

# JURASSIC REBIRTH

**ART DEPARTMENT**

UK, THAILAND, MALTA, USA





*Jurassic World Rebirth* was a big, sprawling adventure that kicked off in February of 2024. With only 12 WEEKS of prep, it was truly off to the races.....

Within a few days I had my Supervising Art Director, Andrew Bennett, and a team of concept artists working in concert with director Gareth Edwards. Within a couple of weeks, we were on scouts all over the world. We eventually landed on shooting jungles in the Thailand province of Krabi, at-sea boat work and tank work in the country and Malta, under the Brooklyn Bridge in NYC, and stage work at Sky Studios, UK. Builds on location were as varied as creating a Surinamese bar and restaurant within an existing Thai fishing village, planting several acres of grassland within a lime stone valley, constructing a temple exterior in a national park, and shooting on water rapids at Lee Valley Olympic water park outside of London. The art department's base was Sky studios with off shoot departments in NYC, Thailand and Malta. Palace led construction whilst Palmbrokers headed up all greens work. We built and revamped several vehicles including a 75' patrol boat and 40' 1950's schooner sailboat. The patrol boat was actually three different builds, all manufactured by BGI in the UK. The three builds consisted of a full revamp of an existing boat, a 70% build that was mounted on a gimbal, supplied by SFX, and an interior, also attached to a gimbal. A bespoke truck was designed and built in Los Angeles, evoking the early Jurassic Park vehicles, with an updated and aggressive new look. Overall, from a design standpoint, this was an opportunity to not only respect the grandeur of the original films, but to also open up the franchise to bold new directions in form language, color, and functionality.

With a shorter production schedule and a tighter budget than previous Jurassic World productions, Rebirth was reborn from our hard working crews spanning the globe, hoping to achieve the impossible, pushing the highest levels of craftsmanship and creativity.

James Clyne, Production Designer

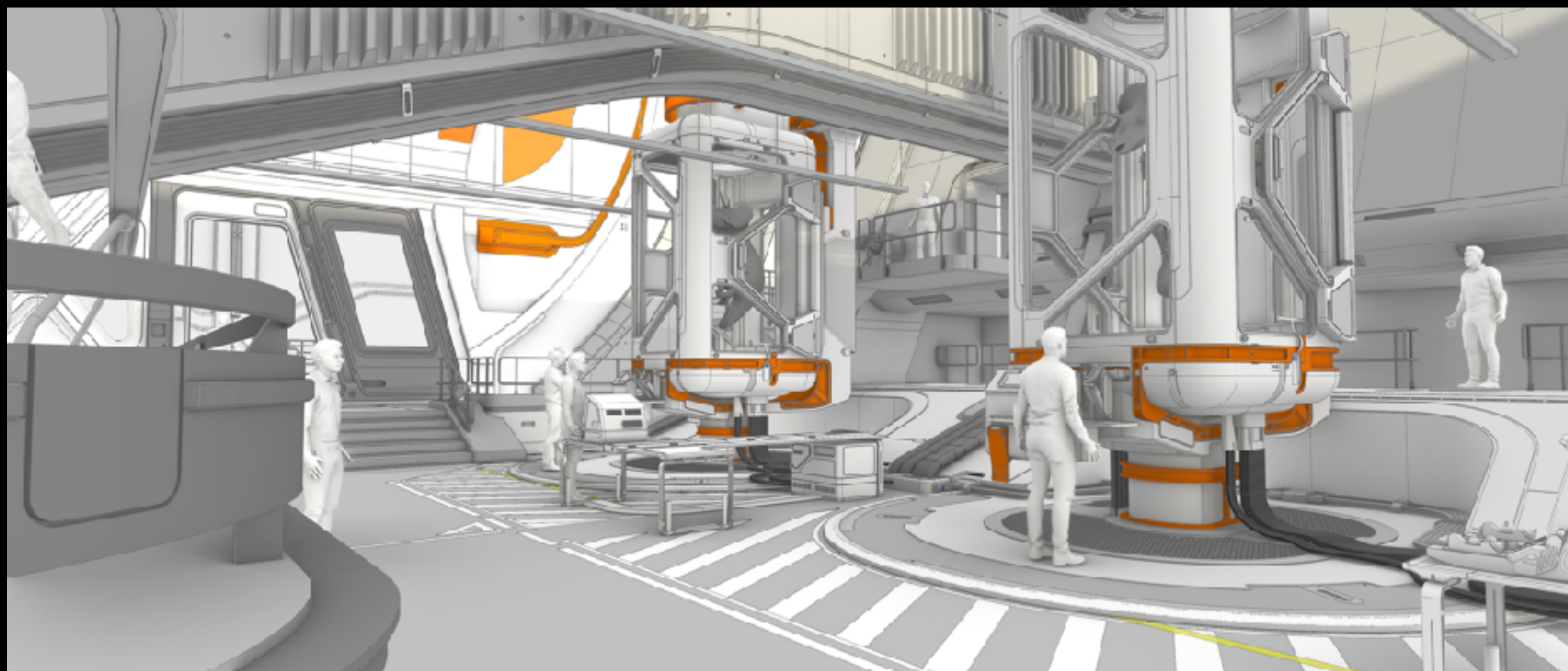
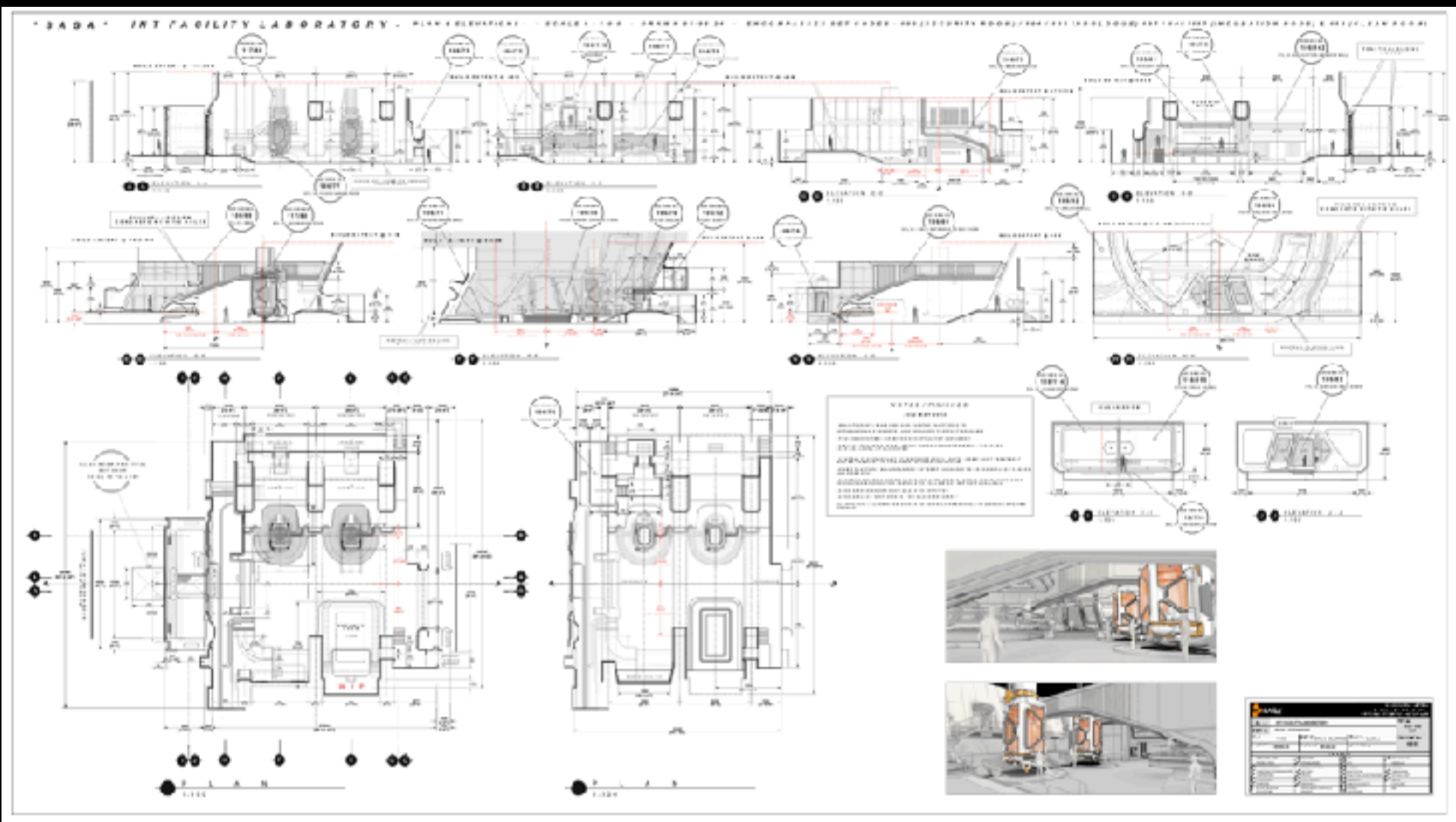




