Production Design Presentation for ADG Awards

Project Category: Motion Picture
Project Title: Snow White
Filmed in: U.K
Band: Major Motion Picture - Fantasy (#30M+)

Kave Quinns Statement:

Snow White was an exciting film for me to design, as nearly every scene required a full set build. This extended to the set decorations too, with almost all elements crafted bespoke for the production.

My visual inspiration drew heavily from the original animated film and the Brothers Grimm fairytale, rooted in medieval Bavaria.

Both the castle and the village underwent two complete transformations: a "Good" version and an "Evil" version. This presented unique scheduling challenges. To achieve the transition, the painters first applied the "good" castle colours, then layered a latex-based "evil" palette on top. This upper layer could be peeled away to reveal the pristine good colours beneath.

There was extensive collaboration with VFX throughout the project due to the set extensions and fully CG environments.

One of the most fascinating aspects for me was designing the Miners' Mines. We began with concepts and sketches to establish the geography and geology of the mine world, followed by a detailed 3D model. To ensure the CG environments felt authentic, we captured extensive LIDAR scans of real caves, tunnels, and rock formations.

Designing the spaces inhabited by the Evil Queen was another creative highlight—from the cavernous, jagged dungeon with its endless spiral staircase to the opulent, gilded, jewel-encrusted Queen's Chambers.

The contrast between all these environments I hope added to the story of Snow White.

Production Designer: Kave Quinn
Supervising Art Director: Niall Moroney
Set Decorator: Stella Fox

Art Directors: Elaine Kusmishko, Sandra Phillips, Andrea Matheson, Lauren Briggs-Miller, Kiera Tudway

