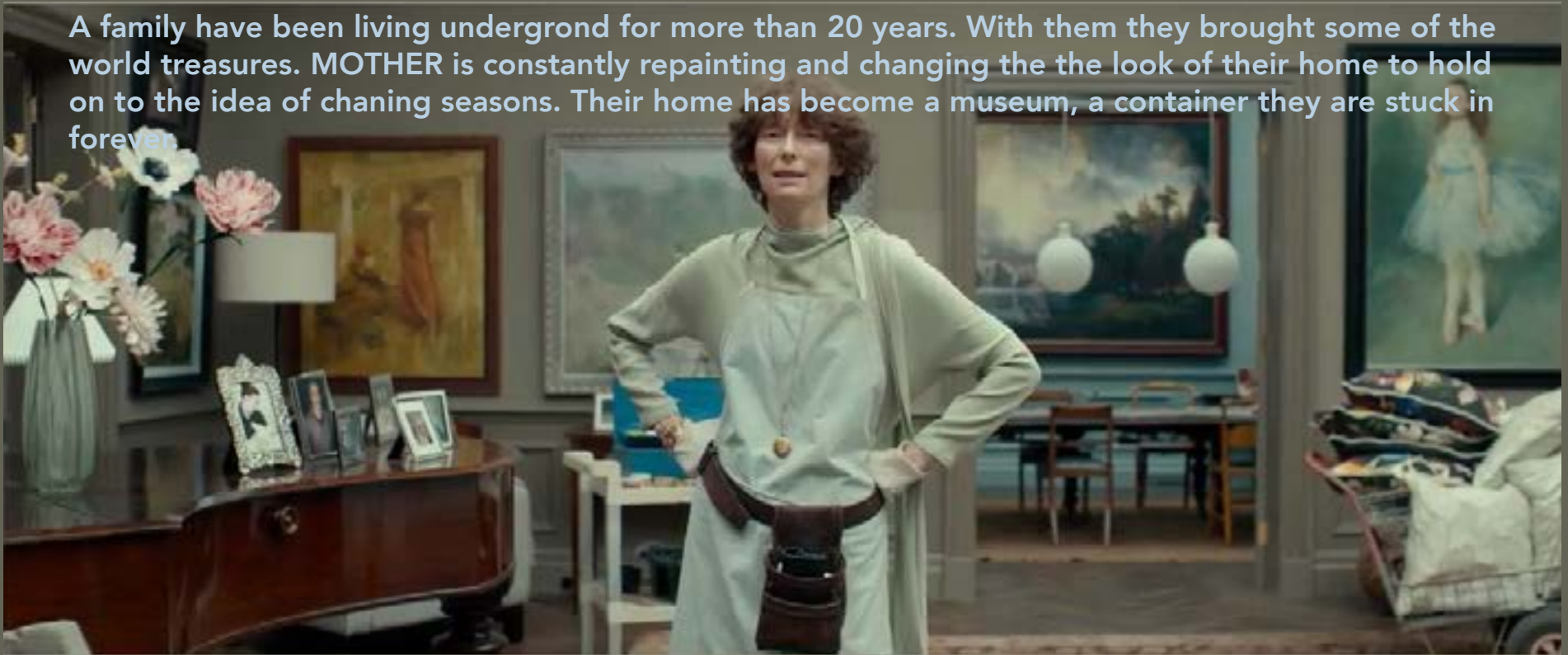
A dark, tunnel-like interior with a bright light source at the end, casting long shadows. The walls are textured and appear to be made of stone or concrete. The light source is a bright, circular glow at the far end of the tunnel, creating a strong contrast with the surrounding darkness. The overall atmosphere is mysterious and somewhat ominous.

THE END

A family have been living underground for more than 20 years. With them they brought some of the world treasures. MOTHER is constantly repainting and changing the the look of their home to hold on to the idea of chaning seasons. Their home has become a museum, a container they are stuck in forever.



