



NETFLIX

THE WITCHER

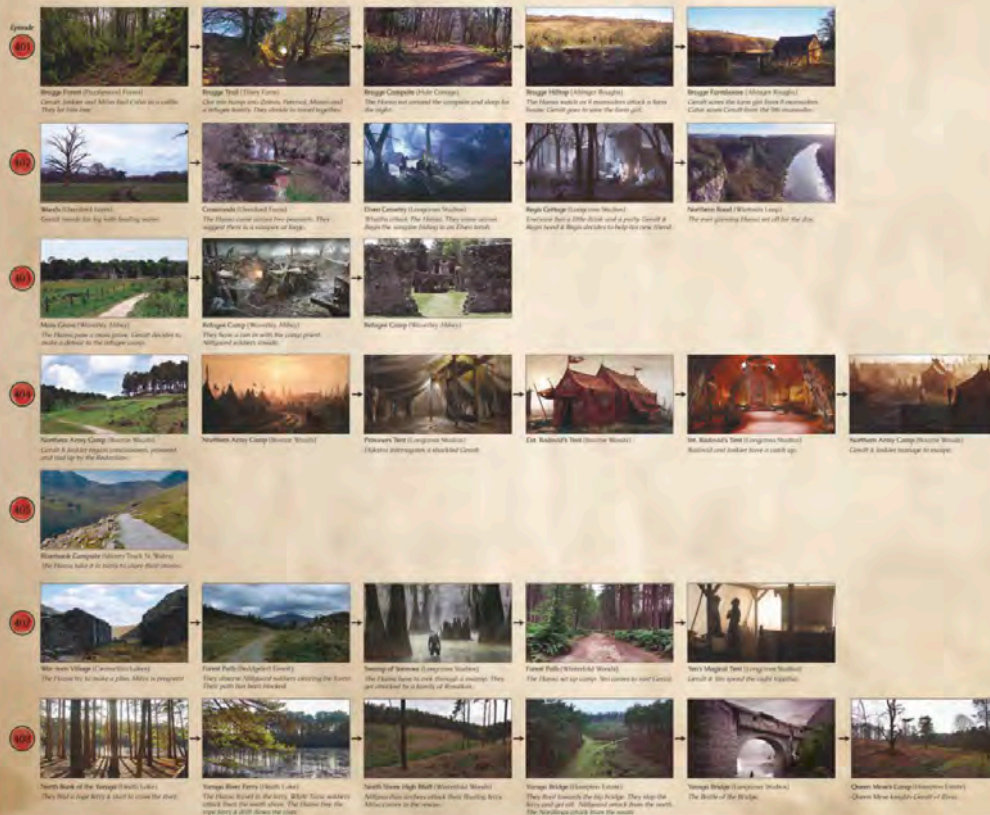


S4 · EPISODE 6

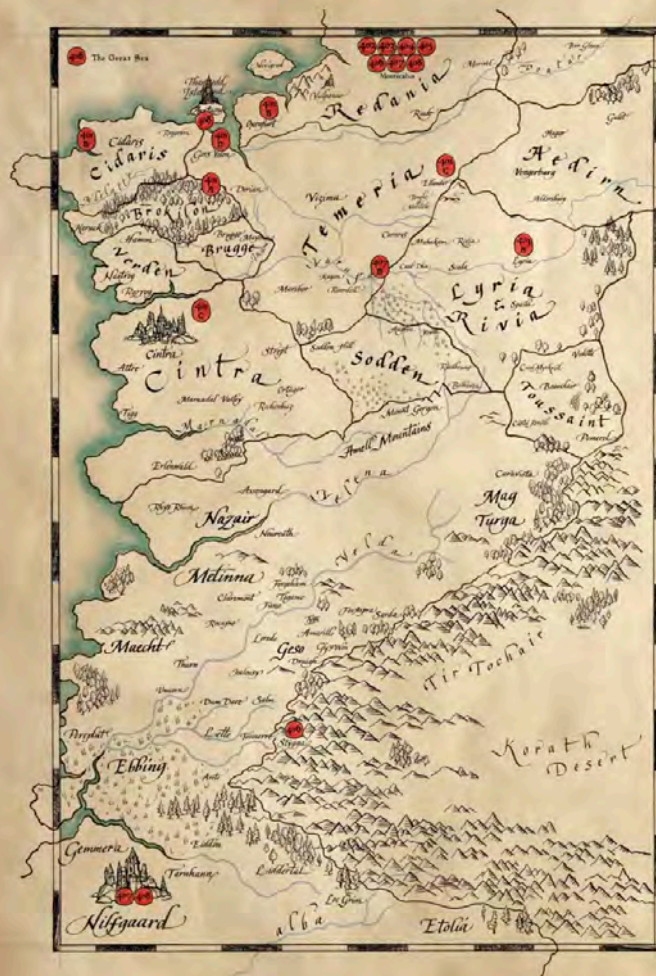
TWILIGHT OF THE WOLF

ANDREW LAWS

PRODUCTION DESIGNER



Journey Maps



Yennefer's Journey Map

You travel around the continent via portals.

1- The Battle of Aretia has finished. You made to find Ciri.

2- Ciri Forest location. You made to find Ciri.

3- Ciri Forest location. You made to find Ciri.

4- Ciri Forest location. You made to find Ciri.

5- Ciri Forest location. You made to find Ciri.

6- Ciri Forest location. You made to find Ciri.

7- Ciri Forest location. You made to find Ciri.

8- Ciri Forest location. You made to find Ciri.

9- Ciri Forest location. You made to find Ciri.

10- Ciri Forest location. You made to find Ciri.

11- Ciri Forest location. You made to find Ciri.

12- Ciri Forest location. You made to find Ciri.

13- Ciri Forest location. You made to find Ciri.

14- Ciri Forest location. You made to find Ciri.

15- Ciri Forest location. You made to find Ciri.

16- Ciri Forest location. You made to find Ciri.

17- Ciri Forest location. You made to find Ciri.

18- Ciri Forest location. You made to find Ciri.

19- Ciri Forest location. You made to find Ciri.

20- Ciri Forest location. You made to find Ciri.

21- Ciri Forest location. You made to find Ciri.

22- Ciri Forest location. You made to find Ciri.

23- Ciri Forest location. You made to find Ciri.

24- Ciri Forest location. You made to find Ciri.

25- Ciri Forest location. You made to find Ciri.

26- Ciri Forest location. You made to find Ciri.

27- Ciri Forest location. You made to find Ciri.

28- Ciri Forest location. You made to find Ciri.

29- Ciri Forest location. You made to find Ciri.

30- Ciri Forest location. You made to find Ciri.

31- Ciri Forest location. You made to find Ciri.

32- Ciri Forest location. You made to find Ciri.

33- Ciri Forest location. You made to find Ciri.

34- Ciri Forest location. You made to find Ciri.

35- Ciri Forest location. You made to find Ciri.

36- Ciri Forest location. You made to find Ciri.

37- Ciri Forest location. You made to find Ciri.

38- Ciri Forest location. You made to find Ciri.

39- Ciri Forest location. You made to find Ciri.

40- Ciri Forest location. You made to find Ciri.

41- Ciri Forest location. You made to find Ciri.

42- Ciri Forest location. You made to find Ciri.

43- Ciri Forest location. You made to find Ciri.

44- Ciri Forest location. You made to find Ciri.

45- Ciri Forest location. You made to find Ciri.

46- Ciri Forest location. You made to find Ciri.

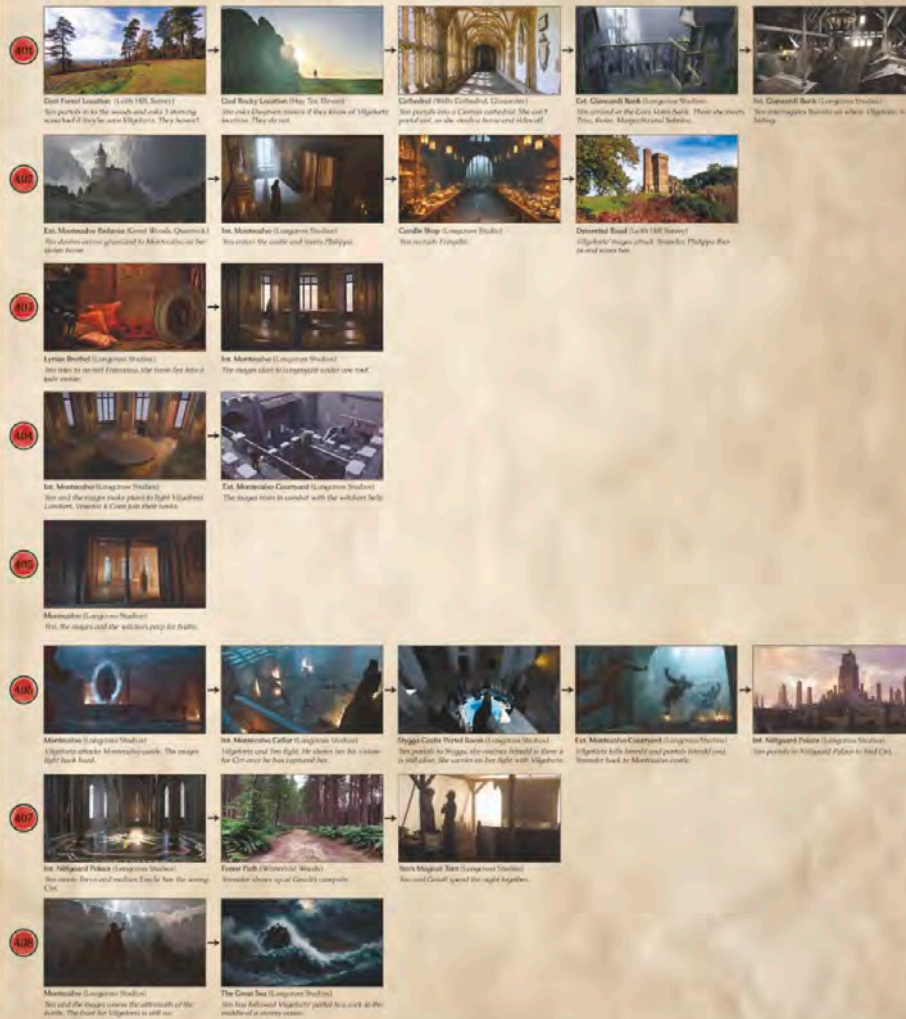
47- Ciri Forest location. You made to find Ciri.

48- Ciri Forest location. You made to find Ciri.

49- Ciri Forest location. You made to find Ciri.

50- Ciri Forest location. You made to find Ciri.

