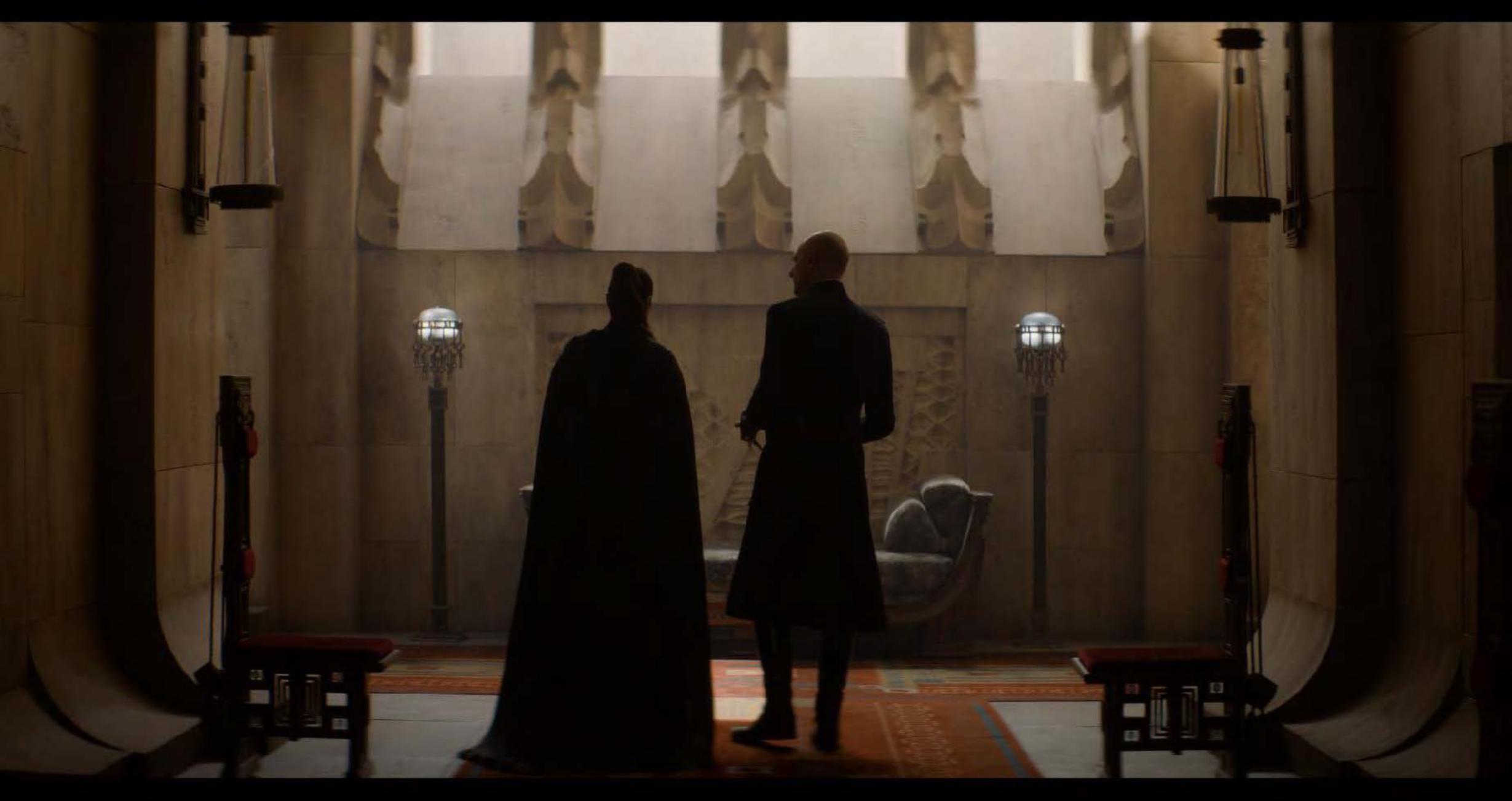
GRAND HALLWAY CONCEPT ILLUSTRATION



PRODUCTION SHOT



GRAND HALLWAY CONCEPT ILLUSTRATION



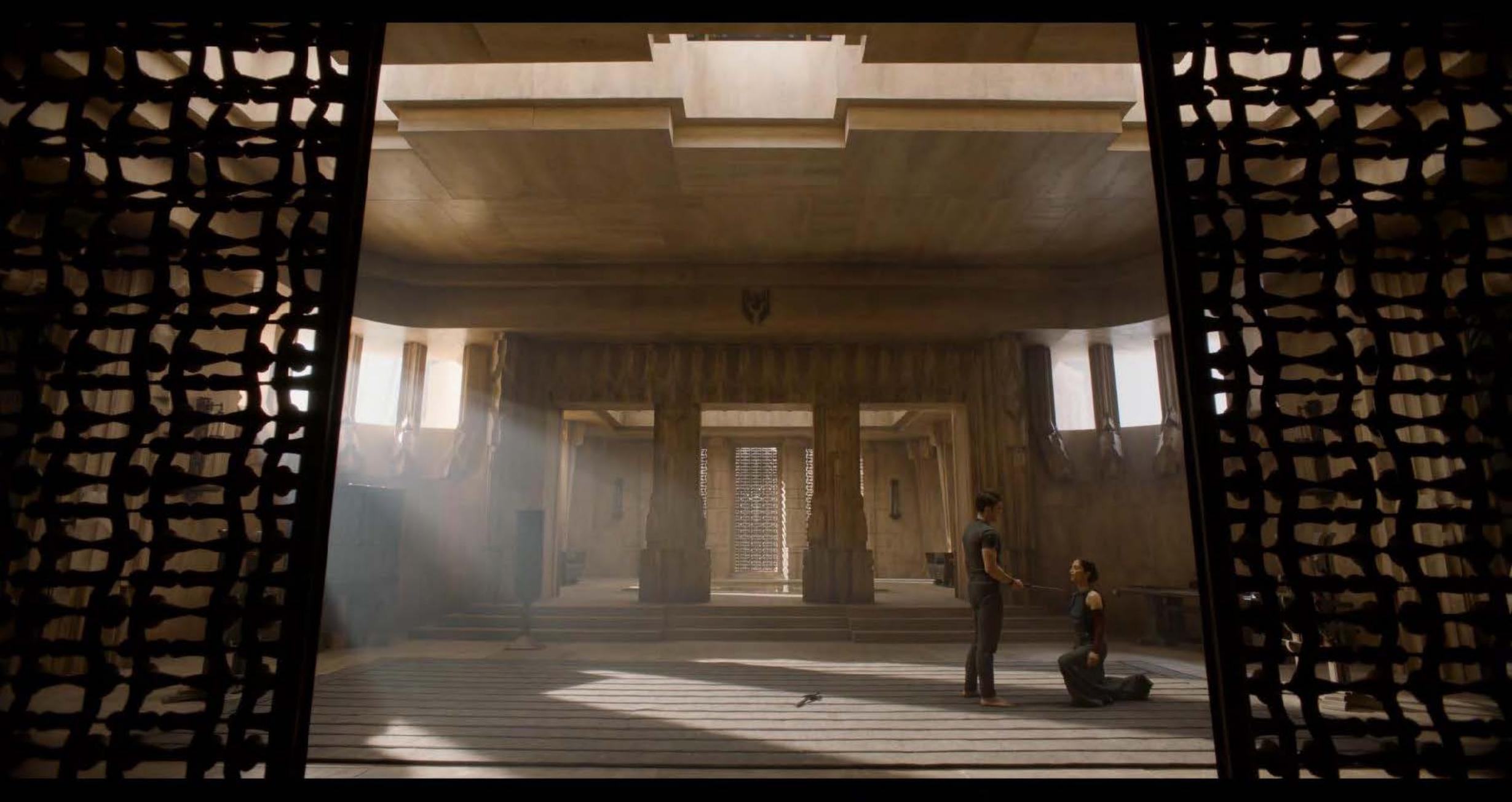
PRODUCTION SHOT







TRAINING ROOM CONCEPT ILLUSTRATION



PRODUCTION SHOT