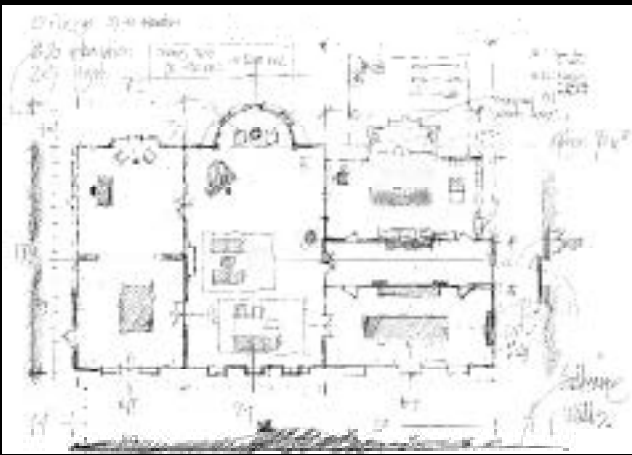
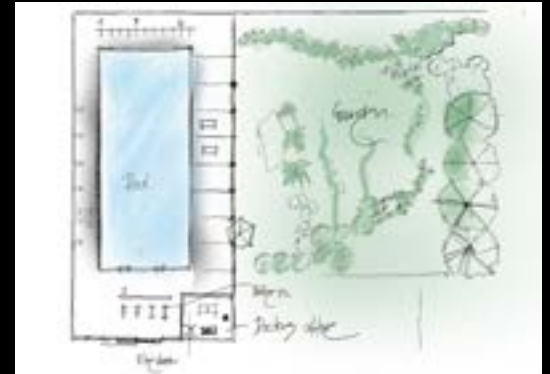
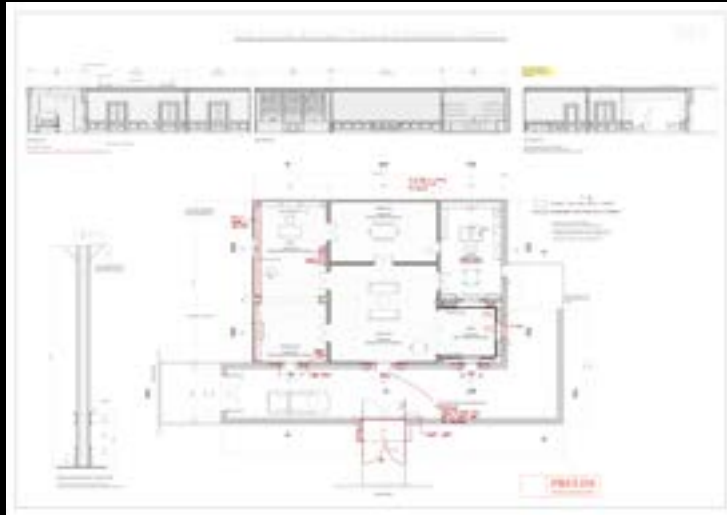
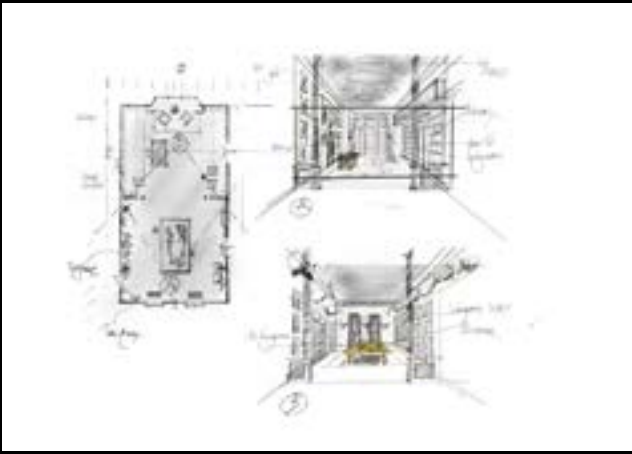
Checking colors in daylight