The Witcher Se4 - Yennefer's Journey



Journey Maps

AREAS OF ACTIVITY- SERIES 4



Continent Maps



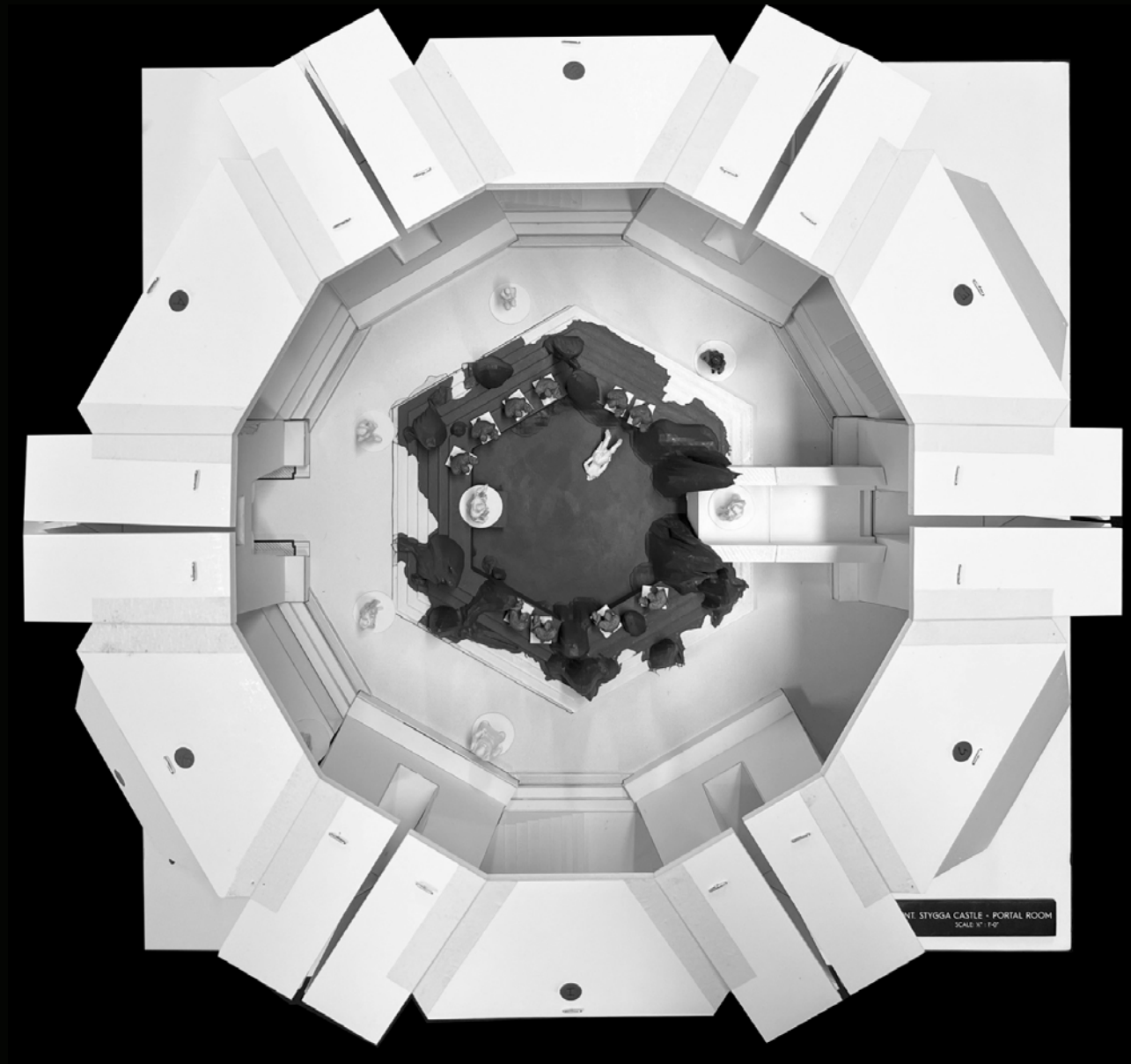
Stygga Castle Concept Art



INT Stygga Castle - Portal Room / Battle Damage
406



INT Stygga Castle - Portal Room / Battle Damage
406



INT Stygga Castle - Portal Room / Battle Damage
406



INT Stygga Castle - Portal Room / Battle Damage
406



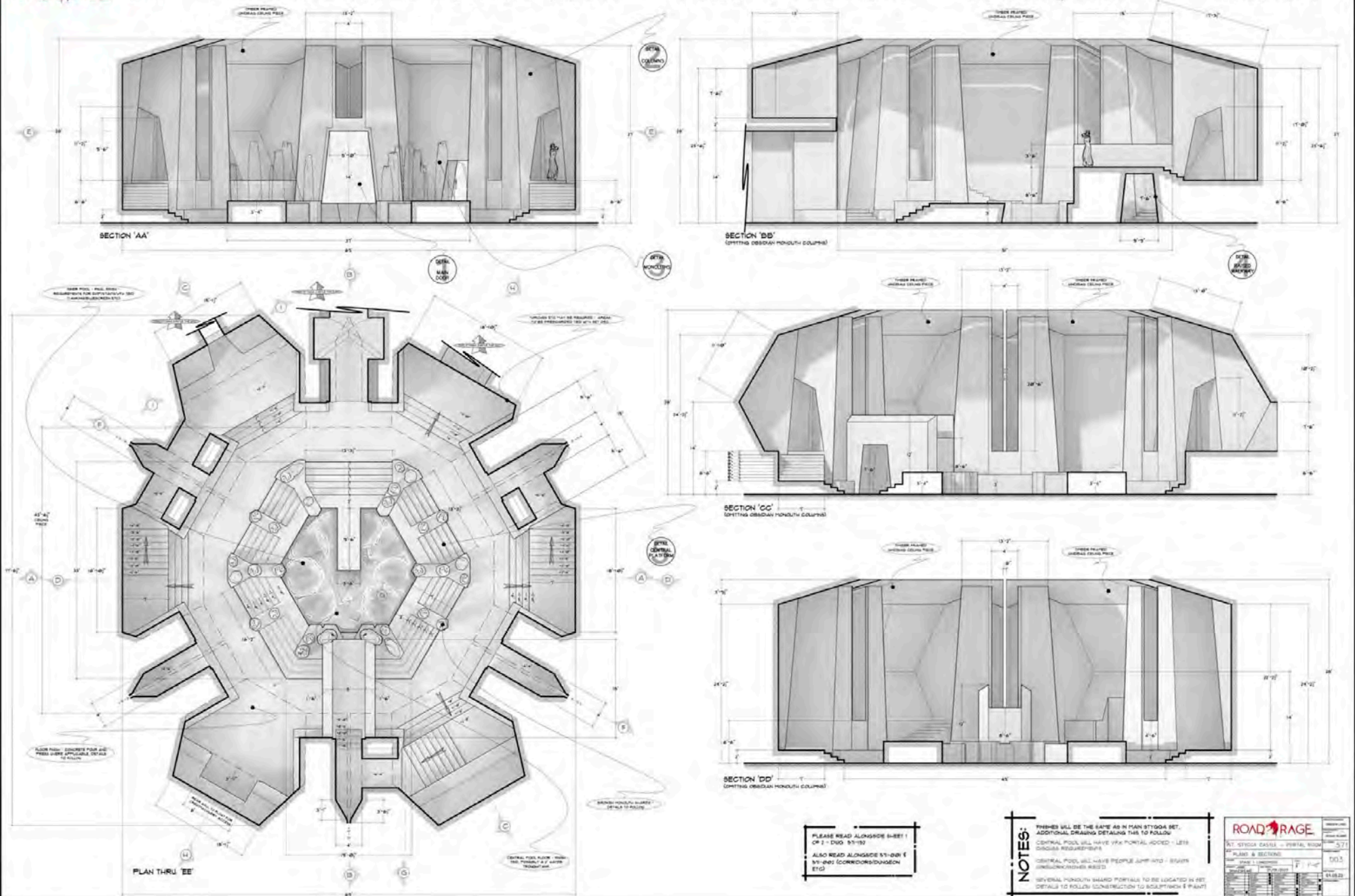
INT Stygga Castle - Portal Room / Battle Damage
406



