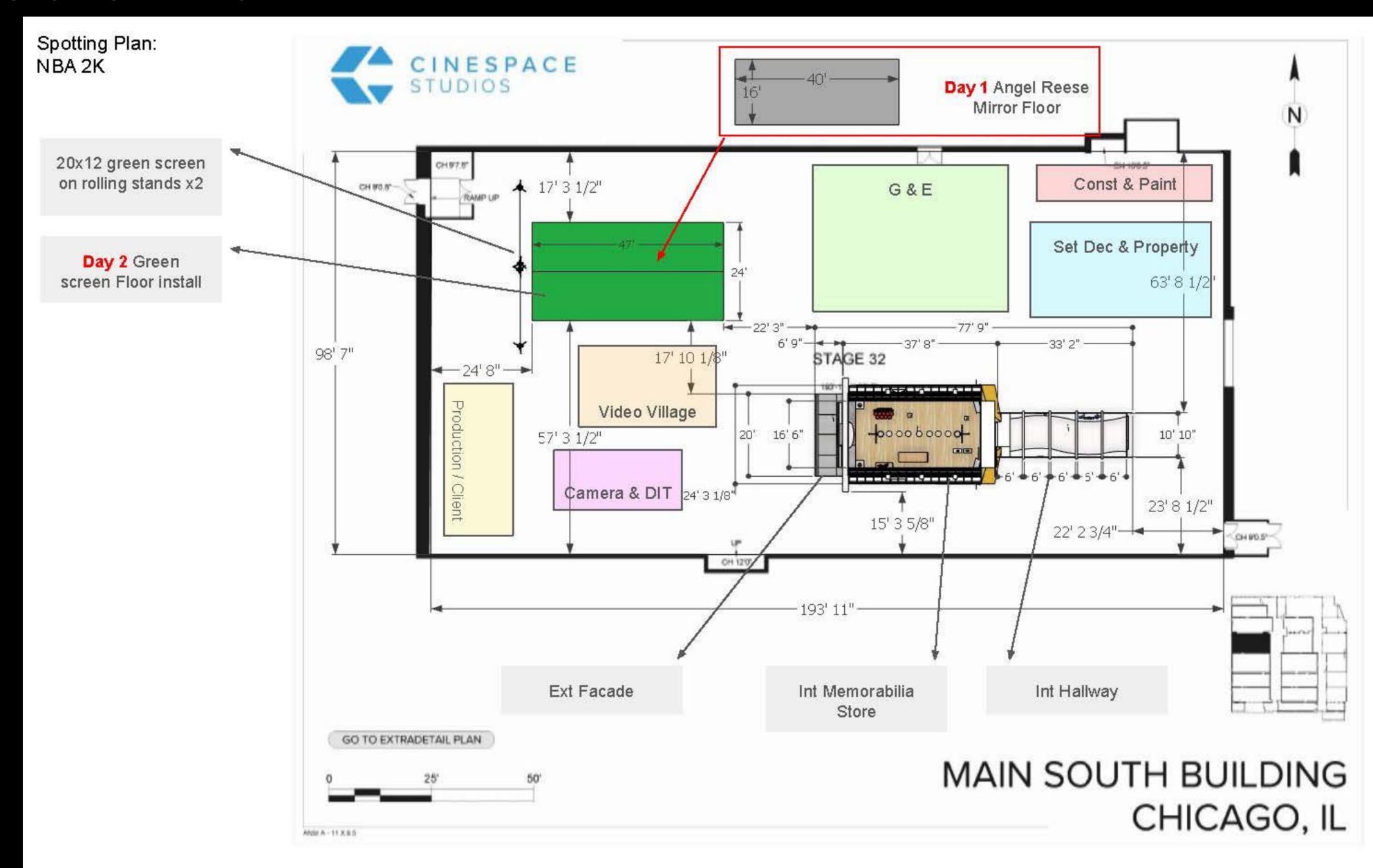


### SETS

- 1 STORE FRONT/STAGE
- 2 FAN STORE INTERIOR/STAGE
- 3 HALLWAY/MUSEUM/STAGE
- 4 ANGEL R COURT 1/mirror path, Green Screen
- 5 SGA COURT 2.1 2.2 2.3/Green screen
- 6 MELO IN GAME MODE(GREEN SCREEN) COURT 3

