## DESIGNING "WARFARE" - Mark Digby

The brief was to provide on a backlot (disused airfield near London) an Iraqi Street Circa 2006, with one "hero" two floor house to be fully practical to shoot in as if an existing location house.

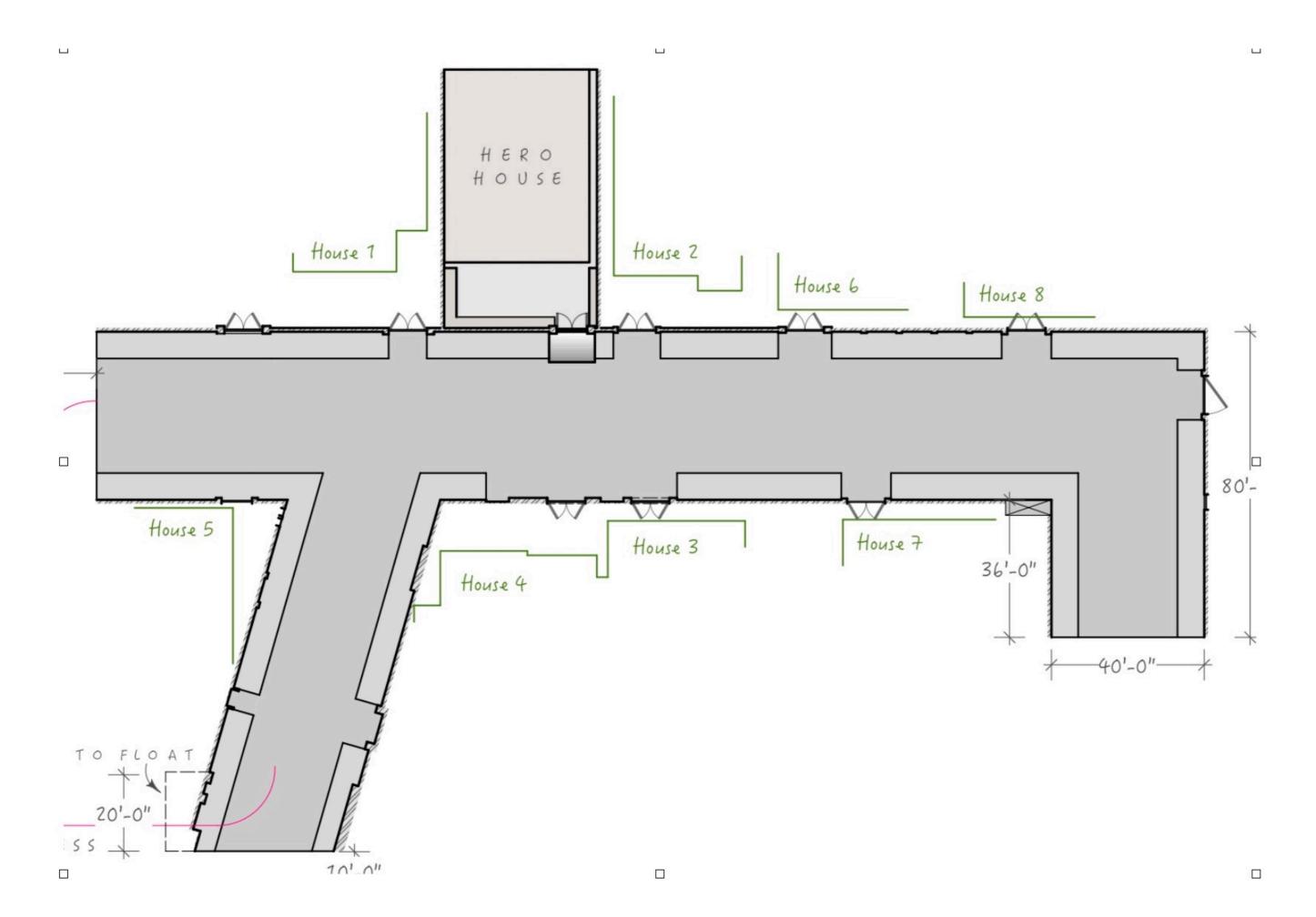
Allowing views of neighbouring house frontages either side and opposite for action and also other frontages along the street.

