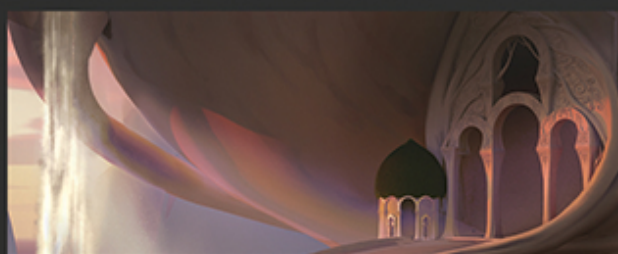
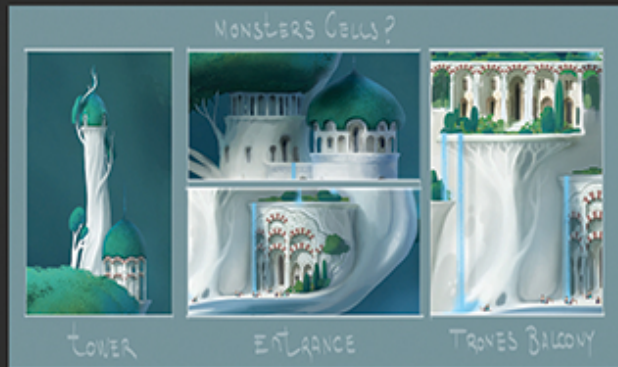
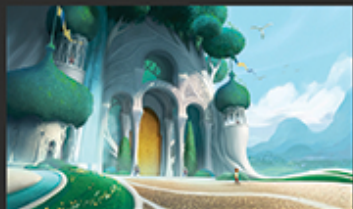