### SETS SPOTTING PLAN



SIORE FRON







STORE - Treatment design FAN STORE

CALMATIC // PRETTYBIRD

# FAN STORE





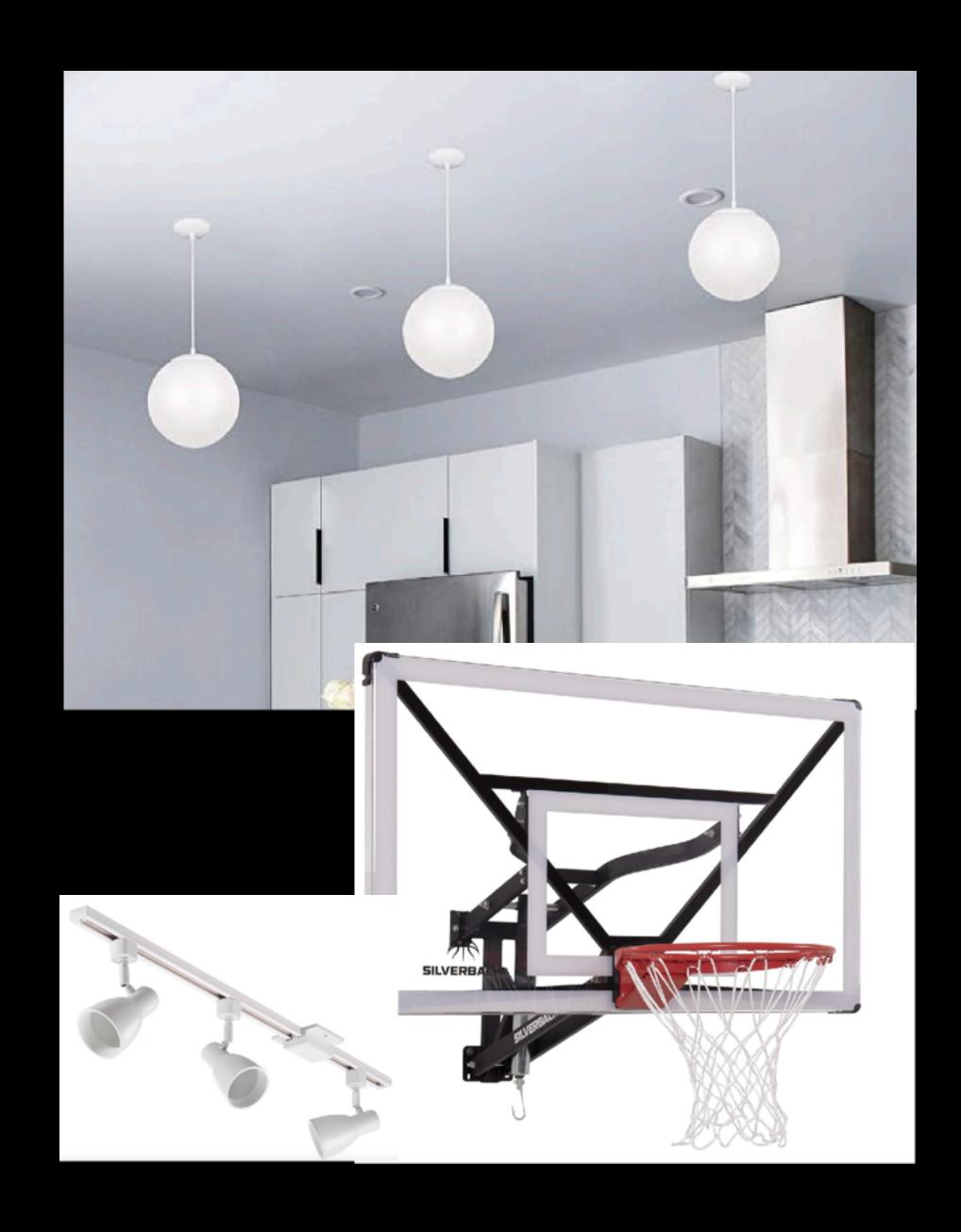
