

DESIGN BRIEF

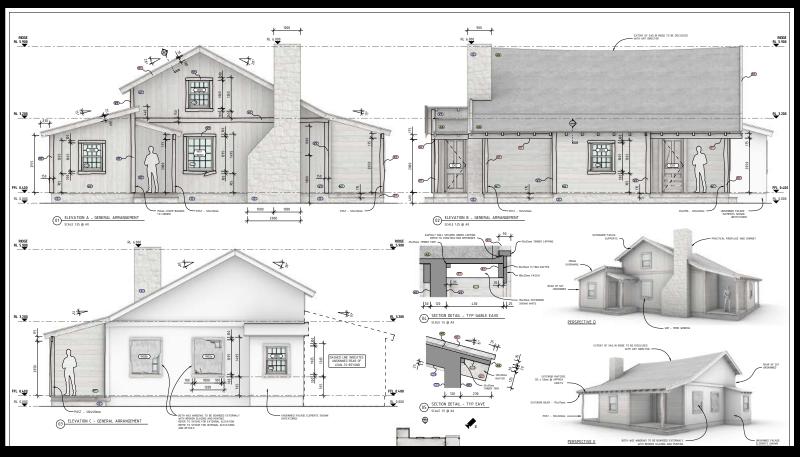
Play Dirty required the invention and recreation of many sets and locations that authentically represent greater New York. Like our charismatic character Parker our settings reflect the multifaceted nature of the great city, the art department undertook extensive design and construction to support the diverse settings needed for the film.

One of our backlot sets a New Jersey intersection really resonated with one of our shooting crew. I found her sitting on the stoop of a corner shopfront, wiping a tears from her eyes, I asked if she was ok. Smiling she explained that as a kid she used to hang out on that very corner back home in New Jersey. Our backlot was located a long way away from New Jersey. I thought at that moment our team of Art directors and set designers had really captured the essence of the city.