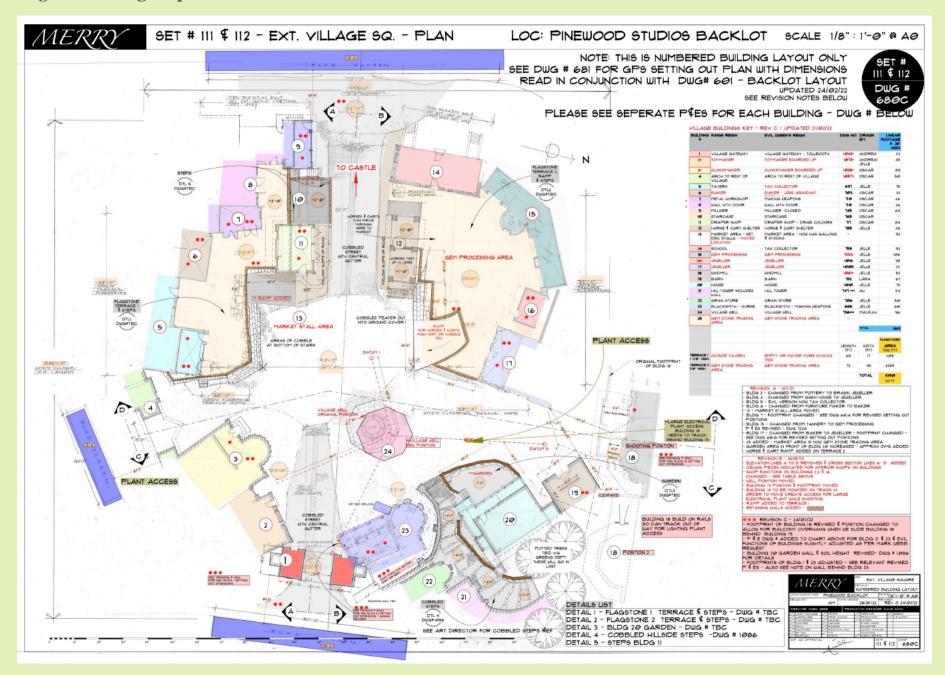
Graphic Designer: Franny Bennett

Concept Artists: Elo Soode, Norman Walshe



Set: Ext. Village Square

Set Drawing: Ext. Village Square - P&E



Stills: Ext. Village Square - Good King



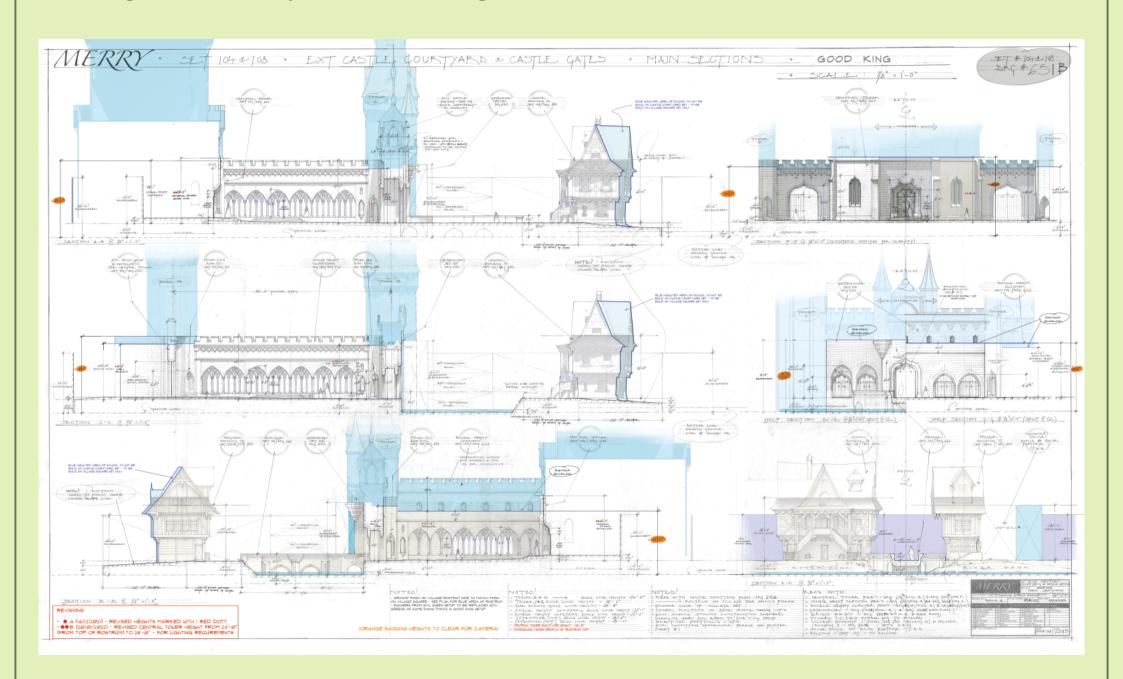
Set: Ext. Village Square

