

PATRICK LUMB

PRODUCTION DESIGN

This spot gave me the opportunity to work once again with long time creative collaborator, the director **Harold Einstein**.

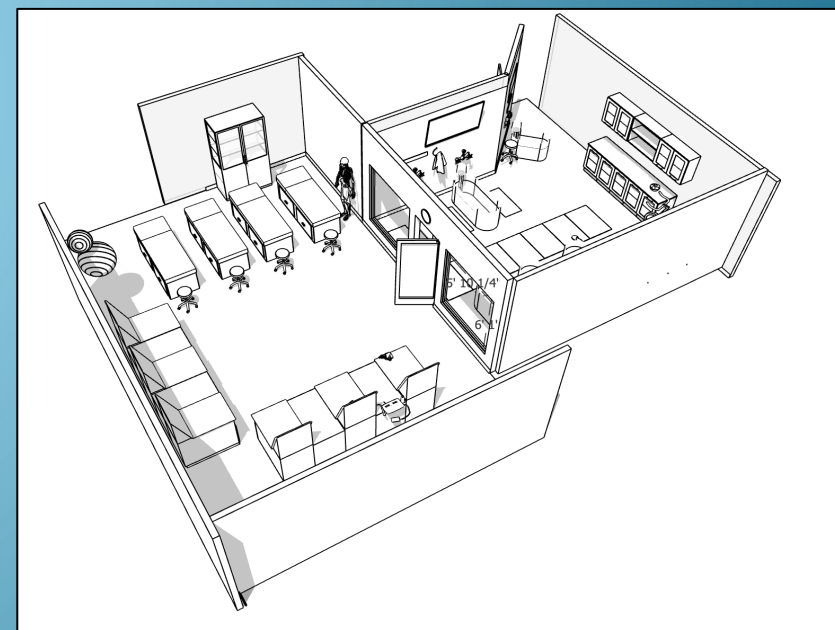
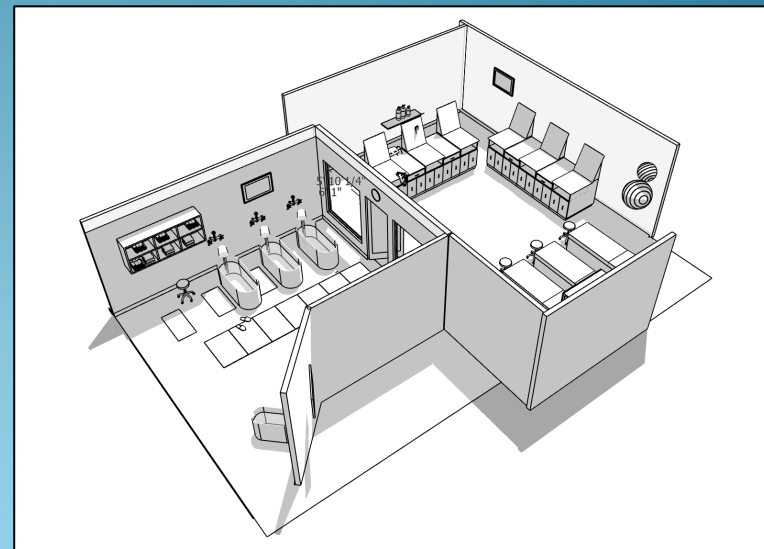
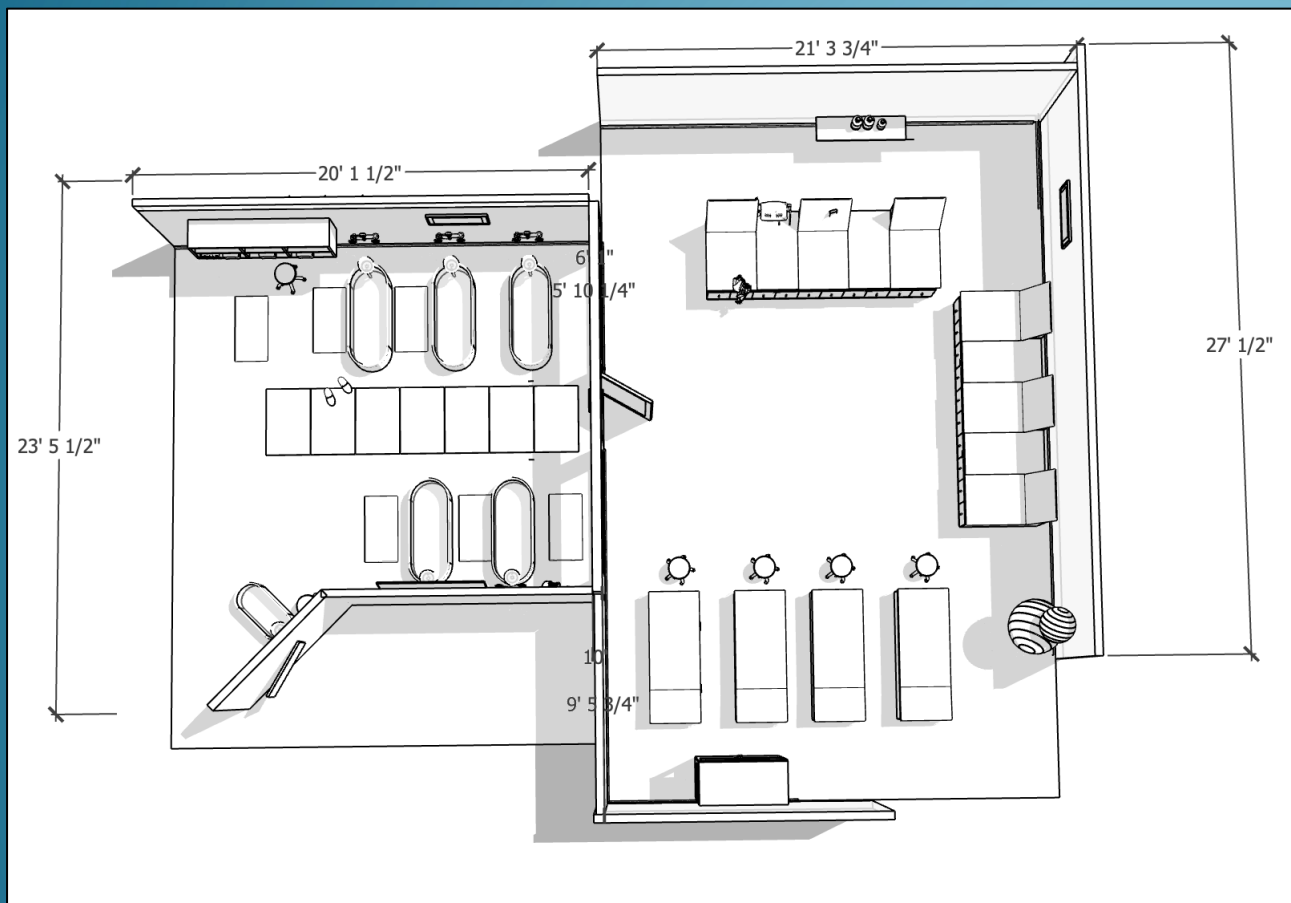
FOR **AWARDS CONSIDERATION**