Owen Paterson Production Designer





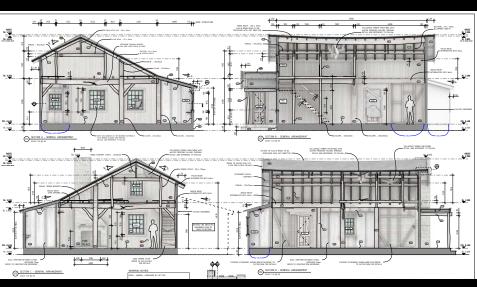




















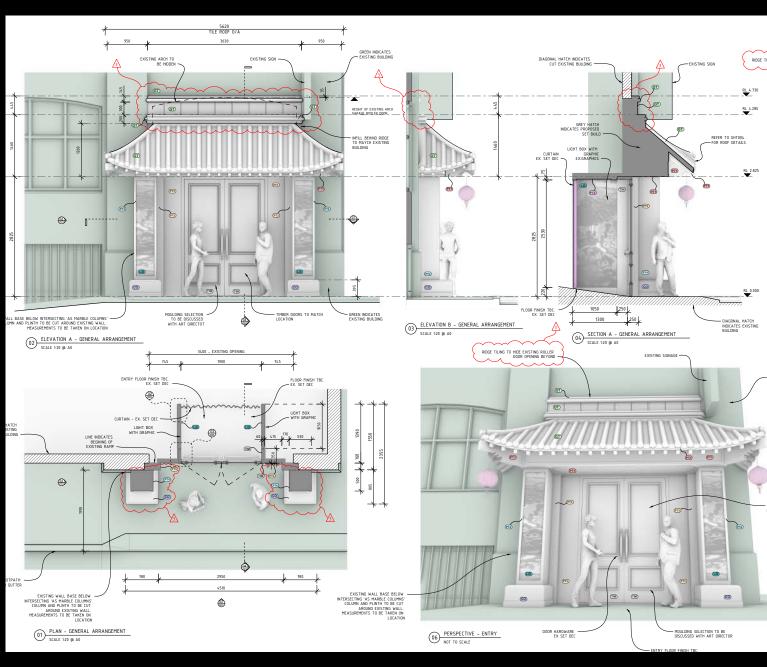








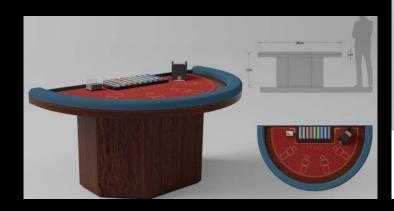














RENDERED PERSPECTIVE











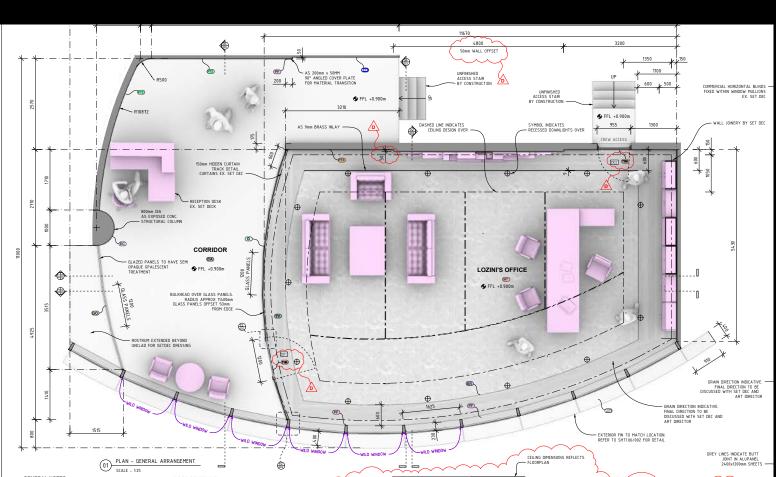








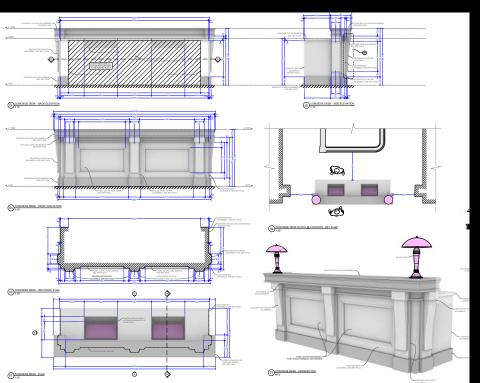




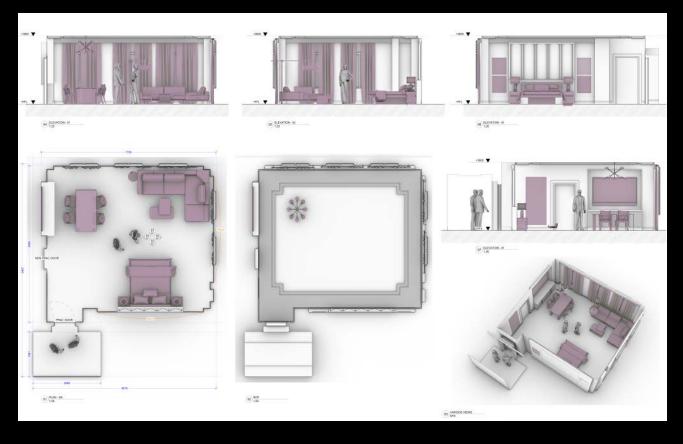








