

Please watch some of our ideas and thoughts. This is our

# ART DEPARTVENT BOOK

A REAL PAIN

Mela Melak & Team



I wanted to portray the duality of this scenario.

For me, this story revolves around a straightforward yet profound question. There is a distinct difference between acceptance and understanding.

We can accept our roots, but that doesn't necessarily mean we understand them. Similarly, we can understand our roots, but that doesn't guarantee we accept them.

In this narrative, we navigate between two realms: one that we take as given and accept, and another aspect of reality that we strive to understand.

To illustrate this, we employed a simple yet evocative approach –sentimentality.

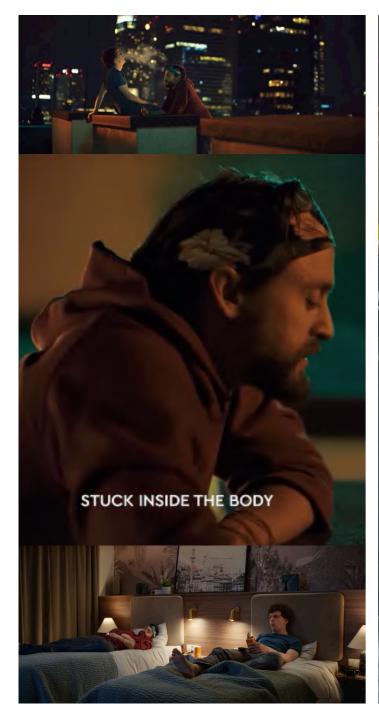
Old taxis, an old hotel, old streets. We have a subtle step back in time, only to get hit in the face at the end, just like Benji, our protagonist, got hit by reality.

Because can we be ready to learn from our past and own mistakes?

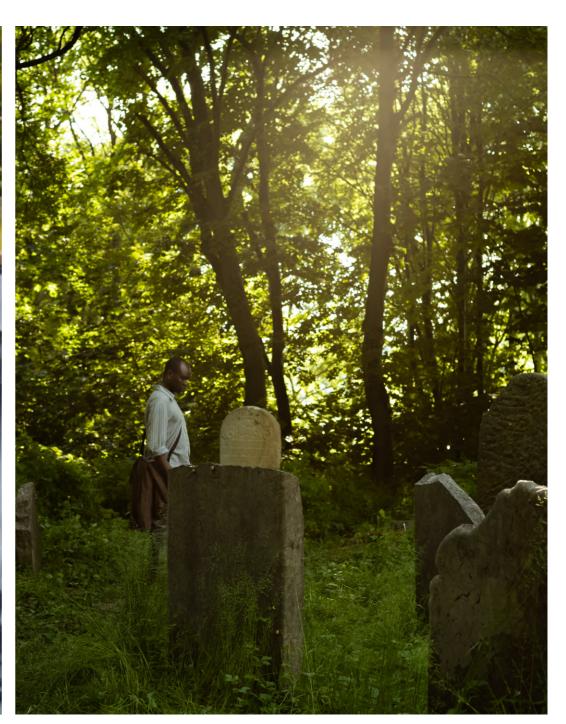
Mela Melak

**PRODUCTION DESIGNER** 

ART DEPARTMENT BUDGET: 109 126,80 \$ SHOOTING DAYS: 26 LOCATIONS: 32







Yes, That was a key thought for me when I created the 'A Real Pain' world:

Accepting your world doesn't mean you understand your world, and understanding your world doesn't mean accepting your world.







