

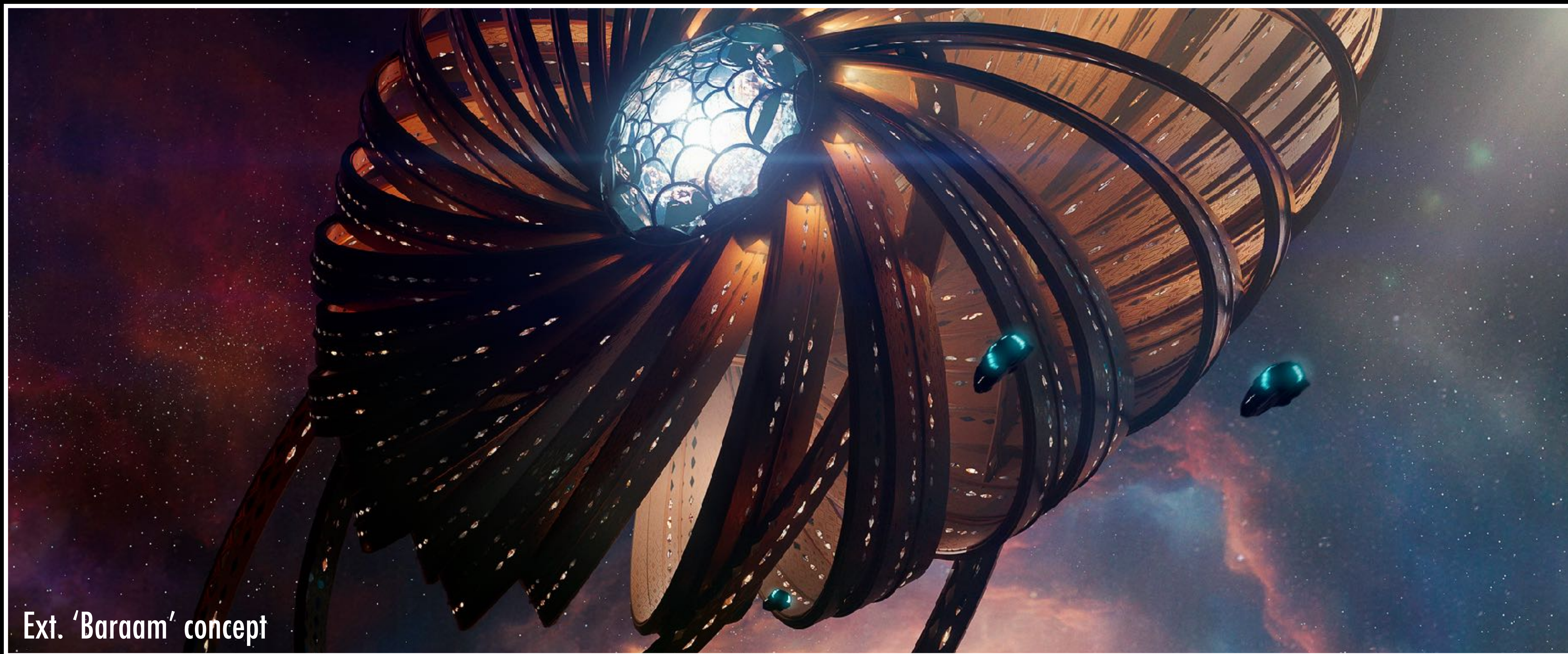
Ext / Int. 'Baraam'

'Why should everybody in sci fi films live in a quasi-military, masculine environment? No decorative items. No personalised space.

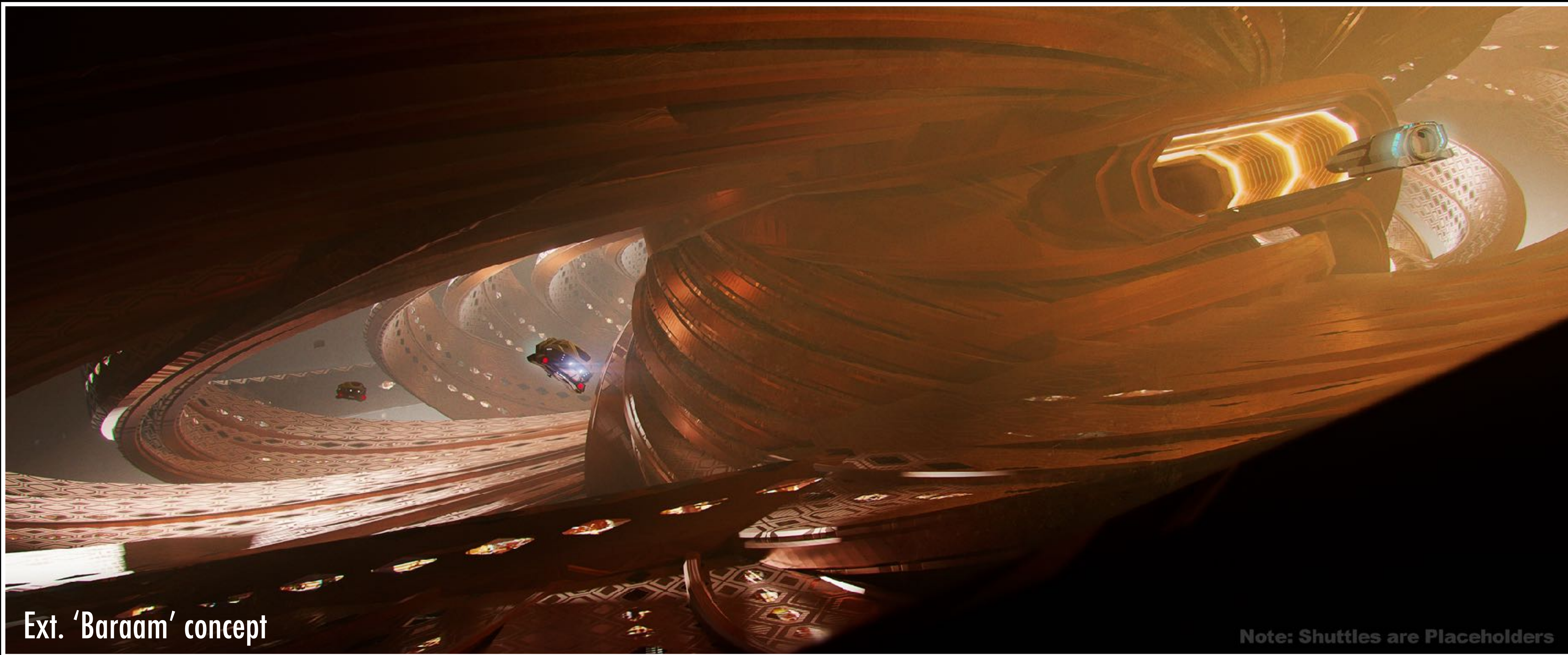
I have designed The Baraam with softer lines, curved details. A more organic, expressive and sophisticated approach.

A place built by Michelle Yeoh's character, Philippa Georgiou. Expressing and evoking her individual style.