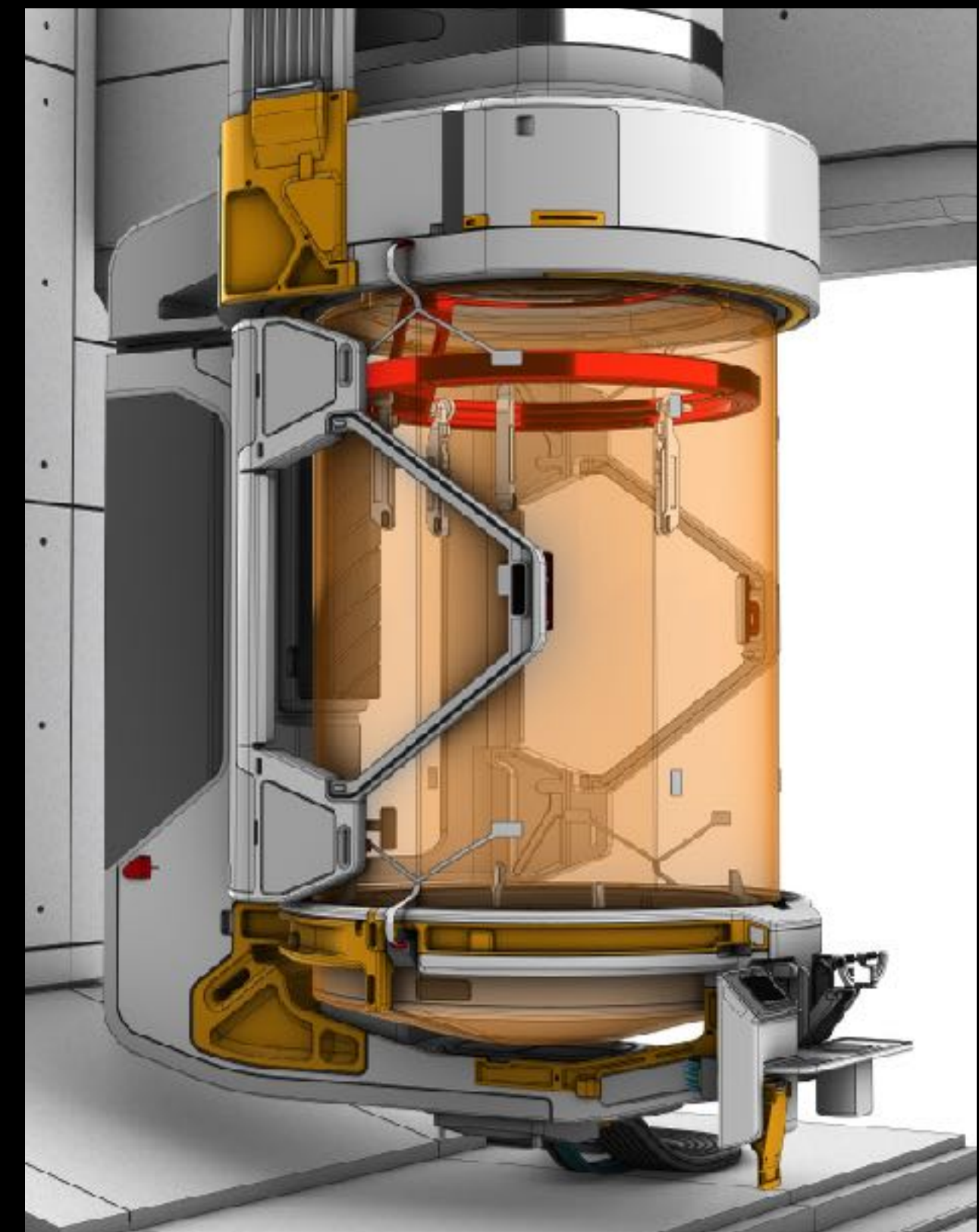
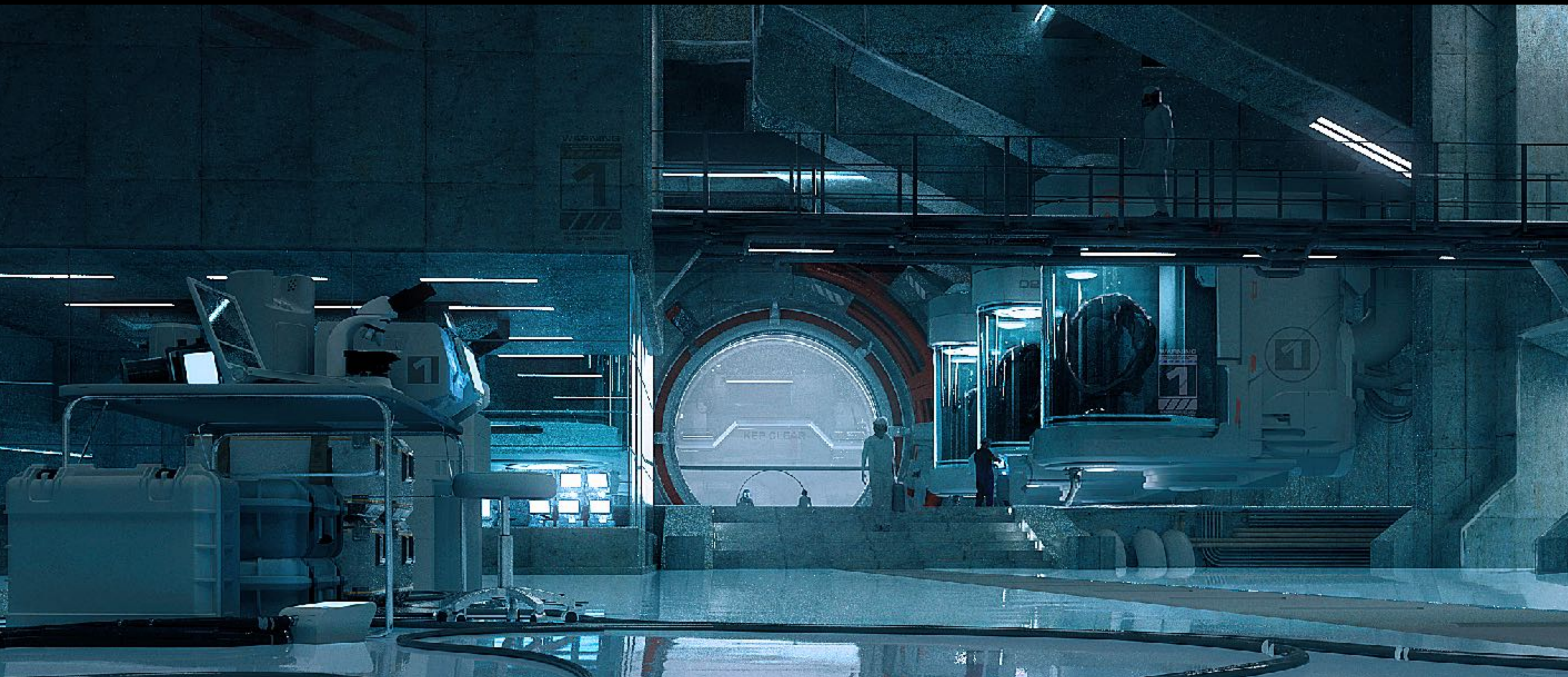