TRAINING ROOM CONCEPT ILLUSTRATION

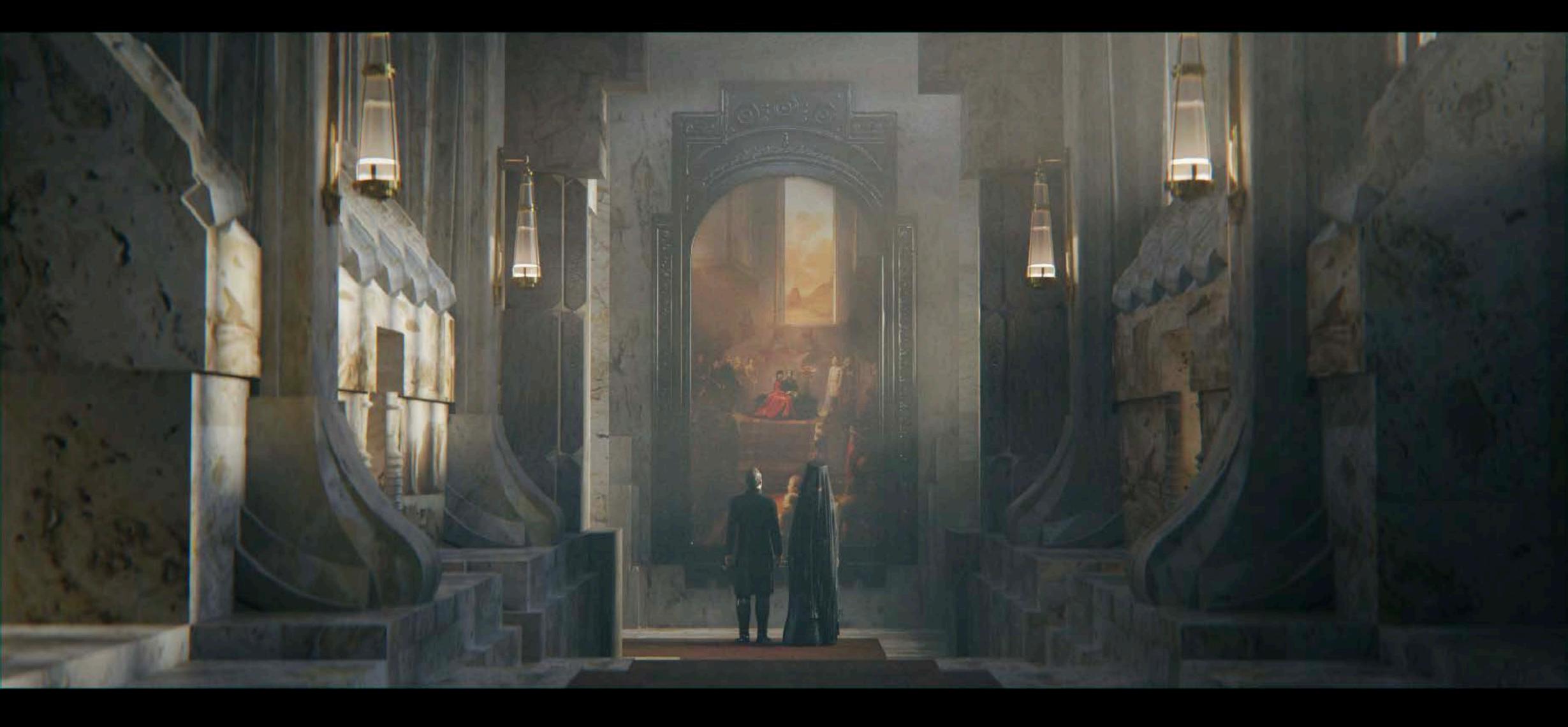


TRAINING ROOM CONCEPT ILLUSTRATION

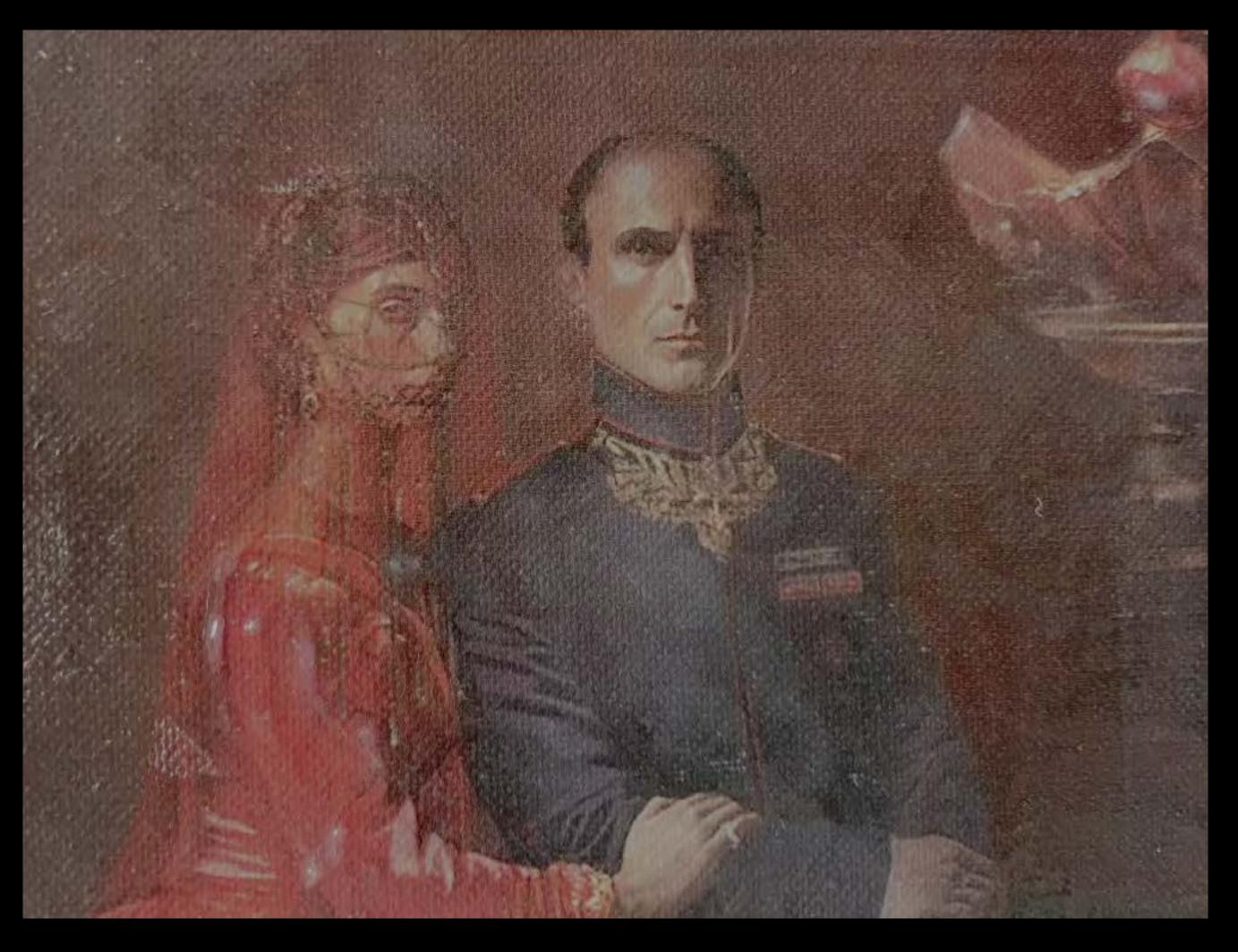


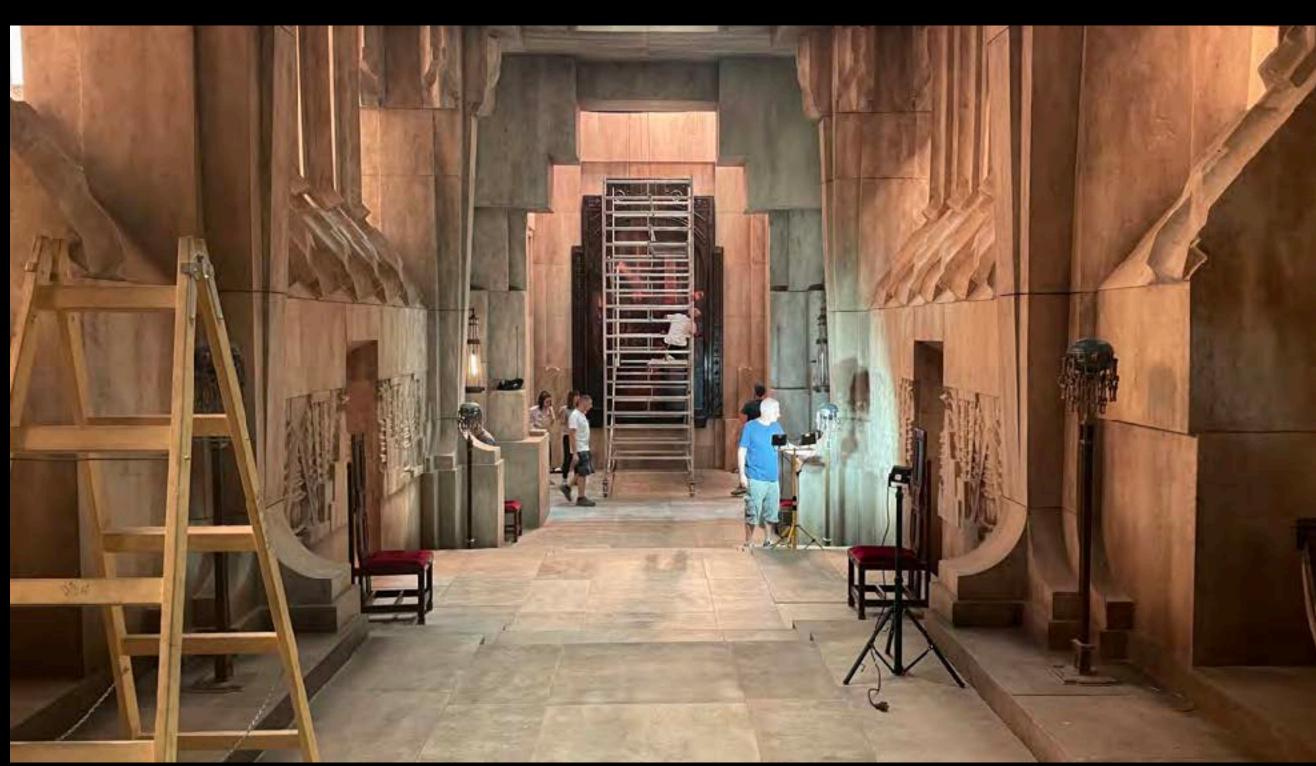


REFLECTING POO.L TRAINING ROOM CONCEPT ILLUSTRATION