Paul Kirby



Ext. 'Baraam' concept



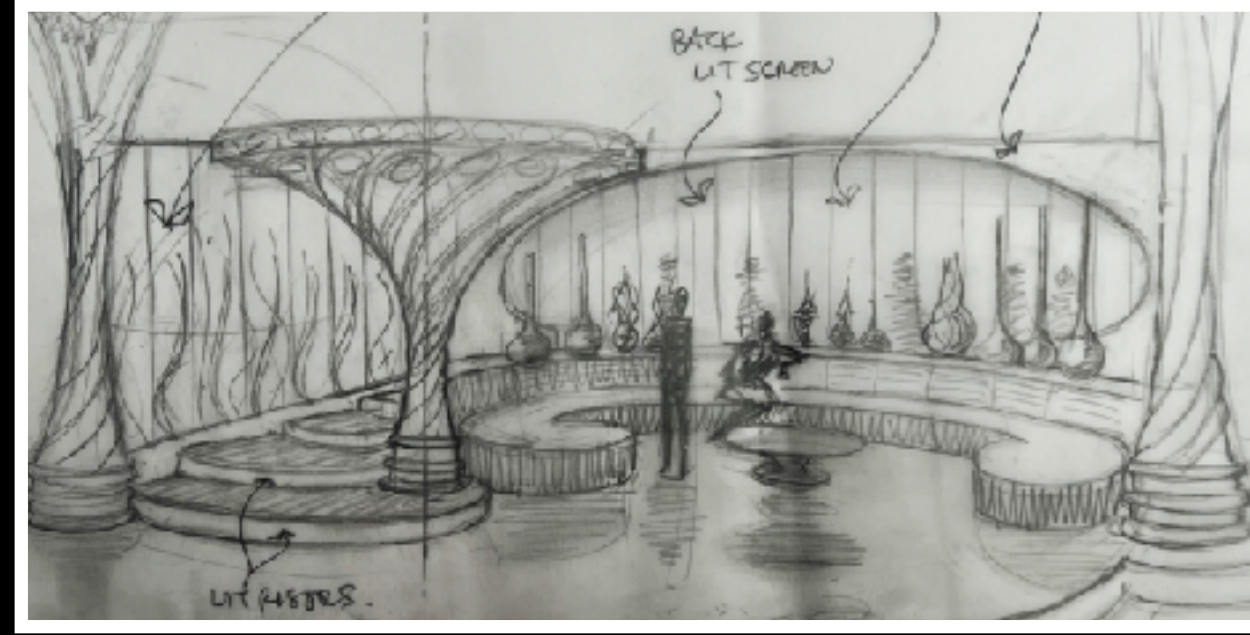
Ext. 'Baraam' concept

Note: Shuttles are Placeholders



Int. 'Baraam Office' concept

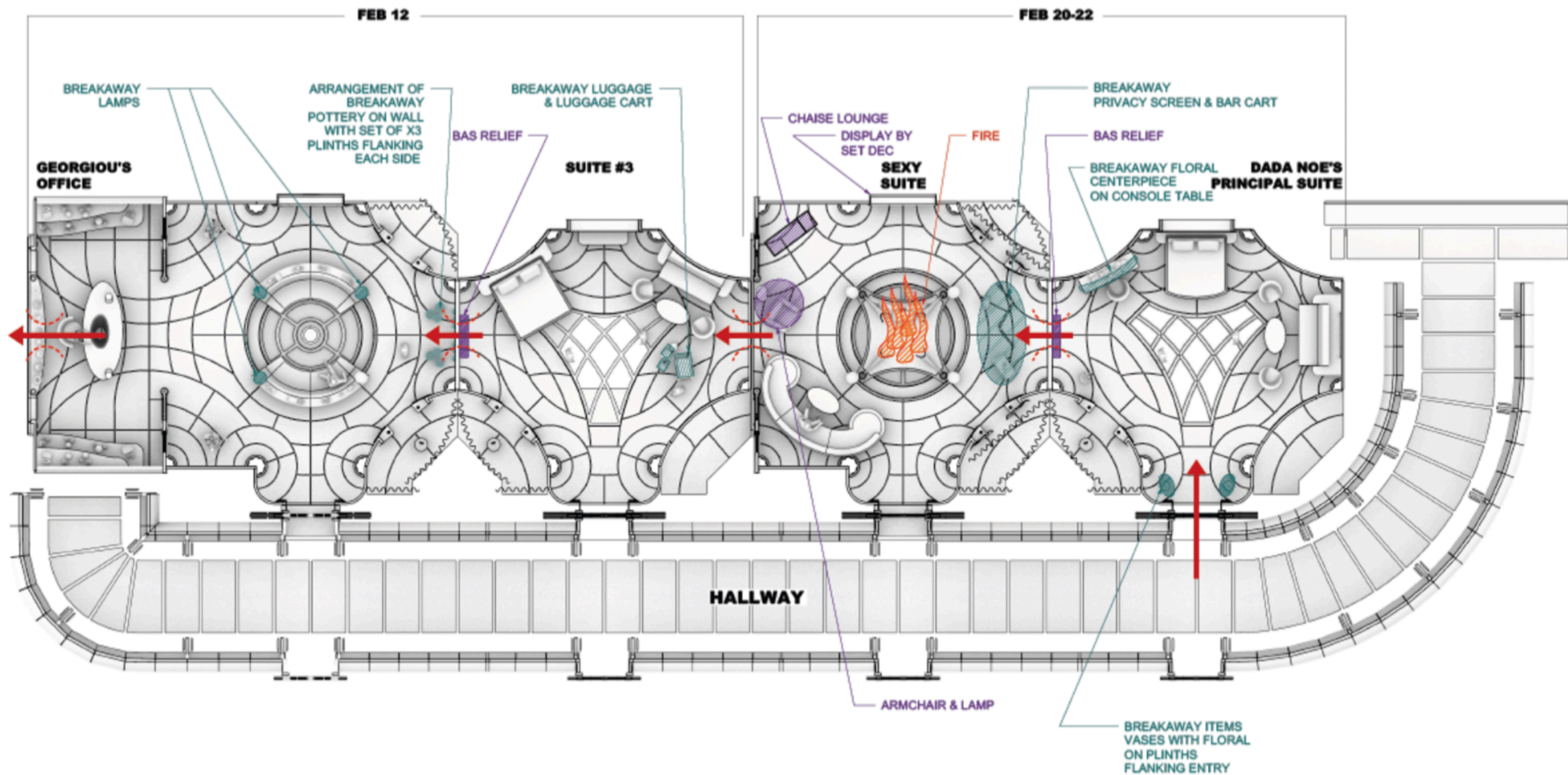




Int. 'Baraam Office' concept

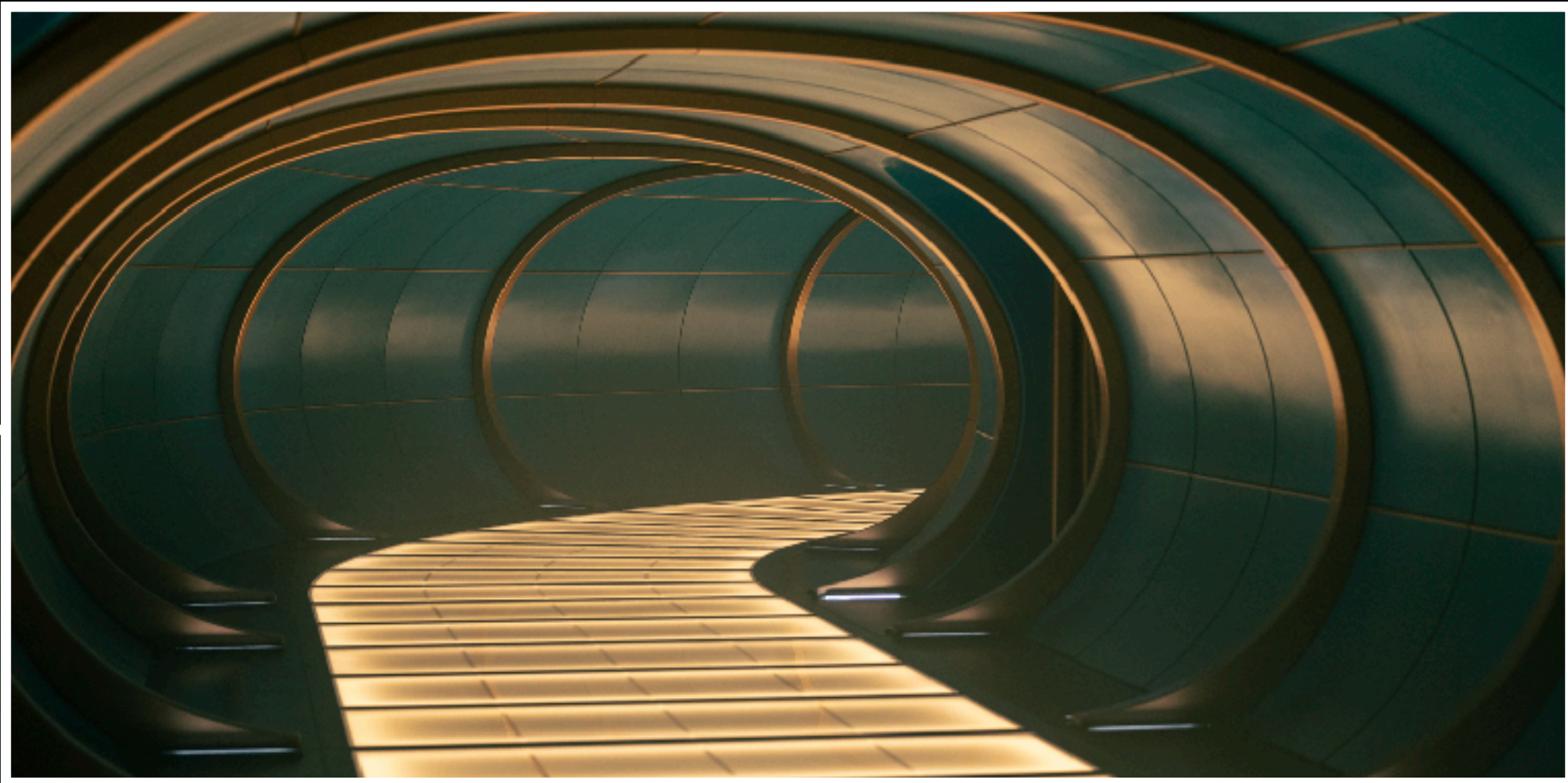


Int. 'Baraam Suite' concept



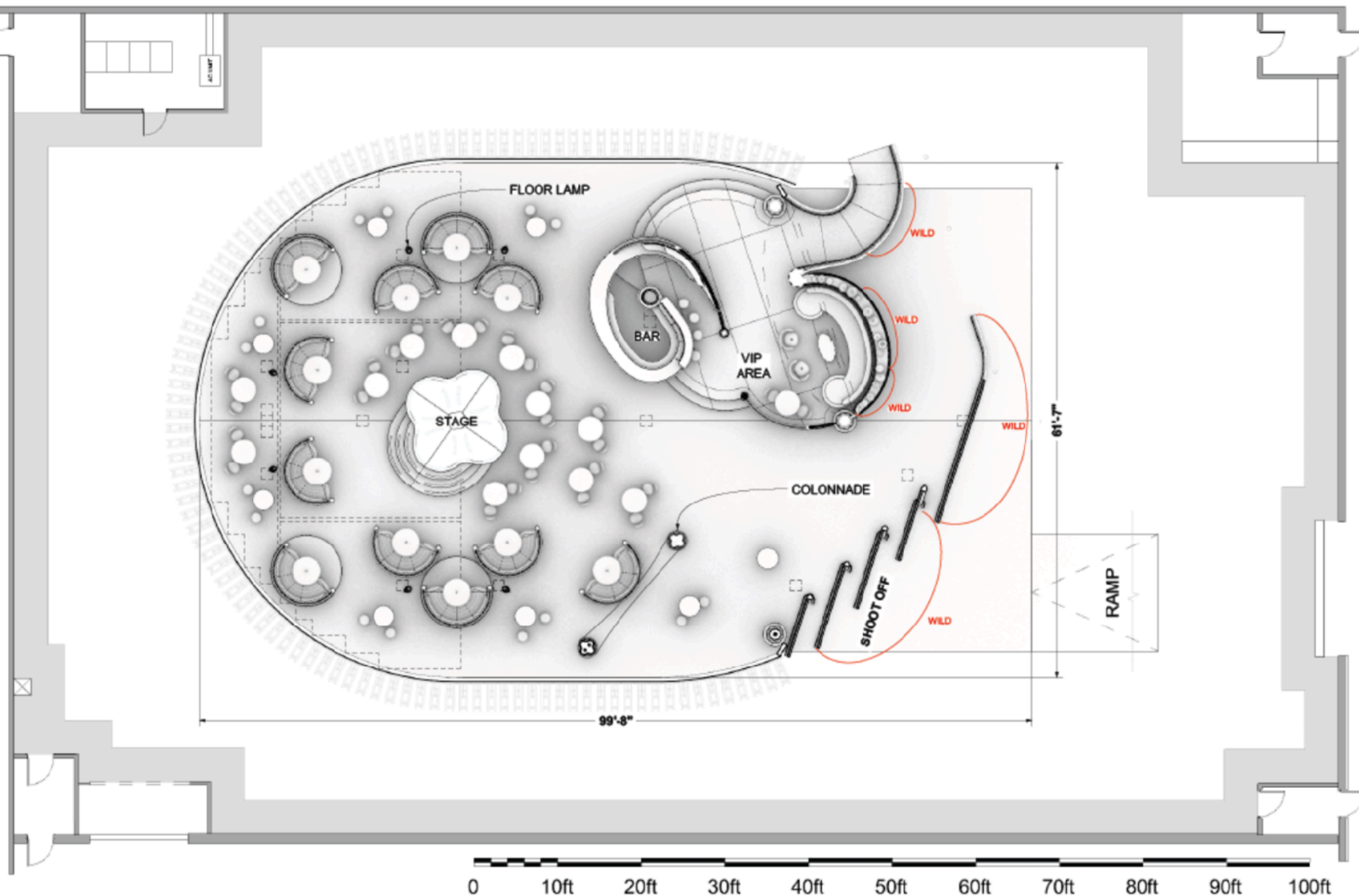


Ext. 'Baraam Suite' concept



Int. 'Baraam Corridor' concept









Ext / Int. 'Hardscrabble Farm'

' A place where the young Philippa Georgiou lives with her family.

Living off the land on a faraway planet. They cling to existence in a harsh environment.

Yet I wanted it to feel like a life well lived. A family that strives together to build a future.