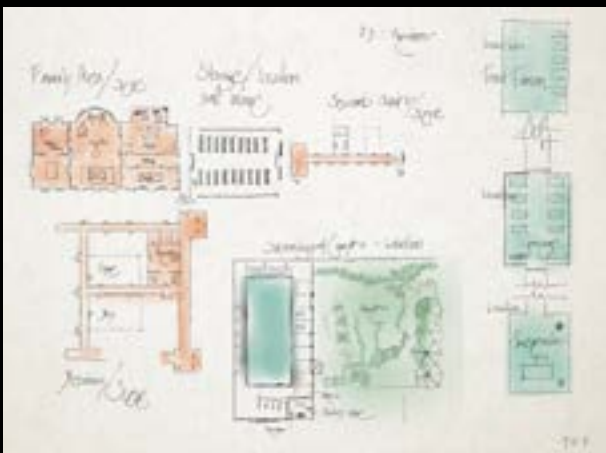


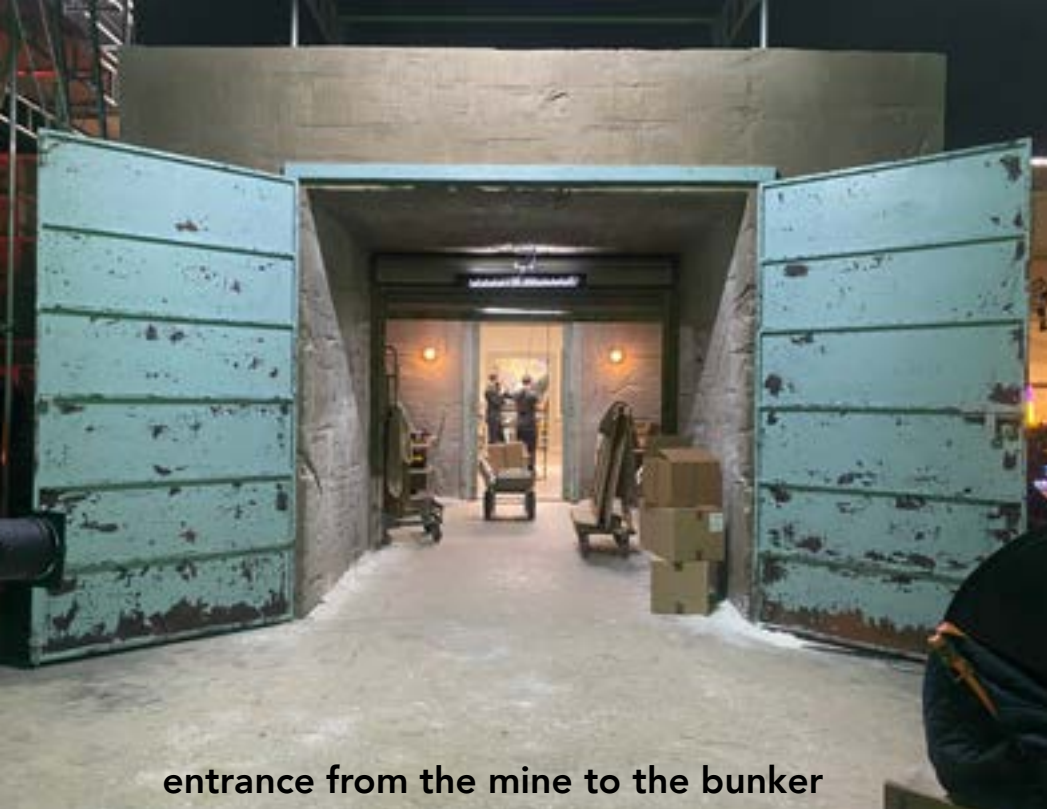
IRELAND UNIT build on stage

SKETCHING THE BUNKER



Realising that living in a "traditional" bunker you have no exterior. I was afraid that you would get visually bored being in a concrete bunker through the whole film. Our answer to the dilemma was letting the family live in a mine. It would create an exterior for the story. From then on started a research on interesting mines. We found a beautiful saltmine in Sicily.





