

PATRICK LUMB
PRODUCTION DESIGN

FOR AWARDS CONSIDERATION

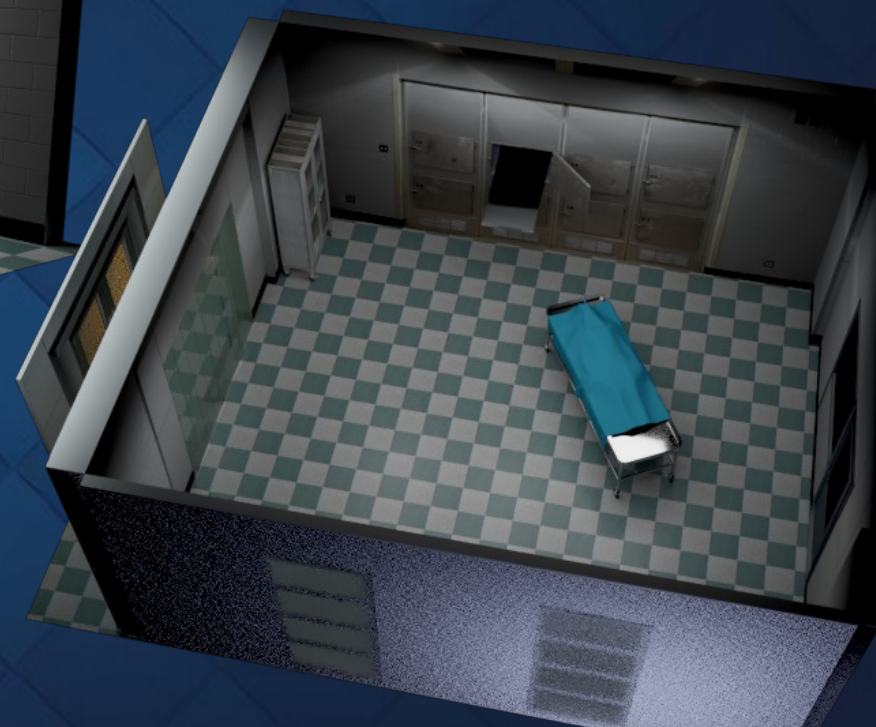
This spot gave me the opportunity to work
once again with long time creative collaborator,
the director **Harold Einstein**.



dummy.

PACKER
PRODUCTIONS

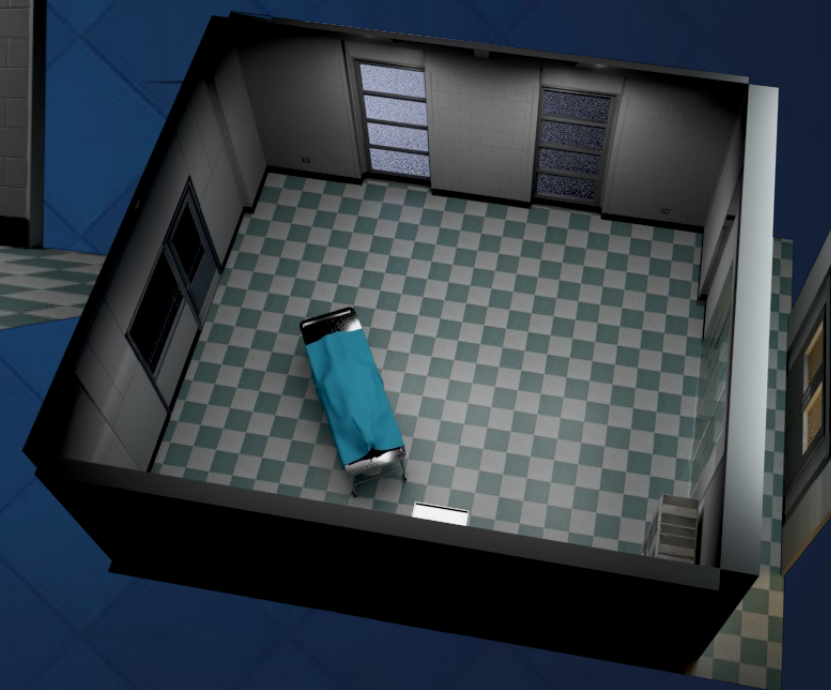
We like to design the sets to scale in 3D, in that way Harold can create accurate storyboards from the renders, so his shot list can be determined ahead of the shoot days.