I wanted the viewer to like and admire them. So when the story takes a darker turn, we feel for them. It is all the more shocking.'

Paul Kirby



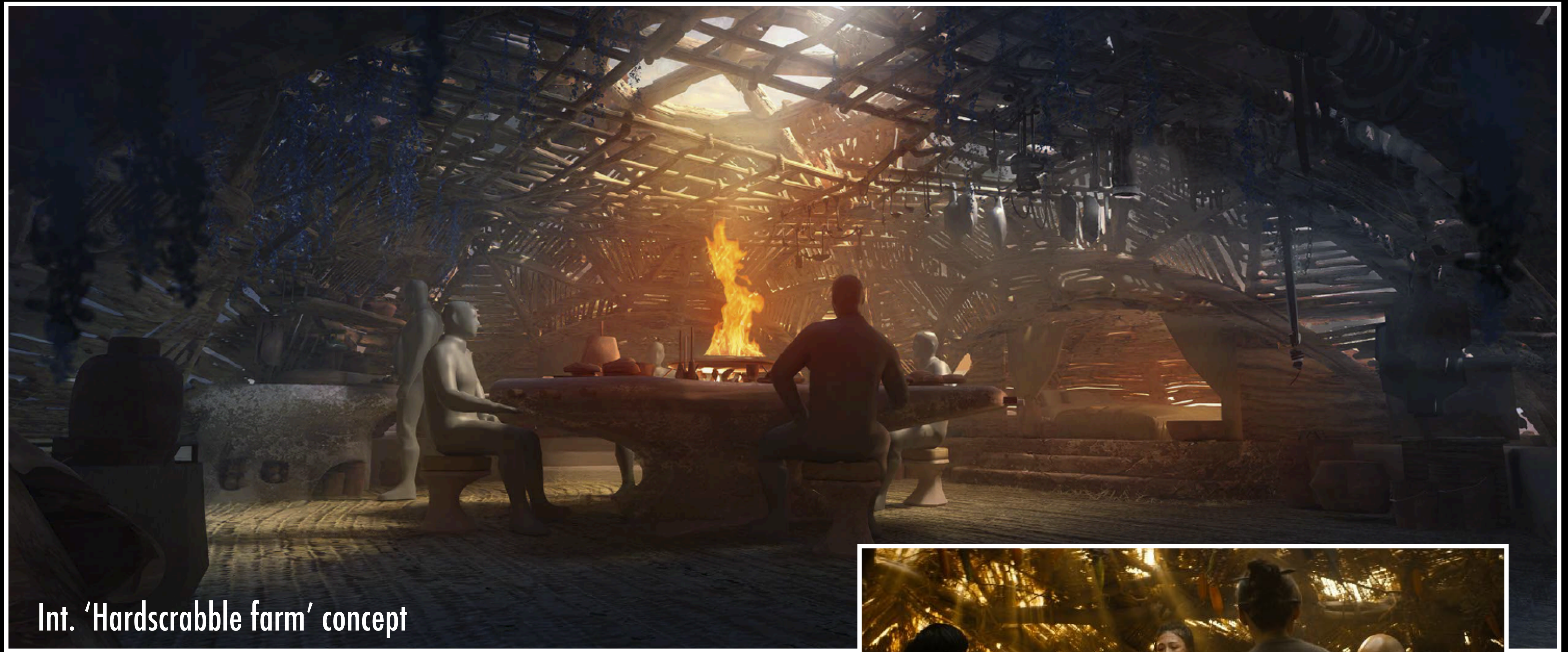
Ext. 'Hardscrabble farm planet' concept



Ext. 'Hardscrabble farm' concept



Ext. 'Hardscrabble farm' concept



Int. 'Hardscrabble farm' concept



Ext / Int. 'Mission Ship'

' A covert, stealth like, fortified vessel that can withstand any predatory force that it may come across.

Within it, a central communications hub, allowing the actors and camera to circulate around the focal point.

Giving more dynamic, flowing scenes that we would get with static, seated characters'.