INT Stygga Castle - Portal Room / Battle Damage
406

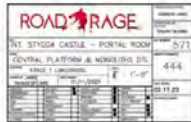


INT Stygga Castle - Portal Room / Battle Damage
406



INT Stygga Castle - Portal Room / Battle Damage
 406

1

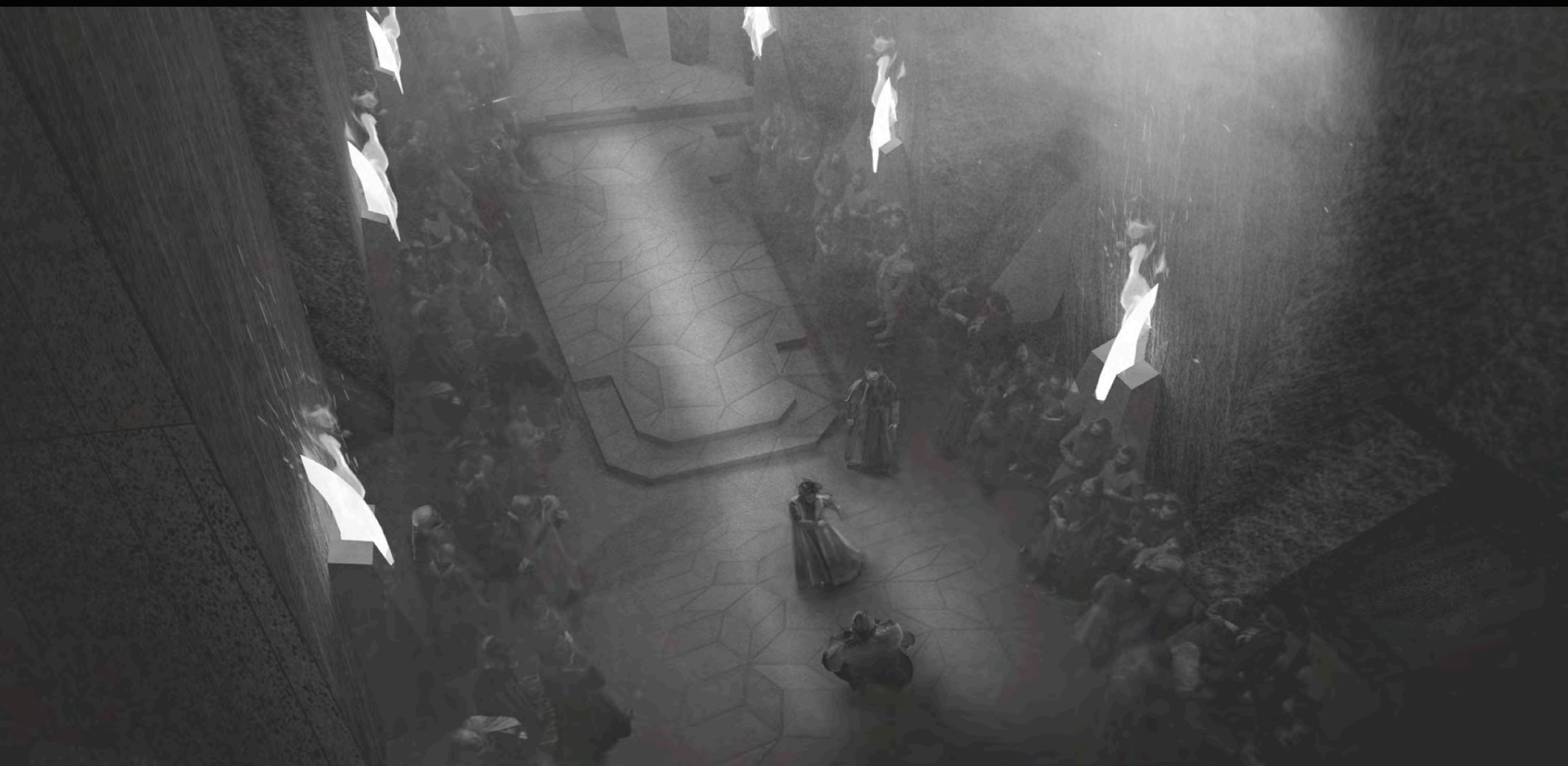




INT Stygga Castle - Hallways
406



INT Stygga Castle - Hallways
406



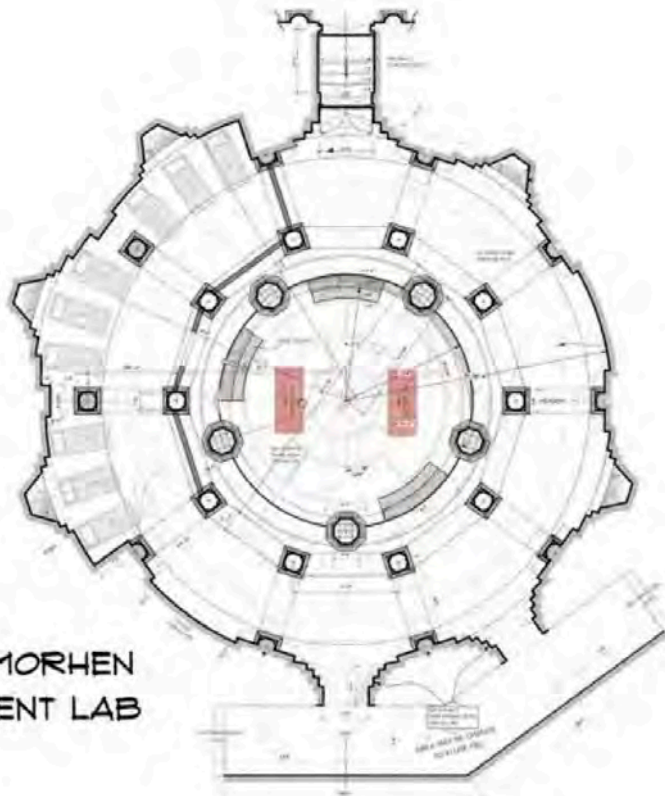
INT Stygga Castle - Hallways
406



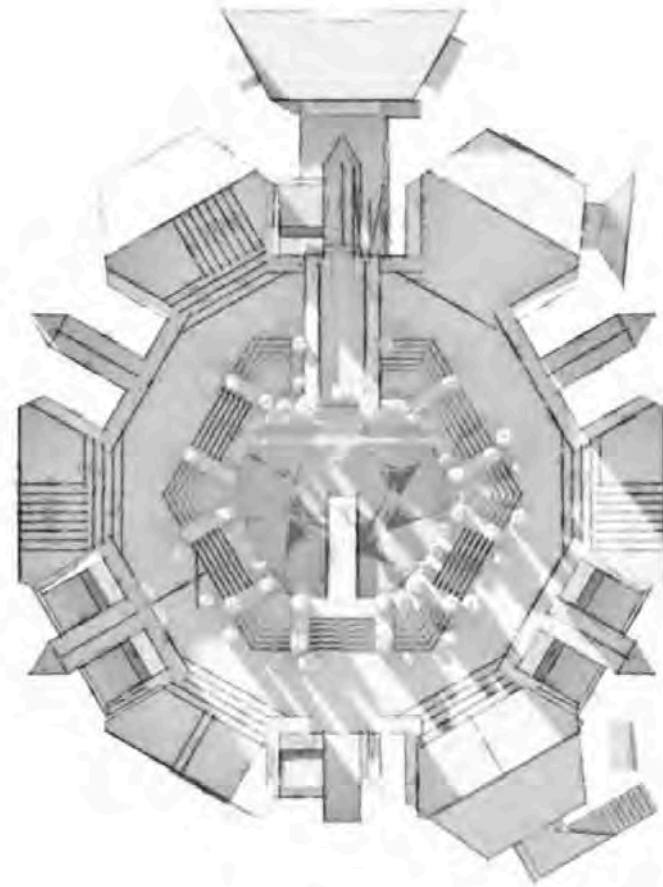
INT Stygga Castle - Hallways
406



INT Stygga Castle - Portal Room / Battle Damage
406



KAER MORHEN
BASEMENT LAB



STYGGA
PORTAL ROOM



EXT Montecalvo - Establiher / Mountain
406



02032023_EXT_Monte_Calvo_Sketches_01_MP

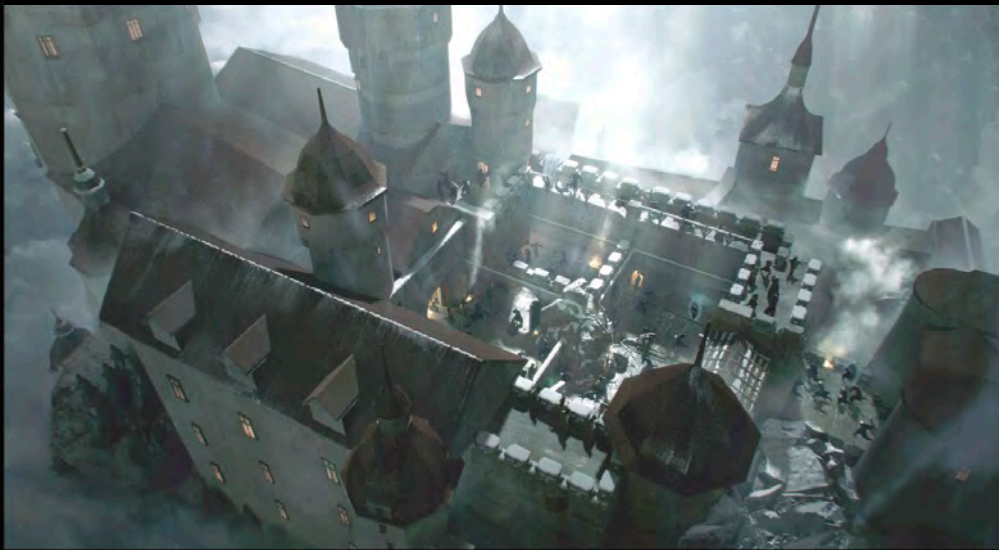
EXT Montecalvo - Establiher / Mountain
406