SET RENDERS



Harold 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 everything to fruition.



SET RENDERS

Storyboard



SHOOT STILL



SET RENDER





SET RENDER

Storyboard



SHOOT STILL



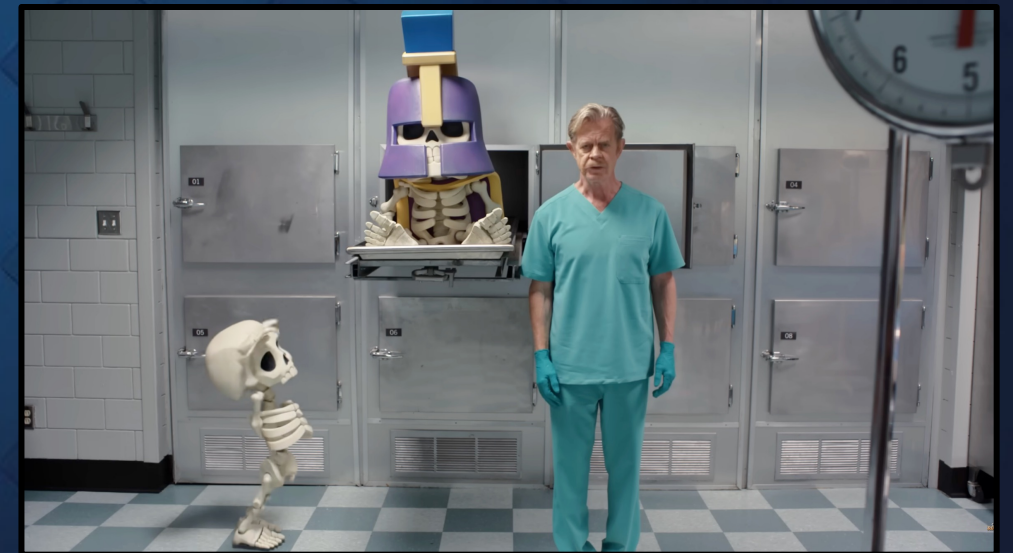


SET RENDER

Storyboard



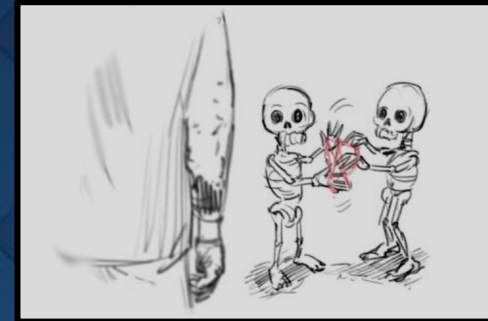
SHOOT STILL



Storyboard



SET RENDER



SHOOT STILL



PATRICK LUMB

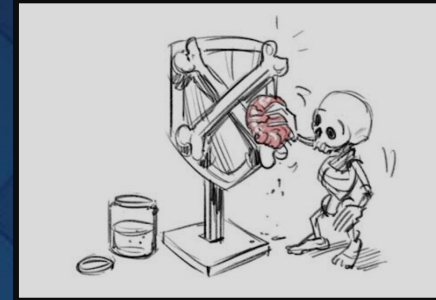
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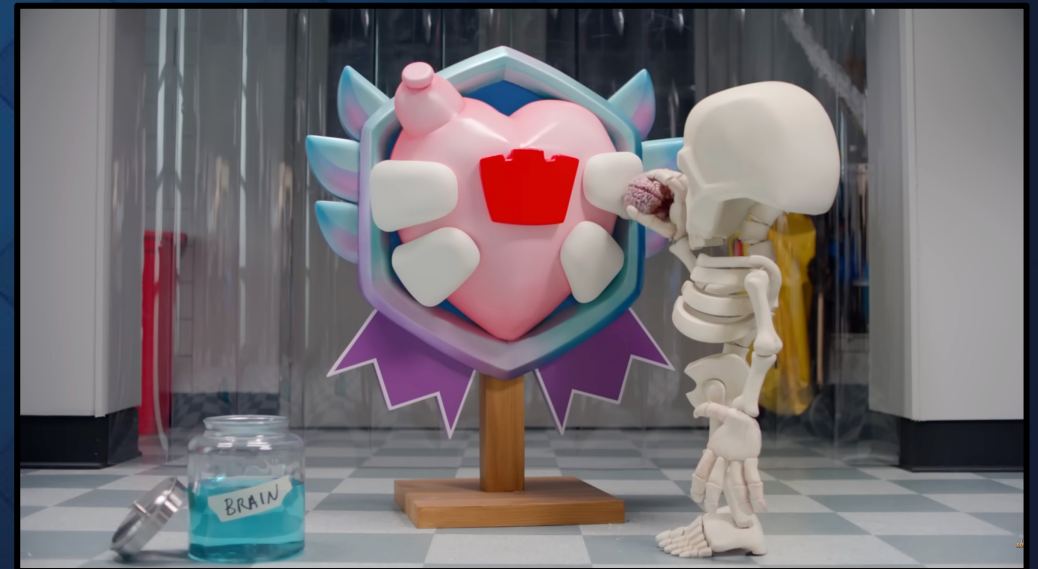