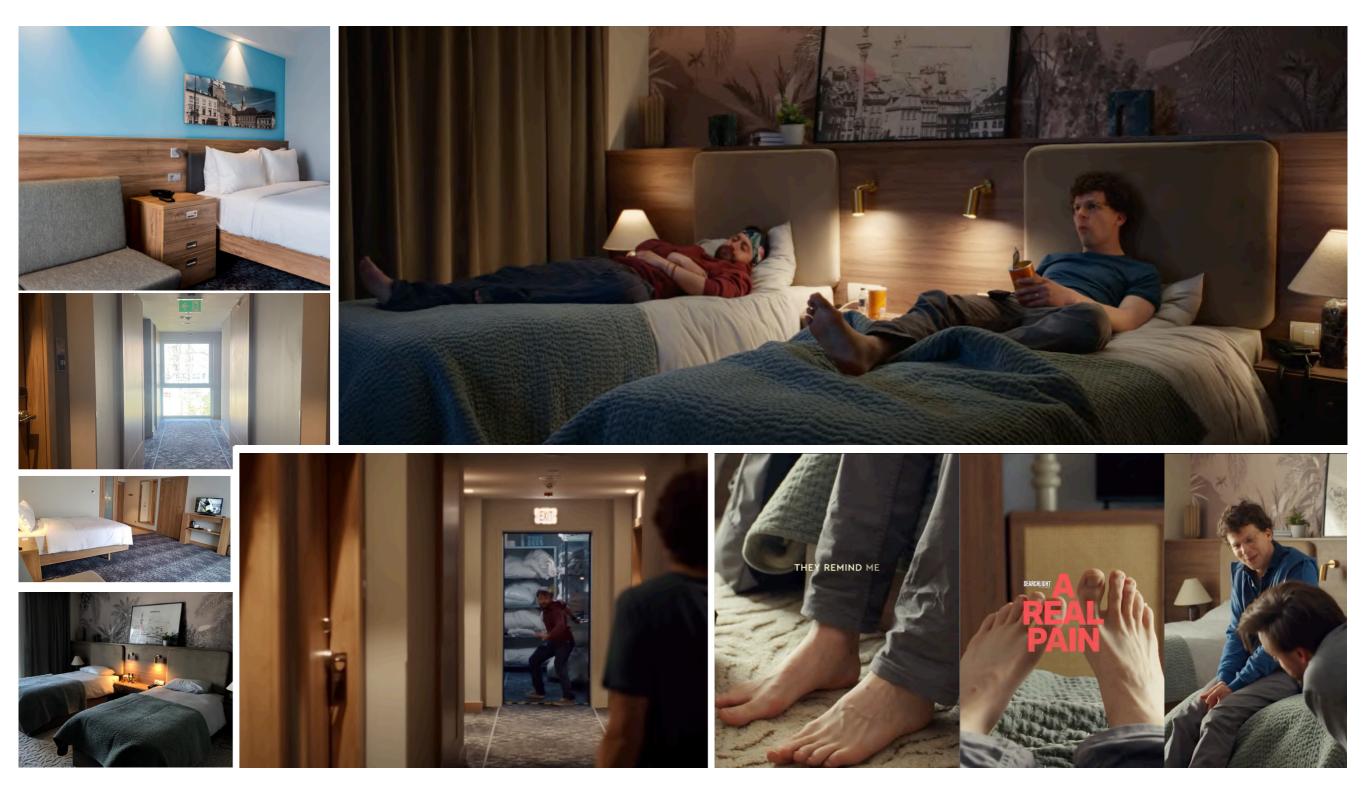
And this is us

## Central hotel lobby

We shot Hotel Warszawa in two separate locations.



The original location was the corridor in front of the conference room entrance. We had one day of adaptation and a limited budget for this interior.



#### Central hotel room

This part of the hotel was filmed in a completely different hotel from the lobby. Additionally, we built an entire external exit for the roof break-in scene in part of the corridor.

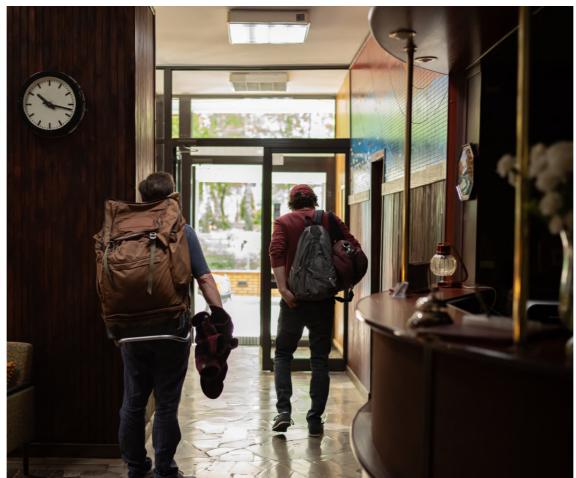




#### Mozaika hotel

This is a journey into the past. The location was meant to be symbolic—a true sense of sentimentalism and melancholy for the past. We used furniture, props, and artworks created by Polish artists from the 1960s to the 1980s. The hotel's name, "Mozaika," reflects a decorative style popular in Poland in the 1970s.



































Hotel room & dining







#### Restaurant

Our Midnight in Lublin. We had just a few hours to transform the restaurant into a more atmospheric and sentimental setting. My task was to design elements that would allow us to decorate the location quickly. We built a fireplace, a wall with mirrors etc.









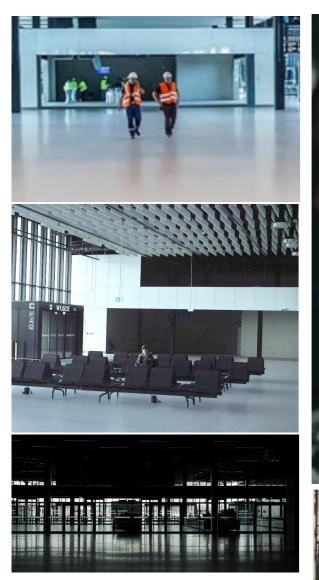














### Airports - JFK & Warsaw

We had only 4 hours to turn a nonoperational airport into JFK and, in the same space, portray Warsaw Airport. For the conveyor belt scene—two days before filming, we discovered that we couldn't use the X-ray machine at the airport. The challenge was to locate a functioning machine, construct walls, and design graphics all within a matter of hours.













Mela Melak & Team