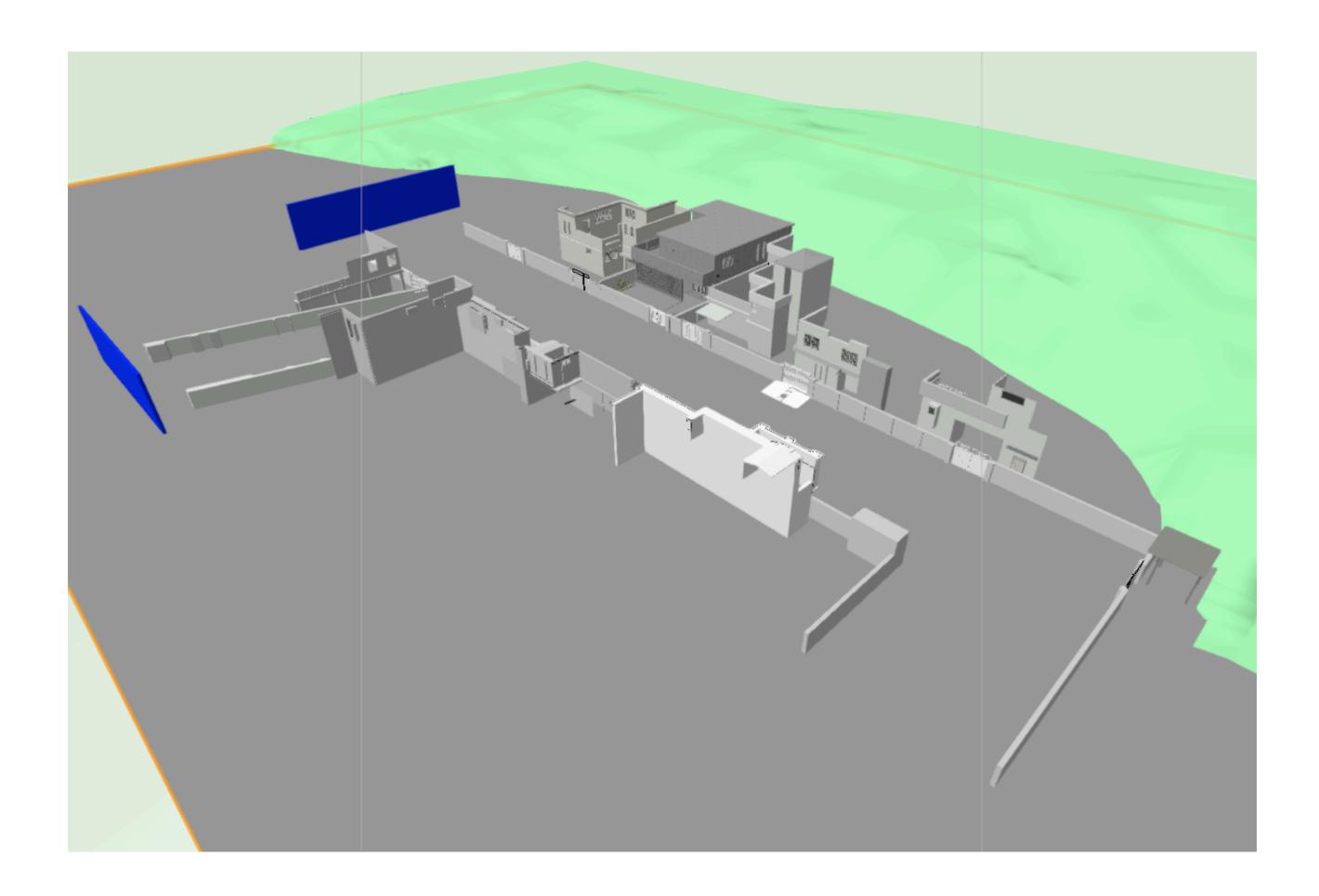
Two British tanks were converted to US army Bradleys.