entrance from the mine to the bunker



the library



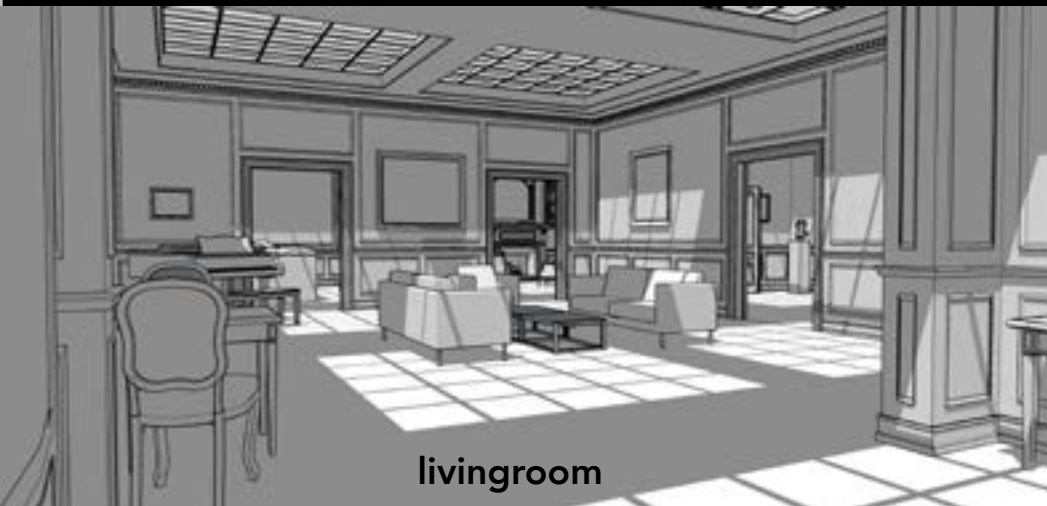
corridor to the mine



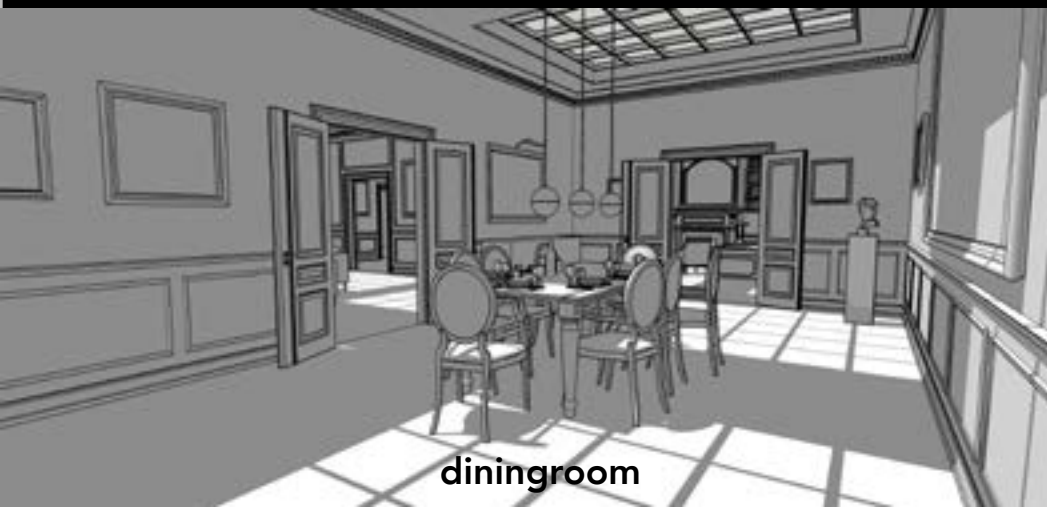
the kitchen



fathers office



livingroom



diningroom



planning and hanging the artwork





living room