11052023_EXT_Monte_Calvo_Bailey_WIP_MP



11052023_EXT_Monte_Calvo_Bailey_WIP_MP



15052023_EXT_Monte_Calvo_Bailey_WIP_MP



18052023_EXT_Monte_Calvo_Bailey_revised_WIP_MP

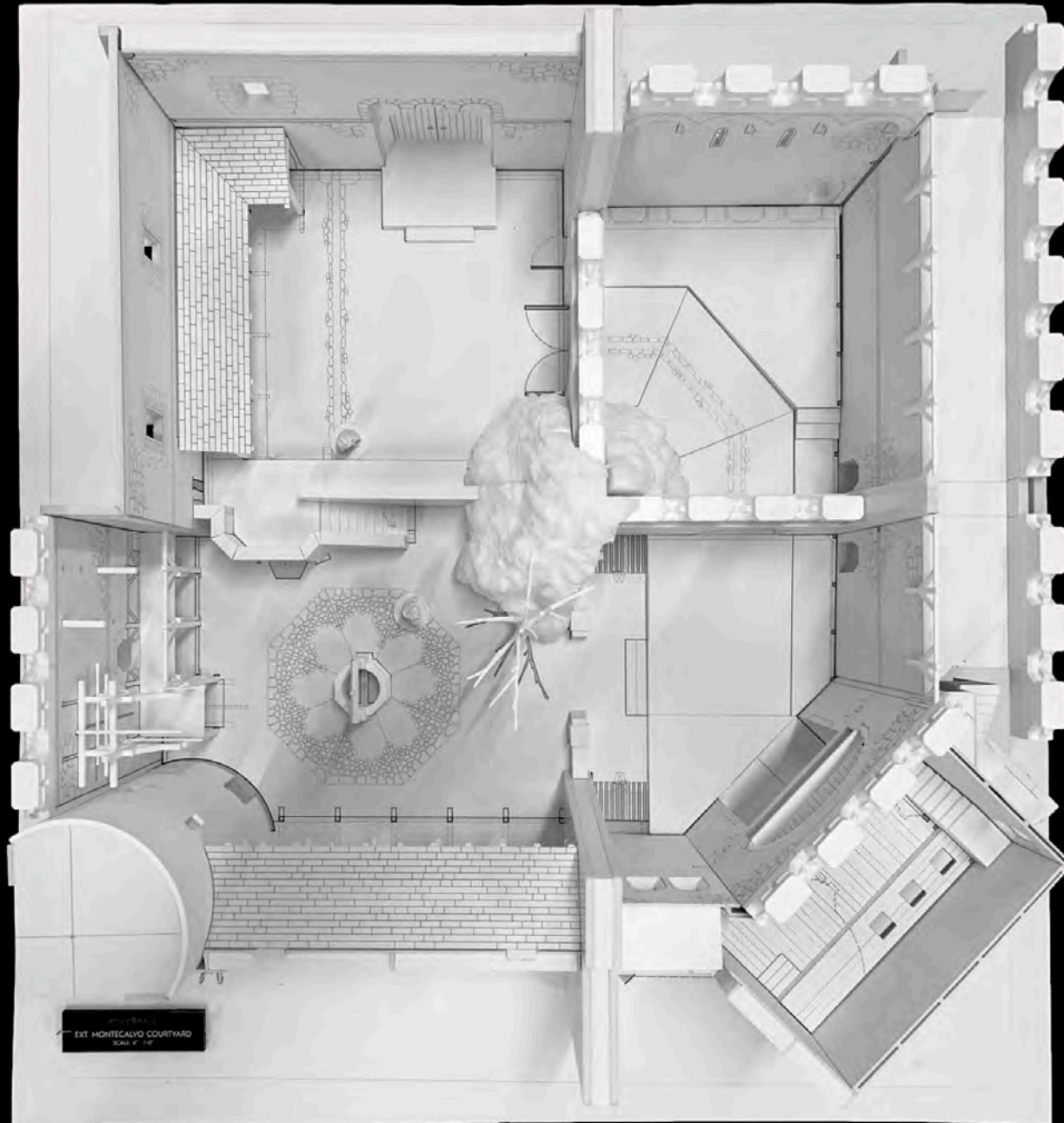
EXT Montecalvo - Courtyard
406



EXT Montecalvo - Courtyard
406

B-LOT 2





EXT Montecalvo Courtyard
406

B-LOT 2



EXT Montecalvo Courtyard
406

B-LOT 2

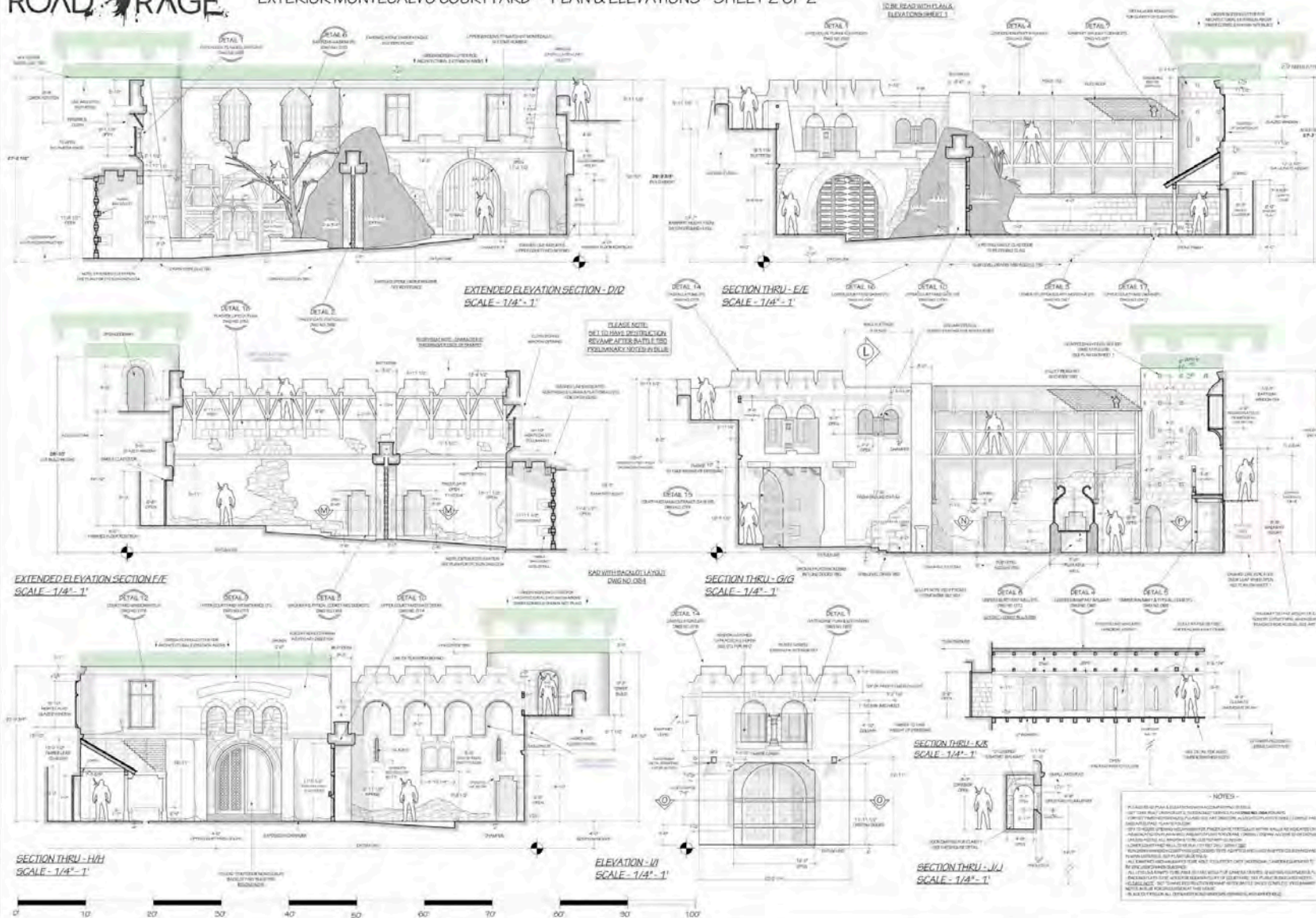




02052023_EXT_Monte_Calvo_Bailey_7.10_C_WIP_MP



08052023_EXT_Monte_Calvo_Bailey_7.16_A_WIP_MP



FOR MORE INFORMATION, SEE ARCHITECT'S OFFICE WEBSITE.

TO BE READ WITH PLANS
 ELEVATION SHEET 1

NOTES

1. ALL DIMENSIONS ARE IN FEET AND INCHES. DIMENSIONS IN PARENTHESES ARE IN METERS.

2. ALL DIMENSIONS ARE TO FACE UNLESS OTHERWISE NOTED.

3. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

4. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

5. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

6. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

7. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

8. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

9. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

10. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

11. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

12. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

13. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

14. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

15. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

16. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

17. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

18. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

19. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

20. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

21. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

22. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

23. ALL DIMENSIONS ARE TO CENTERLINE UNLESS OTHERWISE NOTED.

24. ALL DIMENSIONS ARE TO OUTLINE UNLESS OTHERWISE NOTED.

TO BE READ WITH PLANS
 ELEVATION SHEET 1

PLEASE NOTE:
 SEE ARCHITECT'S OFFICE WEBSITE
 FOR MORE INFORMATION

CONSTRUCTION PHASE - ISSUE

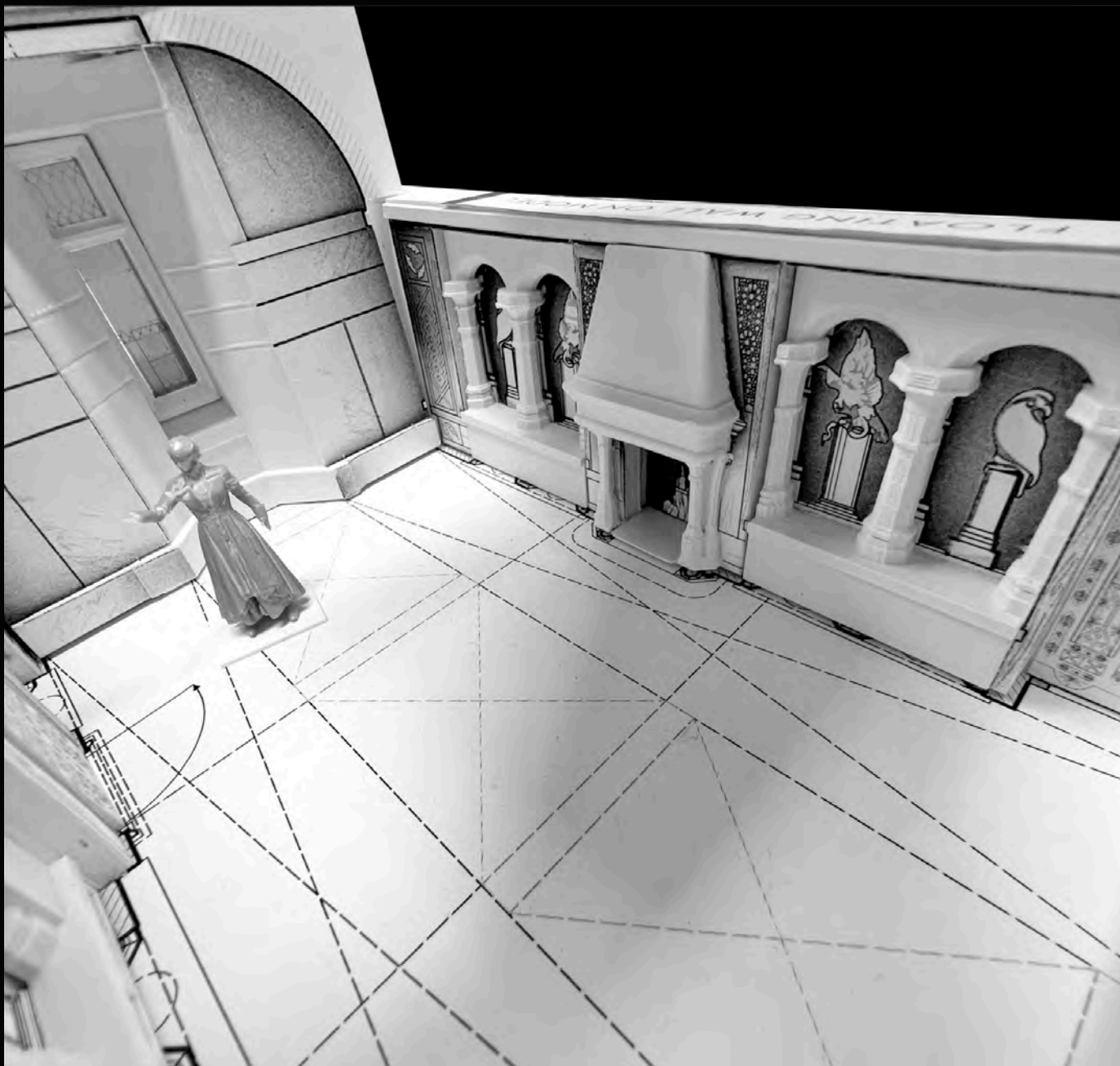
ROAD RAGE	757
PROJECT NAME	005
DATE	2/11/23