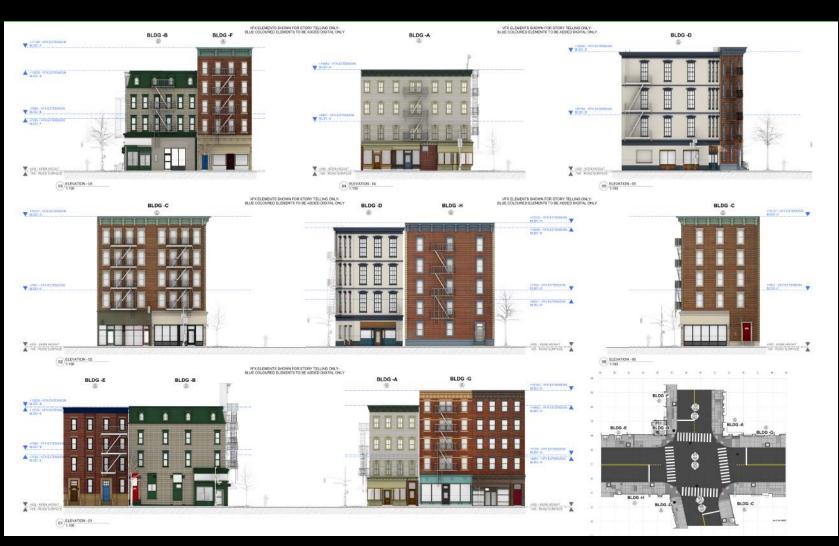




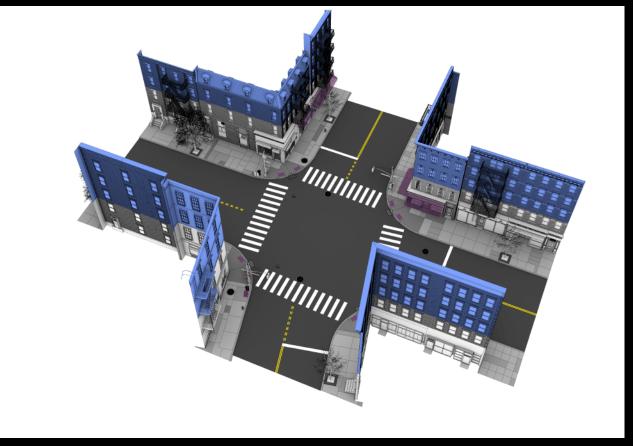


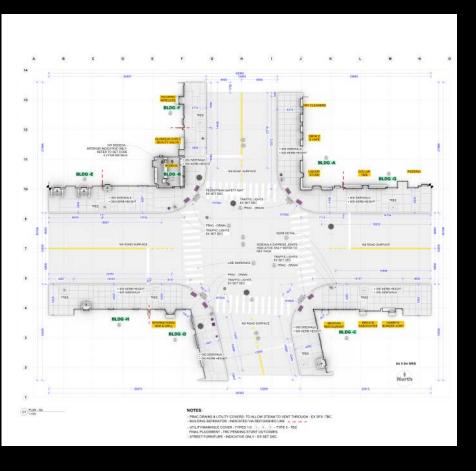














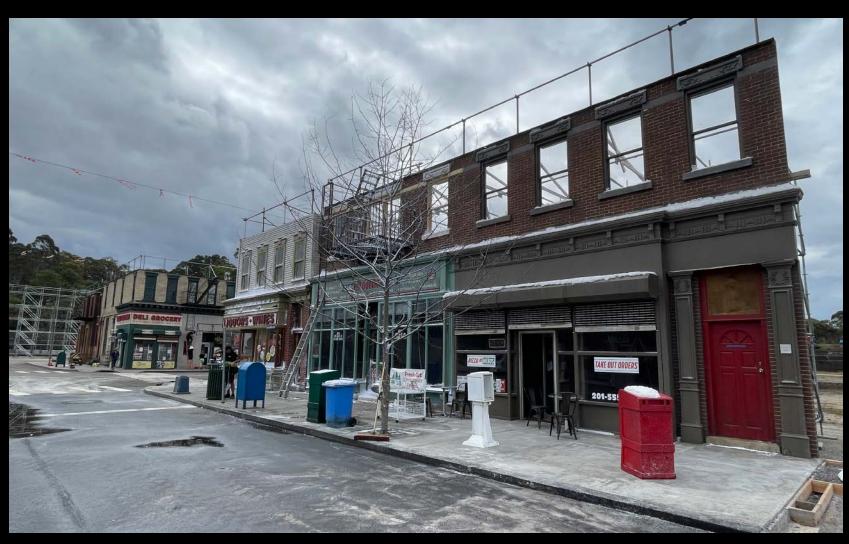


























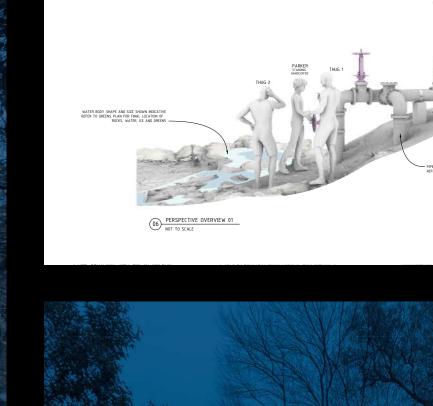




















DOUBLE FLANGE CONNECTION TO PUMP STATION





