Paul Kirby



Ext. 'Mission Ship' concepts

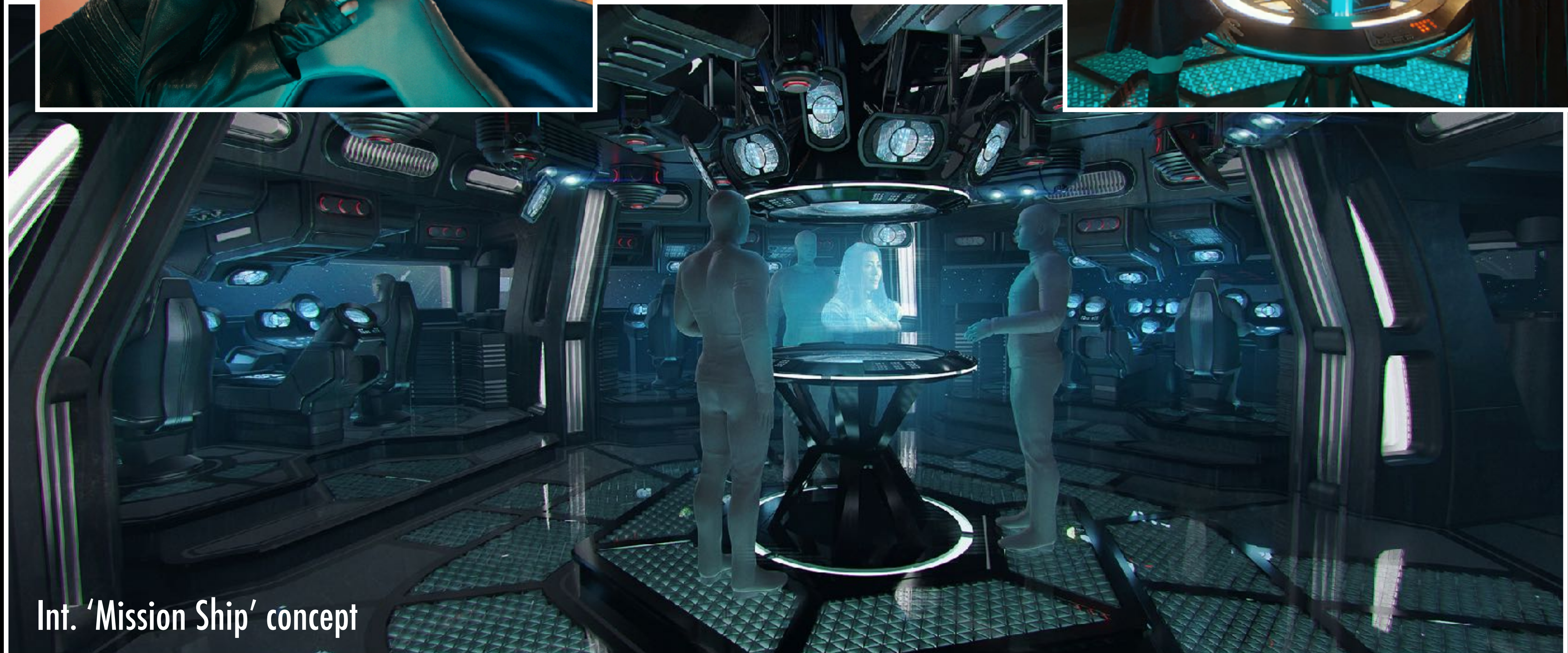


Ext. 'Mission Ship' concept



Int. 'Mission Ship' concept





Int. 'Mission Ship' concept





Ext. 'Mission Ship crash site' concept

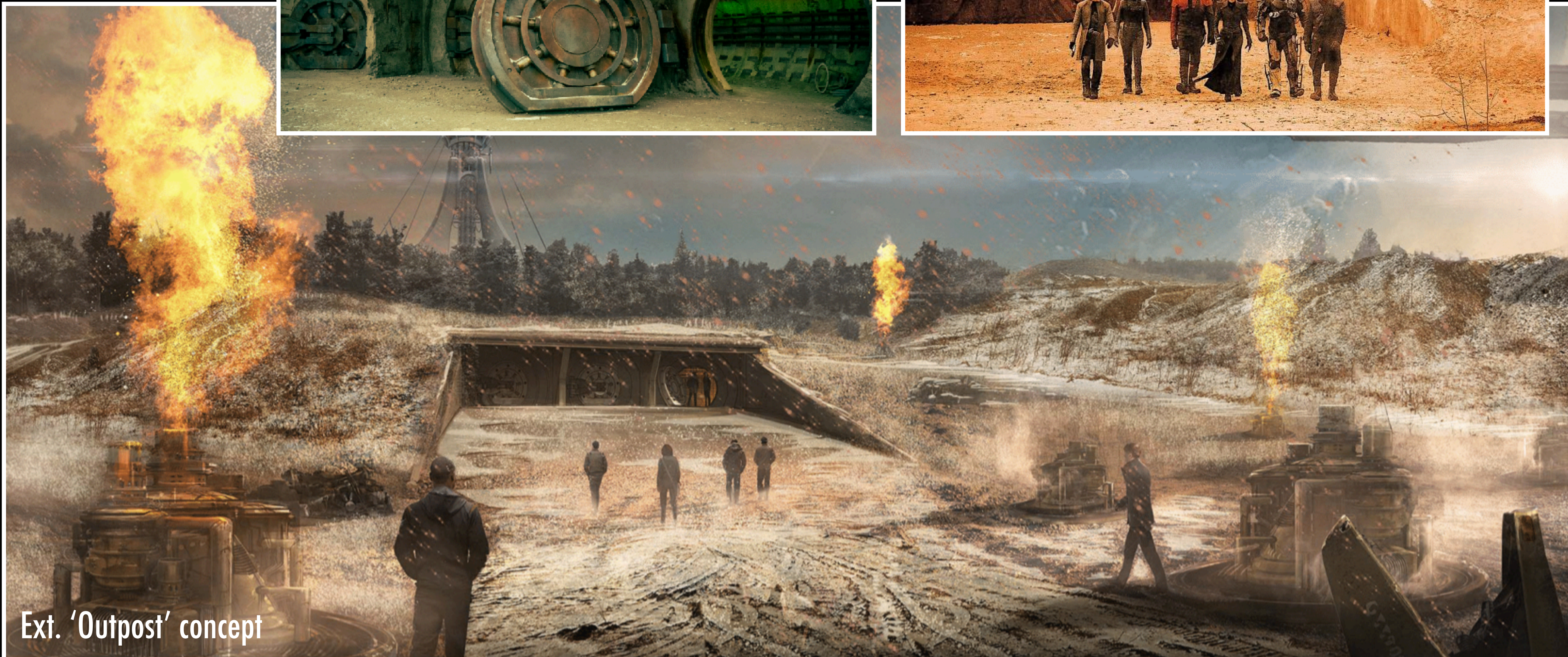
Ext / Int. 'Outpost'

'A harsh and unforgiving space. The texture, decay and chaos contrasts well with other environments in the movie'.

