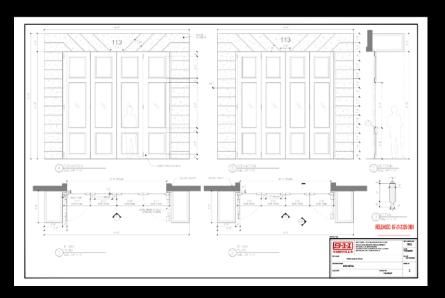




**CONCEPT RENDERING** 

**CONSTRUCTION DRAWINGS** 





**PRODUCTION STILL** 













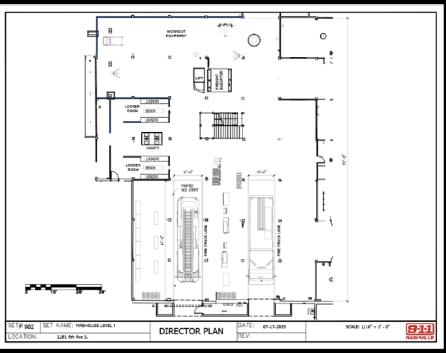


**PRODUCTION STILLS** 



INT FIREHOUSE

PERMANENT SET BUILD





**CONSTRUCTION DRAWING** 

**CONCEPT RENDERING** 



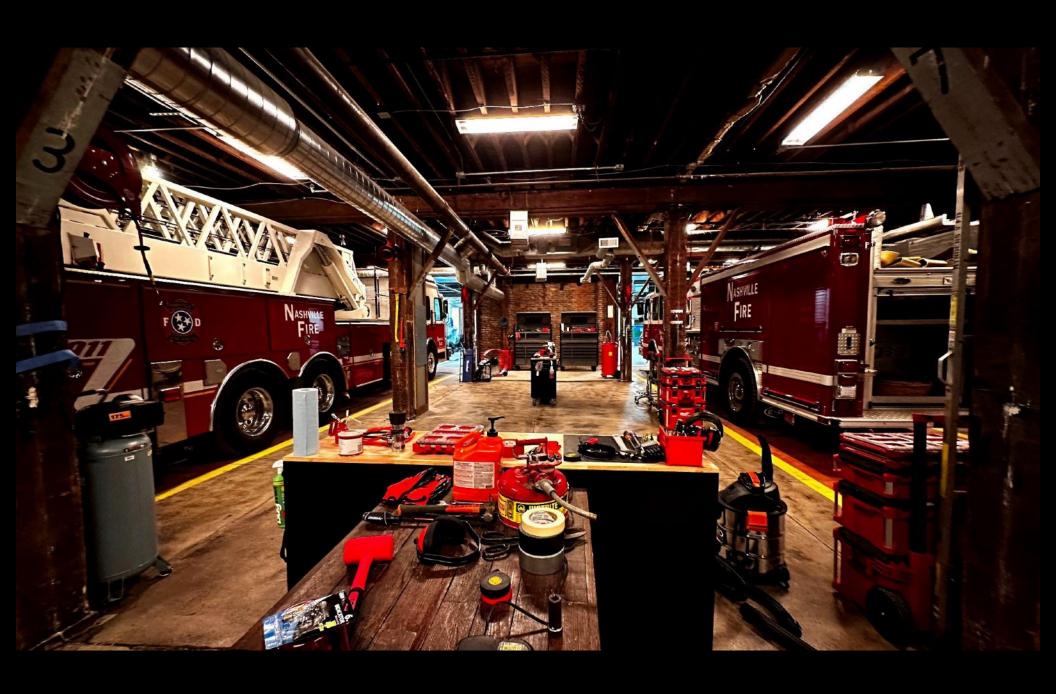


**PRODUCTION STILLS** 



INT FIREHOUSE - APPARATUS BAY

PERMANENT SET BUILD







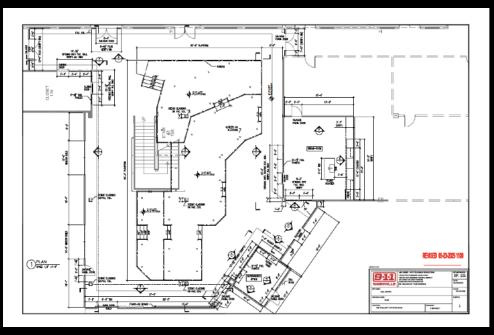






**PRODUCTION STILLS** 







**CONSTRUCTION DRAWING** 



**CONCEPT RENDERING** 



**PRODUCTION STILLS** 



INT CALL CENTER