INGEN LABORATORIES - Stage build, Sky Studios, UK









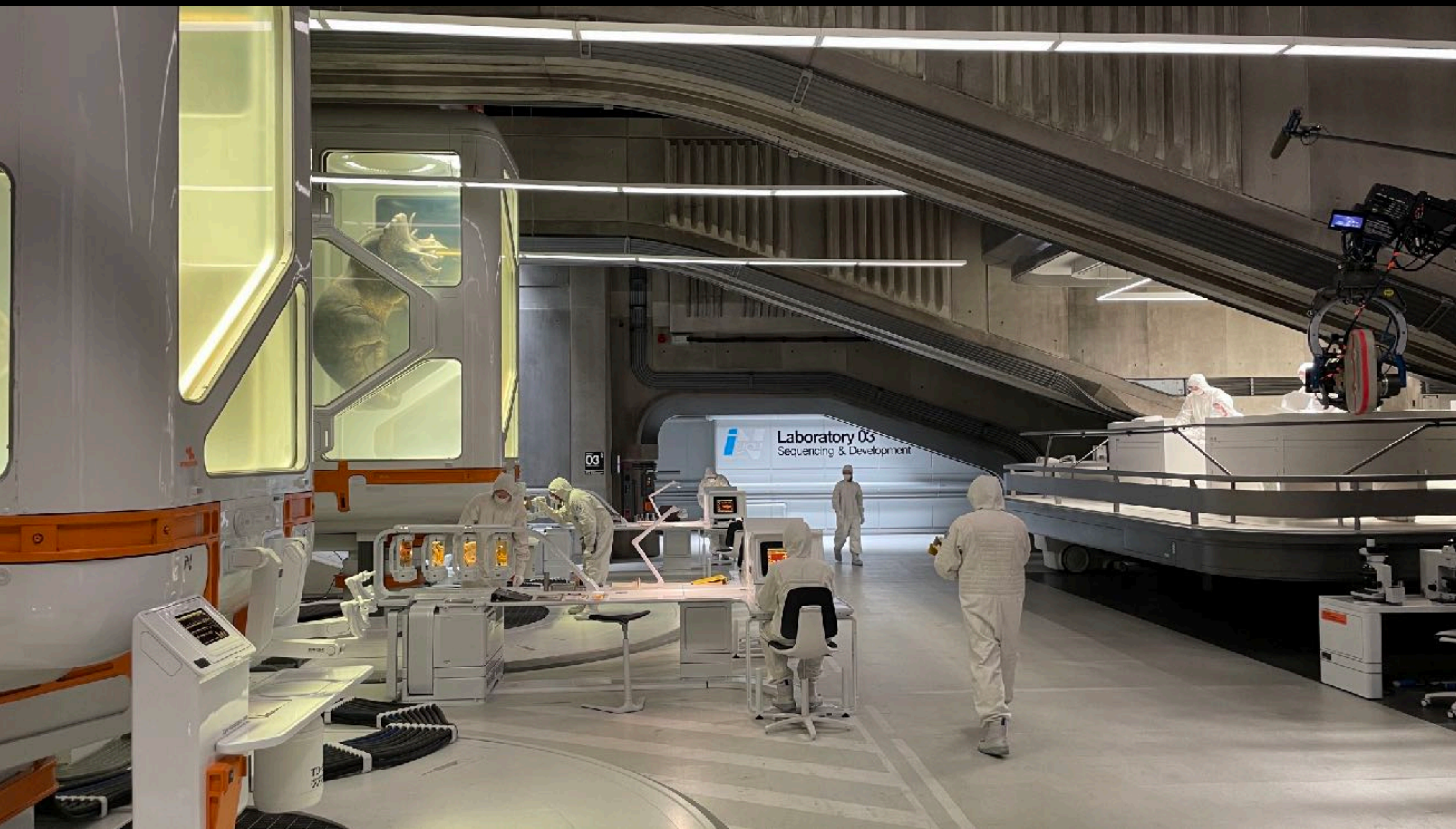














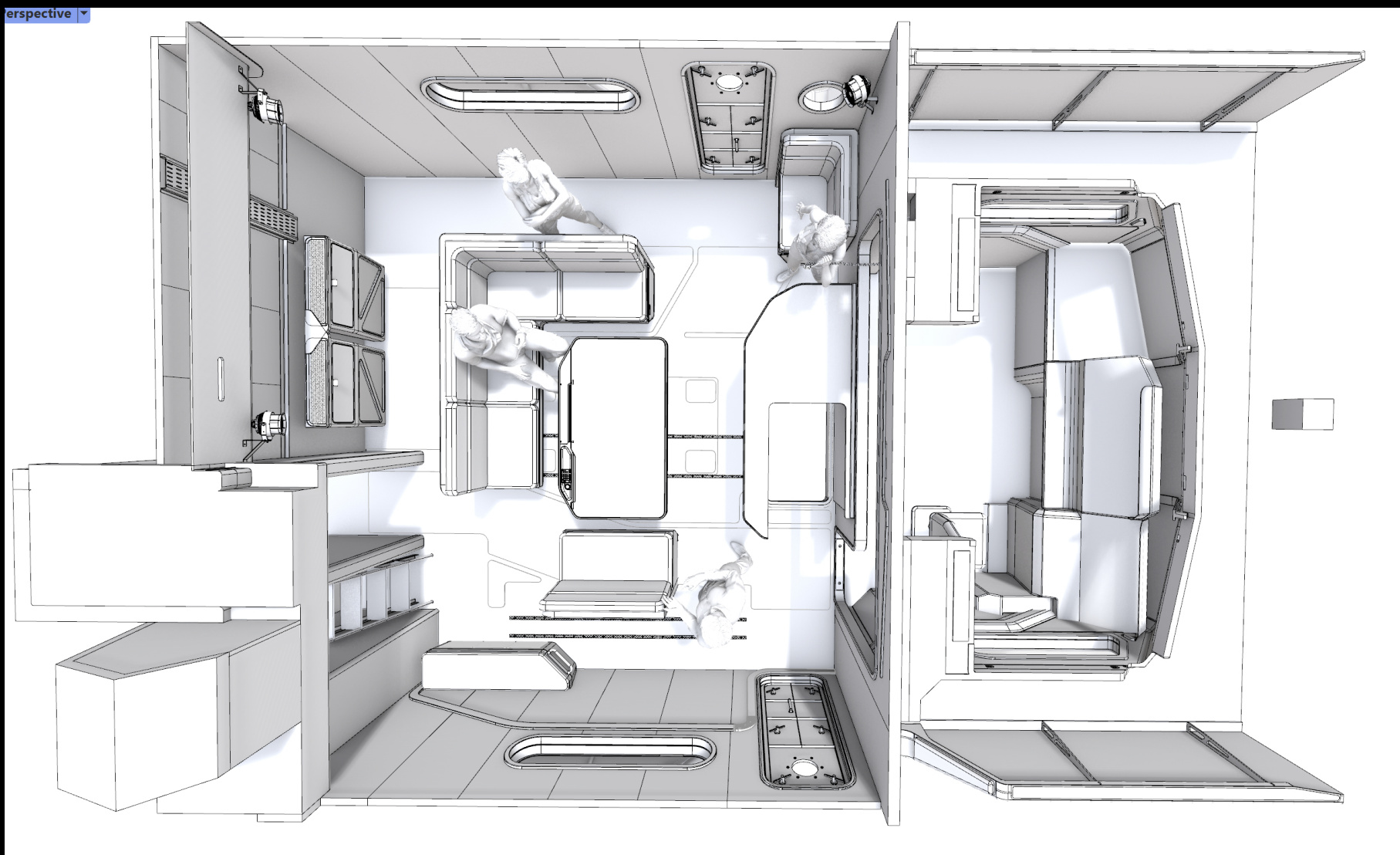
VAN DIJK'S BAR - Set build on location Krabi, Thailand