Paul Kirby



Ext. 'Outpost' concept

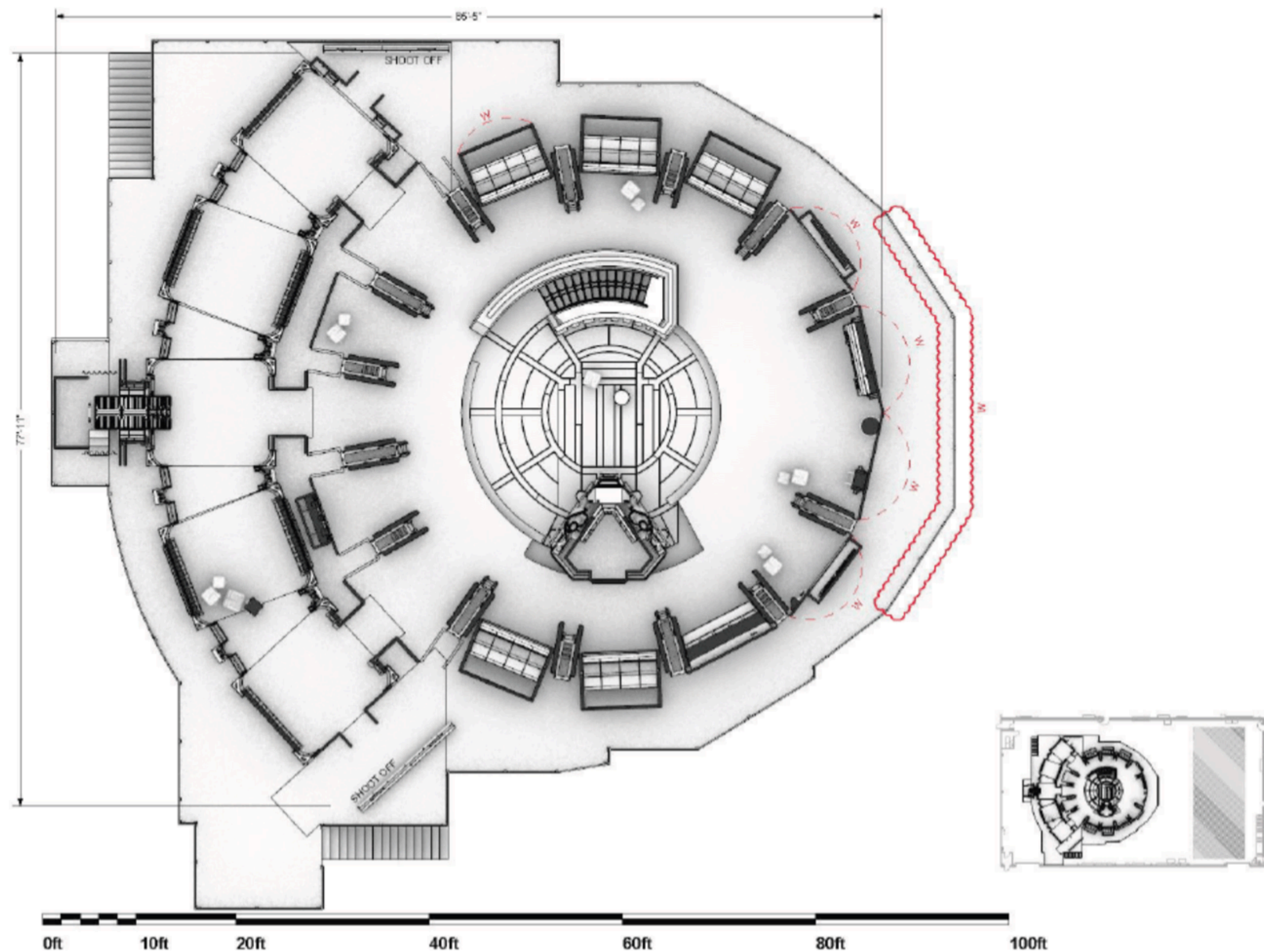


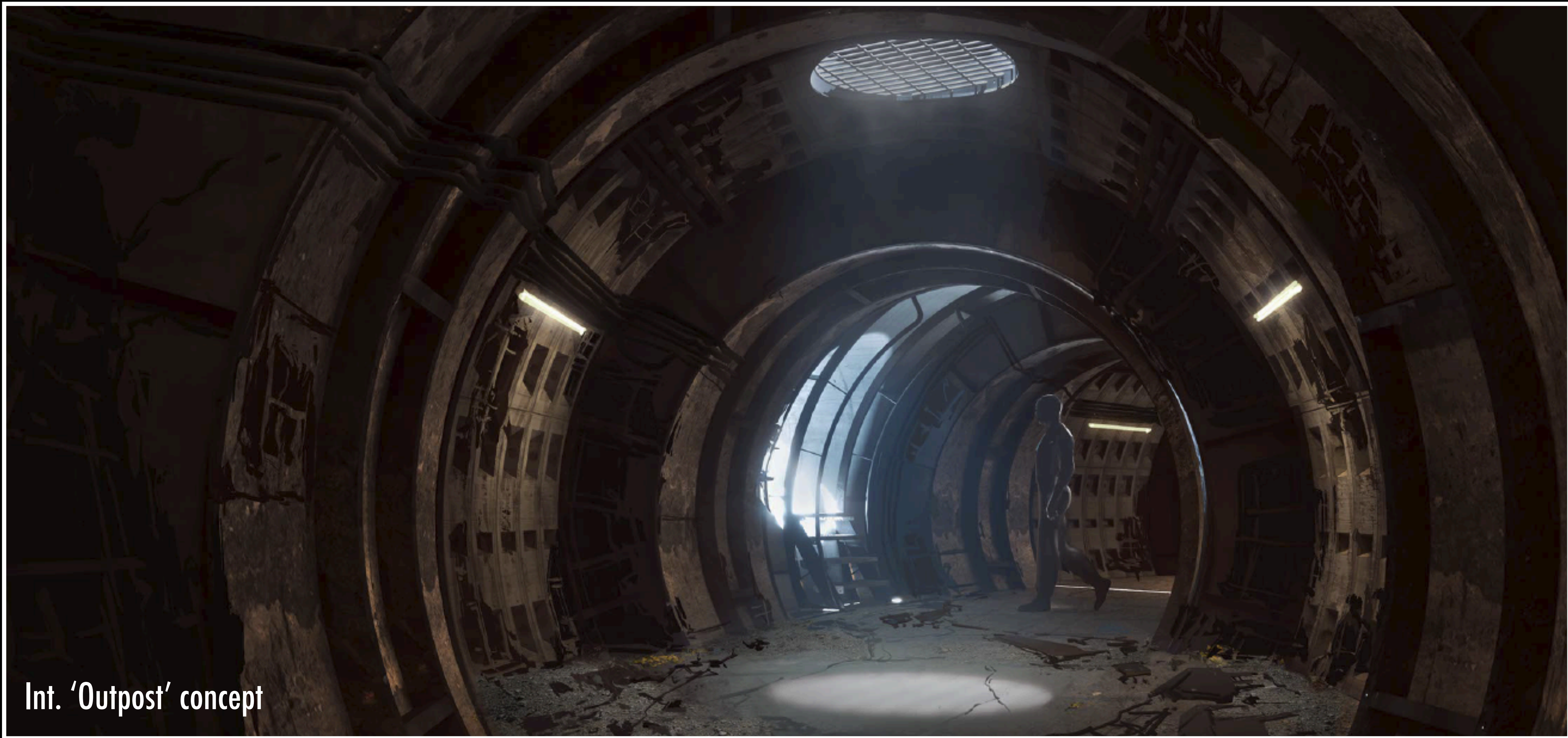
Ext. 'Outpost' concept



Int. 'Outpost' concept







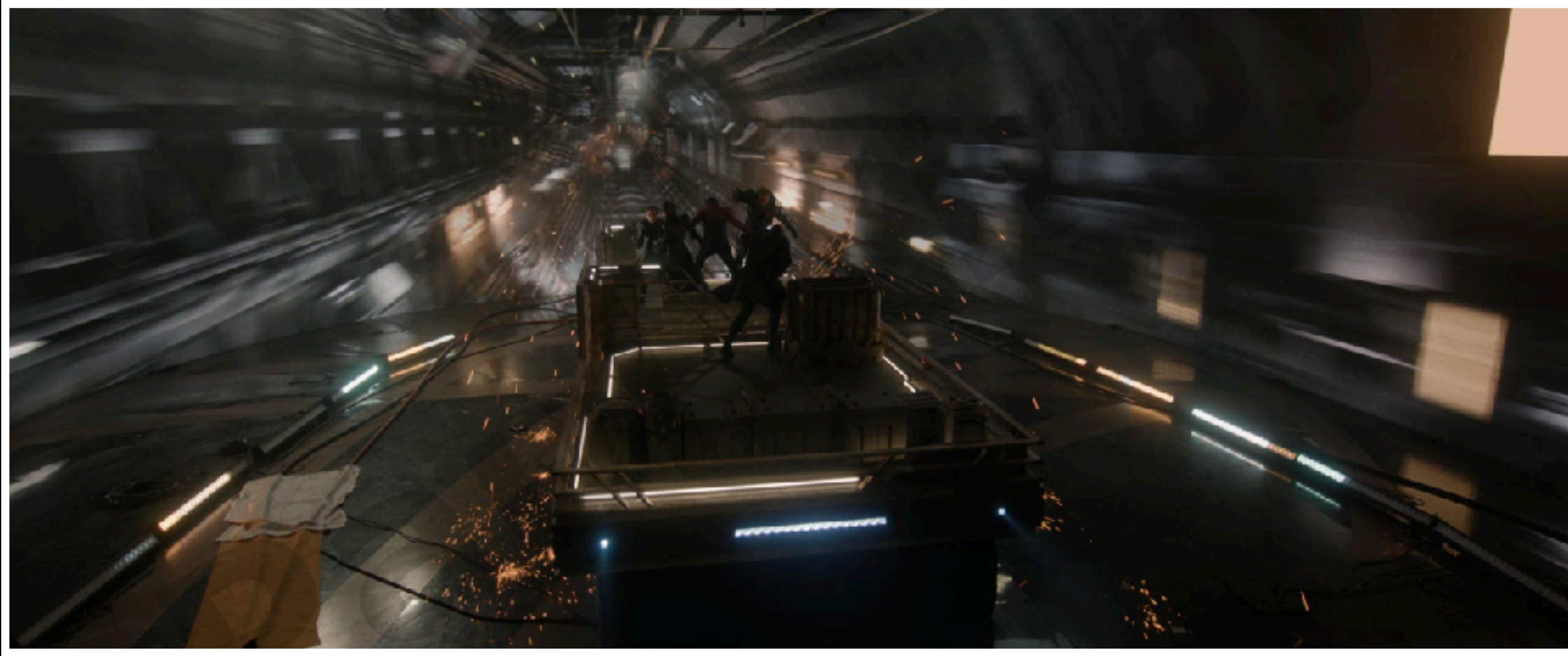
Int. 'Outpost' concept



Int. 'Outpost' concept

Int. 'Outpost' concept





Int. 'Outpost tunnel' concept

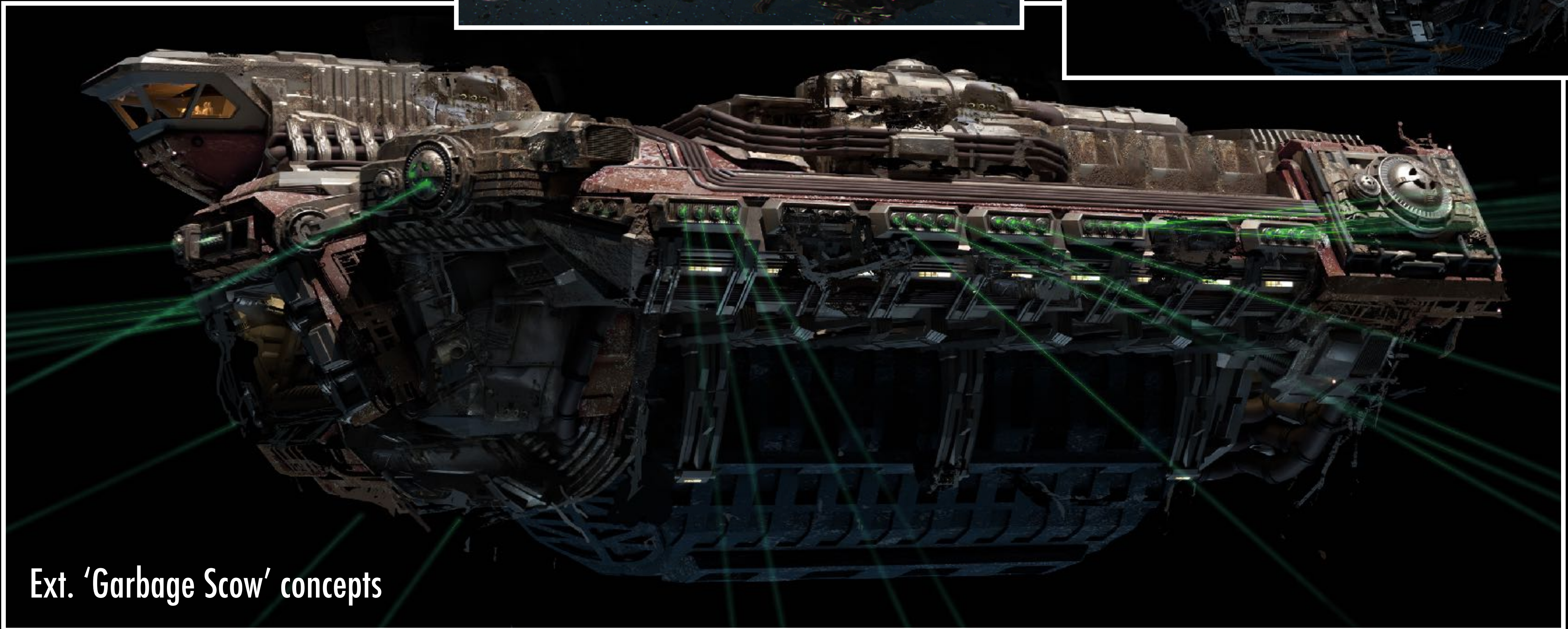
Ext / Int. 'Garbage Scow'

I wanted to portray an unloved, obsolete vessel that wouldn't look fit for purpose.