We like to design the sets to scale in 3D, in that way Harold can create accurate storyboards from the renders, so his shot list can be determined ahead of the shoot days.

He also likes to shoot everything in camera (as much as possible) which falls onto my shoulders to orchestrate with Propmakers, SPFX, and VFX to bring to fruition.

ICE BREAKER & TAPED UP



FOR AWARDS CONSIDERATION

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3/D Set Render

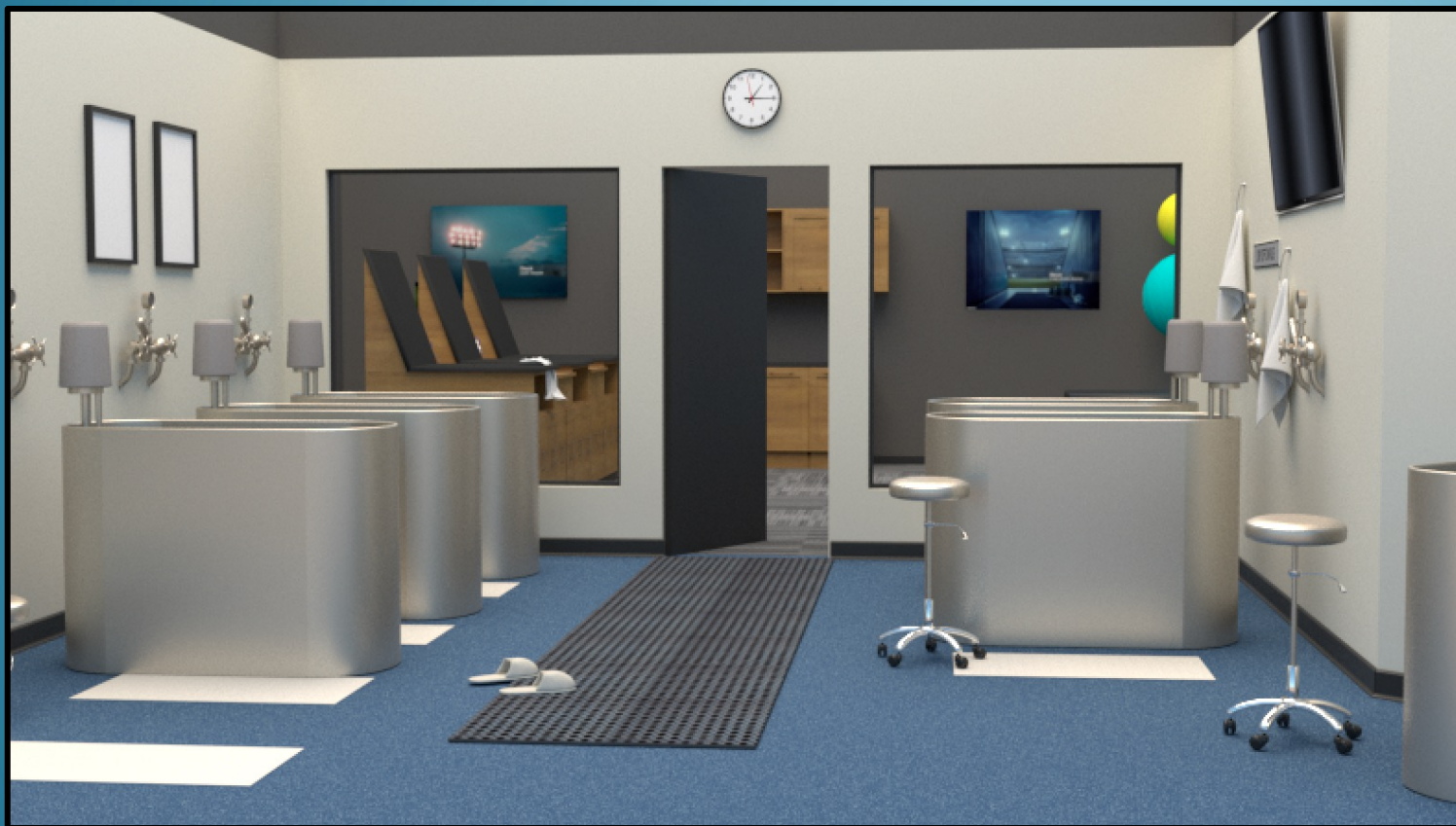
FOR AWARDS CONSIDERATION



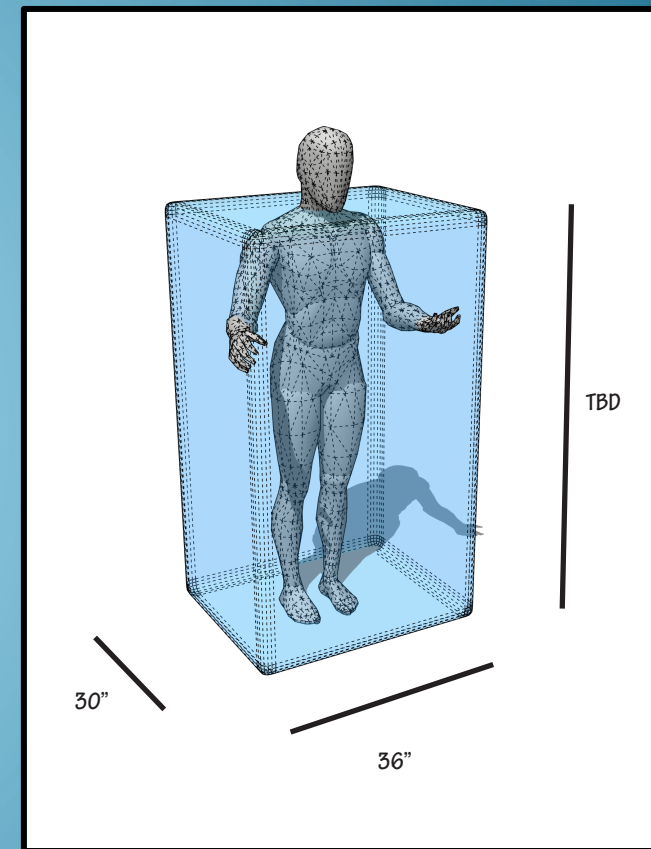
Build Still

ICE BREAKER

FOR AWARDS CONSIDERATION



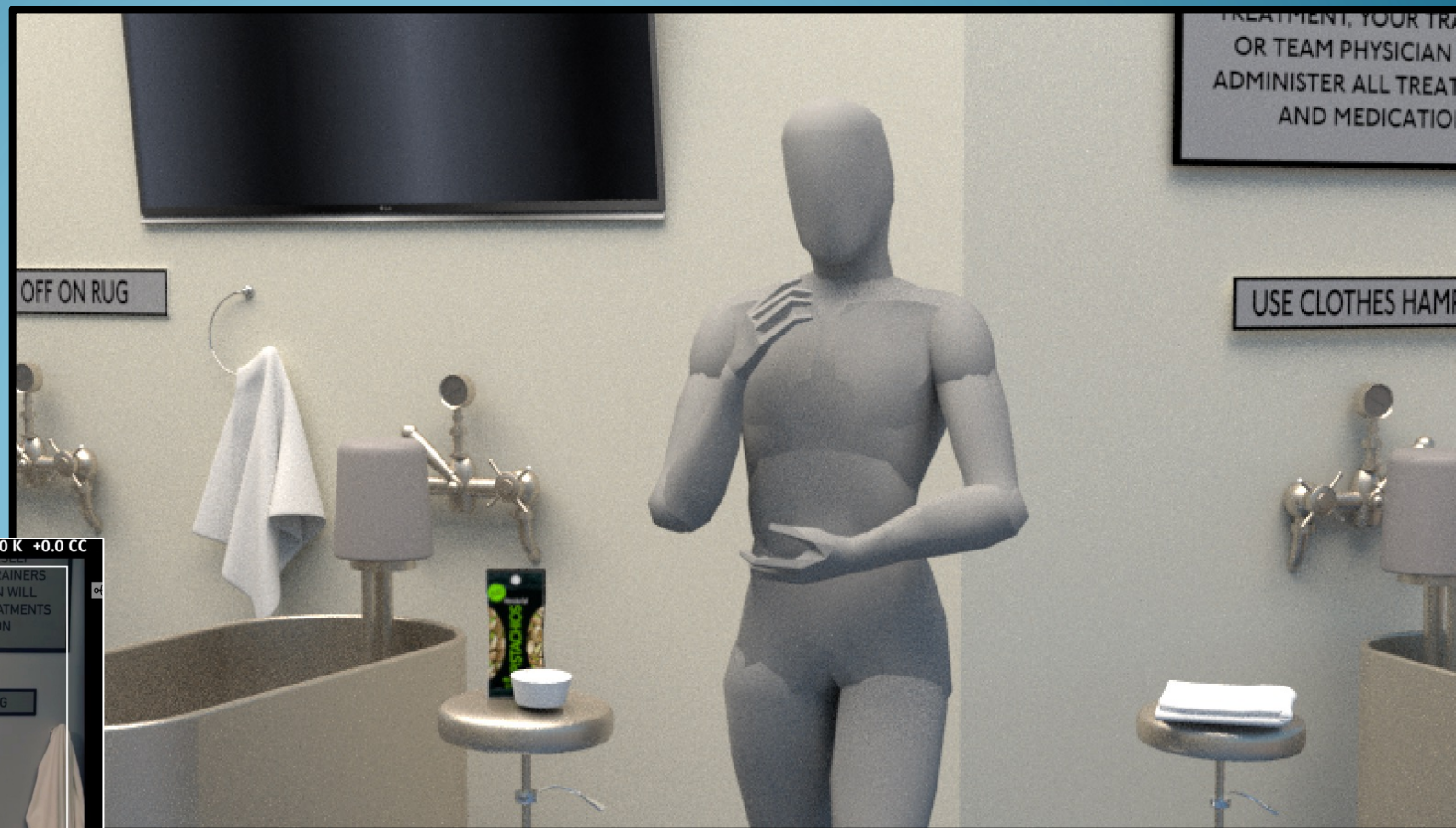
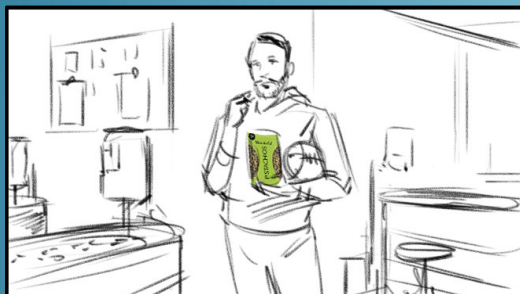
3/D Set Render