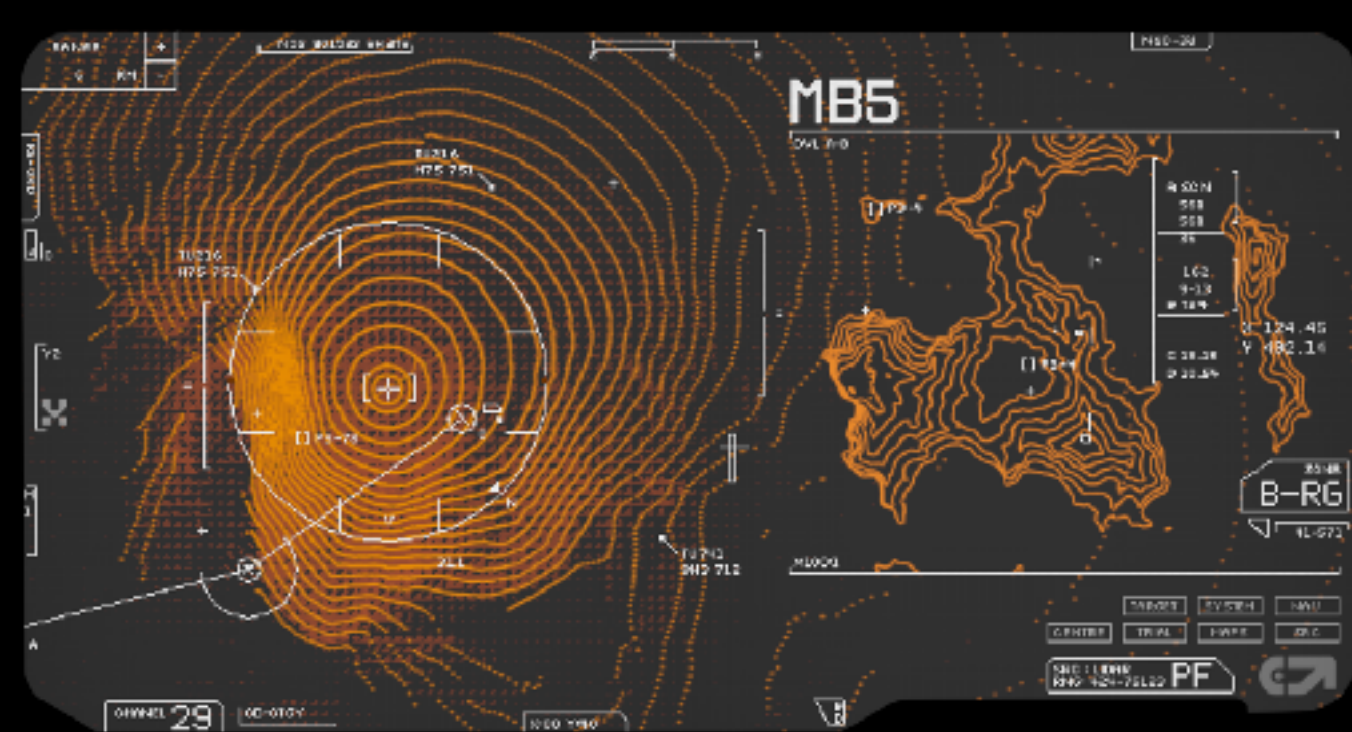
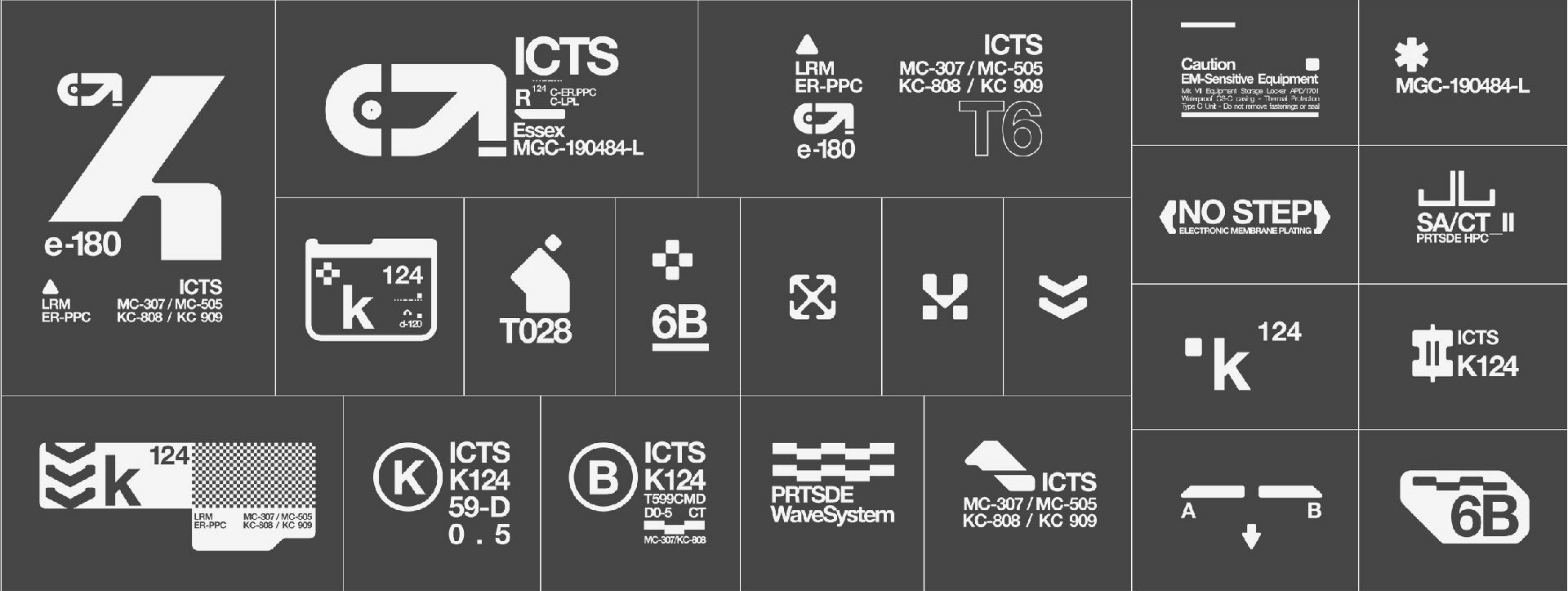