Production Designer    Brett Nystul

Feature / November 2024

Art Director    Michael Sparber  
Art Director    Julian Romero Munoz



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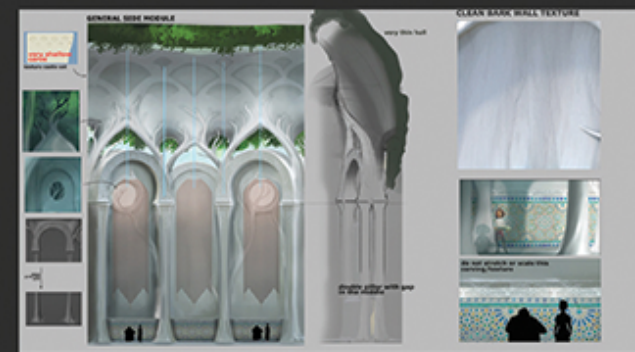
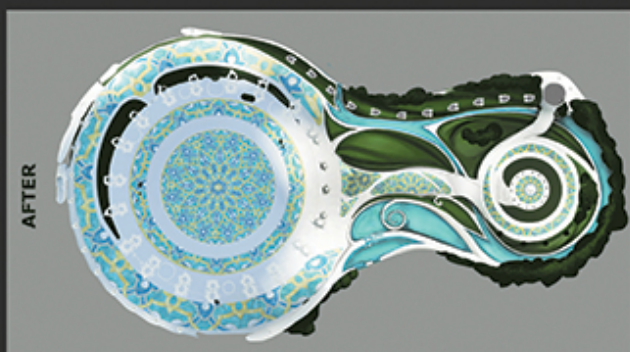
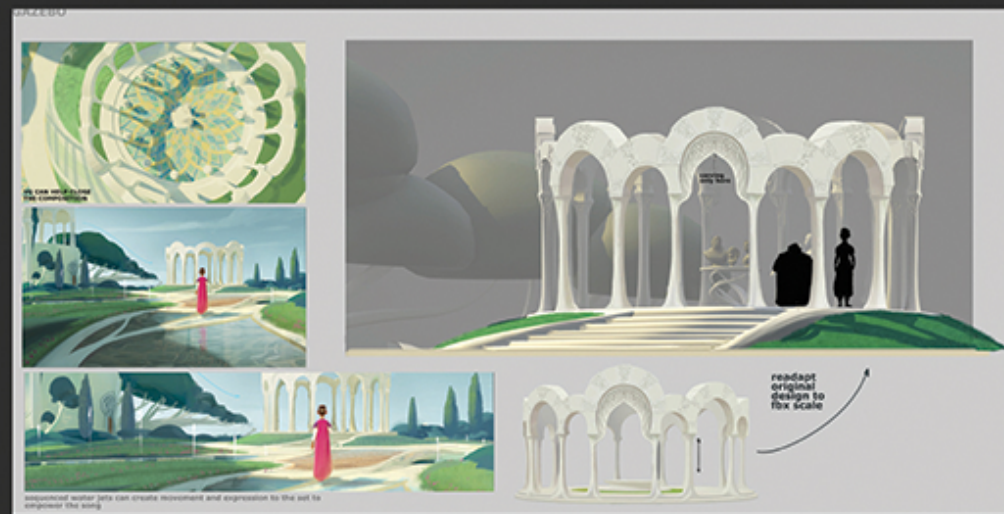
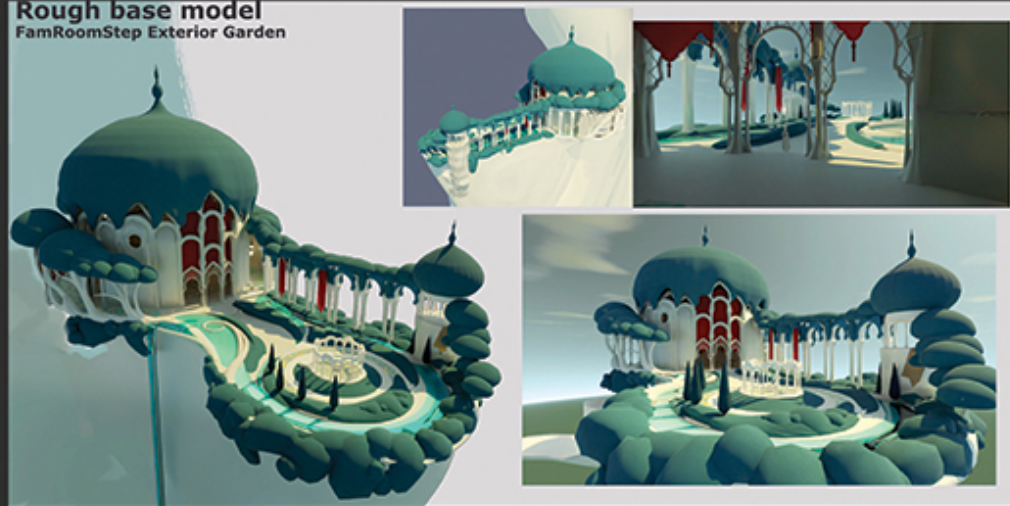
Lumbria Castle