SET RENDER

Storyboard and final Badge design



SHOOT STILL



Storyboard



SHOOT STILL

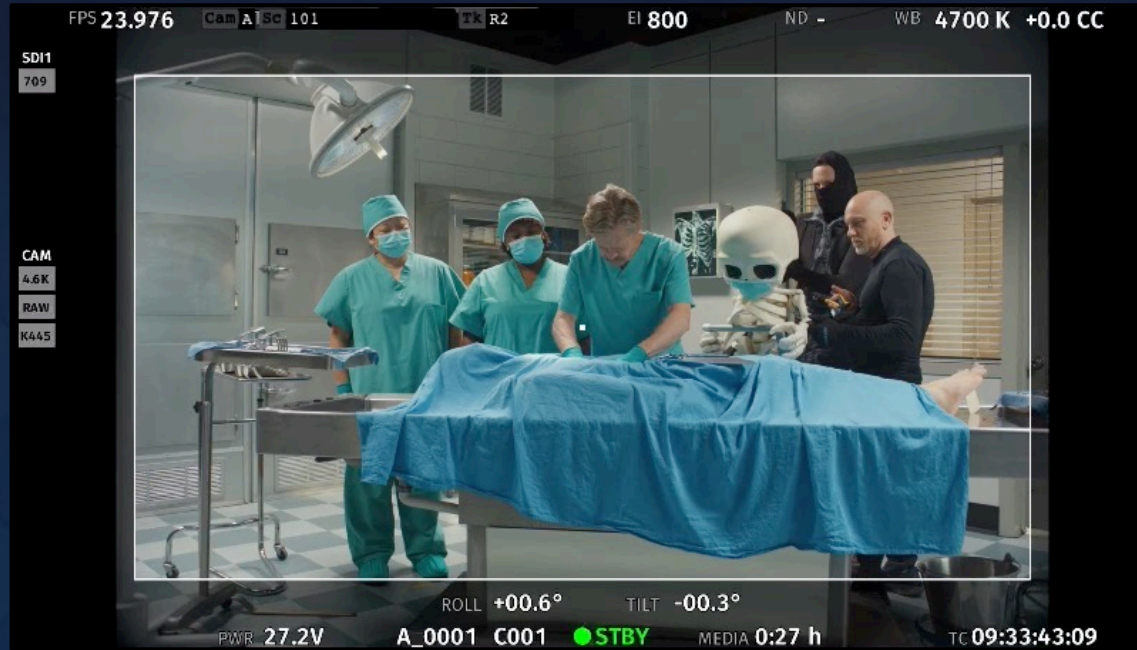


SET RENDER



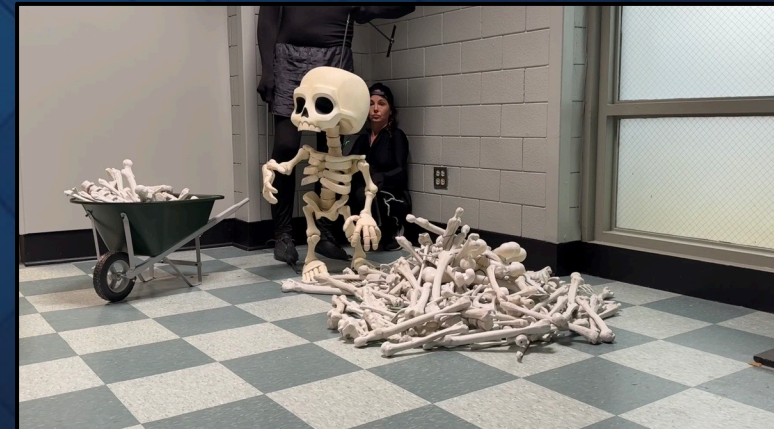
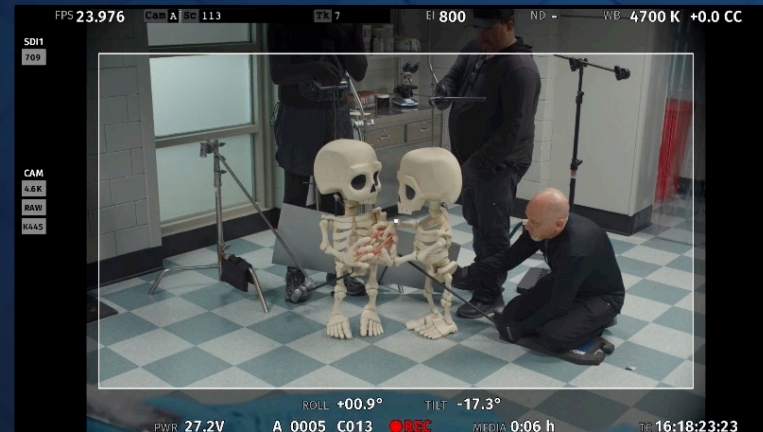
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Behind the Scenes with the Puppeteers



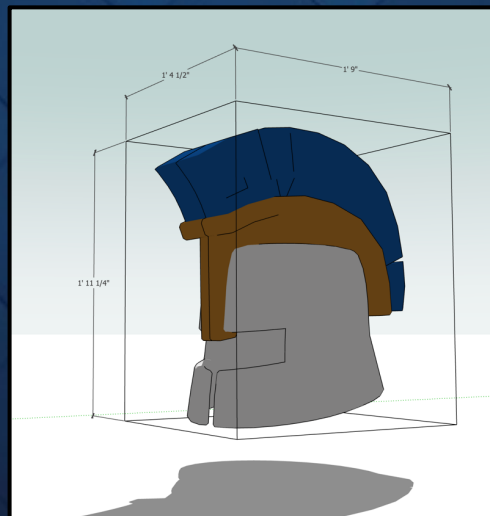
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3D Printed Skeletons & Sculpted and Cast Props



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THANKS TO THE ENTIRE CAST AND CREW !



Shot on Stage at



Under the Jurisdiction of



**AND
THANK YOU
FOR YOUR
CONSIDERATION !**