ICE BREAKER

FOR AWARDS CONSIDERATION

Storyboard

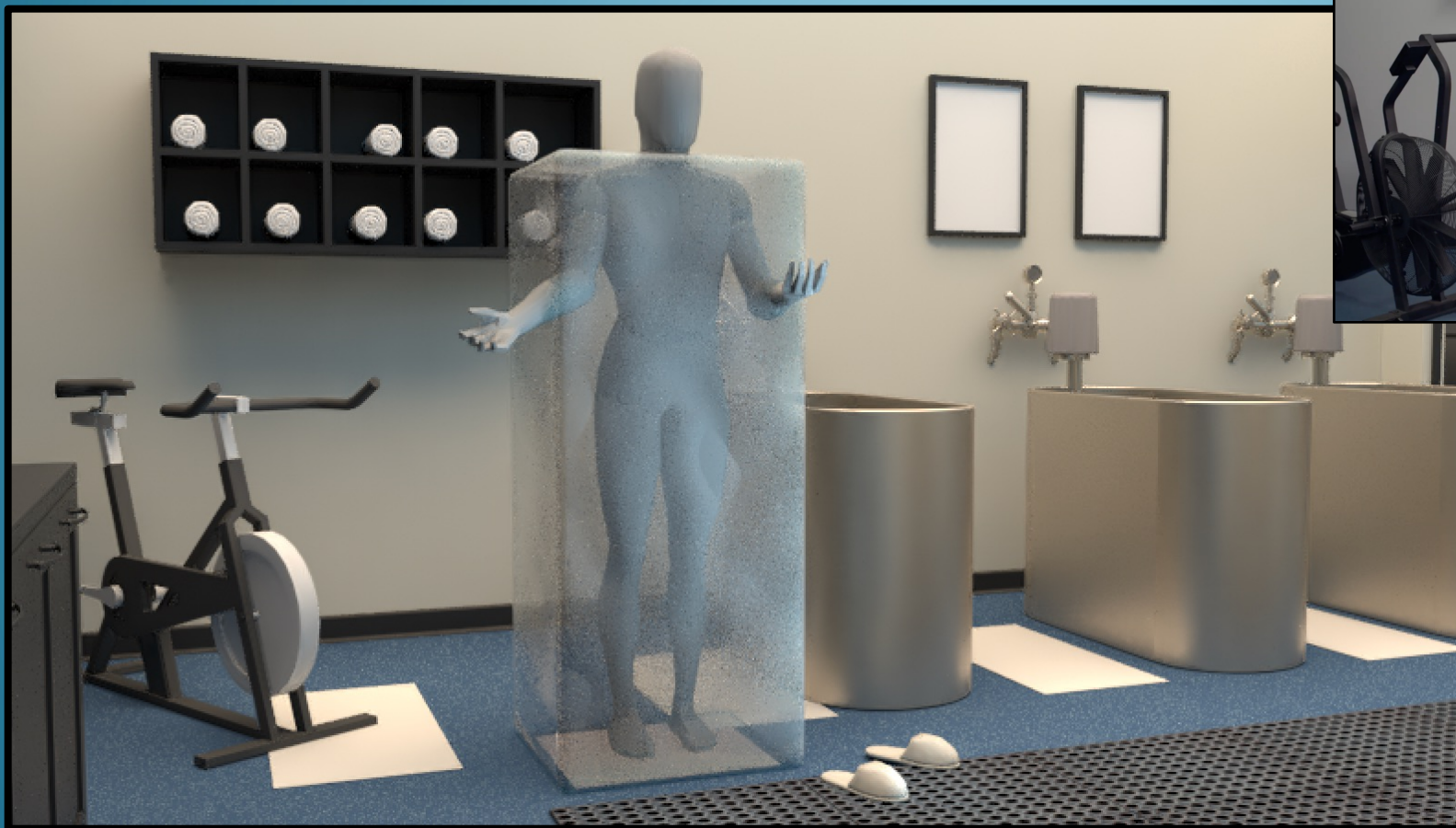


Shoot Still

3/D Set Render

ICE BREAKER

3/D Set Render



Shoot Still

FOR AWARDS CONSIDERATION



Storyboard

ICE BREAKER

3/D Set Render