### STORE - DESIGN CONCEPT



### STORE reverse



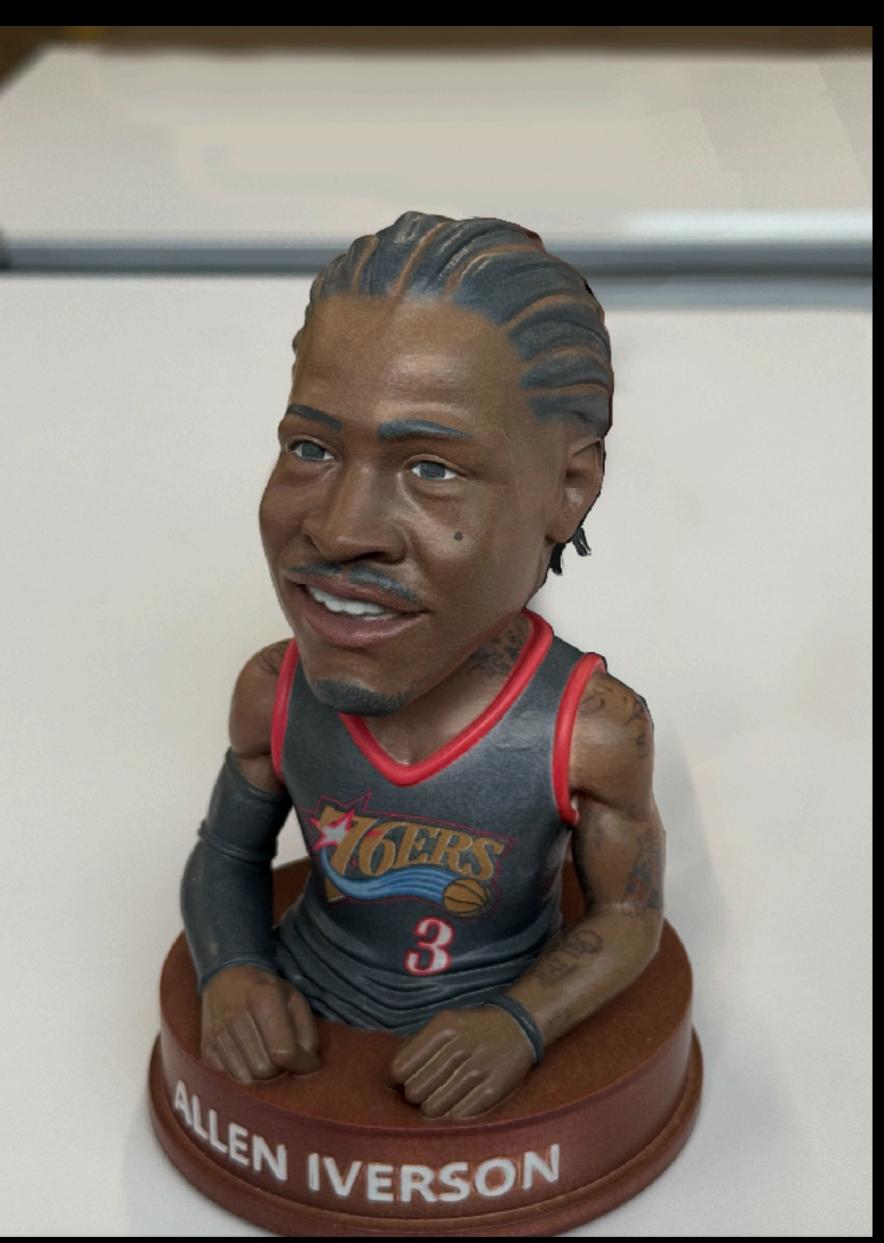
### STORE - SET DRESSING/PROPS





### STORE - CUSTOM PROPS





IVERSON BUBBLE HEAD
