



BLACK BAG

directed by Steven Soderbergh
production design by Philip Messina

The brief at the onset of *Black Bag* was to create a film that exists at the intersection of John le Carré & Ocean's Eleven - stylish entertainment for filmgoers not afraid to think a bit and enjoy watching beautiful stars in beautiful settings. I was fortunate enough to be the Production Designer tasked to design this film. This marks my 13th collaboration with Steven Soderbergh and proved to be one of the most rewarding and fun.

The majority of the film was essentially shot on three major sets (all with multiple components): George & Kathryn's Georgian home (on stage at Pinewood) and the 2 major location builds that comprised the interiors of the GCHQ (UK's cyber security agency). The greatest challenge for me from the start was how to design for a 'dining room scene' that could visually sustain some 30+ pages of dialog. I began from the center - and worked my way out in all four directions, considering the views from each of the four sides of the table itself. My utmost desire was to provide depth & interest in each direction while giving Steven (who also served as the Director of Photography) as much freedom as possible to shoot a difficult and pivotal scene with 6 actors who barely move. I'm very proud that with all the consideration and planning that went into constructing those dining room scenes (arguably the most memorable of the film), the end result was both organic and unexpected.



George & Kathryn's home
built on stage at Pinewood Studios



living room





kitchen & back yard





George & Kathryn's bed room

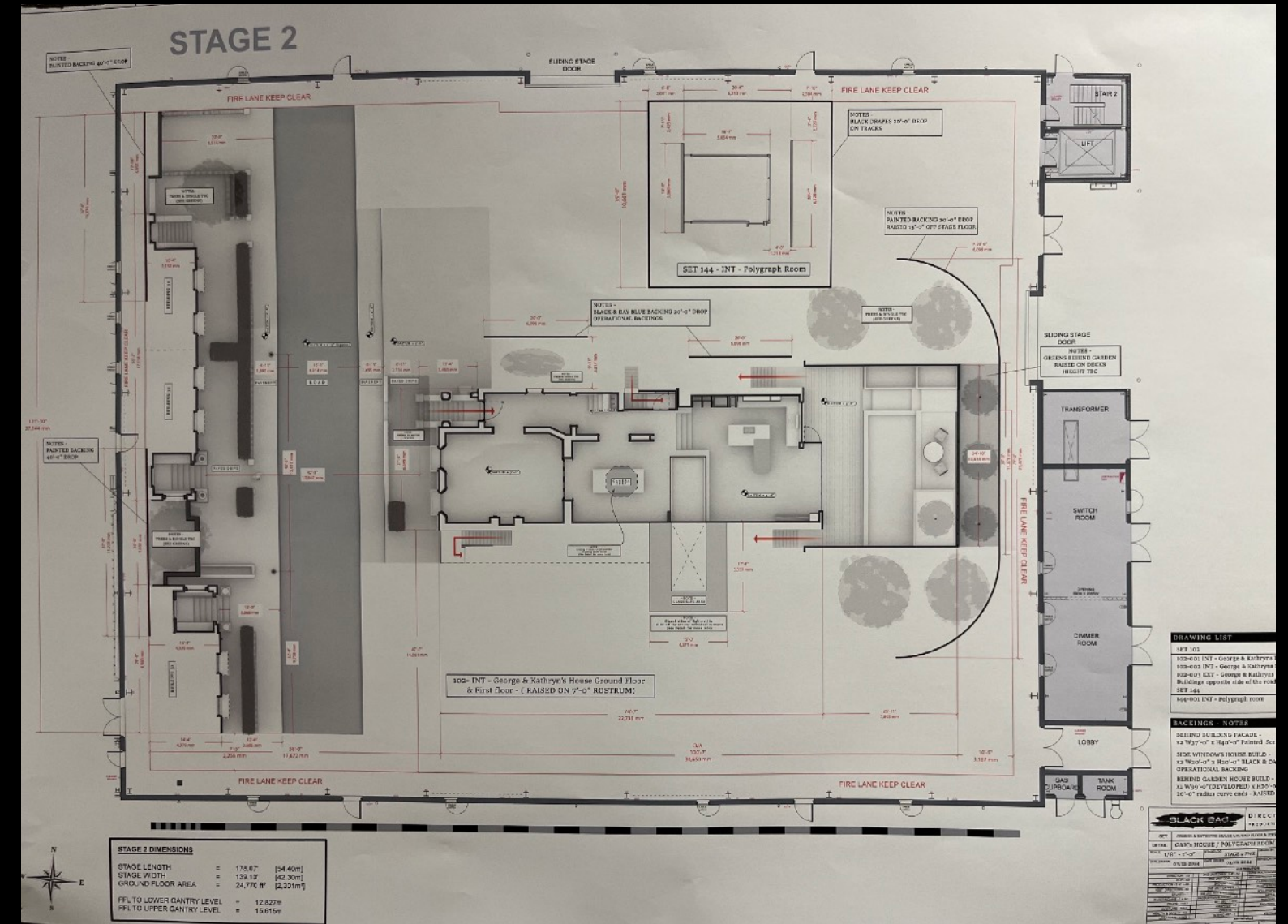




entry hall & exterior street



artwork





GCHQ : surveillance area & SCIF room
built on location into an empty office building



GCHQ : executive floor
built on location into an empty office building



GCHQ : executive floor conference room



GCHQ : set stills