The characters must escape the planet and fight for survival in the sort of ride that you wouldn't want your date to turn up in.

Despite it's non symmetrical, dumpy, ugly lines it feels somehow appealing.'

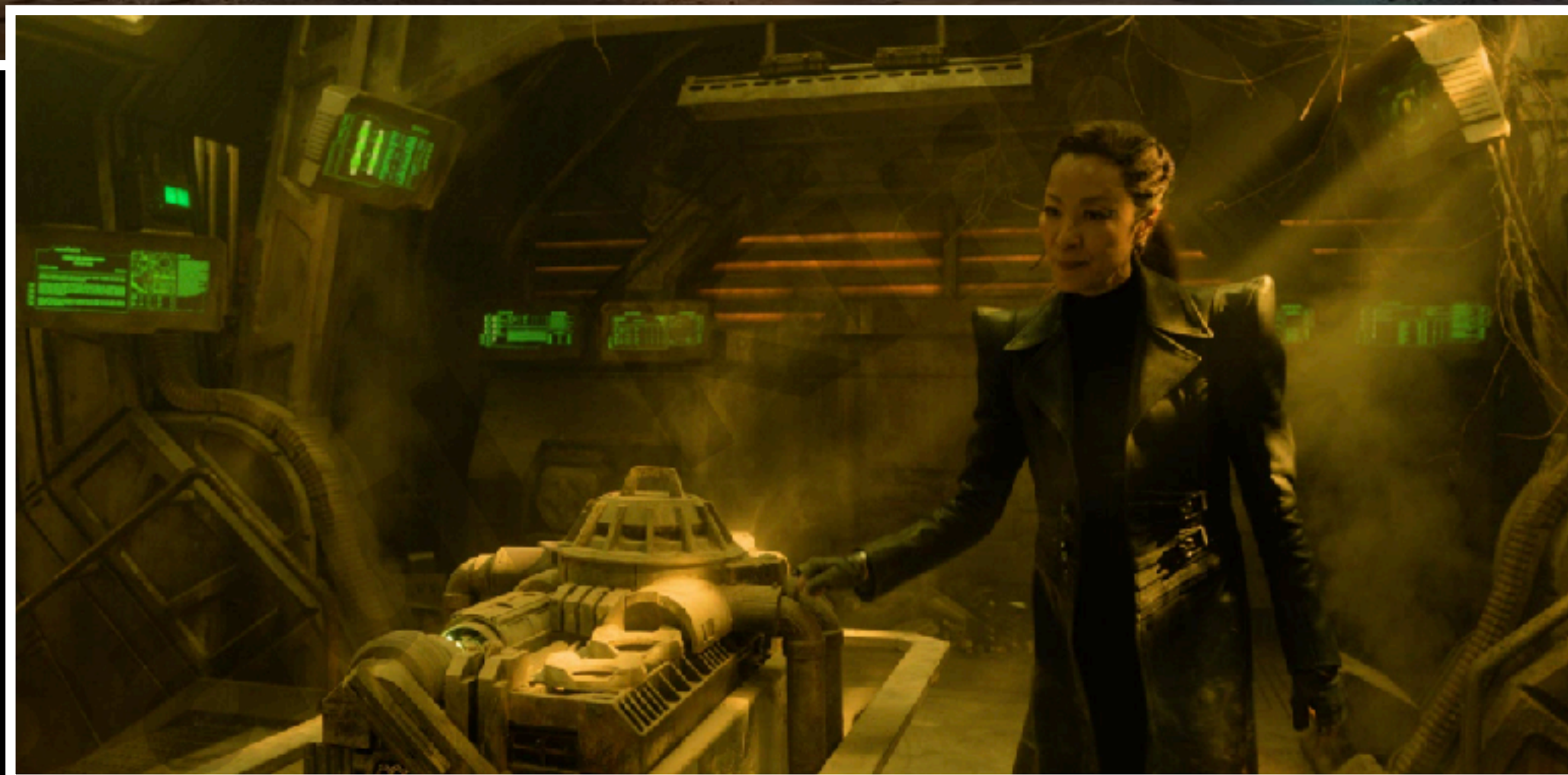
Paul Kirby



Ext. 'Garbage Scow' concepts



Int. 'Garbage Scow' concept



Int. 'Garbage Scow' concept

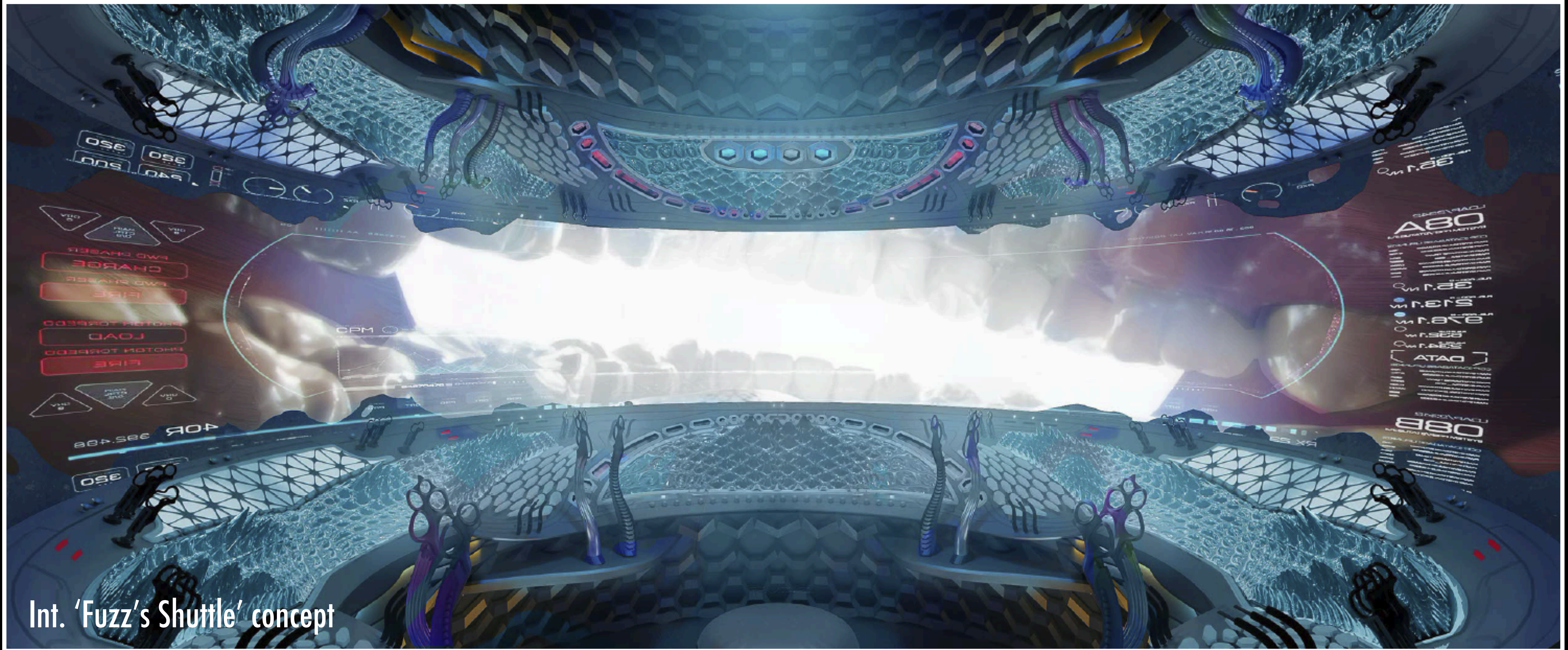


Ext / Int. 'Fuzz's Shuttle'