NO MOTHER



# STORE - CUSTOM PROPS









SNOW GLOBE "THE CITY" WIP

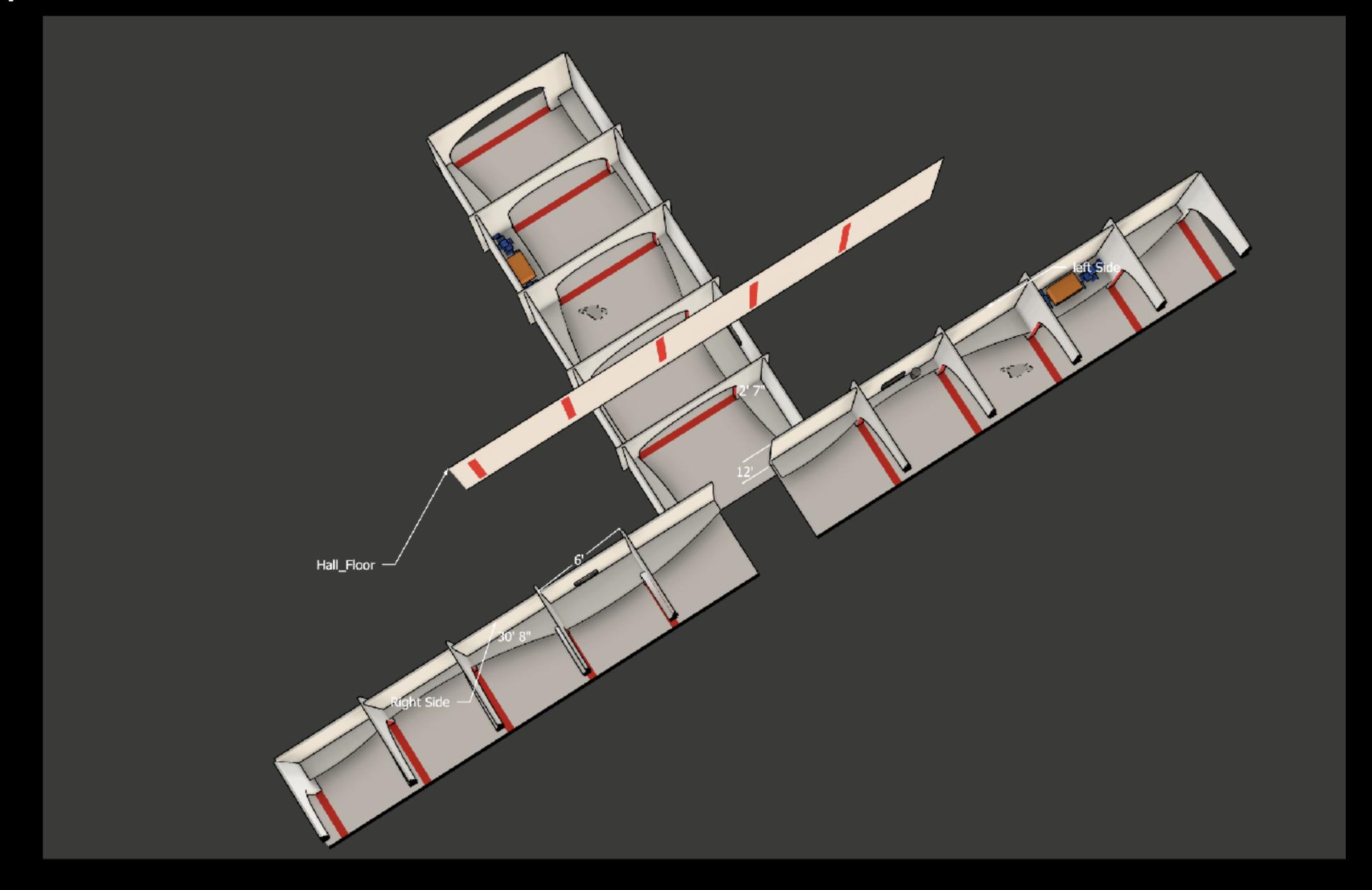
BROKEN BACK BOARD