ESSEX - Partial build for tank work. Full revamp of existing 75' patrol boat. Build from BGI, UK













*LOCATION WORK- Thailand, Malta and NYC*





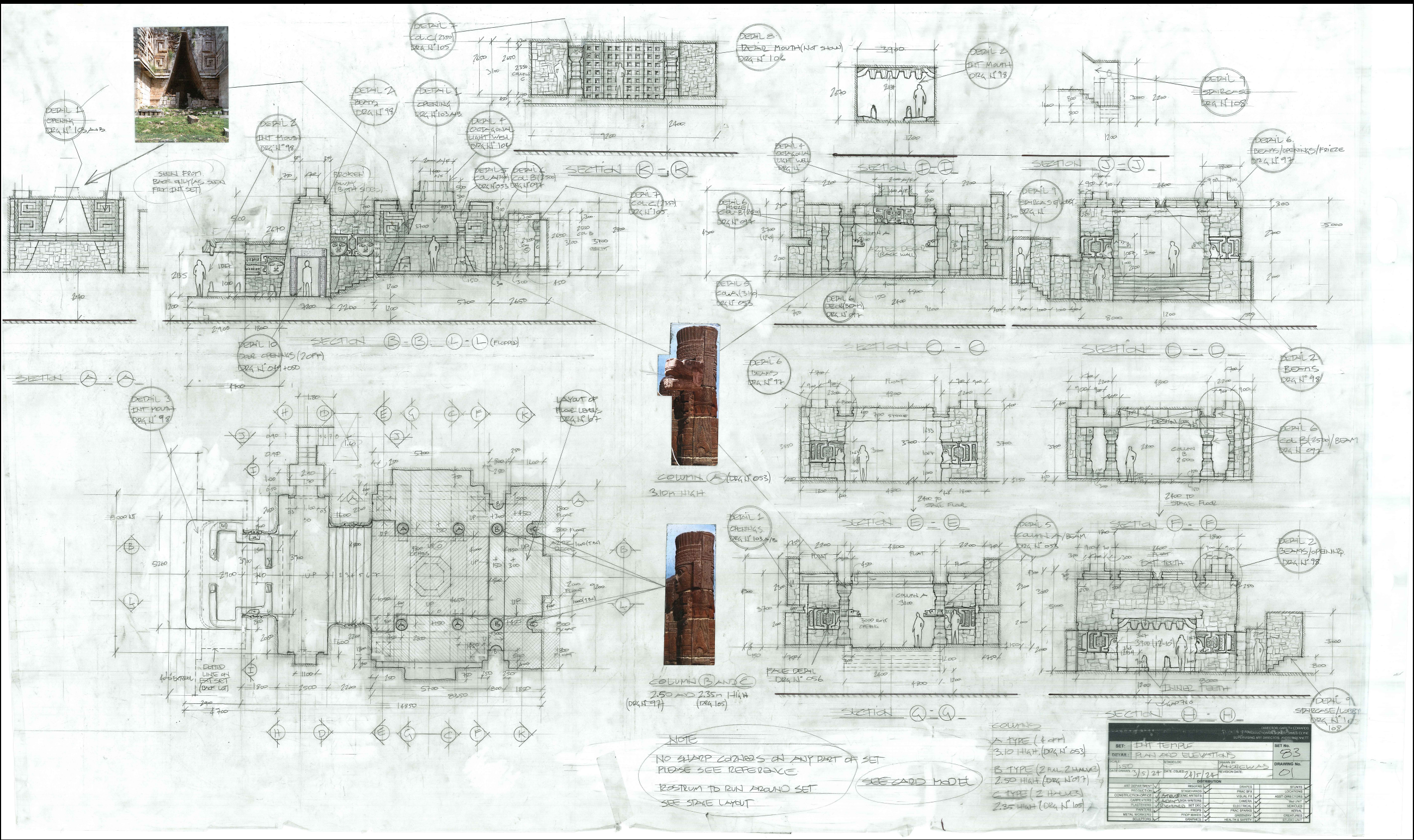
*TEMPLE INTERIOR AND EXTERIOR- Set builds both backlot and stage work, Sky Studios*