JAVICCO AND NATALYA WEDDING PORTRAIT CONCEPT ILLUSTRATION









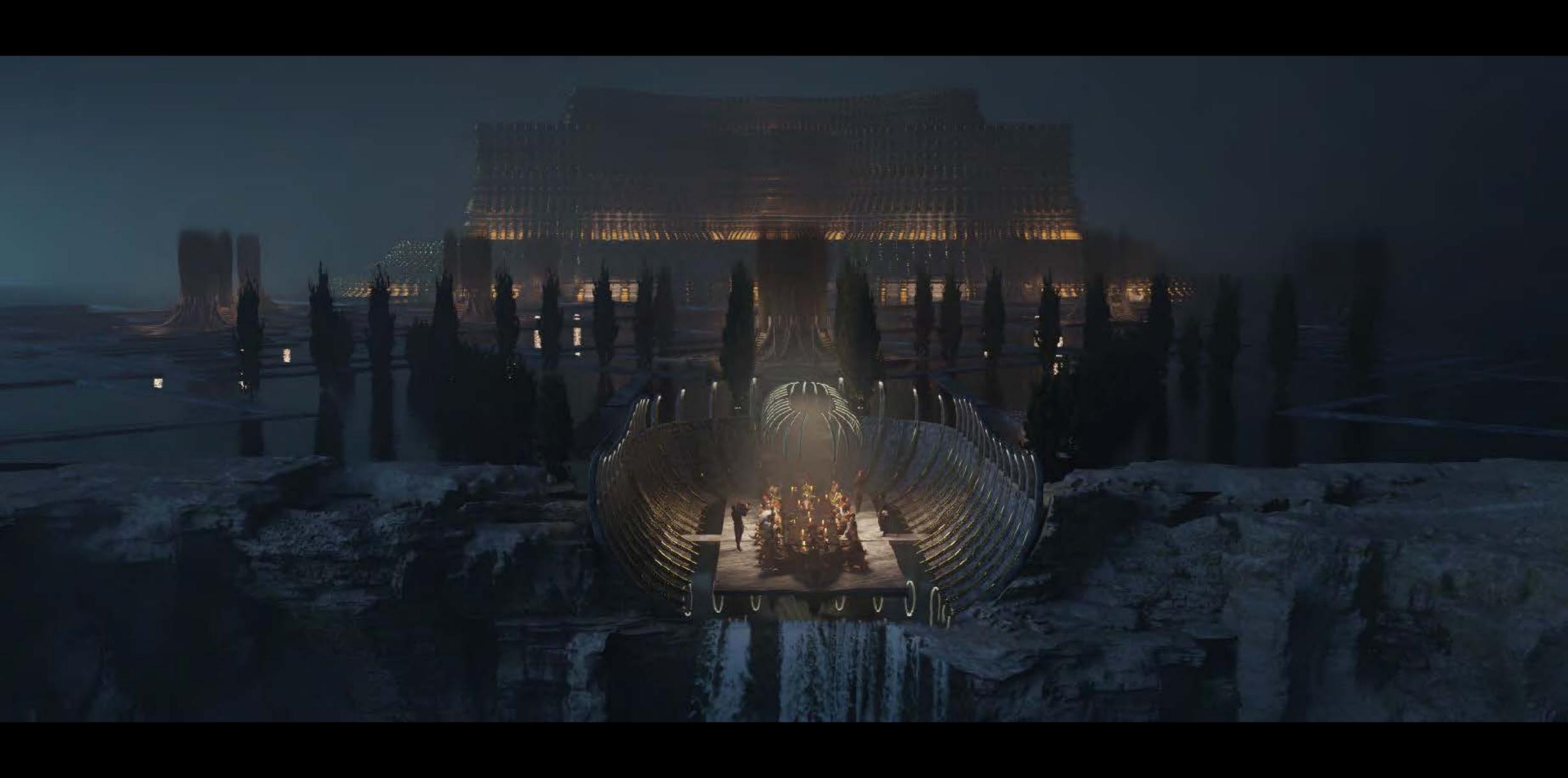
PRISON. CONCEPT ILLUSTRATION





PRISON. CONCEPT ILLUSTRATION





IMPERIAL PALACE - THE LIP CONCEPT ILLUSTRATION





IMPERIAL PALACE - THE LIP CONCEPT ILLUSTRATION



FINAL BUILT SCT