# HALLWAY & 3 COURTS

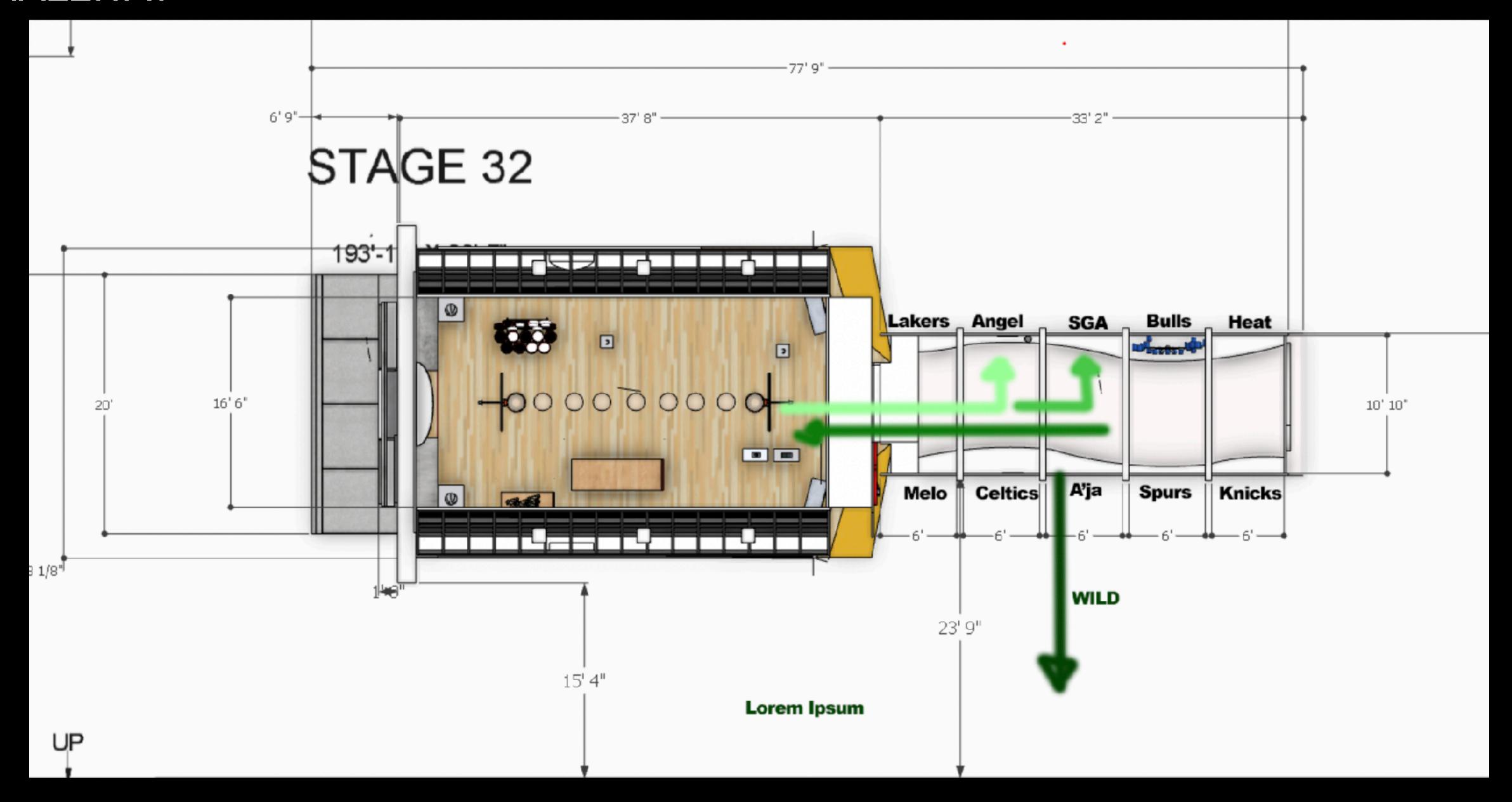


HALLWAY (will be populated with art, every section will be a "shrine" to a specific BB relation)