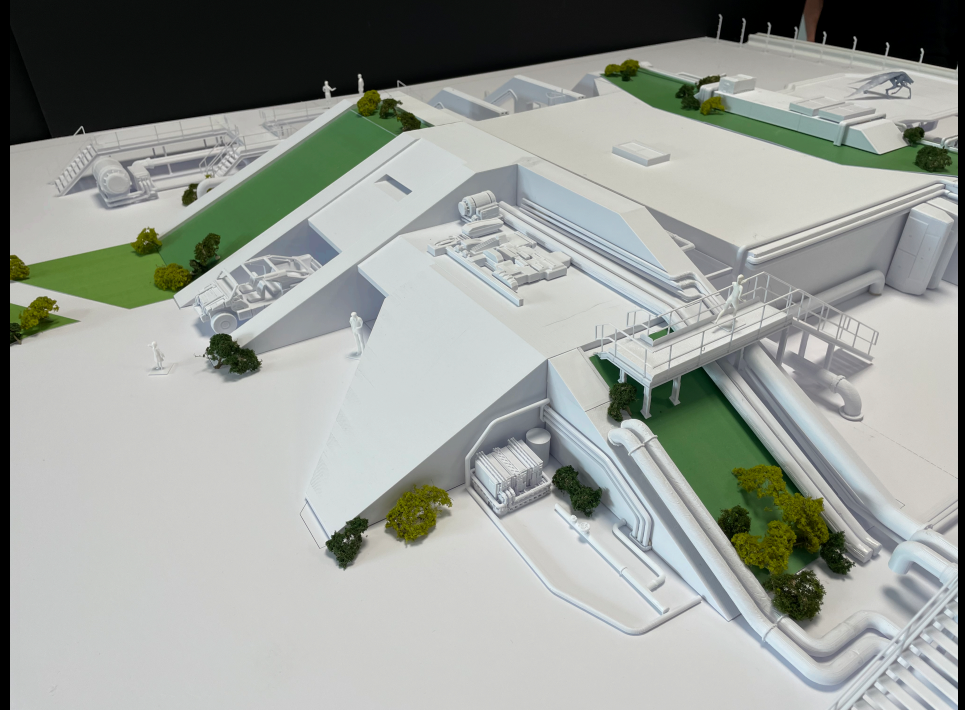
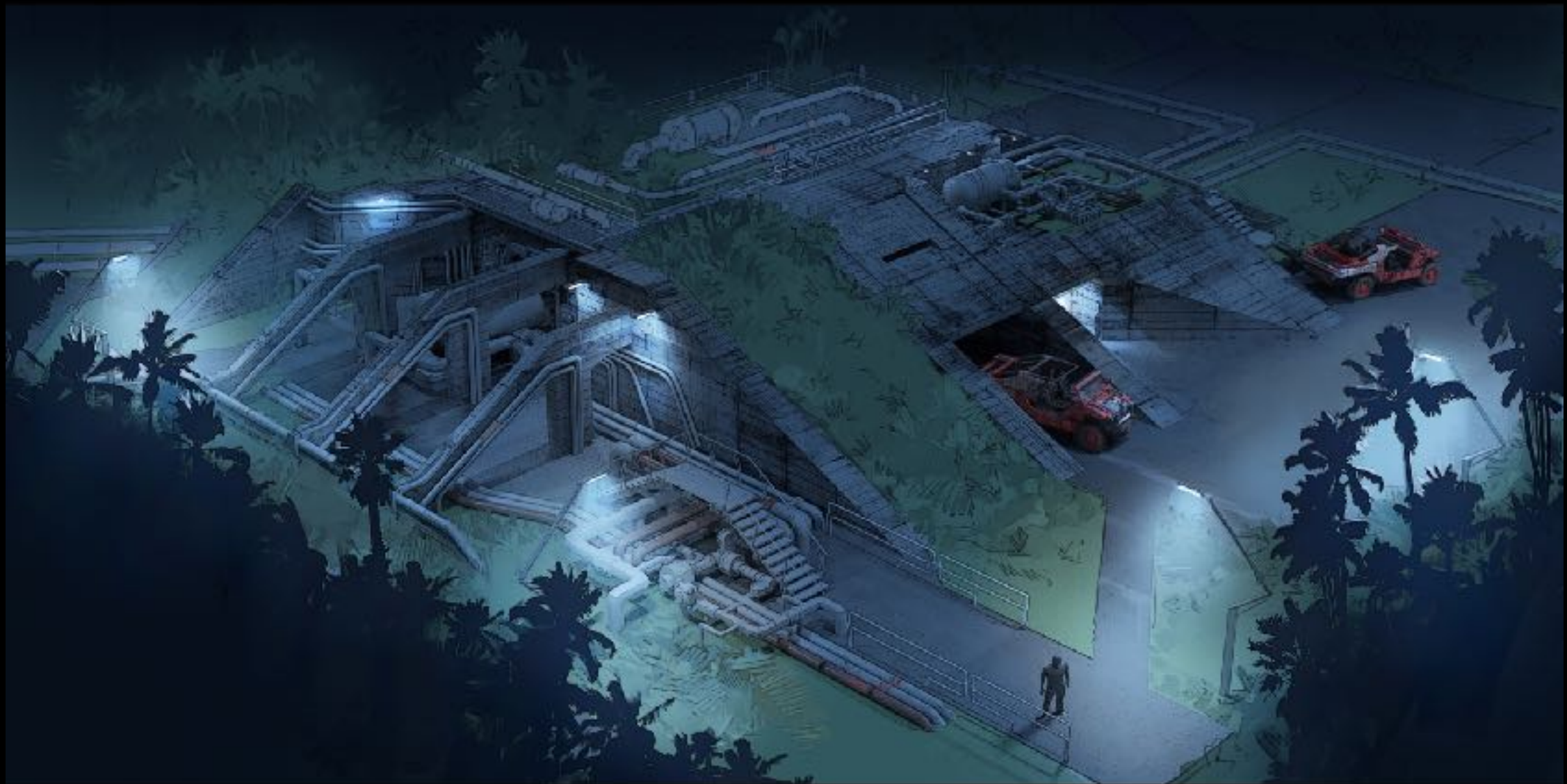