Location: Studio Build, Pinewood

Stills: Ext. Village Square - Evil Queen



Set: Ext. Castle Set Drawing: Ext. Castle Courtyard - P&E - Good King



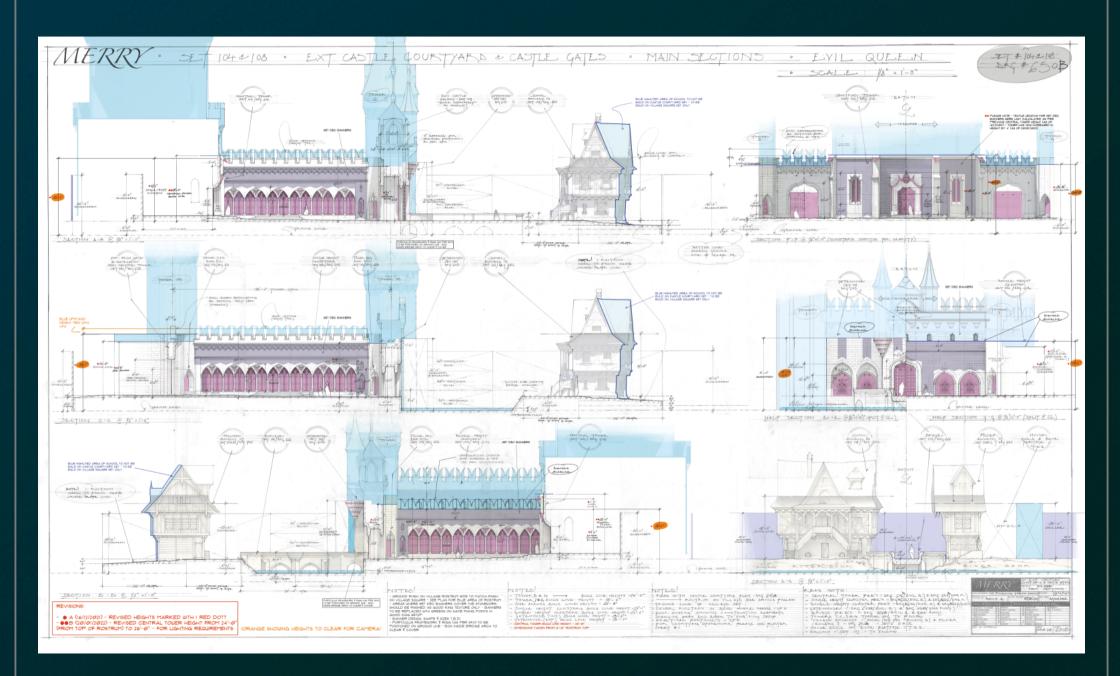
Set: Ext. Castle Concept & Set Photo: Ext. Castle Courtyard - P&E - Good King