SPICE DEN - GROUND FLOOR LOUNGE CONCEPT ILLUSTRATION





SPICE DEN - GROUND FLOOR LOUNGE. CONCEPT ILLUSTRATION



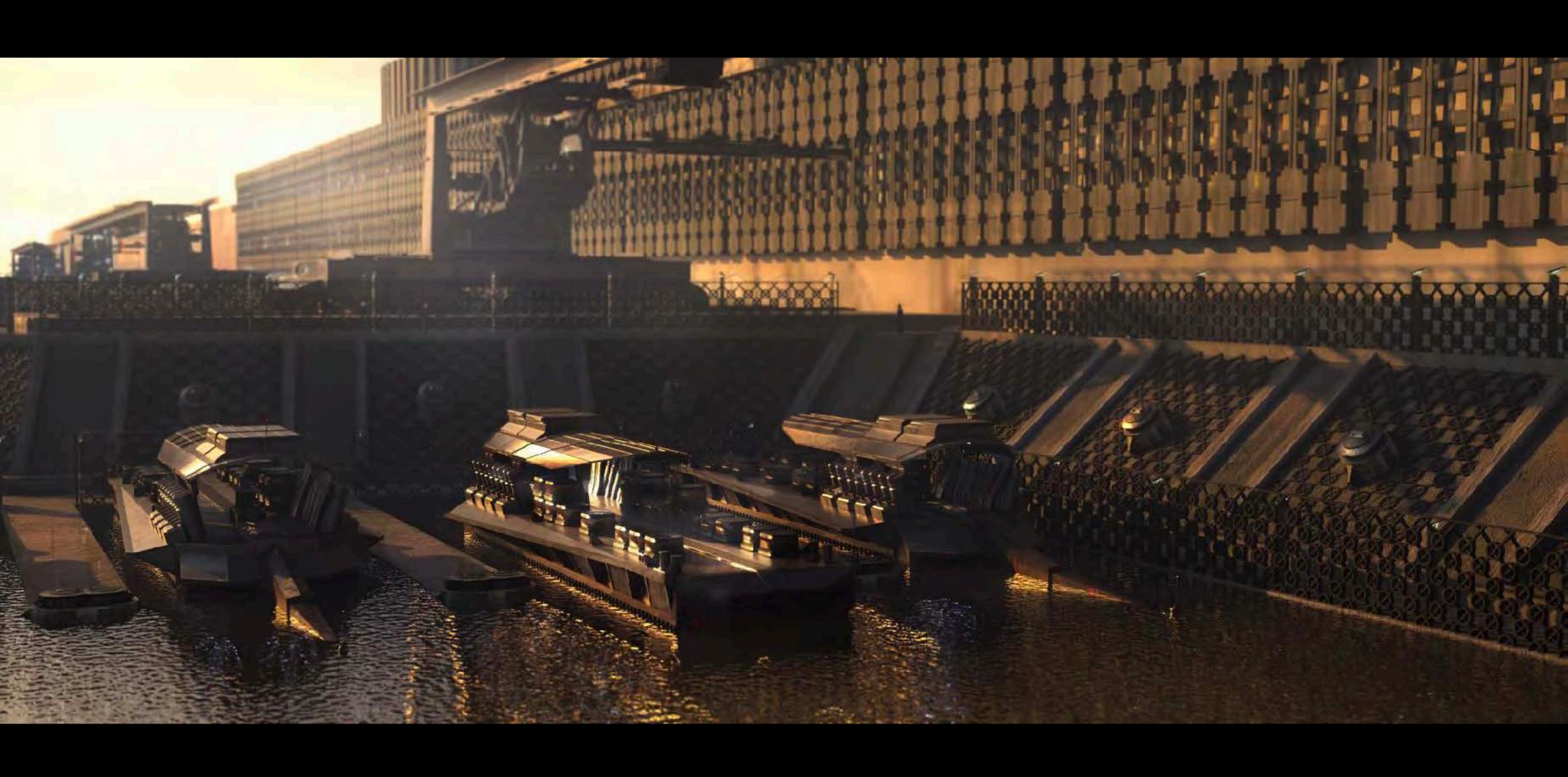


Add a Title
Super 35mm Film (3 & 4 perf) 2.39:1 (1.3x Anamorphic)
35mm 1.3x Anamorphic Lenses (Generic)