### HALLWAY



### HALLWAY



## ANGEL REESE COURT 1

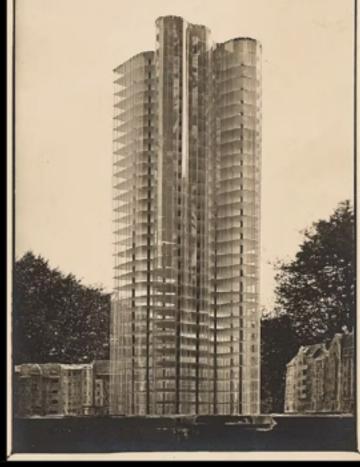








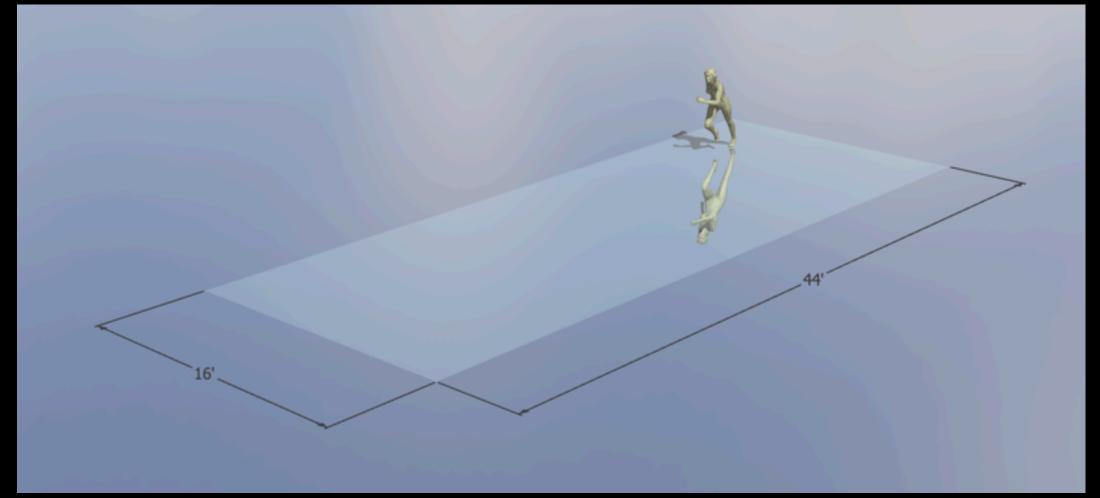


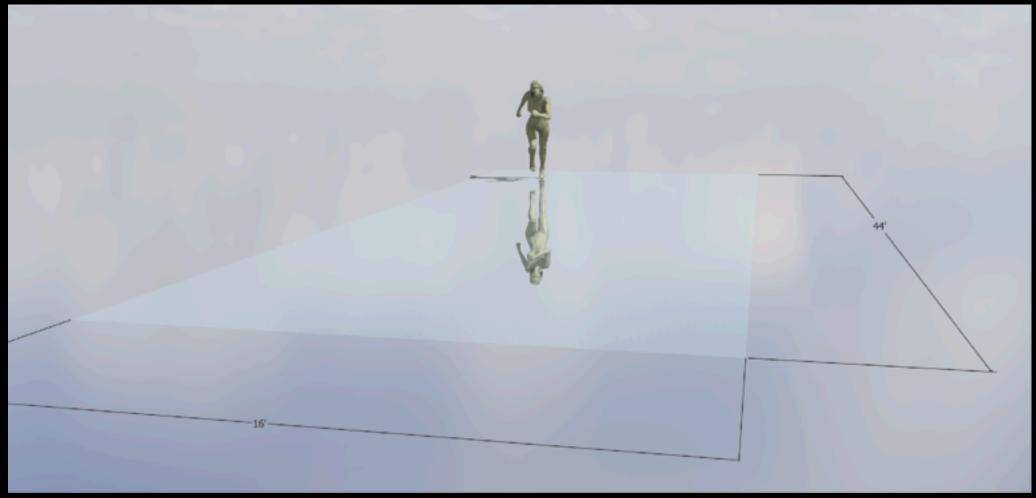




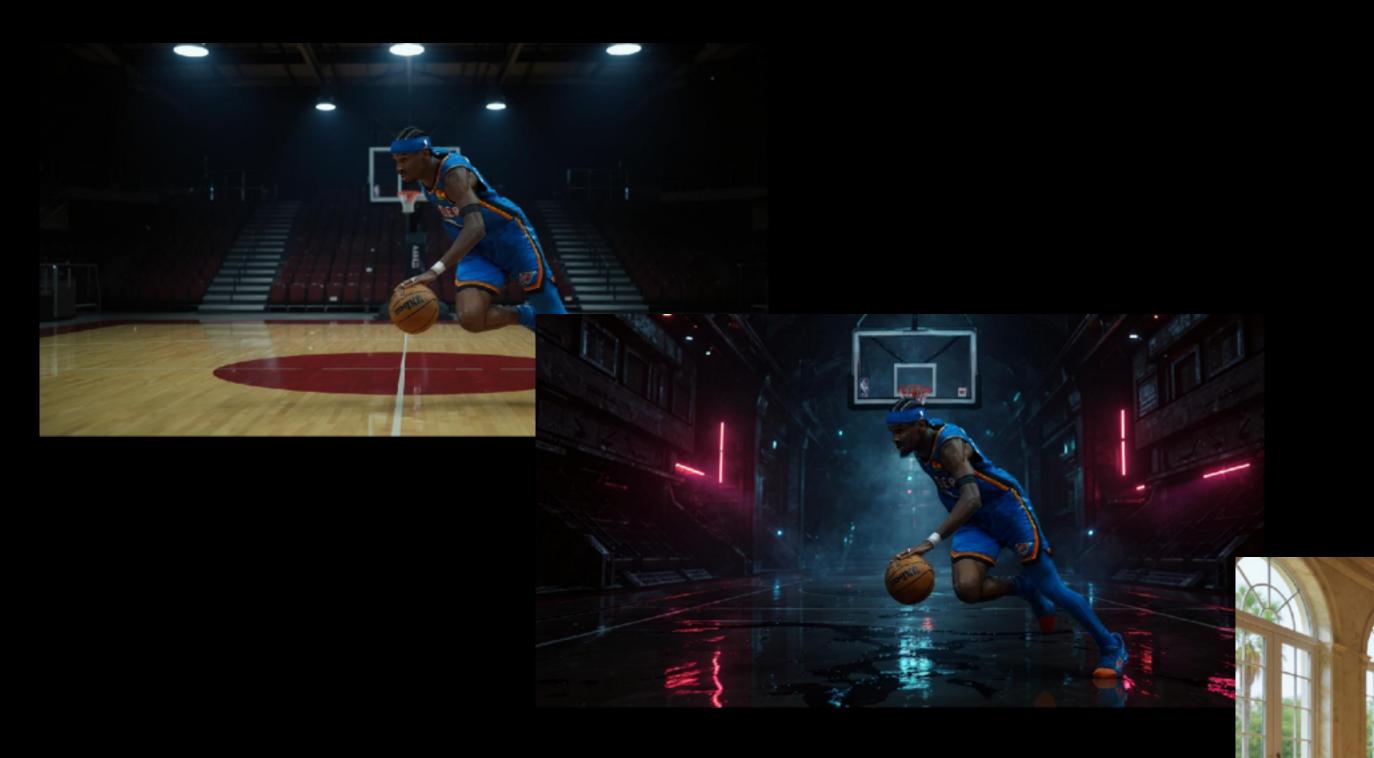
# ANGEL REESE COURT 1 - WIP will work post to finalize design







### STREET BB COURT 2



# Green screen

Art provides generic hoop,
STELLDECK RUNWAY WITH HIGH GLOSS PARQUET

# 2K COURT 3



VFX - in game

#