UNPIRE VAMPIRE

PRODUCTION DESIGNER Maggie Ruder

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Steven Hudosh

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GRAPHIC DESIGNER
Hilary DeWaay

SET DESIGNERS

Gail Russell Kelly Hogan

PROP MASTER

Addison Esson



Starting my first multi-cam show, I quickly learned there are a lot of rules—most of them involving flat walls, very specific lighting, and the almighty proscenium. Naturally, I pushed back.

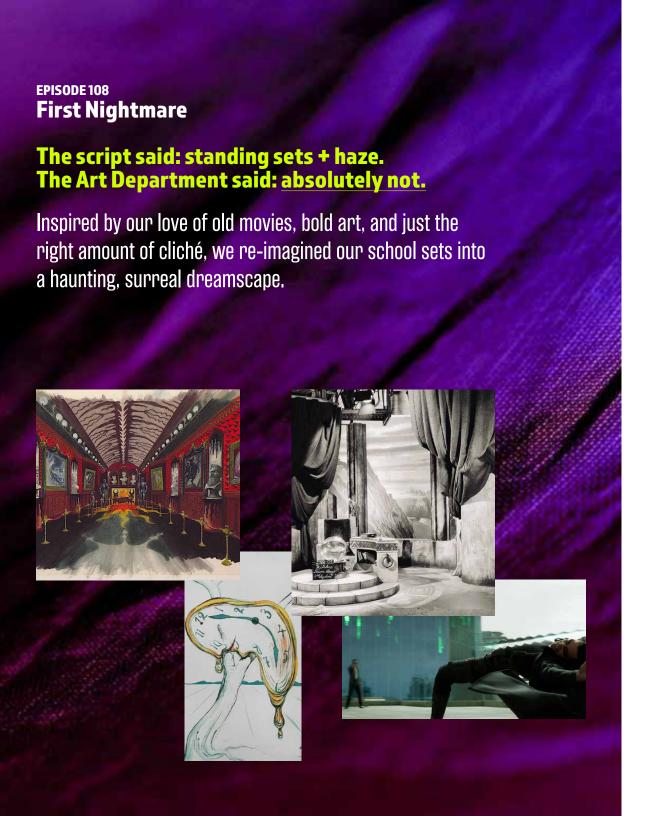
From the start, we were asked to create sets that felt more immersive than traditional multi-cams.

So we challenged the norms: we layered and connected our sets, packed them with rich, story-driven details, and leaned into the school's architectural history. Basically, we wanted the world to feel so authentic that you'd forget we were shooting with four cameras and a laugh track.

Wilson Hall became a moody, complex maze of sets that don't just hold the action—they ground the story and spark the imagination of both our cast, crew and audience.

From all the bat's in the Art Dept - thanks for your consideration!













CUSTOM BUILD Stony the Guardian Gargoyle

Originally planned to be a magical plant, we helped to re-envision our guardian as Stoney -- a distant relative to Gregoria, from the original animated series. Stony's design included the ability to change his facial expression with face plates. He was fabricated in-house, and finished beautifully by our scenic team.









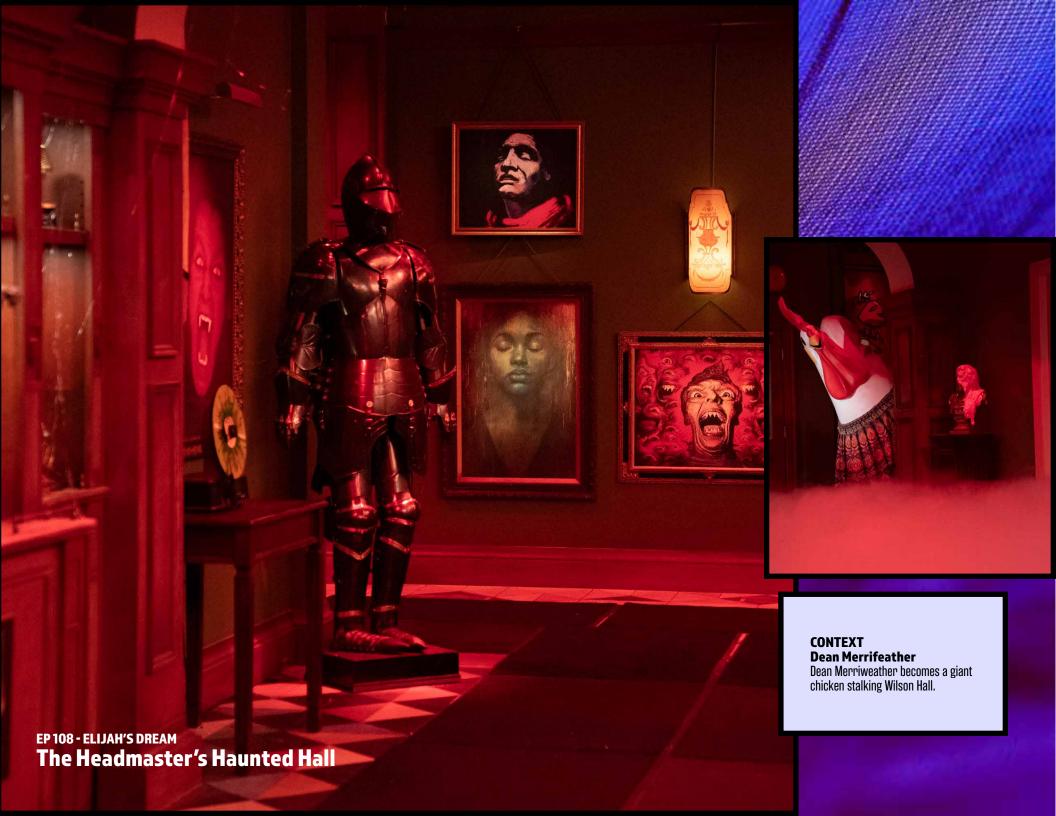


























Last but not least, thank you to the incredible Set Dec, Art, Construction, Paint, SFX, Camera, Lighting and Props teams who helped bring this series to life.

What we do is difficult in the best of times, and you each made it joyous during some of the toughest months of my life.

Your talent, kindness, and creative ingenuity are the cold, dark heart that keeps this series undead.

Thank you for your consideration!

-Team Vampirina