25 mm







DOCKS: CLANDESTINE SPOT CONCEPT ILLUSTRATION



DOCKS: CLANDESTINE SPOT CONCEPT ILLUSTRATION











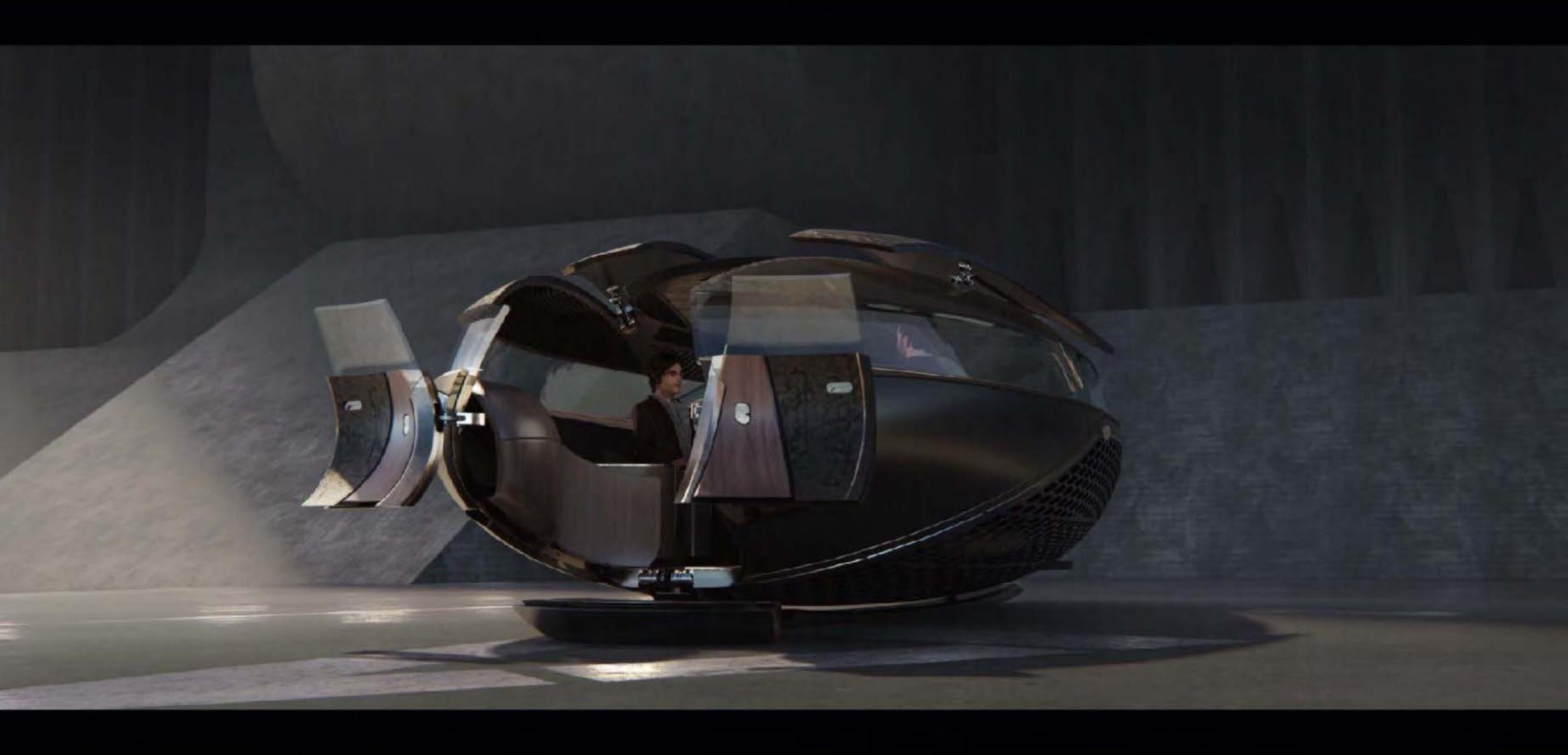




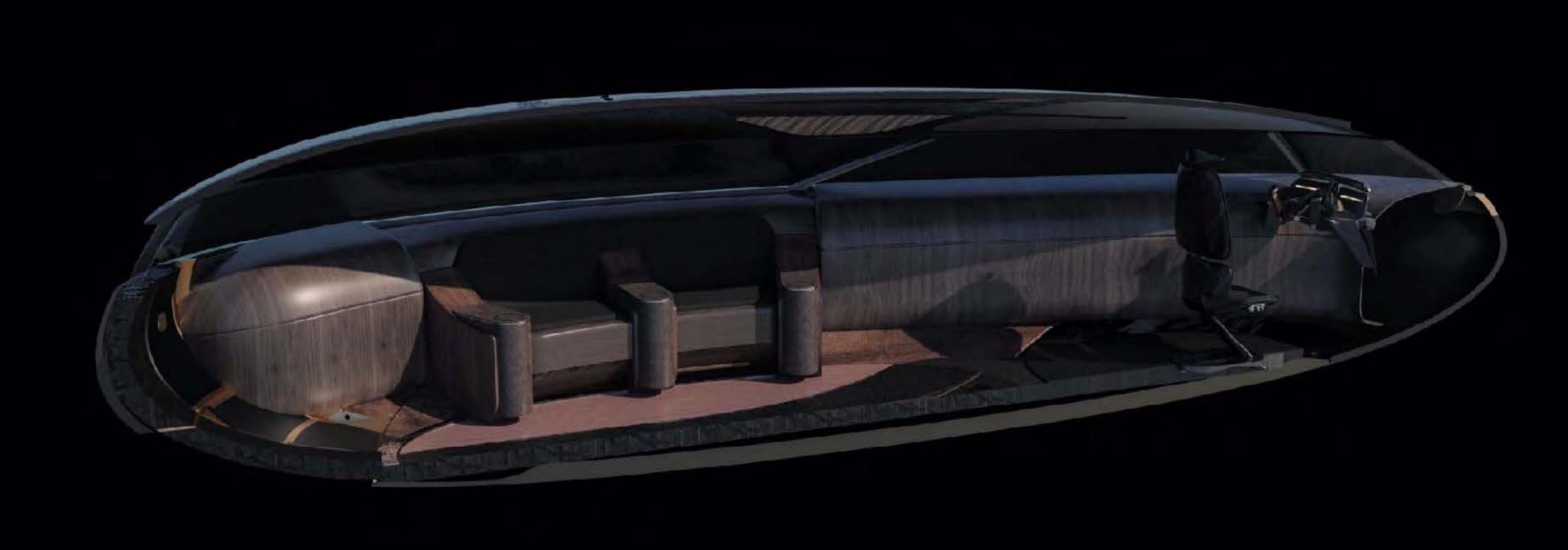
SUSPENSOR CAR CONCEPT ILLUSTRATION



SUSPENSOR CAR CONCEPT ILLUSTRATION



SUSPENSOR CAR CONCEPT ILLUSTRATION



SUSPENSOR CAR CONCEPT ILLUSTRATION

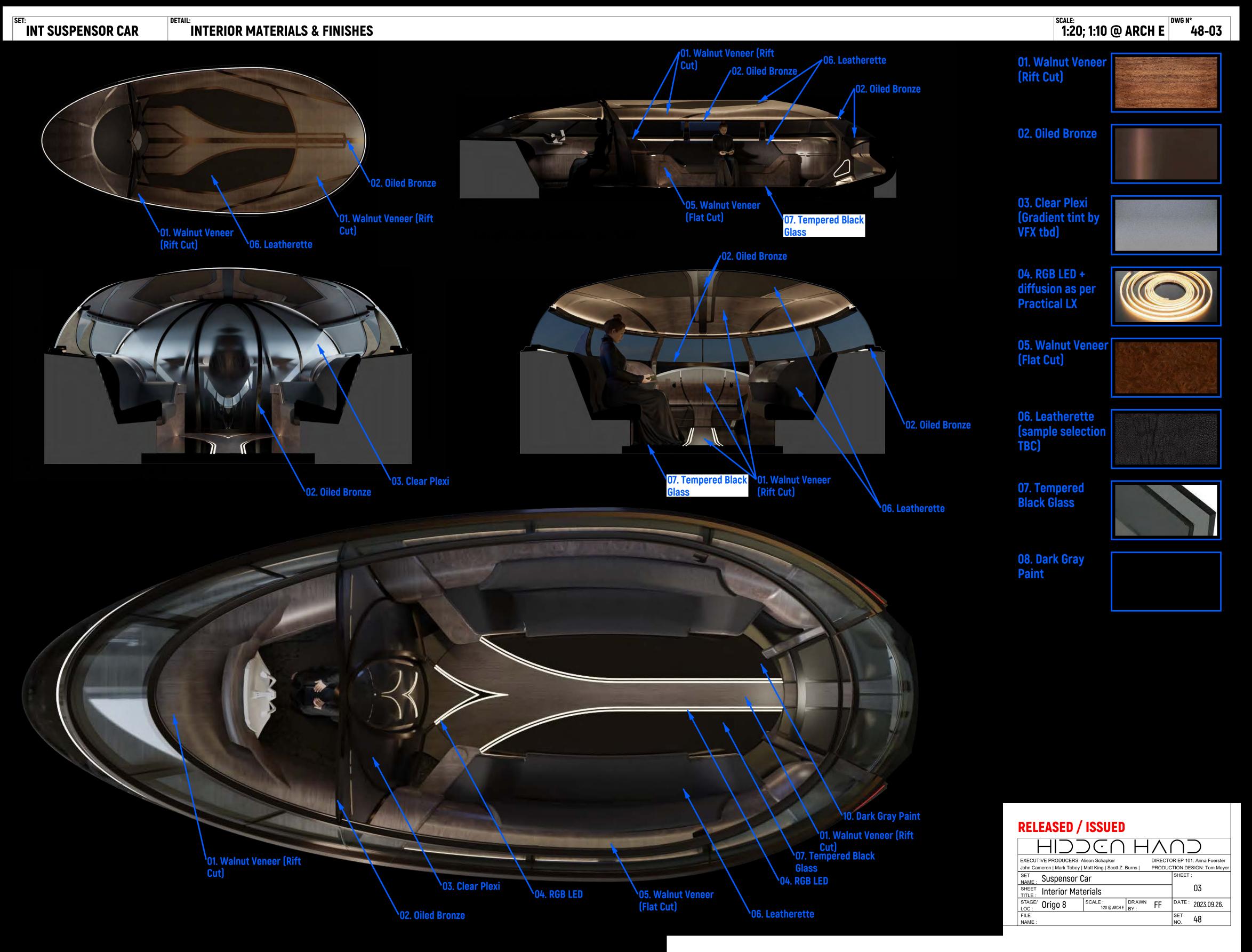




BUILT



SUSPENSOR CAR CONCEPT ILLUSTRATION



HARKONNEN HOUSE



HARKONNEN HOUSE - SIDE HOUSE CONCEPT ILLUSTRATION