Production Design





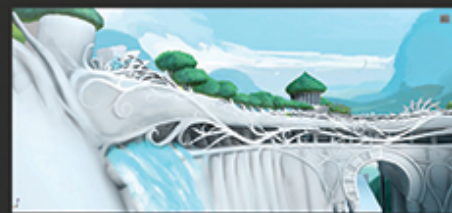
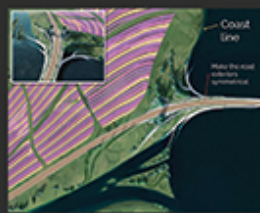
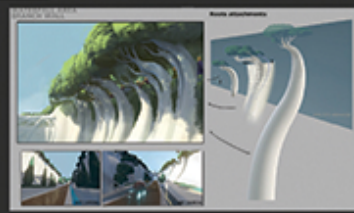
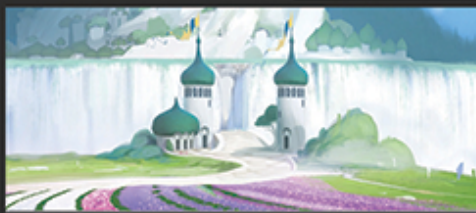
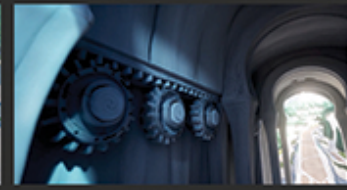
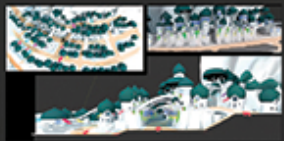
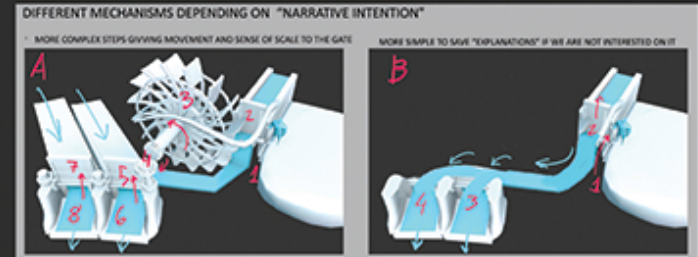
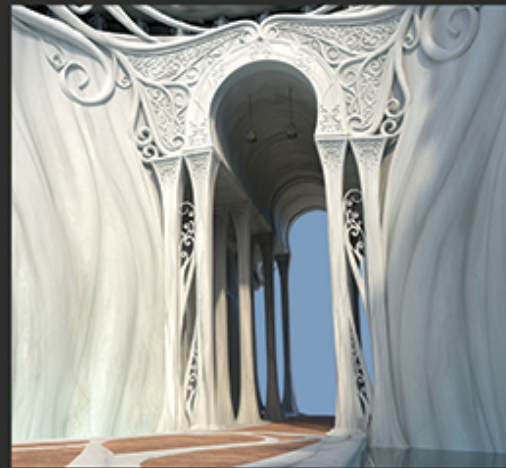
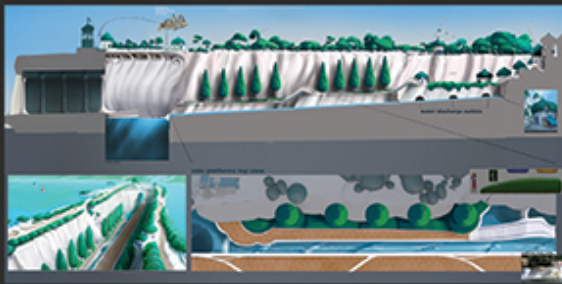
Rough base model  
FamRoomStep Exterior Garden



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Castle Great Hall and Garden