PERMANENT SET BUILD







**CONCEPT RENDERINGS** 





































INT DIXIE'S HOUSE

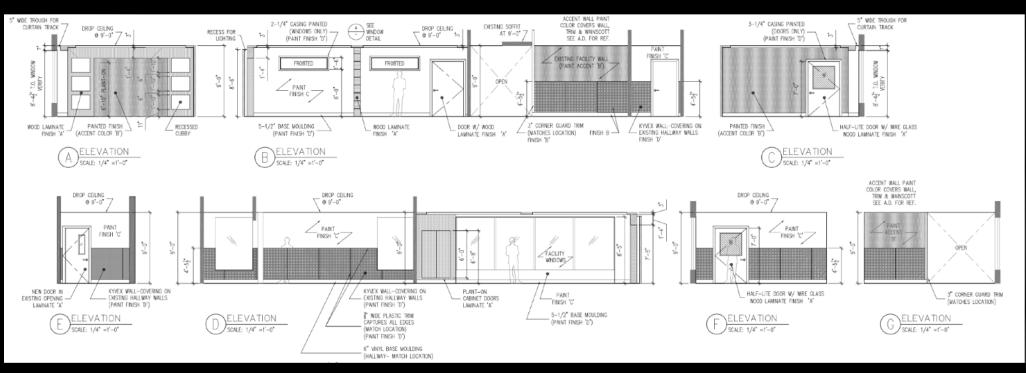
**LOCATION** 















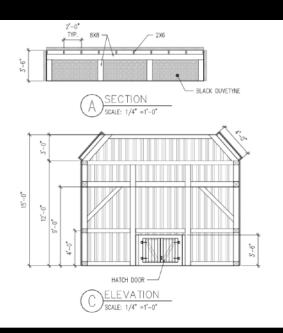
**CONSTRUCTION DRAWING & CONCEPT RENDERINGS** 

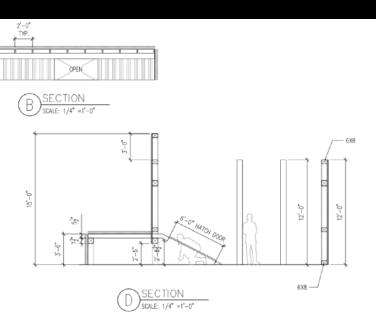


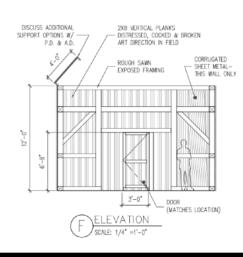




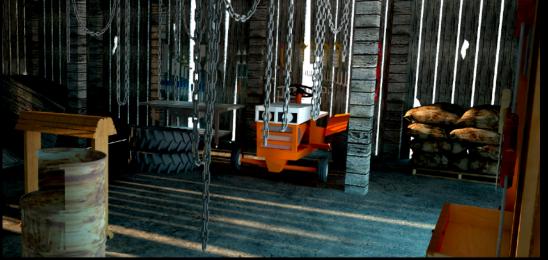












**CONSTRUCTION DRAWING & CONCEPT RENDERINGS** 











INT BARN

**SET BUILD** 









**PRODUCTION STILLS** 



LOCATION