FINAL BUILT SCT



HARKONNEN HOUSE - SIDE HOUSE CONCEPT ILLUSTRATION















DIGITAL SCULPT





HARKONNEN HOUSE - SIDE HOUSE CONCEPT ILLUSTRATION





HARKONNEN HOUSE











HARKONNEN HOUSE



LAOKIVEIL



LANKIVCIL: CONCEPT ILLUSTRATION











LANKIVEIL RIVERBANK CONCEPT ILLUSTRATION



LANKIVEIL RIVERBANK: PRODUCTION STILL

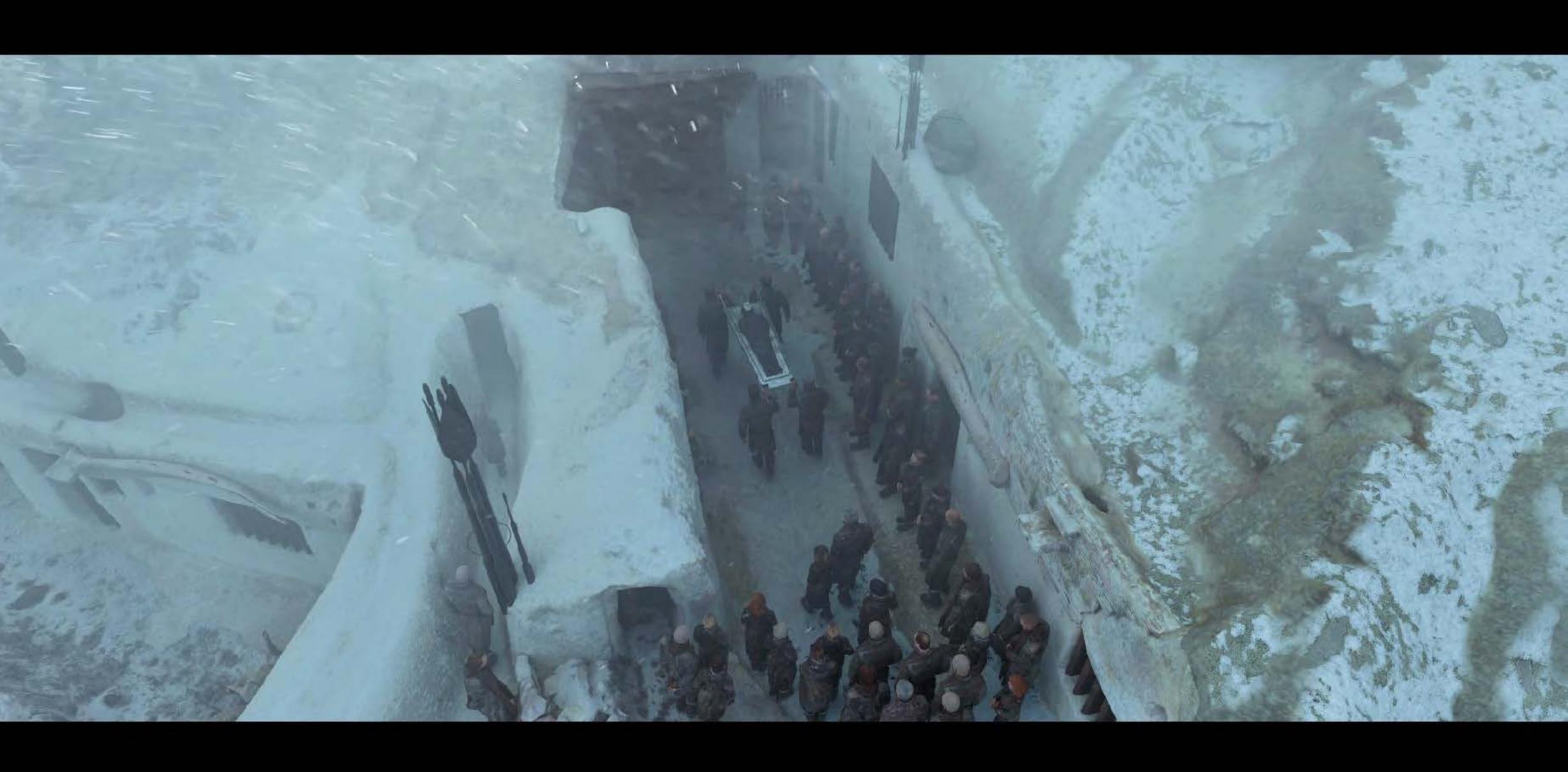




INT HARKONNEN. CONCEPT ILLUSTRATION



INT HARKONNEN: PRODUCTION STILL



CXT HARKONNEN CRYPT: CONCEPT ILLUSTRATION