Set: Ext. Castle

Set Drawing: Ext. Castle Courtyard - P&E - Evil Queen



Concept: Ext. Castle Courtyard - P&E - Evil Queen



Location: Studio Build, Pinewood

Stills: Ext. Castle Courtyard - P&E - Evil Queen





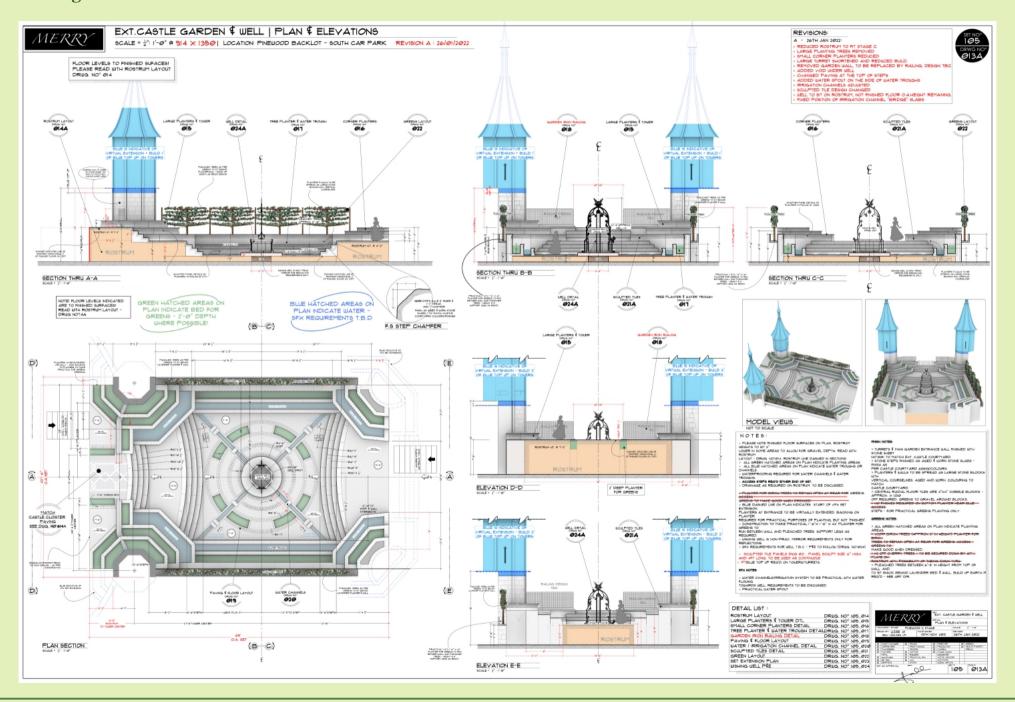








Set Drawing: Ext. Castle Garden & Well - P&E



Set: Ext. Castle

Location: Studio Build, Pinewood

Stills: Ext. Castle Garden & Well - Good King