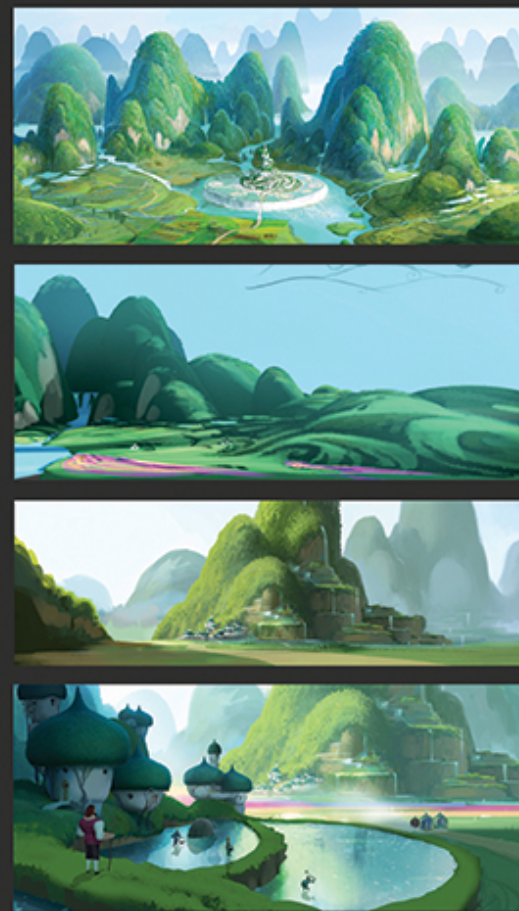
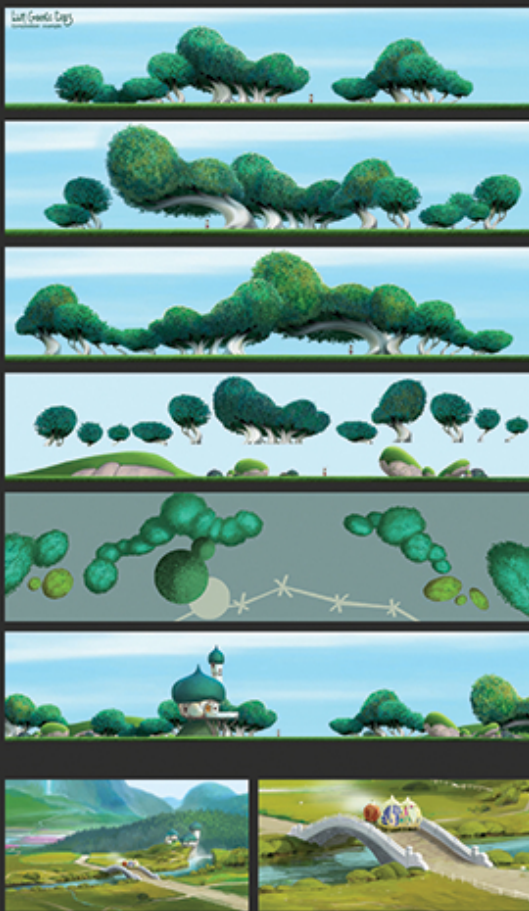
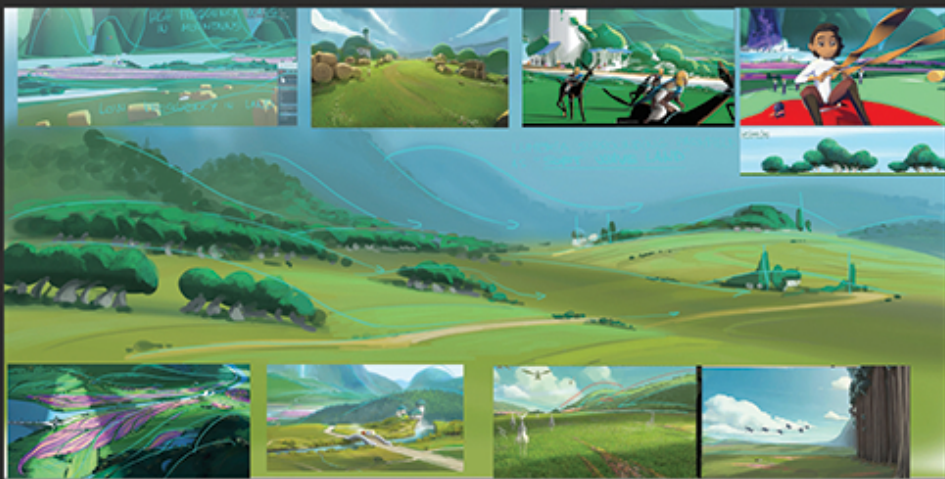
Production Design