CXT HARKONNEN CRYPT: PRODUCTION STILL



LANKIVEIL , INT. HARKONNEN CRYPT CONCEPT ILLUSTRATION



INT HARKONNEN: PRODUCTION STILL

$C \land L \land D \land \cap$



CALADAN. CONCEPT ILLUSTRATION





CALADAN. CONCEPT ILLUSTRATION









CALADAN CONCEPT ILLUSTRATION



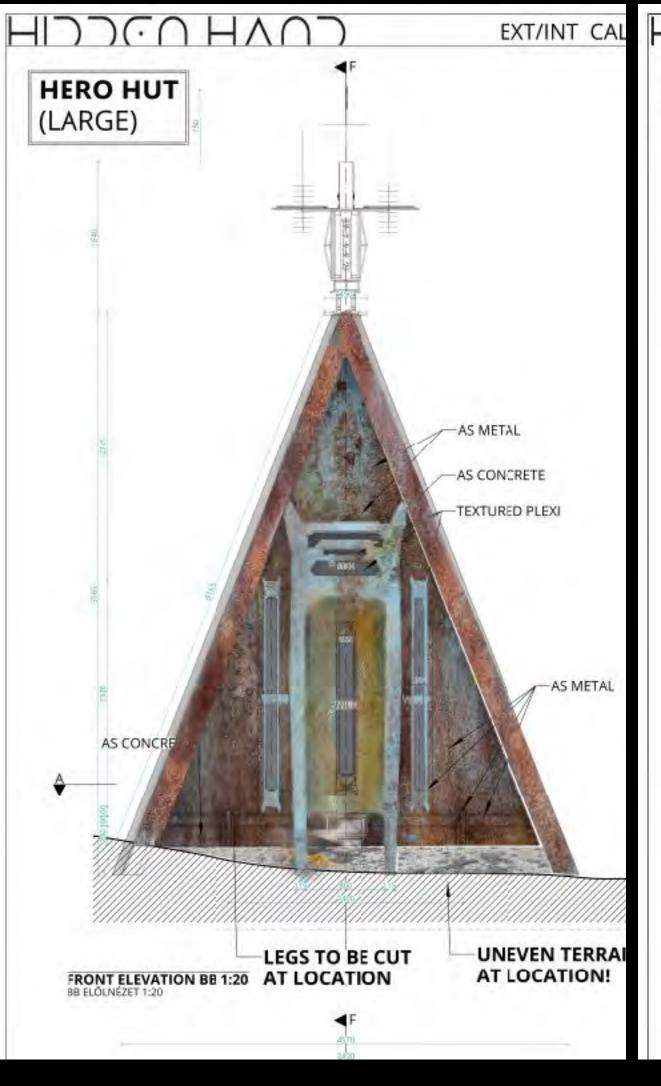
CALADAN CONCEPT ILLUSTRATION

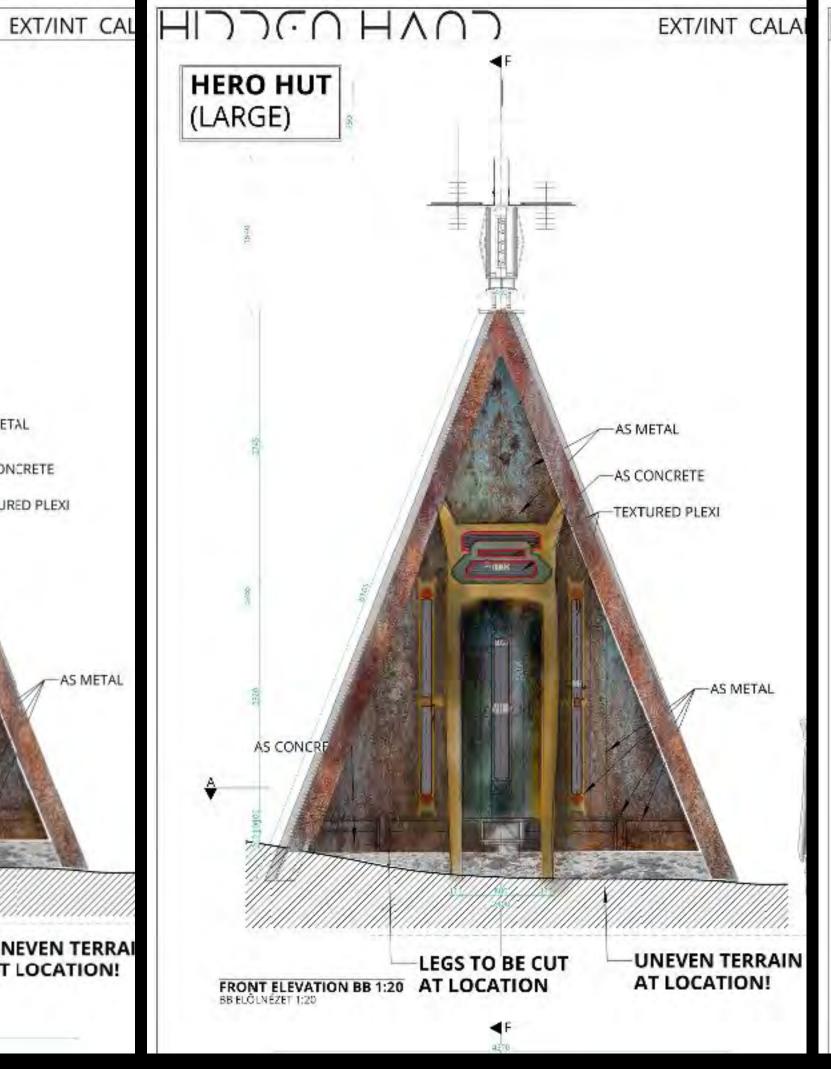


ARRI Alexa 35 | 4.6K 3:2 Open Gate | 3:1 24mm

ARRI Alexa 35 | 4.6K 3:2 Open Gate | 3:1 45mm