Concept: Ext. Castle Garden & Well - Evil Queen

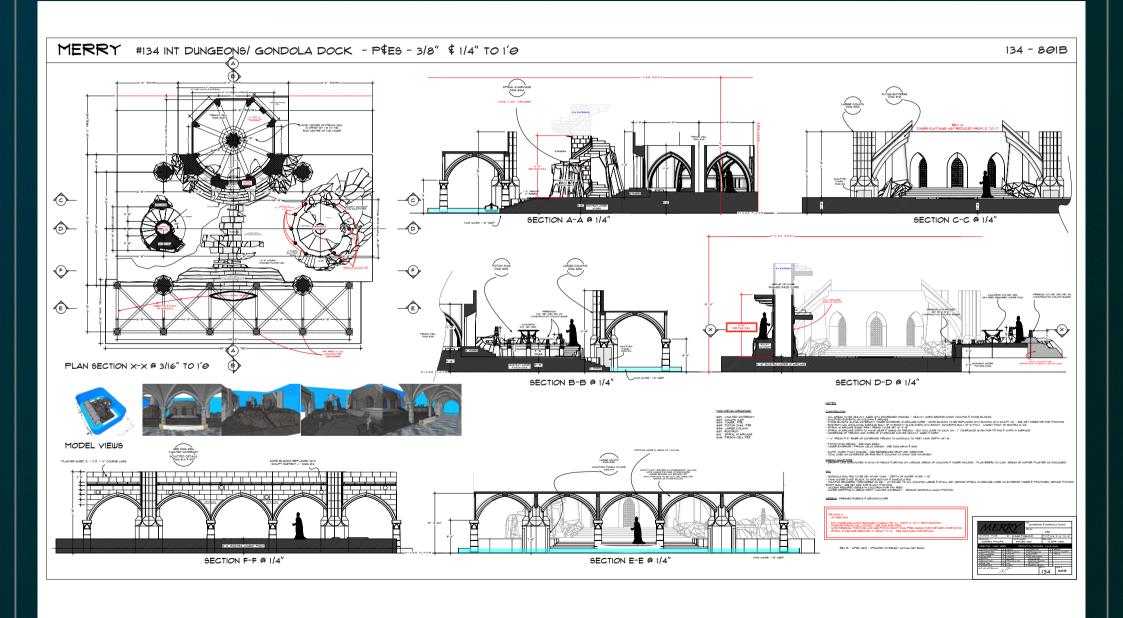


Location: Studio Build, Pinewood



Set: Int. Castle

Set Drawing: Int. Dungeons & Gondola Dock - P&E - Evil Queen



Set: Int. Castle Concepts: Int. Dungeons - Evil Queen





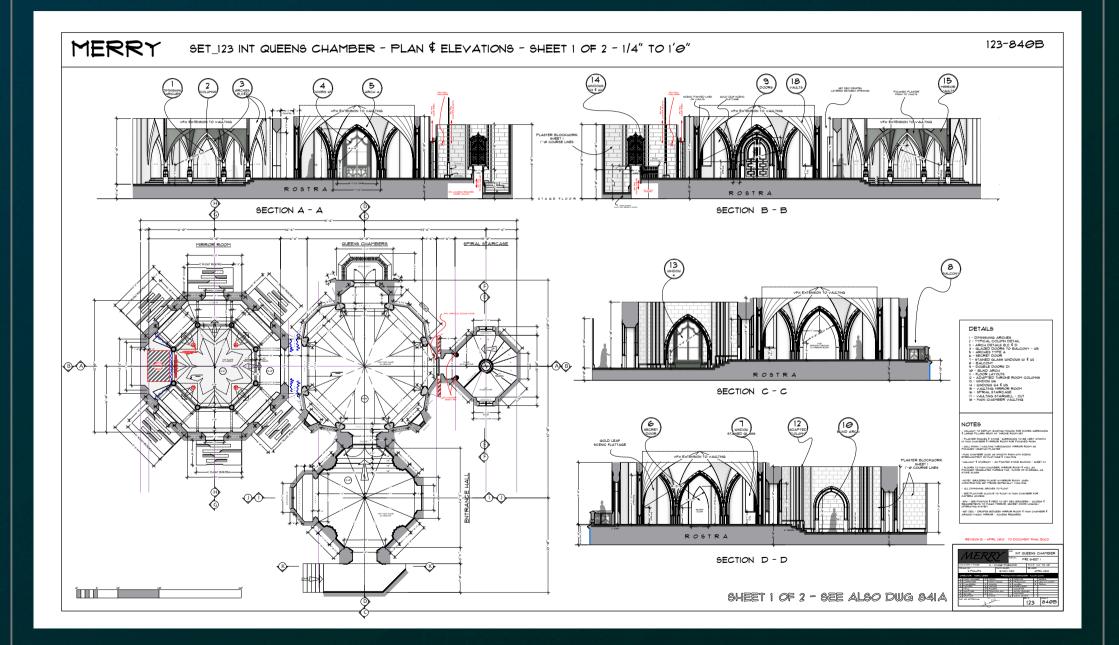
Set: Int. Castle Stills: Int. Dungeons & Gondola Dock - Evil Queen