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Waterfall Gate

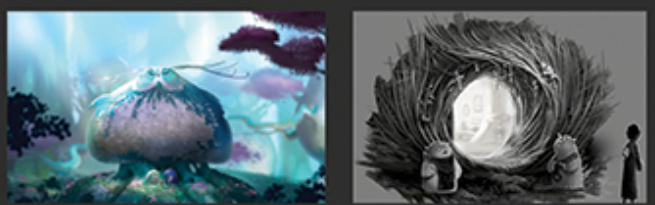
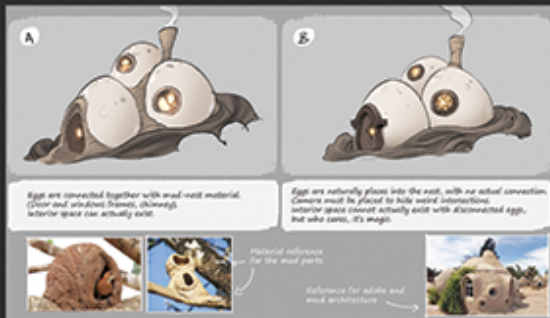
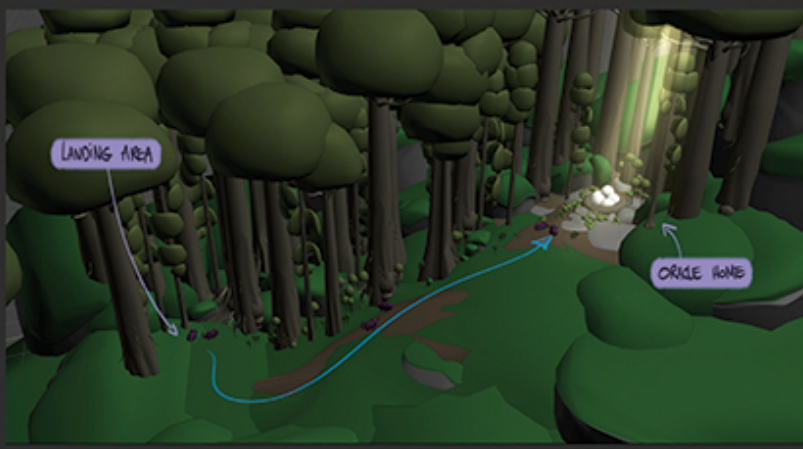
Production Design



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Farmland Escape

Production Design



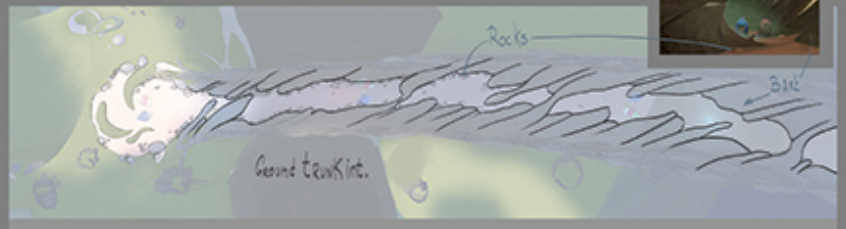
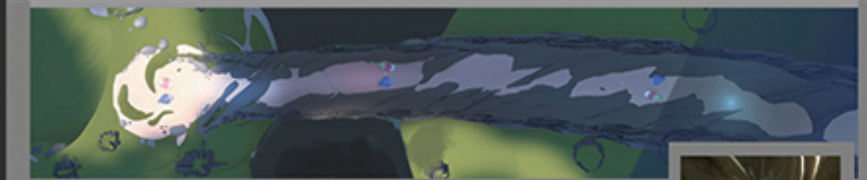
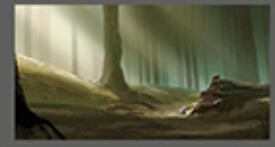
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Oracle House

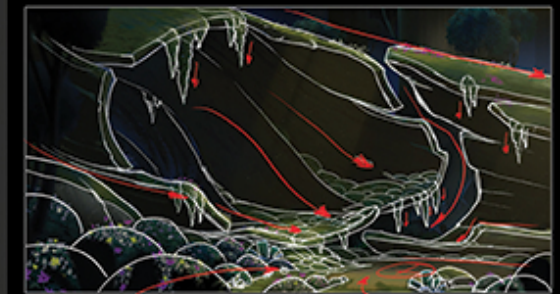
Production Design



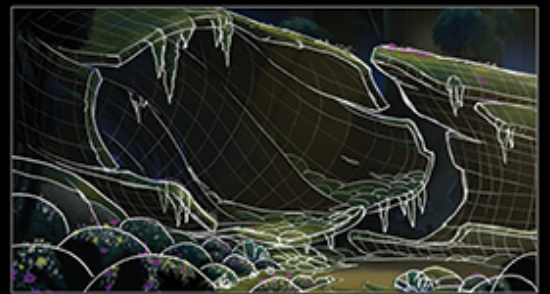
The section of the bark of the tree will have to become cylindrical as they transform into roots at the trunk entrance.