FOR AWARDS CONSIDERATION

Storyboard

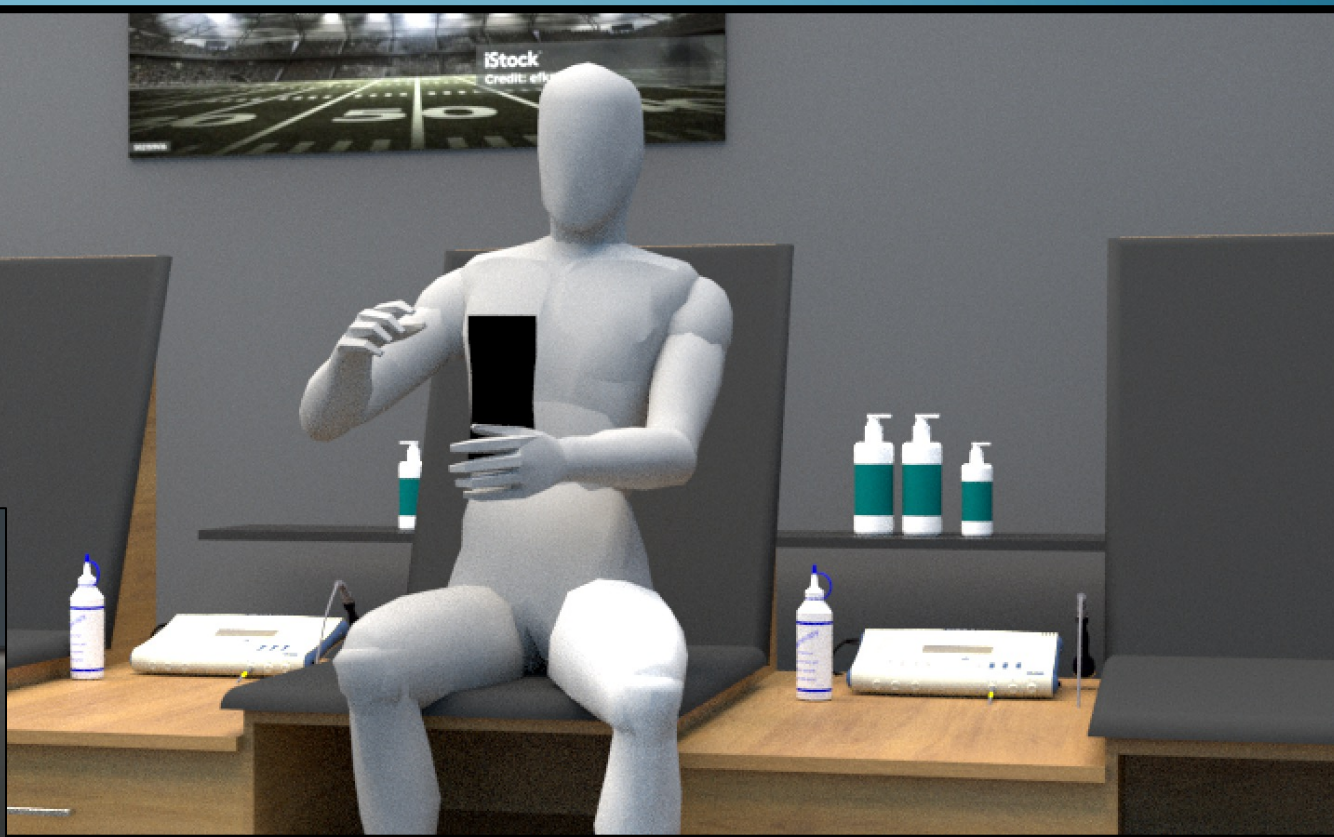


Shoot Still

TAPED UP

FOR AWARDS CONSIDERATION

Storyboard



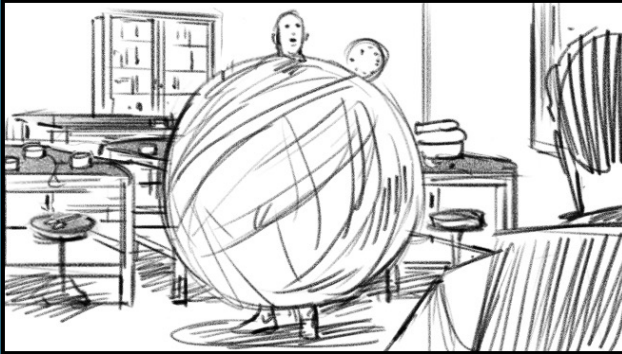
Shoot Still

3/D Set Render