Location: Studio Build, Pinewood



Set: Int. Castle

Set Drawing: Int. Queens Chamber - P&E - Evil Queen



Set: Int. Castle Stills: Int. Queens Chamber - Evil Queen

Location: Studio Build, Pinewood



Set: Ext. Scary Forest

Location: Studio Build, Pinewood

Concept: Ext. Scary Forest



Set: Ext. Scary Forest Stills: Ext. Scary Forest

Location: Studio Build, Pinewood



Set: Ext.Morning Forest Stills: Ext. Morning Forest - Forest Clearing

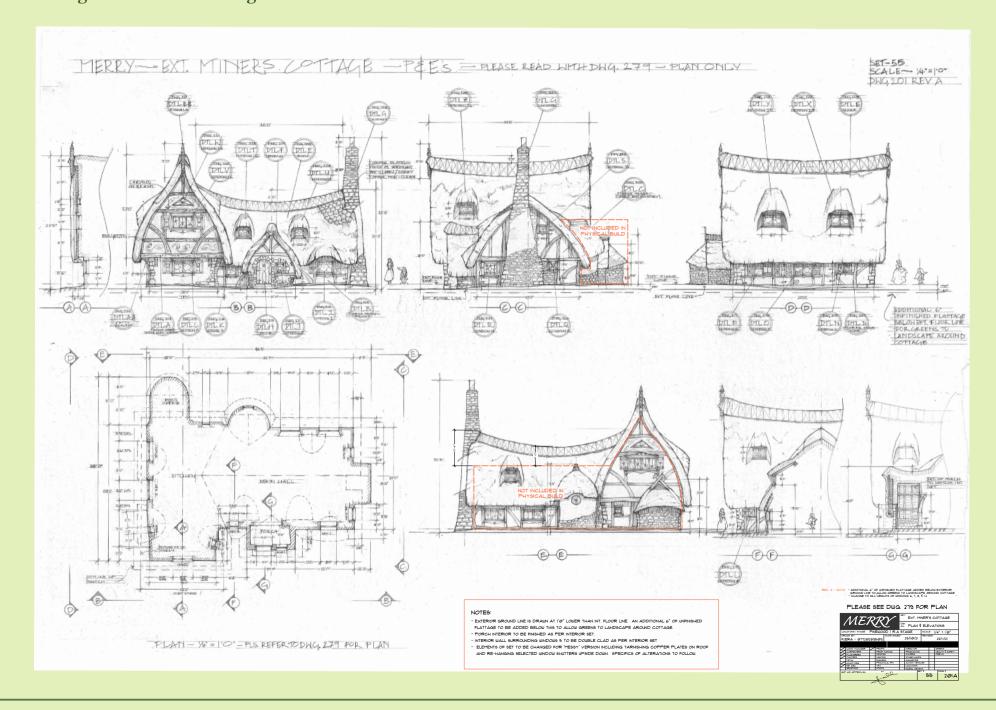








Set: Ext. Miners Cottage Set Drawing: Ext. Miners Cottage - P&E



Set: Ext. Miners Cottage Concept: Ext. Miners Cottage



Set: Ext. Miners Cottage Stills: Ext. Miners Cottage



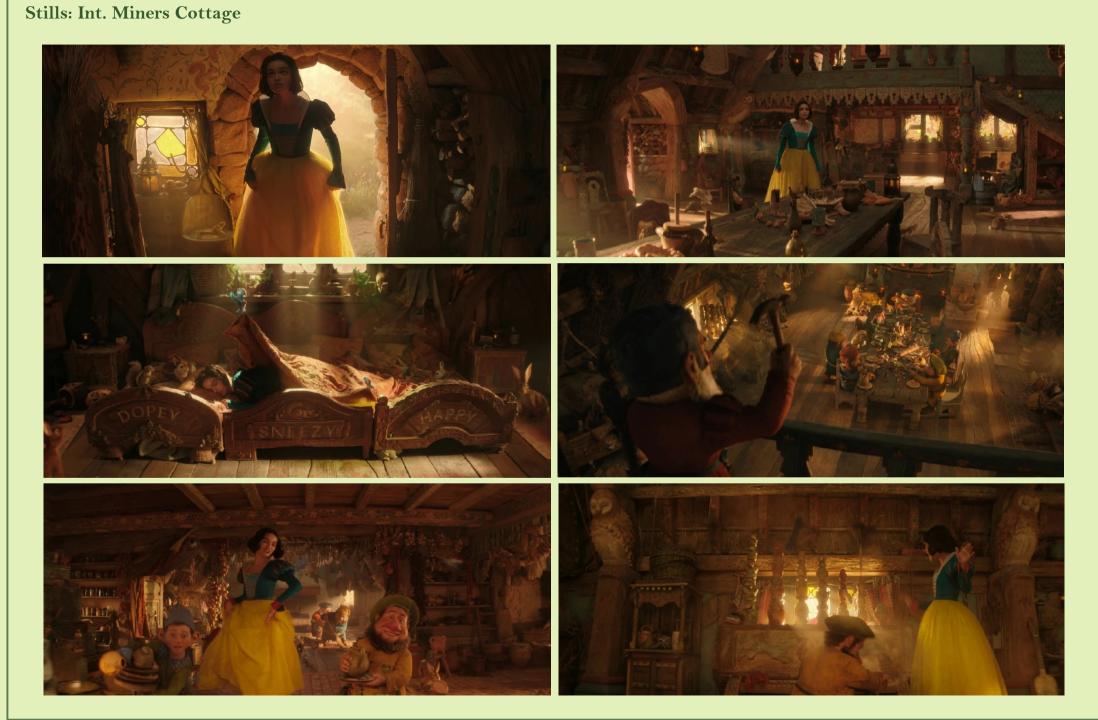
Set: Int. Miners Cottage Concept: Int. Miners Cottage







Location: Studio Build, Pinewood



END OF PRESENTATION

THANK YOU