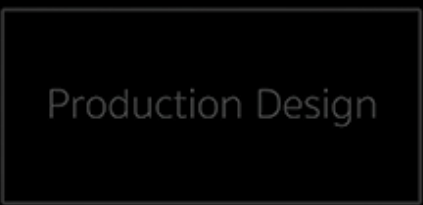
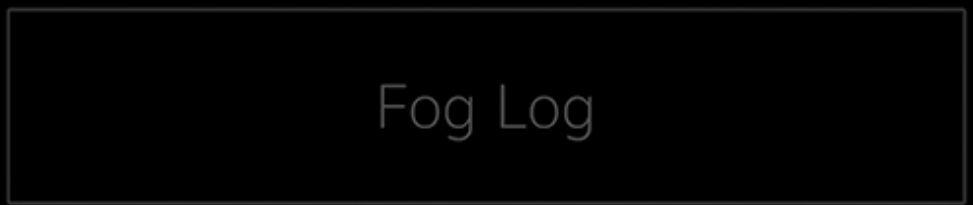
Sound track.



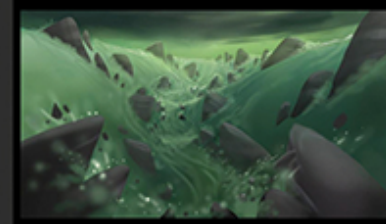
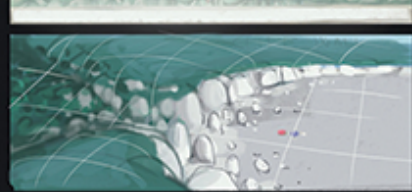
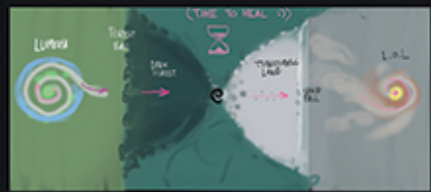
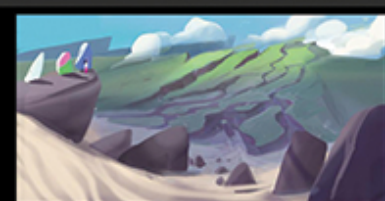
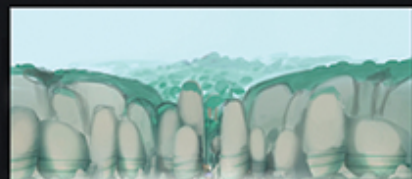
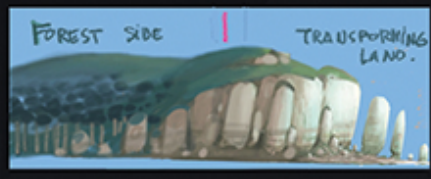
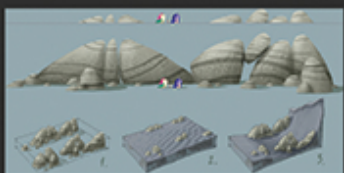
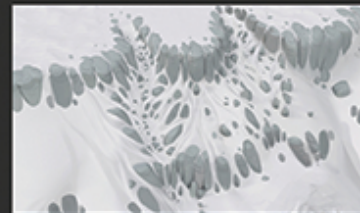
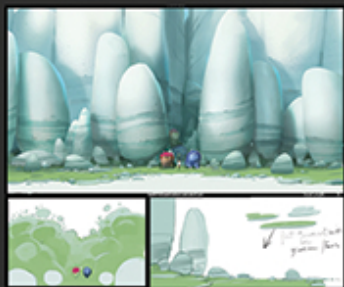
Line and direction