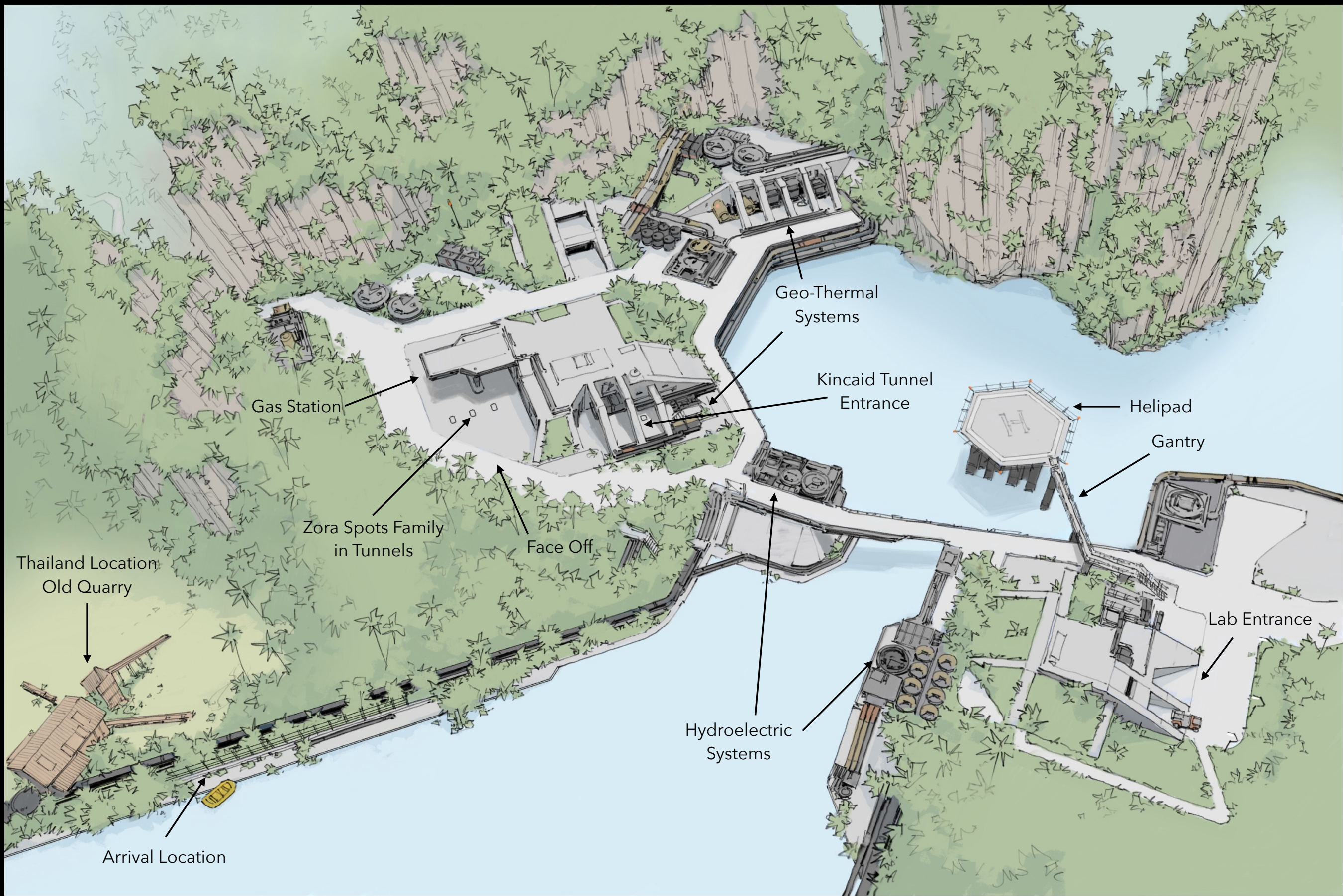