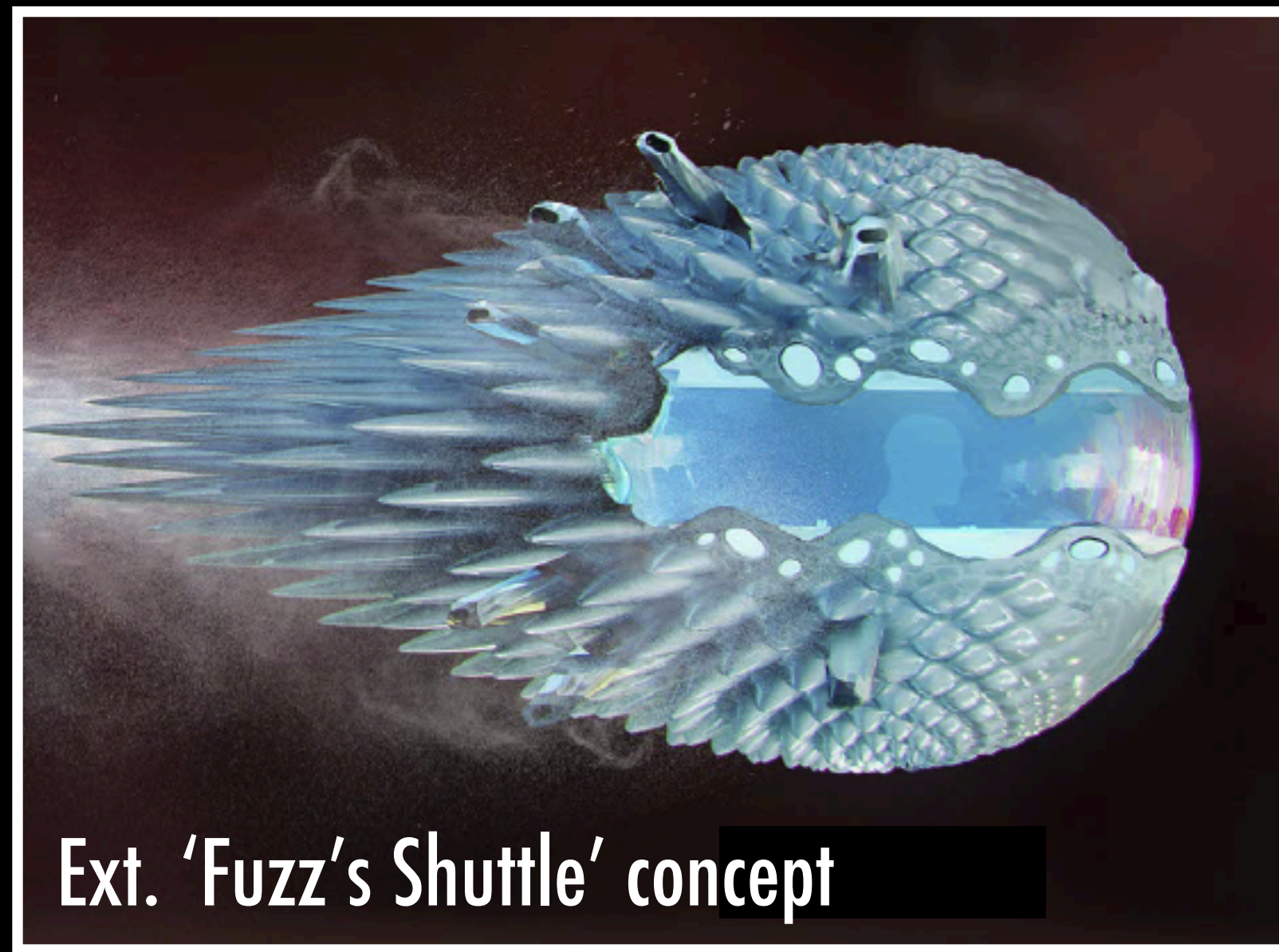
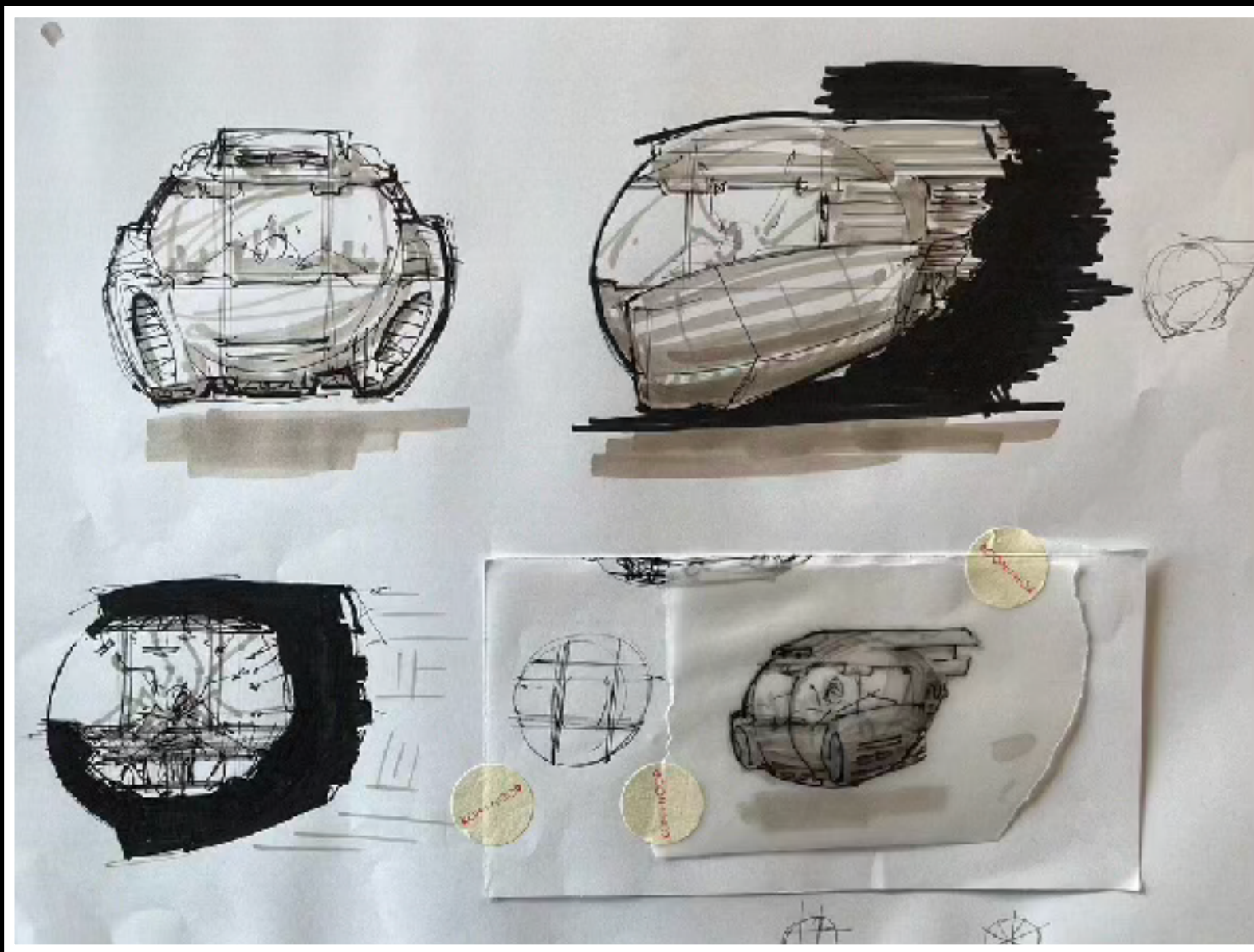
' I wanted this microscopic vessel to fuse organic and manufactured technology.

It must coexist and navigate within bodies and biological systems.'