Structure



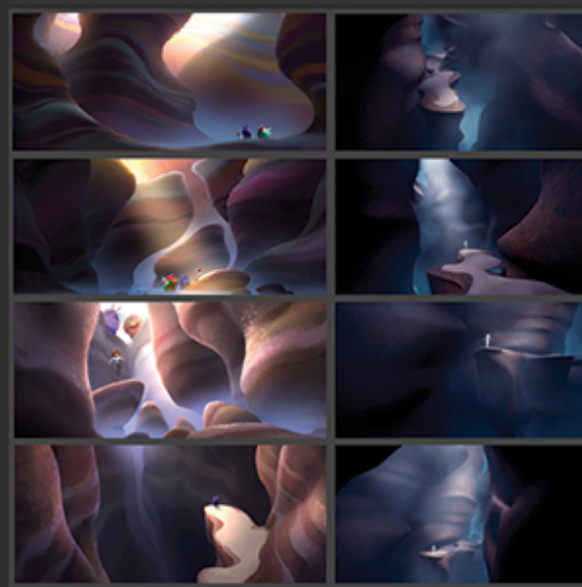
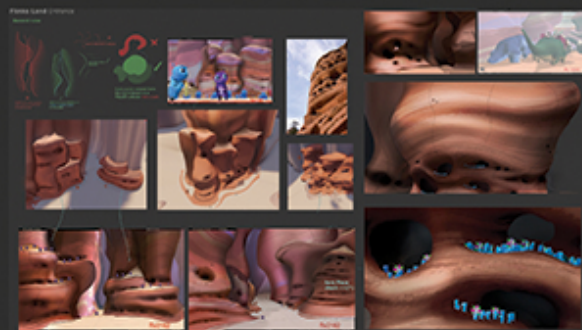
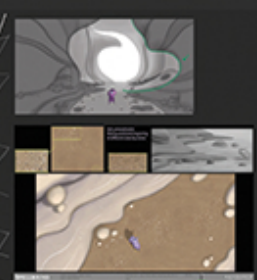
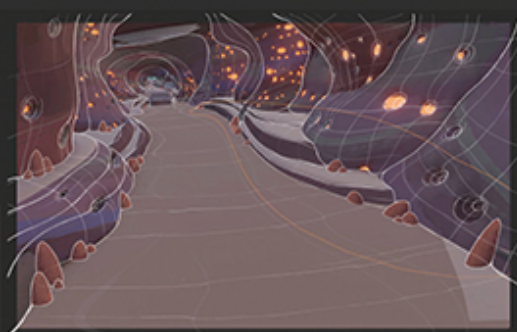
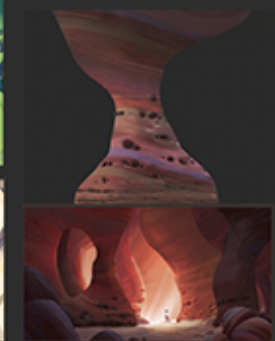
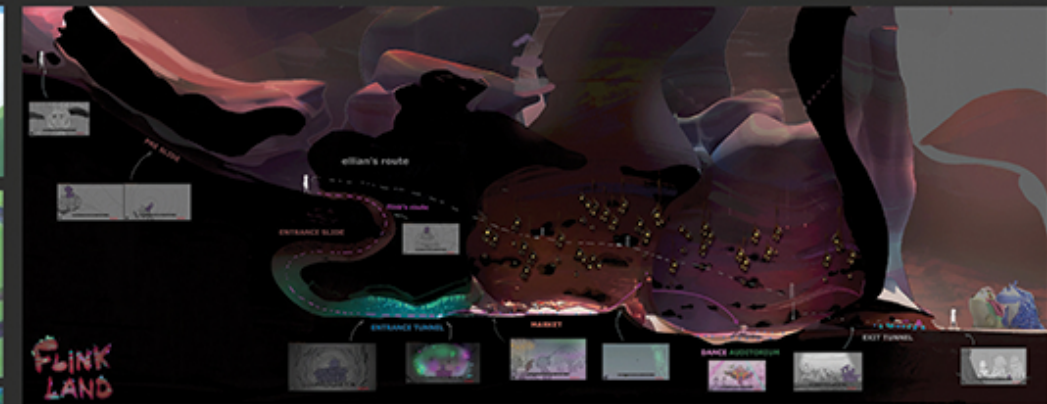
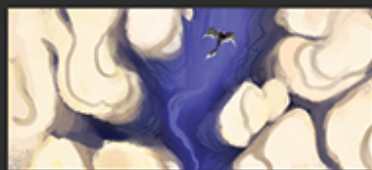




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Transforming Landscape

Production Design



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Slot Canyon / Flink World

Production Design