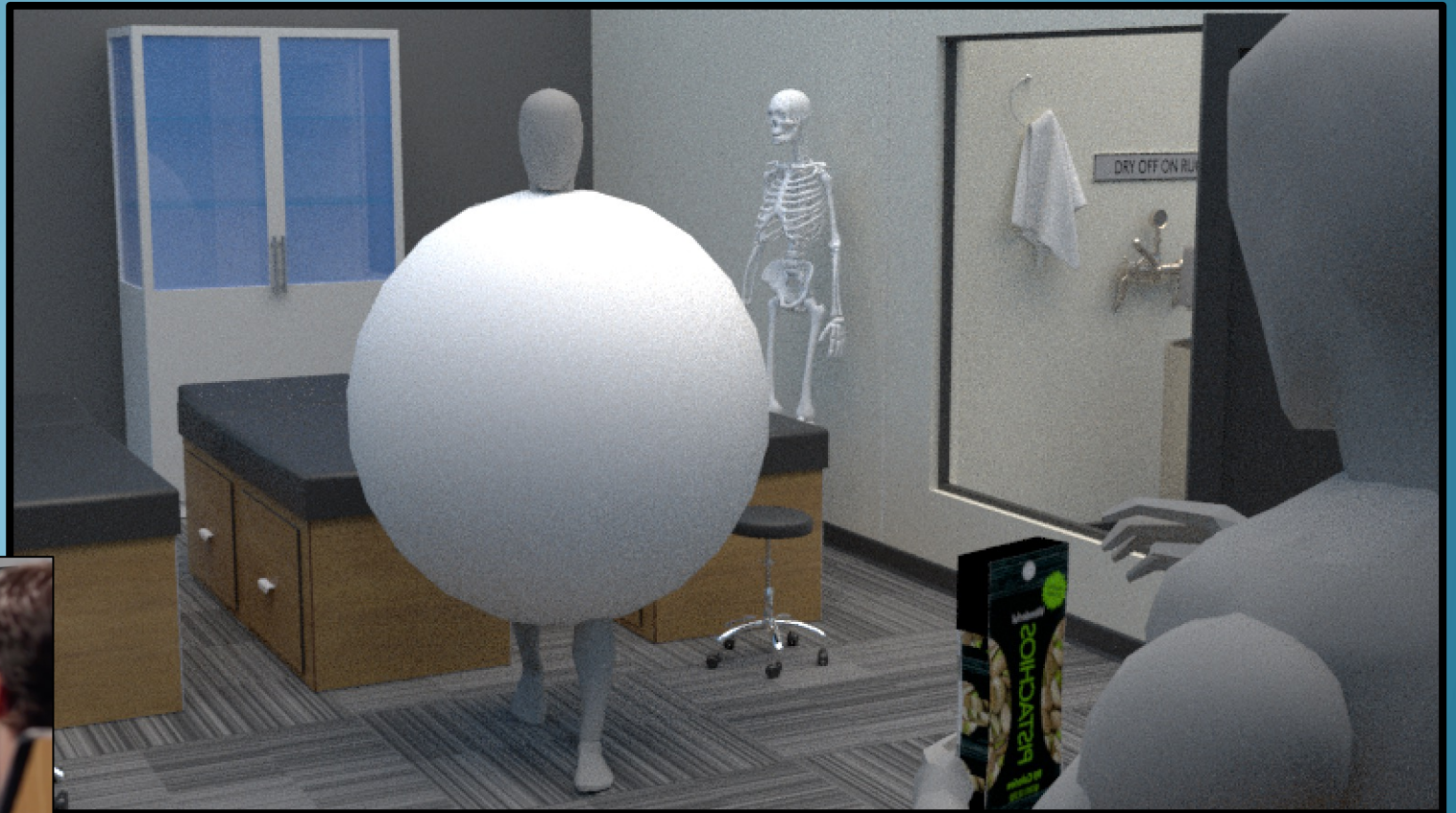
TAPED UP

FOR AWARDS CONSIDERATION

Storyboard



Shoot Still

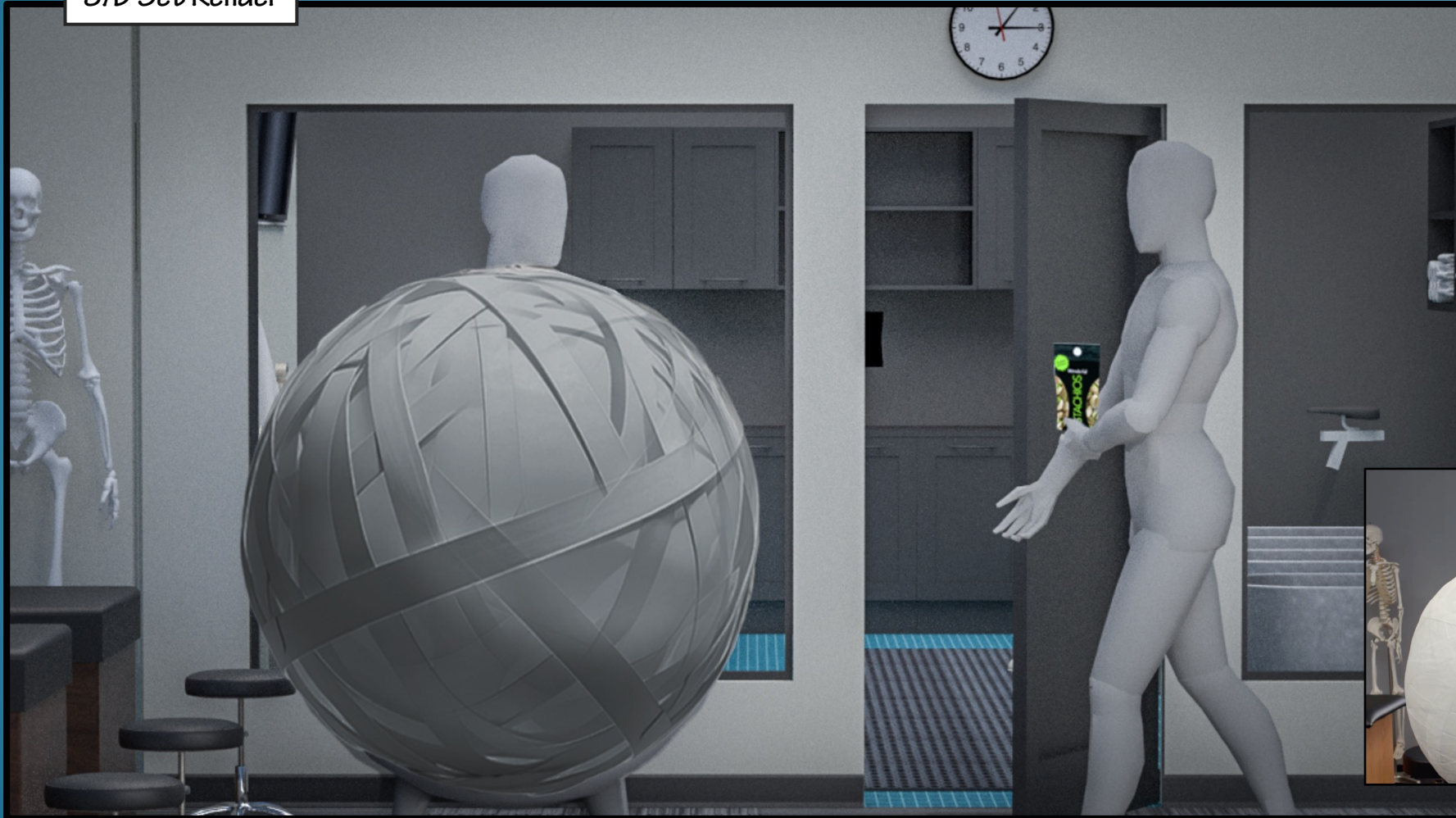


3/D Set Render

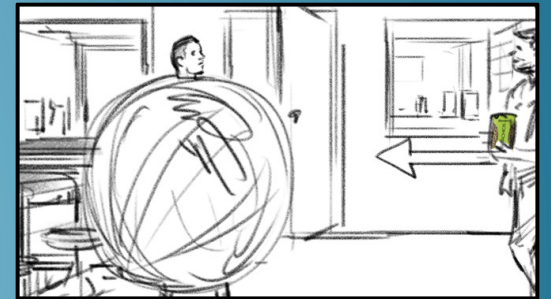
TAPED UP

FOR AWARDS CONSIDERATION

3/D Set Render



Storyboard



Shoot Still



PATRICK LUMB
PRODUCTION DESIGN

FOR AWARDS CONSIDERATION



Shot on Stage at



Under the Jurisdiction of



THANKS TO THE ENTIRE CAST AND CREW!

AND THANK YOU FOR YOUR CONSIDERATION!

ICE BREAKER