CALADAN FULL SCALE SURVEY MODEL

















CALADAN PAINT SAMPLES

SALUSA SECUNDUS: ZIMA



ZIMIA GEOGRAPHY CONCEPT ILLUSTRATION





ZIMIA SPACCPORT. CONCEPT ILLUSTRATION





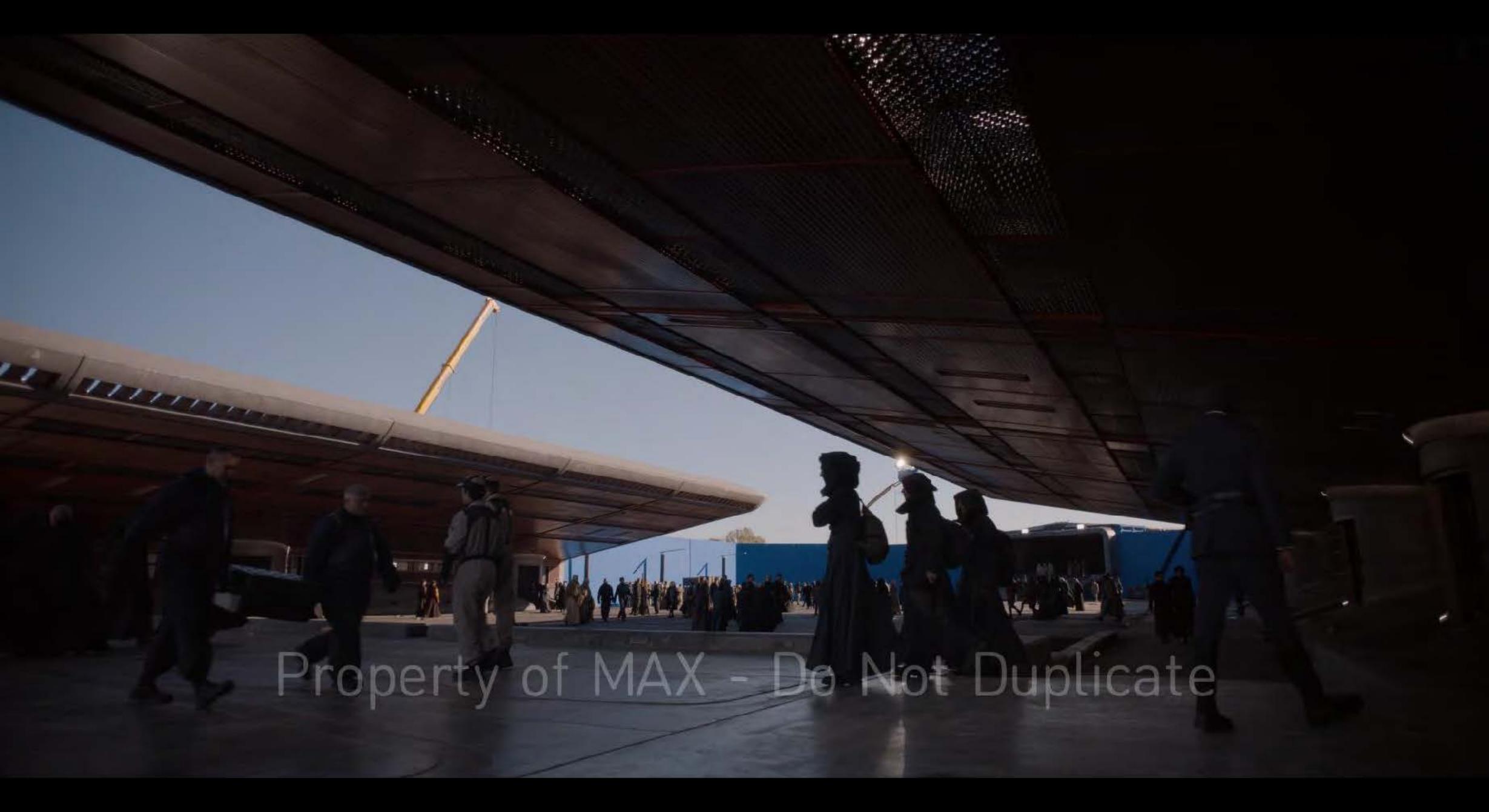
FINAL PRODUCTION STILL



ZIMIA SPACCPORT. CONCEPT ILLUSTRATION



ZIMIA SPACCPORT. CONCEPT ILLUSTRATION





ZIMIA SPACCPORT. CONCEPT ILLUSTRATION





FINAL BUILT SCT



ZIMIA SPACCPORT. CONCEPT ILLUSTRATION













ZIMIA SPACEPORT. CONCEPT ILLUSTRATION

POWER LIES IN THE SHADOWS