*TEMPLE EXTERIOR- Huai, National Park Thailand*





INGEN FACILITY EXTERIOR - Backlot build at Sky Studios, UK





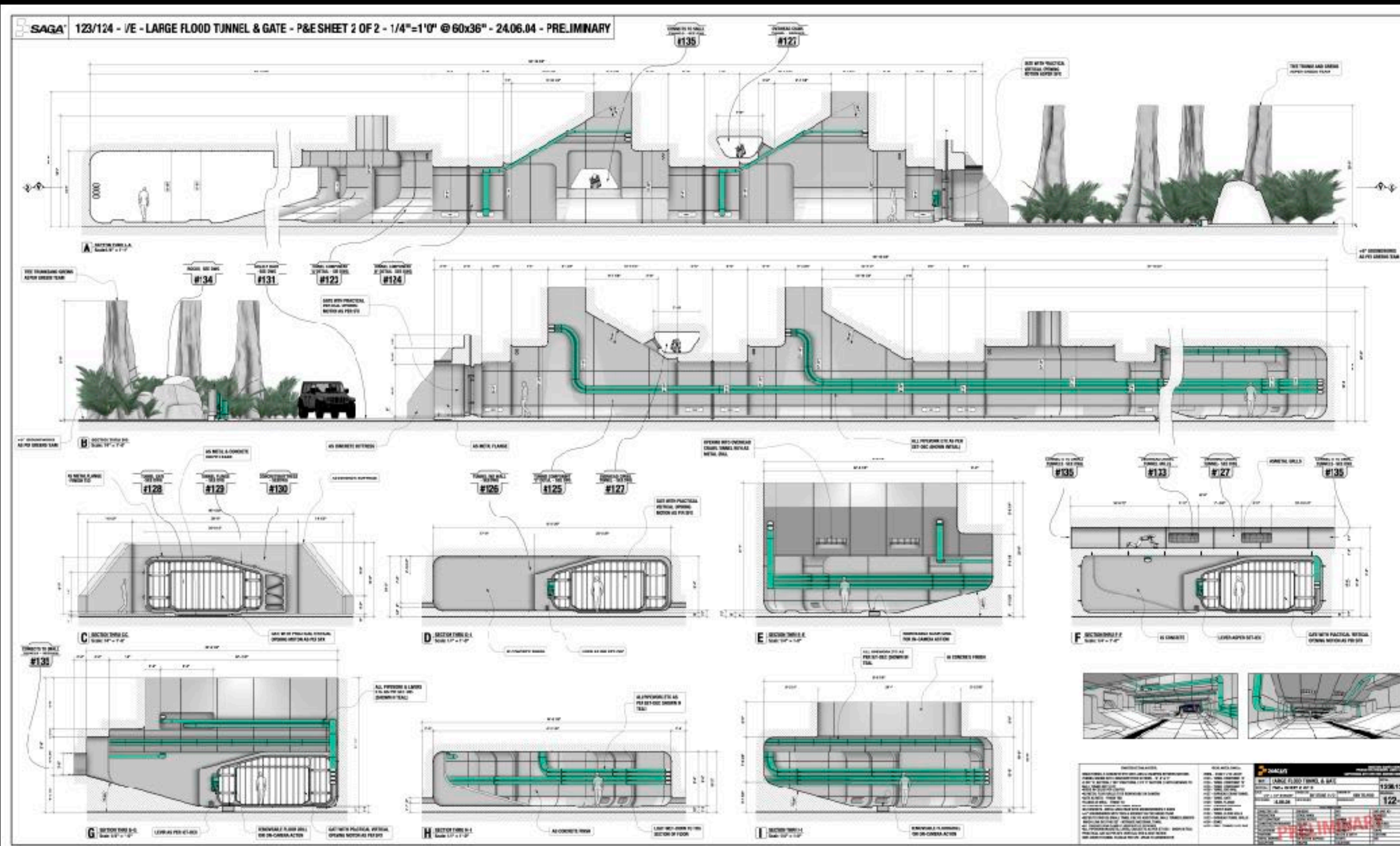














*COAST GUARD HELICOPTER - Gimbal work, Sky Studios*





PROP DESIGN AND FABRICATION







*INGEN LABORATORIES REBUILD/ DESTROYED - Stage build, Sky Studios*





*INGEN TRUCK - Build by Vehicle Effects, USA*