living room



fathers office



flowers from the paperartist



the diorama-workshop



the diorama-workshop



the diorama on set



the diorama on set



fathers office



©

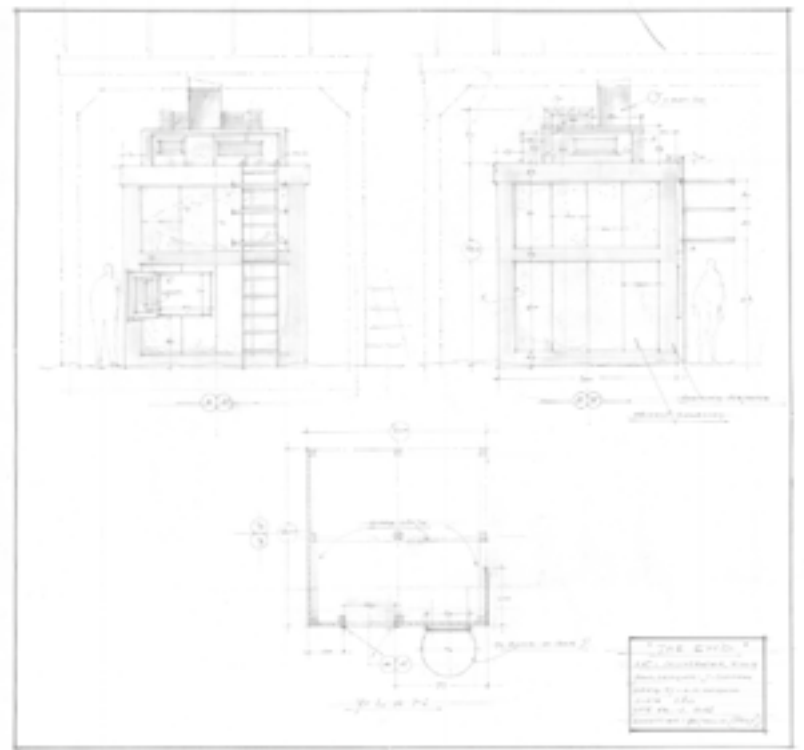
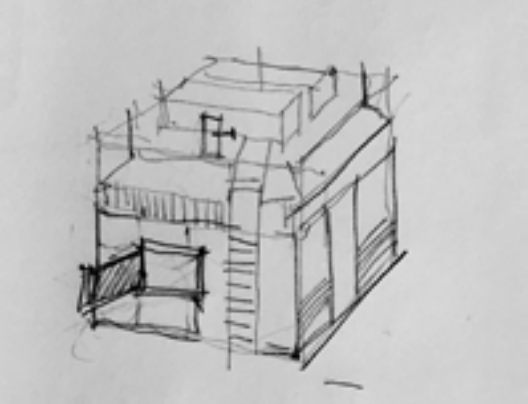
NEON