EXT Montecalvo Courtyard
 406

B-LOT 2



INT Montecalvo - Red Chamber
406



INT Montecalvo - Red Chamber
406



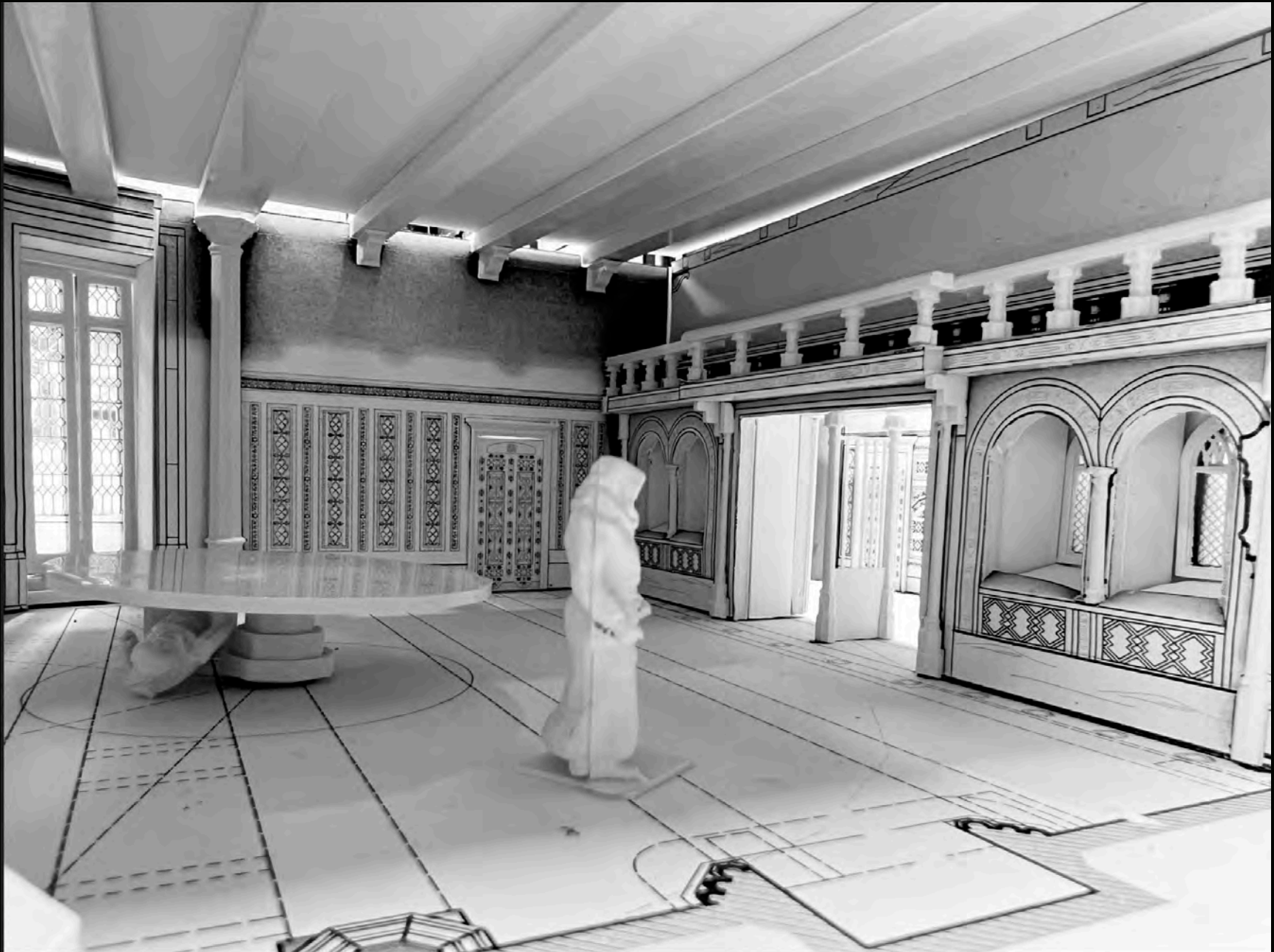
INT Montecalvo - Red Chamber
406



INT Montecalvo - Great Room
406



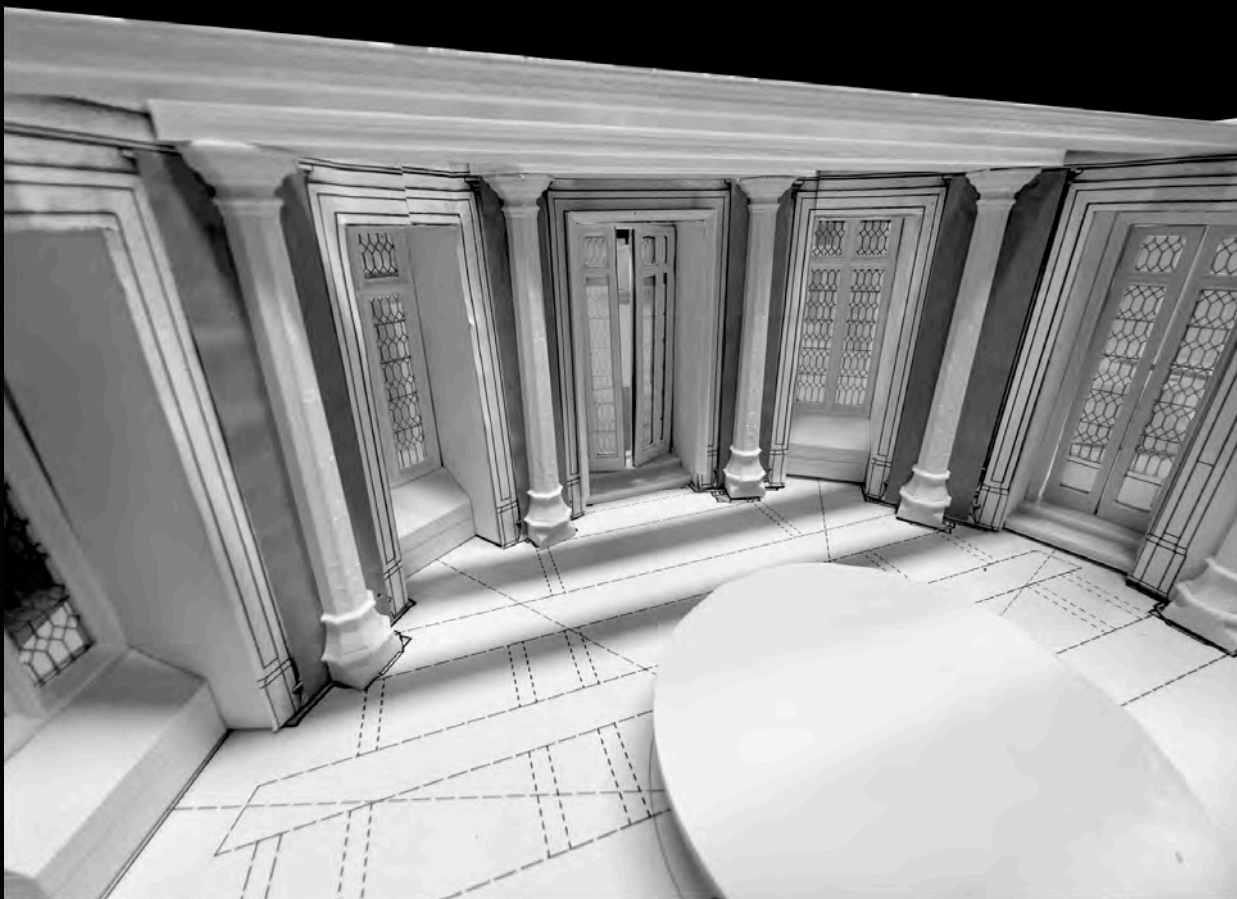
INT Montecalvo - Great Room
406



INT Montecalvo - Great Room
406



INT Montecalvo - Great Room
406



INT Montecalvo - Great Room
406



INT Montecalvo - Great Room
406



INT Montecalvo - Great Room
406



INT Montecalvo - Great Room
406



Set Dec Look Book
406



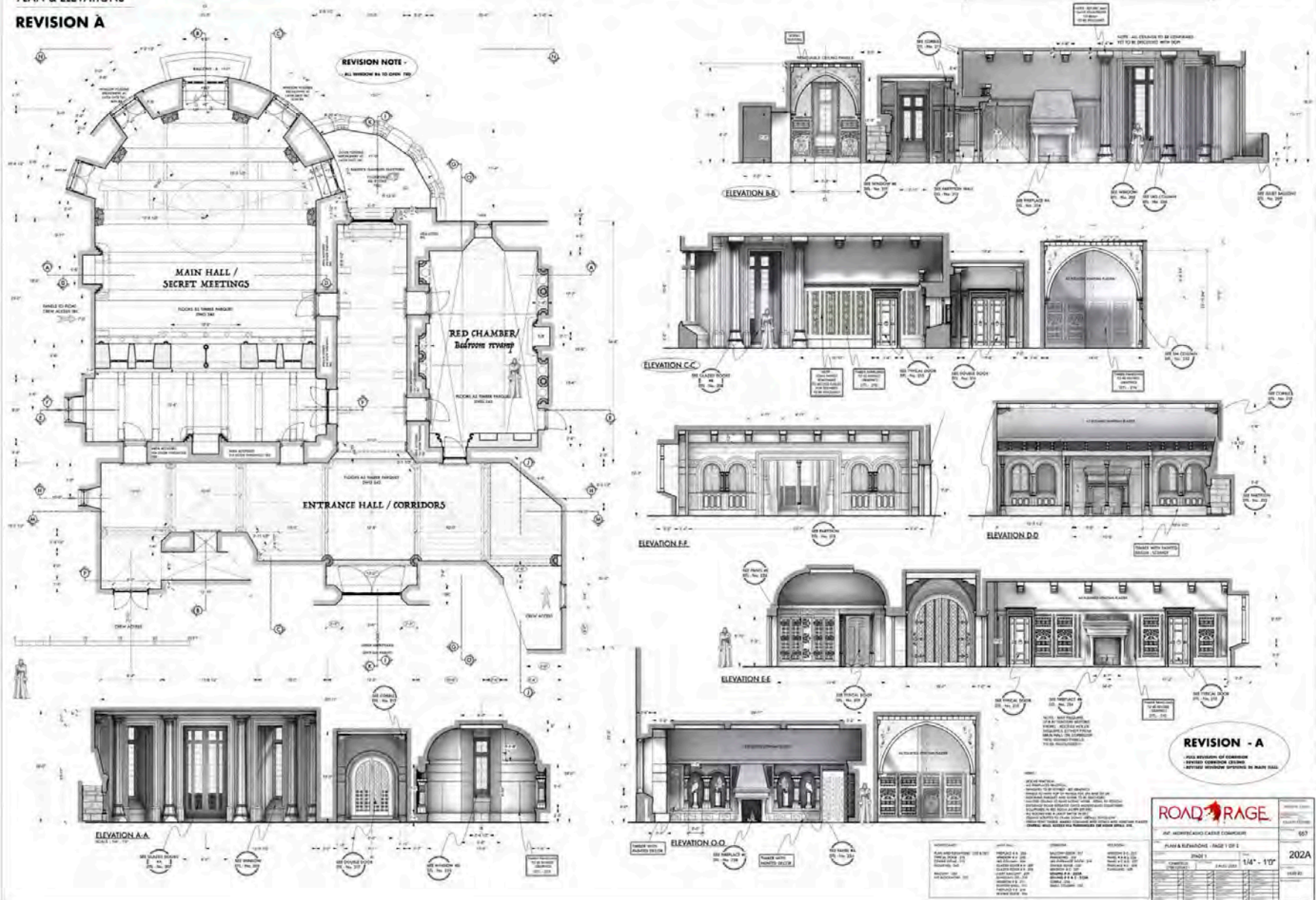
INT Montecalvo - Halls off Courtyard / Corridors
406