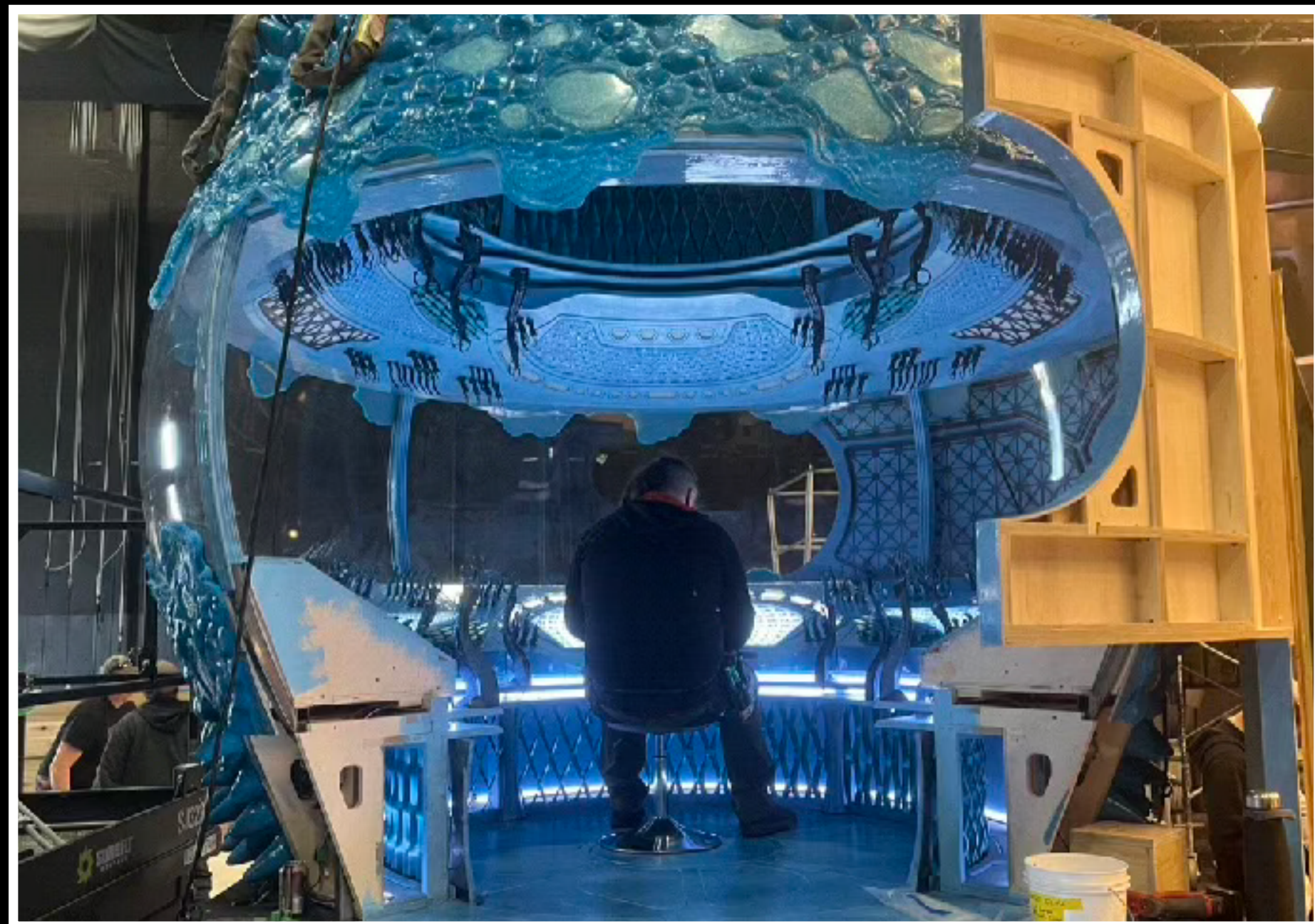
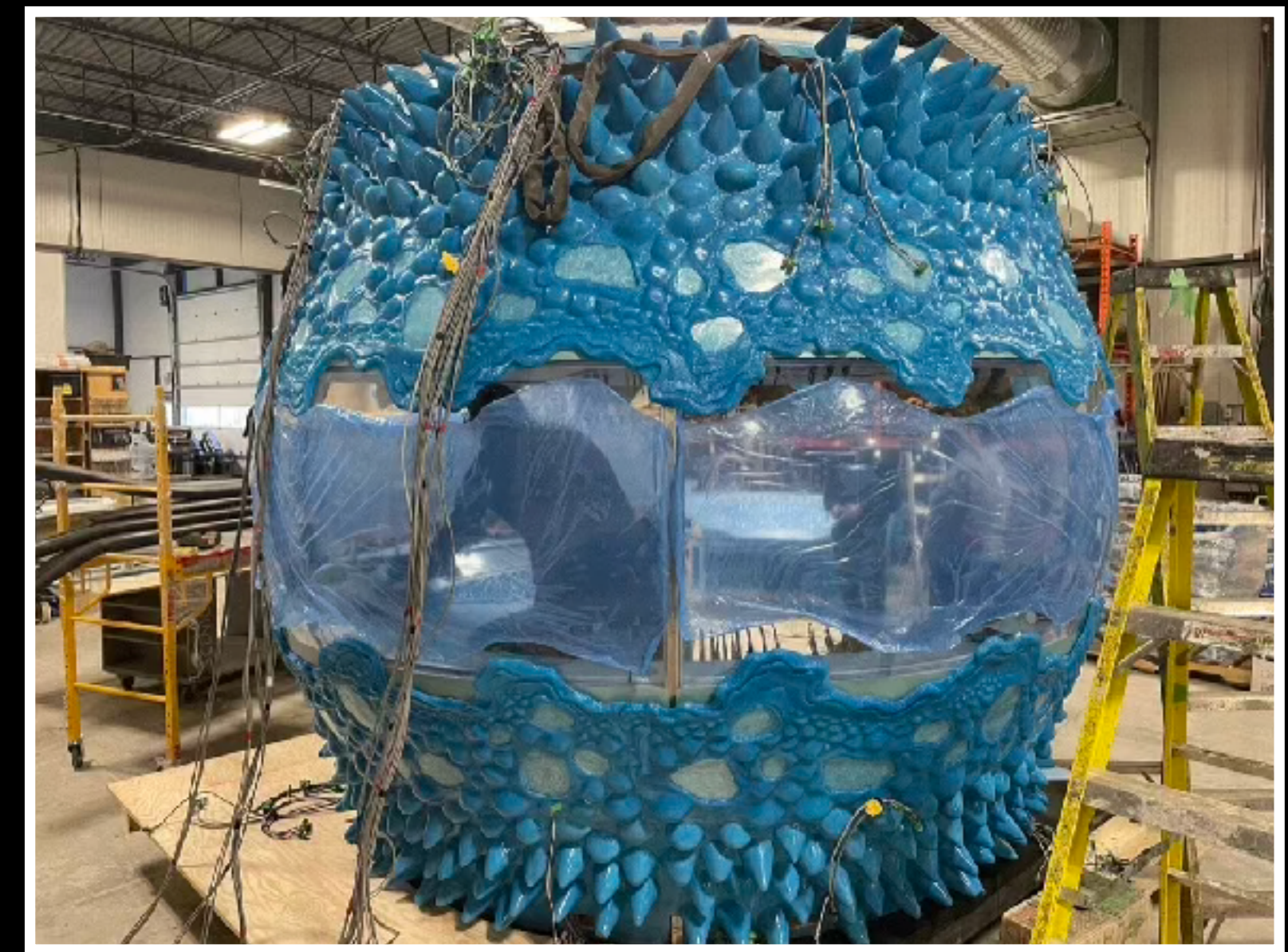
Paul Kirby



Int. 'Fuzz's Shuttle' concept



Ext. 'Fuzz's Shuttle' concept



Ext / Int. 'Terran Vessel'

'Taking inspirations from supercar details. Obtuse, angular and aggressive yet somehow appealing.

What every villains environment should be.

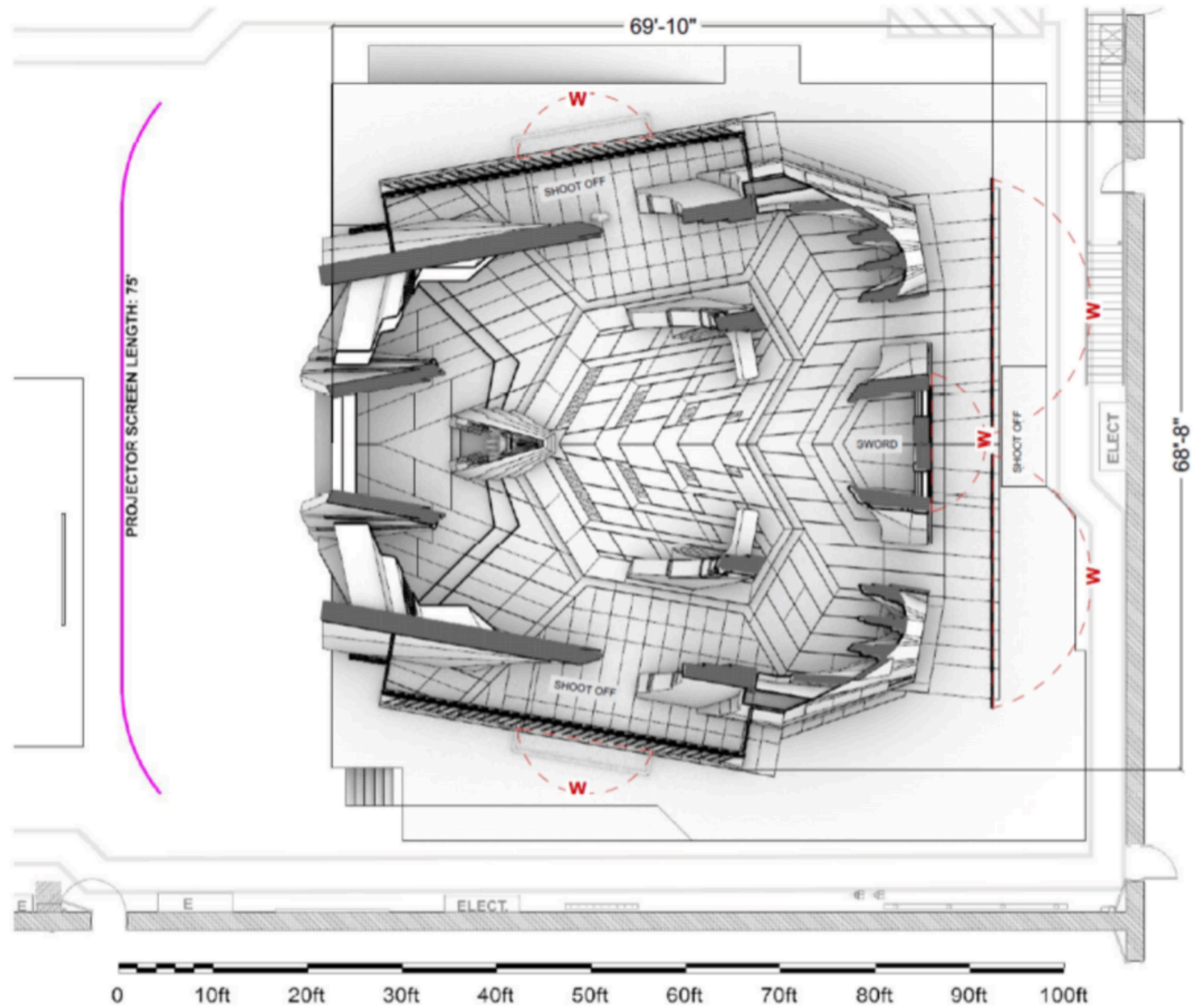
The exterior vessel alters its shape for a speedy attack or an intimidating stand off'.

Paul Kirby



Int. 'Terran Vessel' concept









Ext. 'Terran Vessel' concepts





Presented by
Paul Kirby
Production Designer