SICILY UNIT
build on location





incinerator build on set



incinerator



garage



garden



servants area



boys hideout



garden



TC1 11:44:21:29 A155C002_2305068R

servants area



boys hideout



boys hideout



workshop



workshop



GERMANY UNIT build on stage



parents bedroom



parents bathroom





parents bedroom

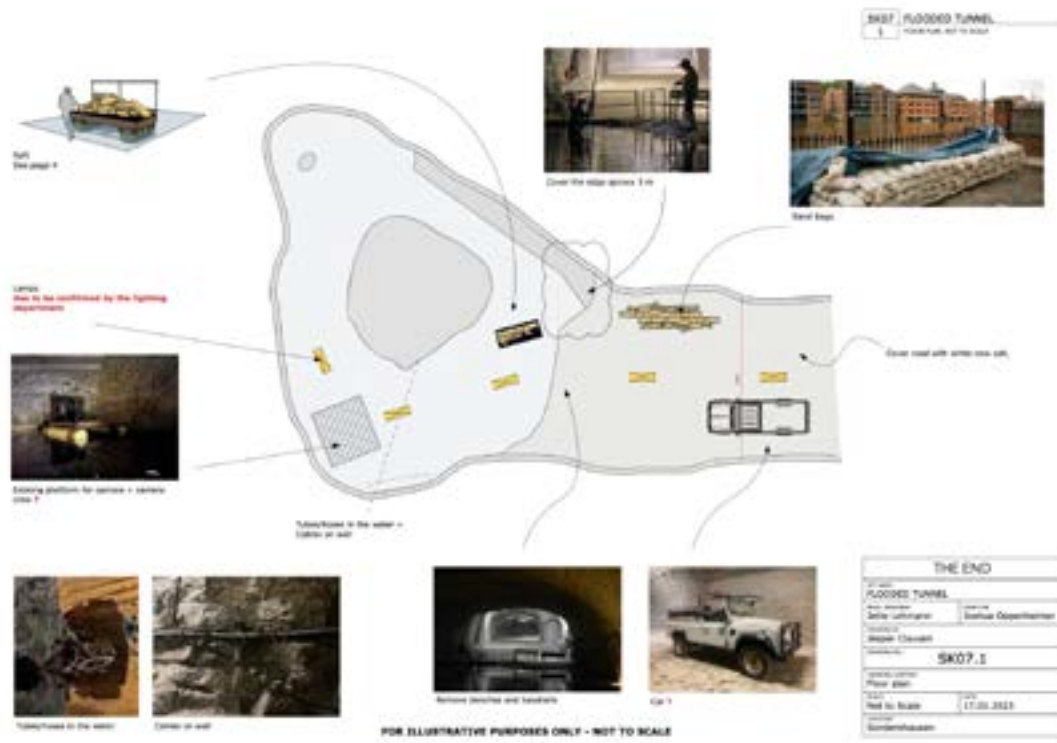


boys room



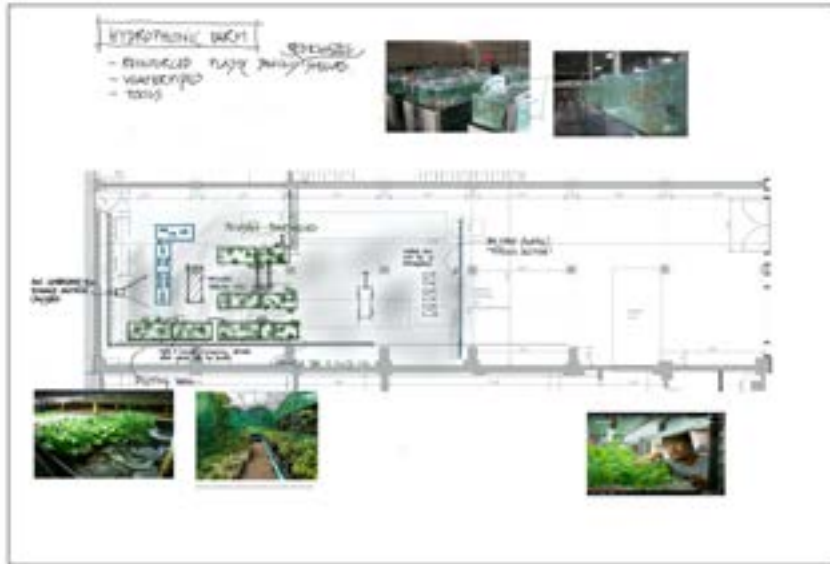
GERMANY UNIT build on location





sondershausen saltmine germany





FOR ILLUSTRATIVE PURPOSES ONLY - NOT TO SCALE

THE END	
PROJECT:	HYDROPONIC AREA
DESIGNER:	DAVID LUTHELMAN
CLIENT:	DAVID OPPENHEIM
LOCATION:	HOUSTON, TEXAS
DATE:	SK06-1
SCALE:	1:100
DATE:	17.03.2011
DESIGNER:	DAVID LUTHELMAN



TEAM DENMARK

Production designer	Jette Lehmann
Art Director	Kenneth Damsgaard
Art Director	Jesper Clausen

TEAM SICILY

Art Director	Lucio de Domenico
Set Decoration	Rosalia Canino
Set Dresser	Guiliana de Gregori

TEAM IRELAND

Production designer	Shane McEnroe
Art Director	Nena McNamee
Art Director	Gavin Murphy
Set Designer	Brendan Rankin
Set Decoration	Valerie Nolan
Graphic Designern	Jess Lockhart
Scenic artist	Alan Lambart
Miniature Modelmaker	Garett Ryan

TEAM GERMANY

Art Director	Jutta Freyer
Set Decoration	Dominik Benninghaus
Set Dresser	Petra Bossmann