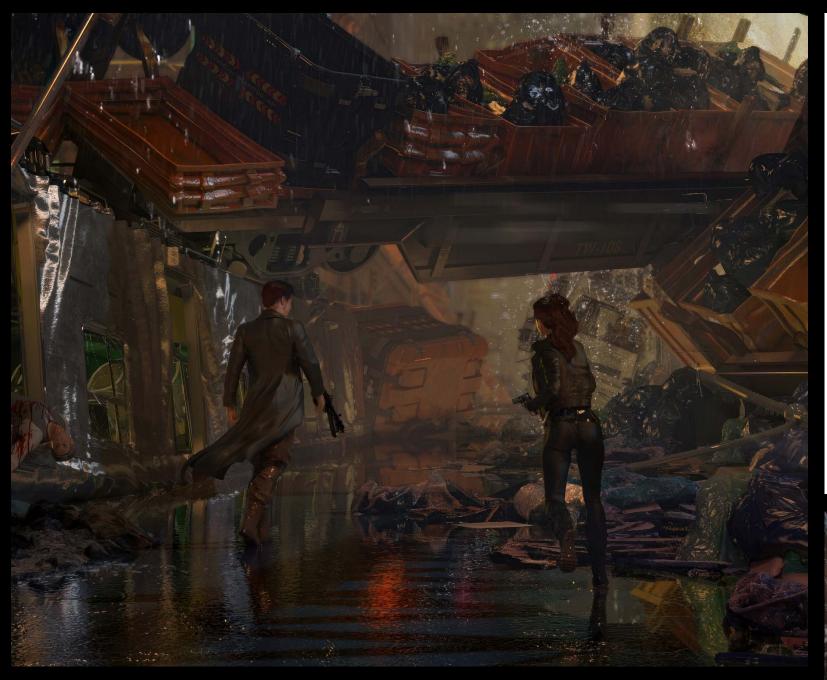


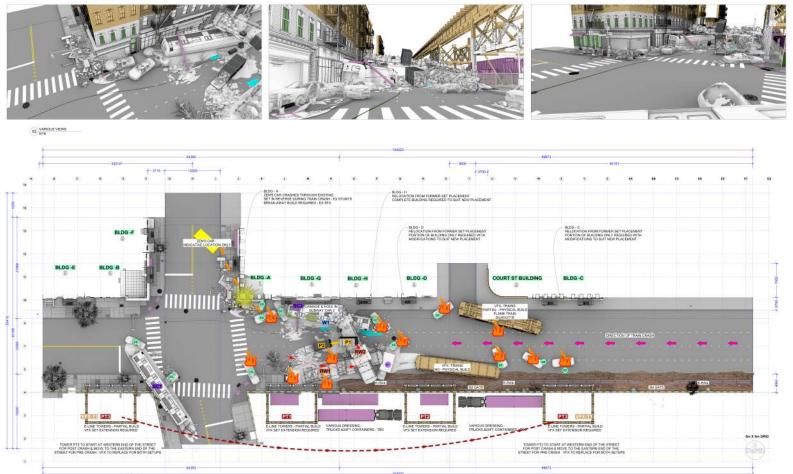


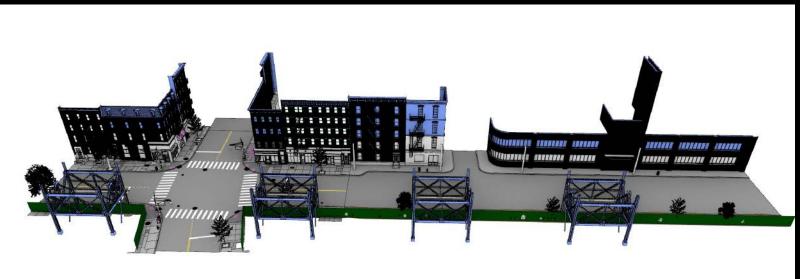




















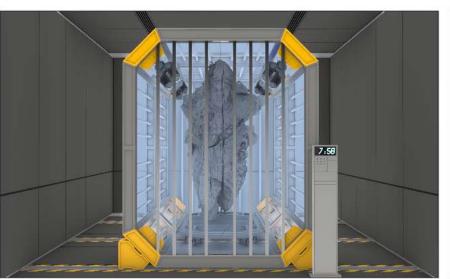








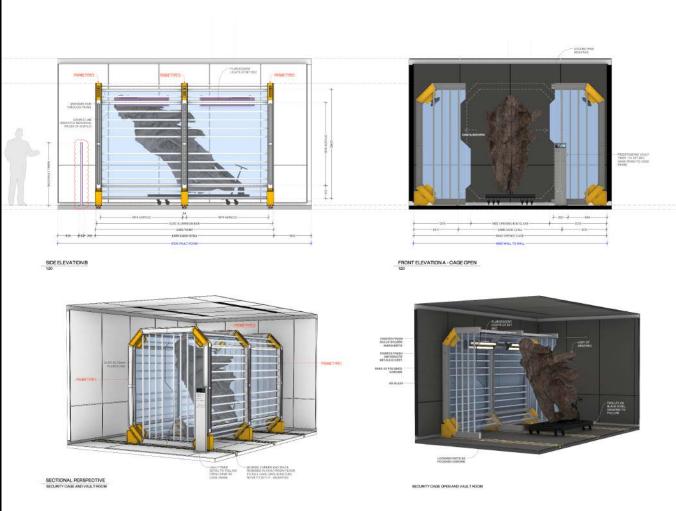






CAGE CLOSED CAGE OPEN

PERSPECTIVE VIEWS
SECURITY CAGE AND VAULT ROOM





CONCEPT IMAGE
SECURITY CAGE AND VAULT ROOM