INT Montecalvo - Halls off Courtyard / Corridors
406

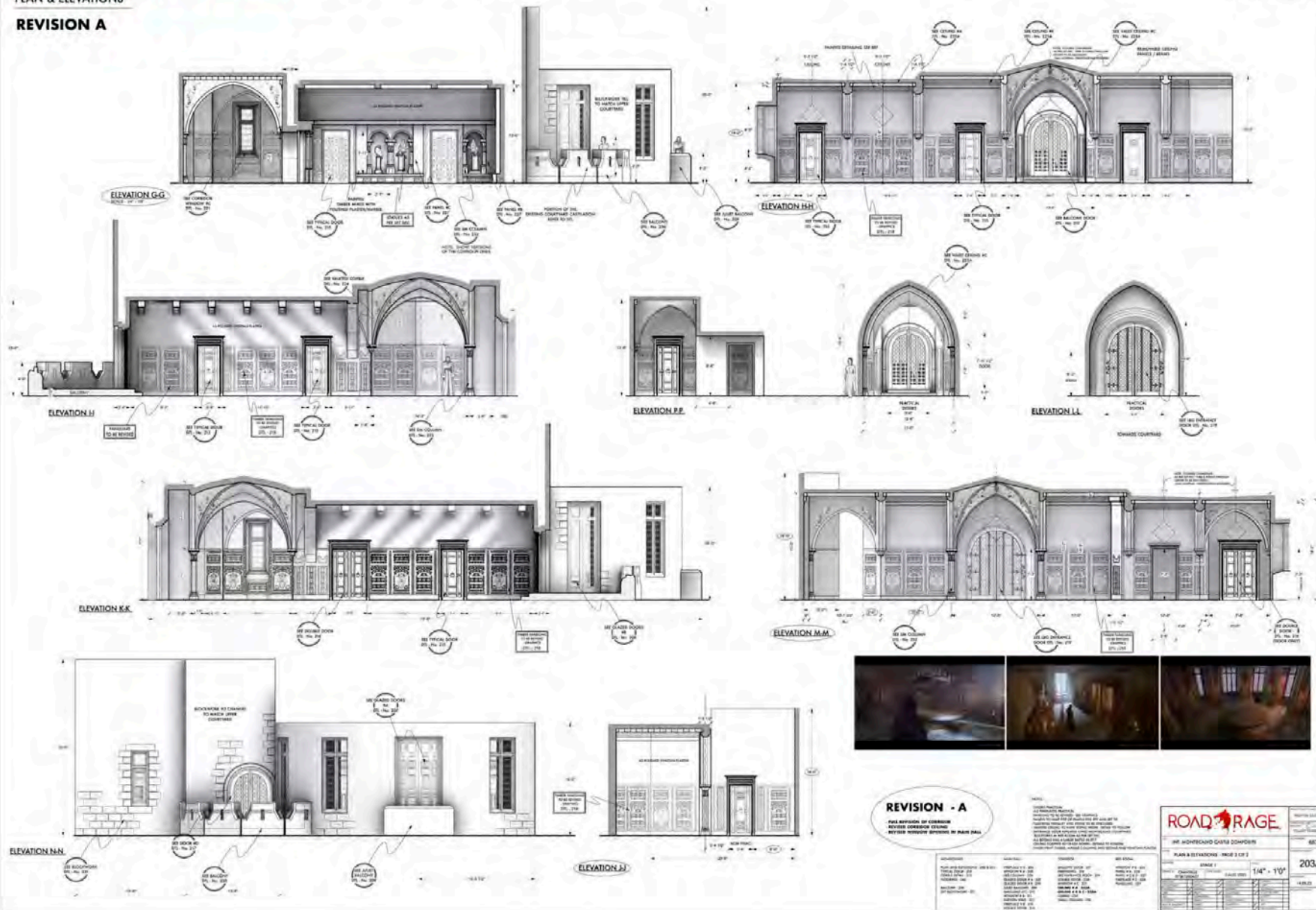
PLAN & ELEVATIONS

REVISION A



PLAN & ELEVATIONS

REVISION A

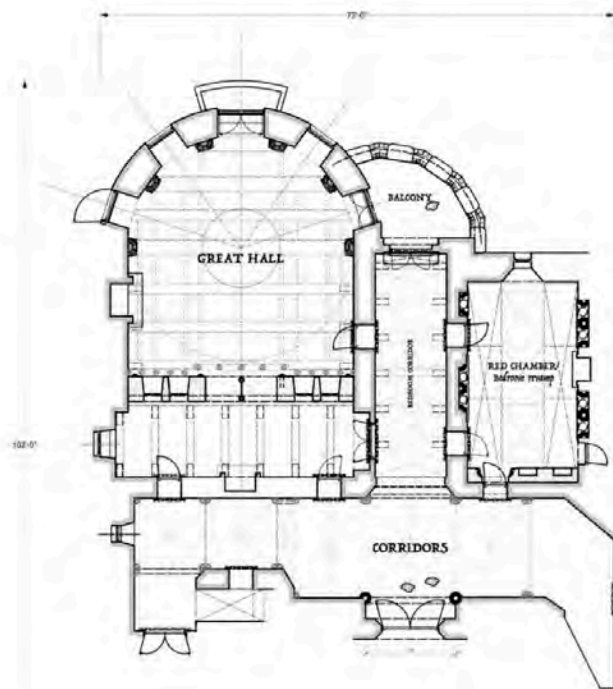


INT Montecalvo - Halls off Courtyard / Corridors
406

ROAD TO RAGE - INT MONTECALVO CASTLE - COMPOSITE

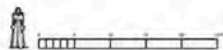
PLAN COMPARISON

4TH JULY 2023

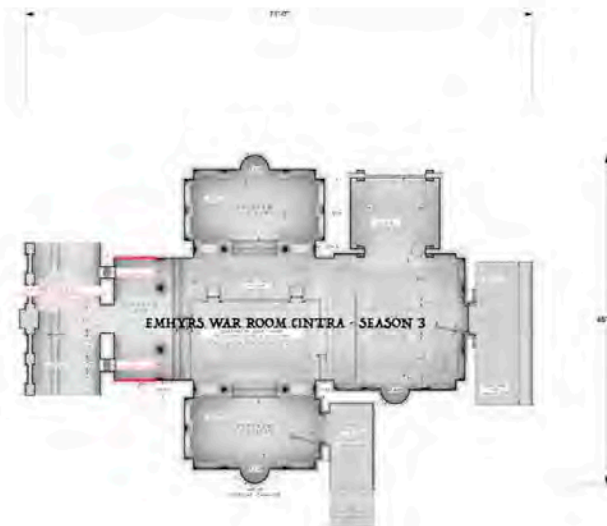


KEY - SCENE LOCATIONS

GREAT HALL
RED CHAMBER
CORRIDORS



INT MONTECALVO CASTLE COMPOSITE



EMHYR'S WAR ROOM CINTRA - SEASON 3

INT Montecalvo - Set Comparisons
406



EXT Side Street Laredo
406

B-LOT STHN



EXT Side Street Laredo
406

B-LOT STHN



EXT Side Street Laredo
406

B-LOT STHN



EXT Side Street Laredo
406

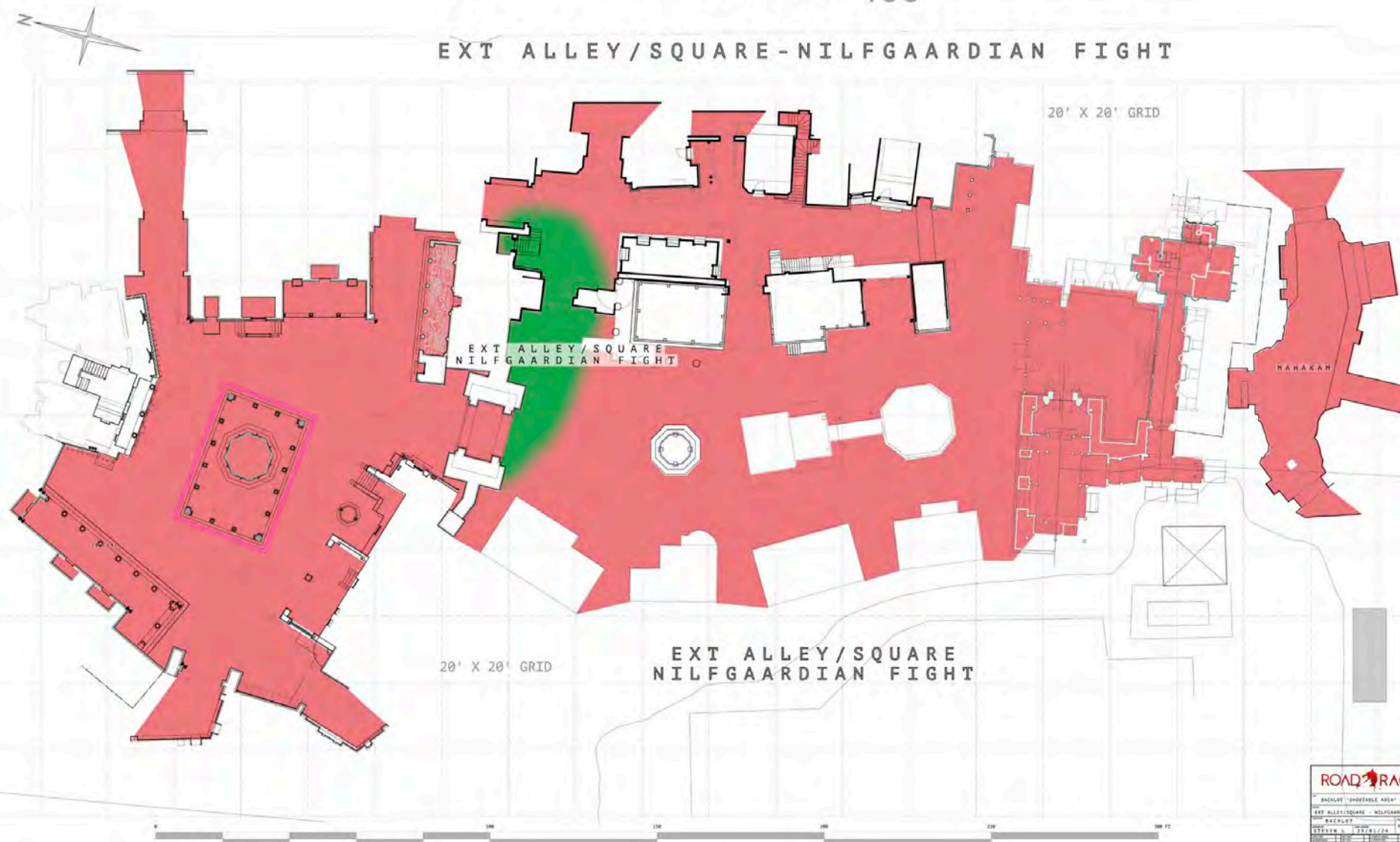
B-LOT STHN



EXT Side Street Laredo
406

B-LOT STHN

EXT ALLEY/SQUARE-NILFGAARDIAN FIGHT



EXT Side Street Laredo
406

B-LOT STHN



EXT Side Street Laredo
406

B-LOT STHN

INT./EXT. - ABANDONED SHELTER - RATS NEST

6. 19 - INT. ABANDONED SHELTER - RATS NEST - NIGHT

- RATS ARE CELEBRATING
- HOSTAGE SITS TIED UP IN CORNER - ISKRA GIVES HIM A HUNK OF BREAD & A BOWL OF WINE
- CIRI TAKES FISSTECH
- SEQUENCE OF DANCES & DRINKS
- MISTLE STEPS OFF - "COME ON, MIS. TIRED ALREADY?"
- MISTLE EXITS TO ANTEROOM AND CIRI FOLLOWS

CHARACTERS -



CIRI



ASSE



MISTLE



HOSTAGE



ISKRA



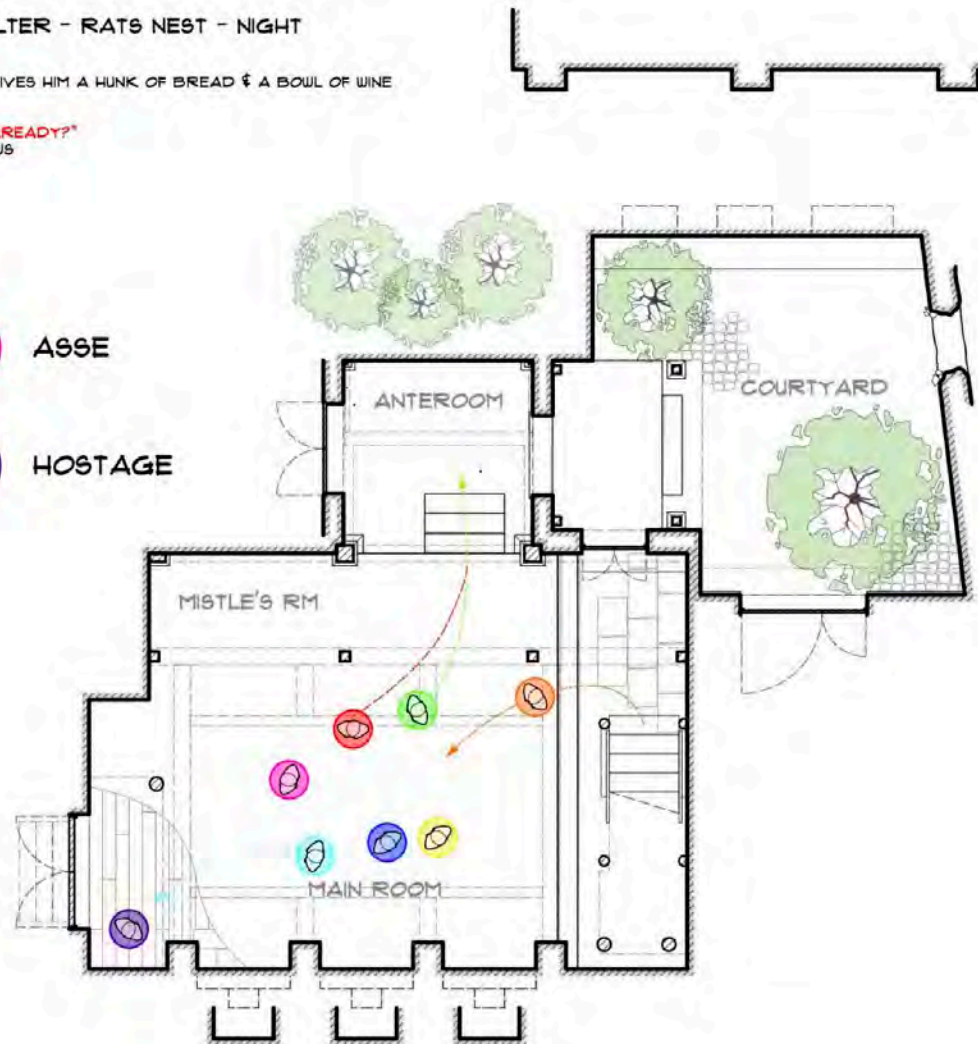
GISELHER



REEF



KAYLEIGH



INT Rats Nest Laredo Storybeats
406

INT./EXT. - ABANDONED SHELTER - RATS NEST

6. 20 - INT. ANTEROOM - RATS NEST - NIGHT

- CIRI FOLLOWS AFTER MISTLE HIGH
- CIRI ASKS "TIME FOR BED ALREADY?"
- THEY ARGUE

CHARACTERS -



CIRI



ASSE



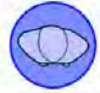
MISTLE



HOSTAGE



ISKRA



GISELHER



REEF



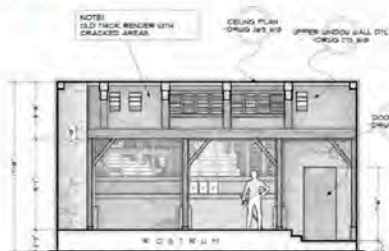
KAYLEIGH



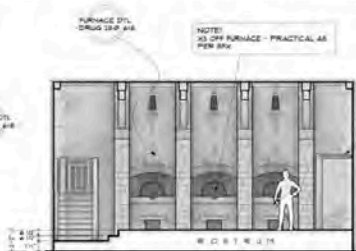
INT Rats Nest Laredo Storybeats
406



INT Rats Nest Laredo
406



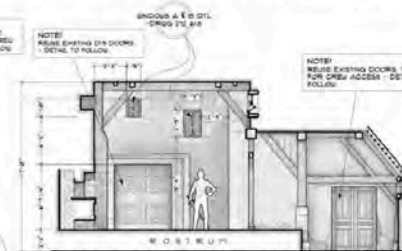
SECTION AA
SCALE - 1/4" = 1'-0"



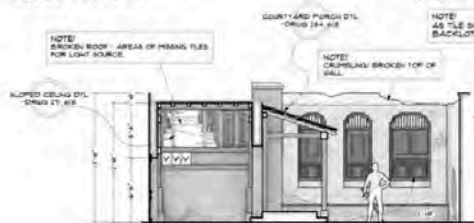
SECTION B.B.
SCALE - 1/4" = 1'-0"



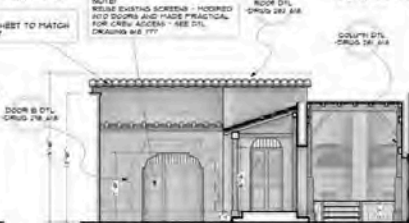
SECTION C.C.
SCALE - 1/4" = 1'-0"



SECTION D.1
SCALE - 1/4" = 1'-0"



SECTION E.E.
SCALE - 1/4" = 1'-0"



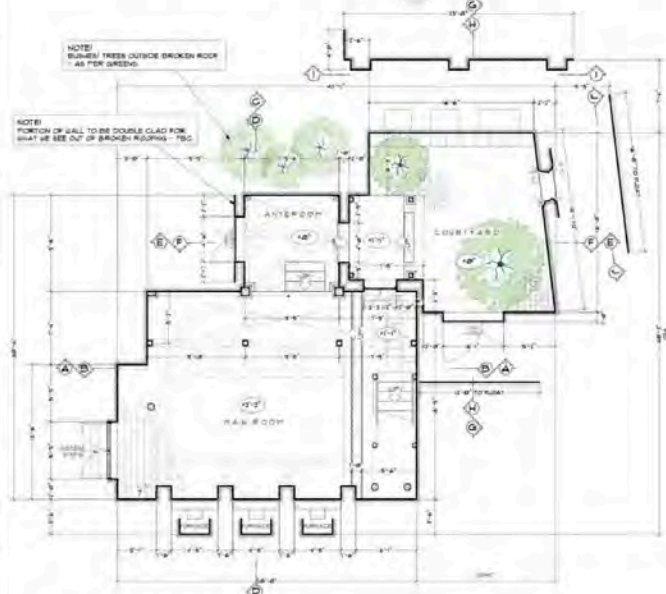
SECTION F.F.
SCALE - 1/4" = 1'-0"



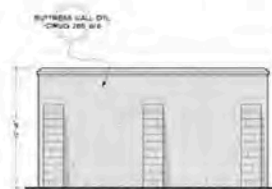
SECTION G.G
SCALE - 1/4" = 1'-0"



SECTION H-H
SCALE - 1/4" = 1'-0"



SECTION PLAN I.I.
SCALE - 1/4" = 1'-0"



SECTION II
SCALE: 1/4" = 1'-0"



SECTION J.J
SCALE - 1/4" = 1'-0"

DRUG NO.	DETAIL
245	CELLING PLANK
246	FLOOR DTL.
247	ALUMED CEILING DTL.
248	SHOWER & DTL.
249	INTERIOR WALL DTL.
250	WINDO C & OPEN DOORWAY DTL.
251	WINDO W DTL.
252	COURTYARD UNDER SALL DTL.
253	SWIM & DTL.
254	DOOR & DTL.
255	ALUMED DOOR BREAKDOWN
256	FURNACE DTL.
257	CLOSET DTL.
258	ALUMED DTL.
259	PAINTED WALL DTL.
260	COURTYARD MURCH DTL.
261	BATHROOM WALL DTL.
262	SALL FLOOR BREAKDOWN

NOTES:

CONSTRUCTION -

- SOME GOING TO BE REUSED FROM PREVIOUS OPENING BESS ALLOW FOR DOOR STOP AND BREAKDOWN DURING ITS REMOVAL
- REUSE PLATFORM AND STAIRS FROM ALPHEA TAILOR. PLATFORM TO BE REDESIGNED TO SUPPORT WEIGHT OF ASH - 1000
- ARMED OR CHARGED RISK OVERHAULING THE BUILDING METHOD OF HANGING TILES - CRUMBLING PLASTER, BRICKS SPILLING OUT
- USE PRACTICAL KITCHEN
- PULLER NOT AROUND PLUMBING WEIGHTS - USE PLUMB
- USE GUY TO PULL BACK TACKLE FROM EXTERIOR SIDE
- REUSE BRICKS - REPAIRING AND REPAIRING FOR INTERIOR
- USE HYDRAULIC LIFT

978-0-13-035207-0

YEE LEFT BEHIND HIM WITH PAULA
SQUALLING AS A HARBOR OF FUGITIVE DOWNING AND THEIR OLD
RENDER. AREAS TO BE DRAINING AWAY (BRUNNEN REVERENT
WANDER FROM BUILT AND MANUFACTURE
NATION, A LITTLE AREA AND STONE SLAB. COMPACTED BATHS
AND THREE COUNTRY AND AN CORNER TO MATCH INADVERT
CLIMB AS OTHER BEARS & INWARDS

SET DESIG PROPS -

WASHER MOUNTING, OVER HOLE IN BURNED DESIGN,
WINDMILL CORNER TWO WITH CONSTRUCTION

SFX -

YEE ON PAPER, MANAGER

CAMERA -

THREE THREE A COUNTRY ARE
LEFT WIND IN BRUNNEN COUNTRY GALLA, THE
THREE THREE CORNER BURNED BURNED BURNED



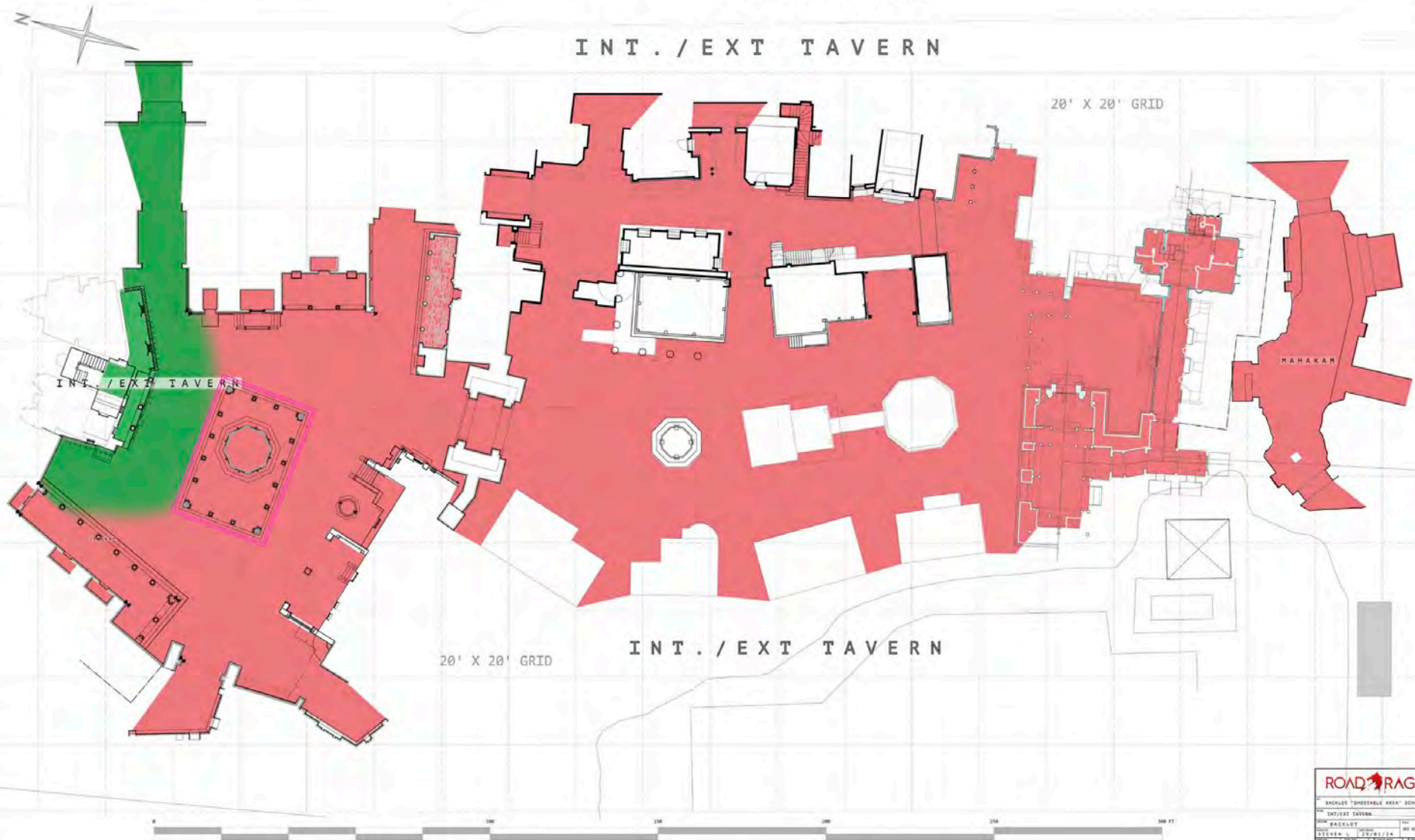


B-LOT STHN

EPISODE 406

INT. / EXT TAVERN

20' X 20' GRID



ROAD RAGE	
BACKLOT "SHOOTABLE AREA" SCHEMATIC	
INT. / EXT TAVERN	
BACKLOT	518
STEVEN L. 10/21/14	10' X 10' GRID

INT/EXT Tavern / Leo Bonhart - Shooting Area
406

B-LOT STHN



EXT Nilfgaard Castle - Establisher
406



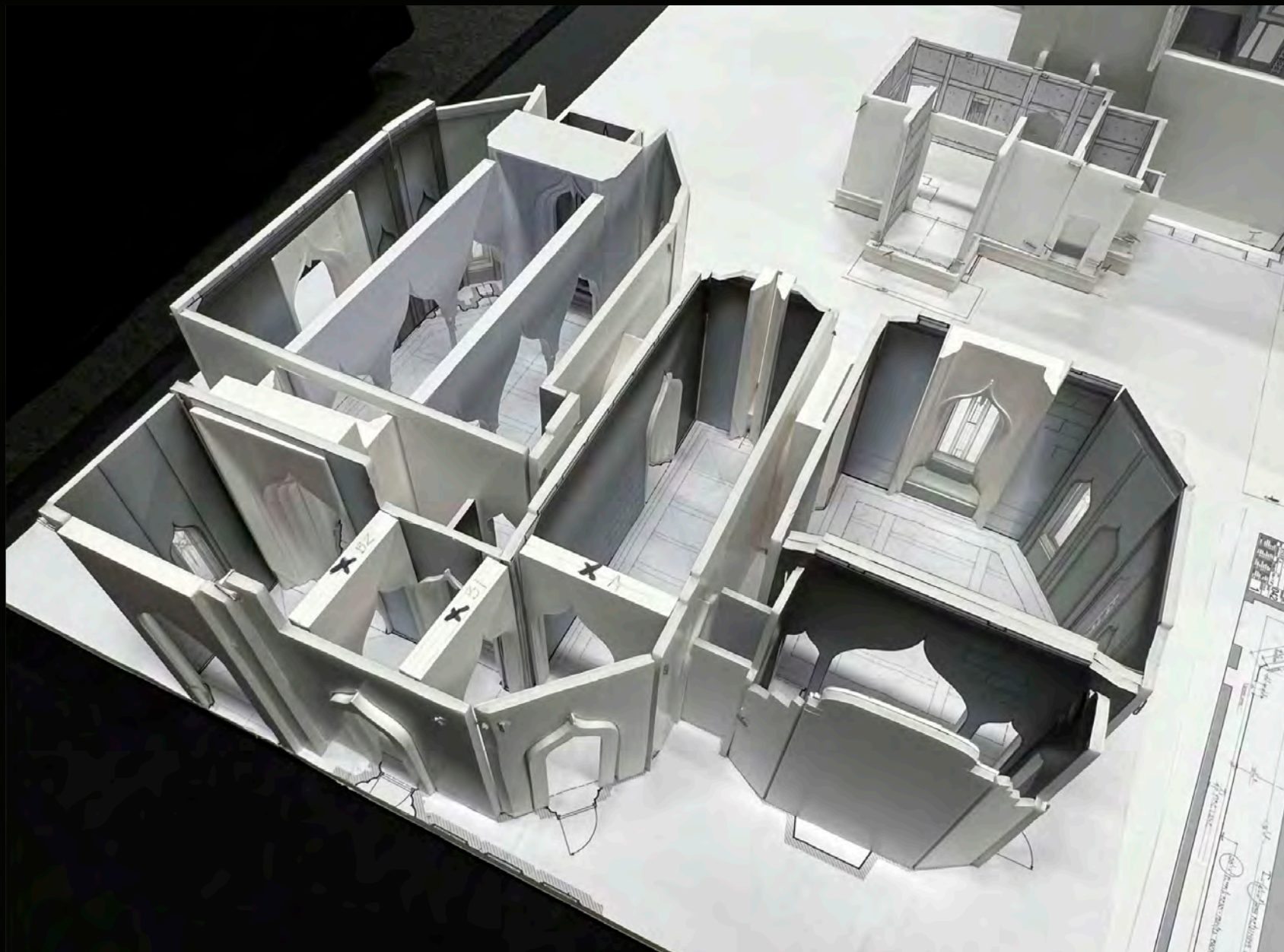
EXT Nilfgaard Castle - Establisher
406



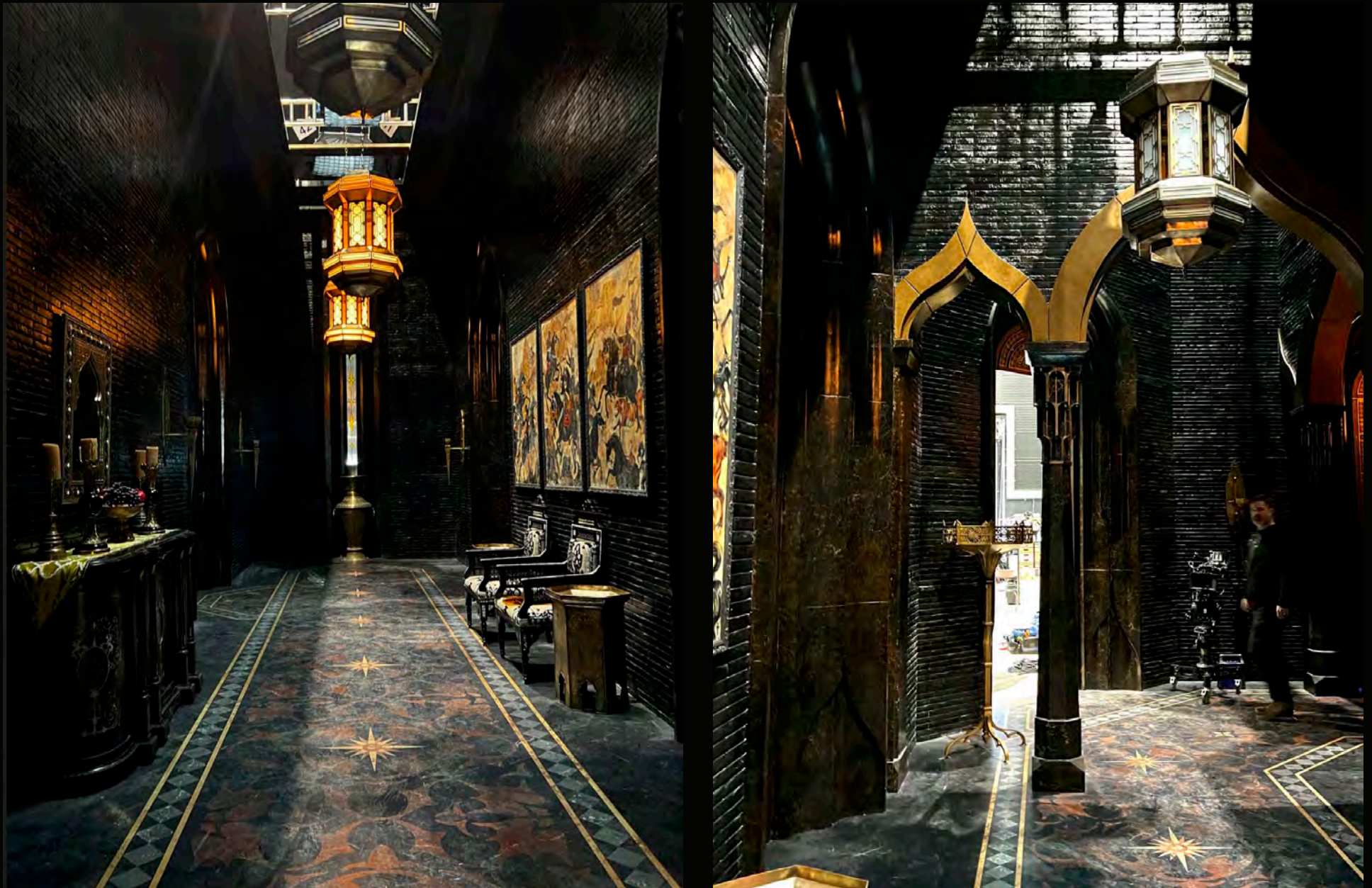








INT Nilfgaard Castle - Teryn's Corridor
406

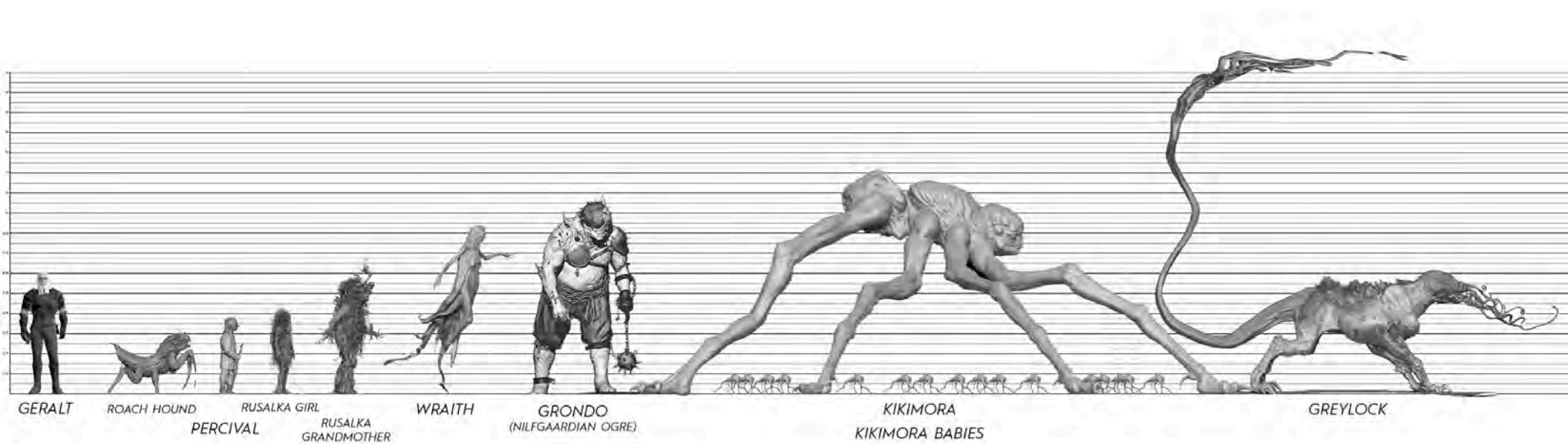


INT Nilfgaard Castle - Teryn's Corridor
406



INT Nilfgaard Castle - Teryn's Corridor
406





Monster Size Chart