Another location (build) as if shops further in town were needed and a derelict building that was existing in the site was used.

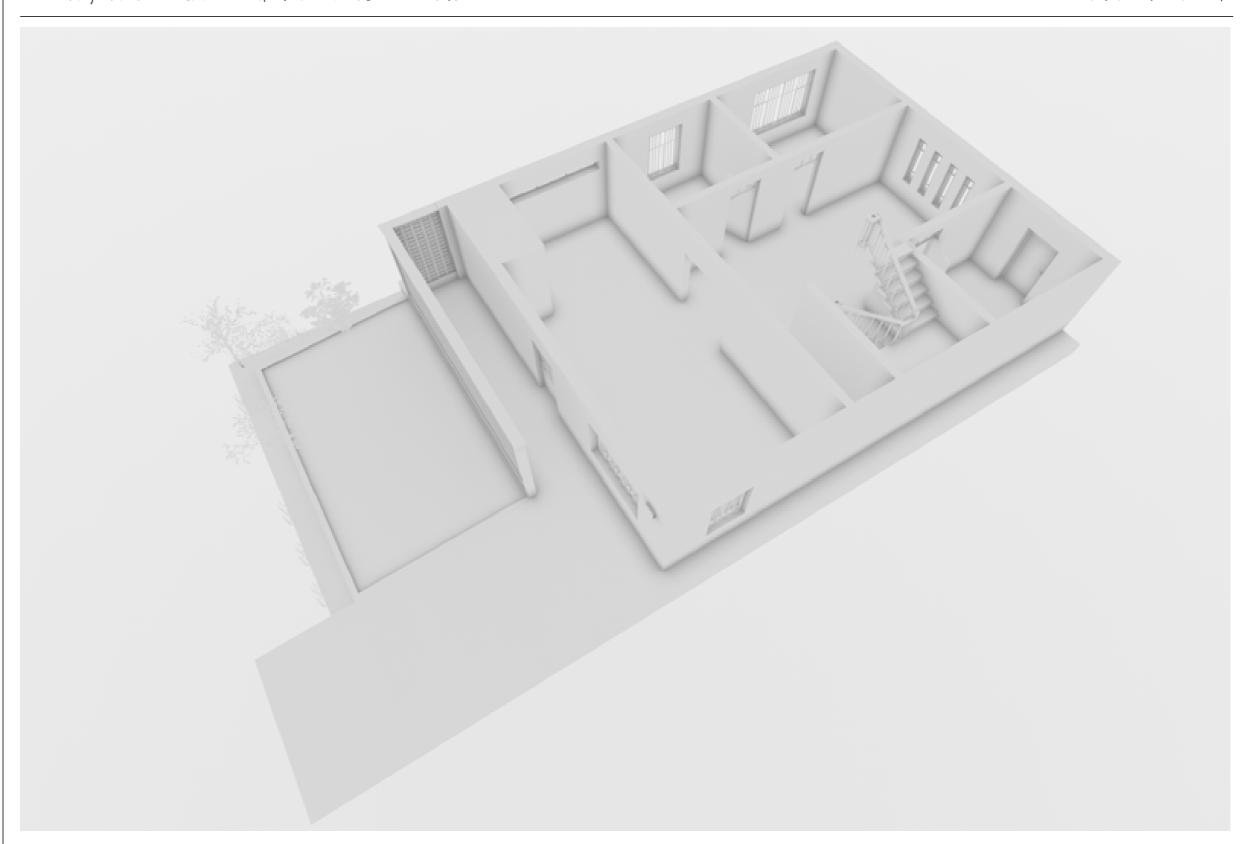
Resources were tight as it was a low budget film (under US\$12M total production budget).

Shooting duration was 5 weeks so the design included measures to lessen dressing turnaround and speed up setups etc.



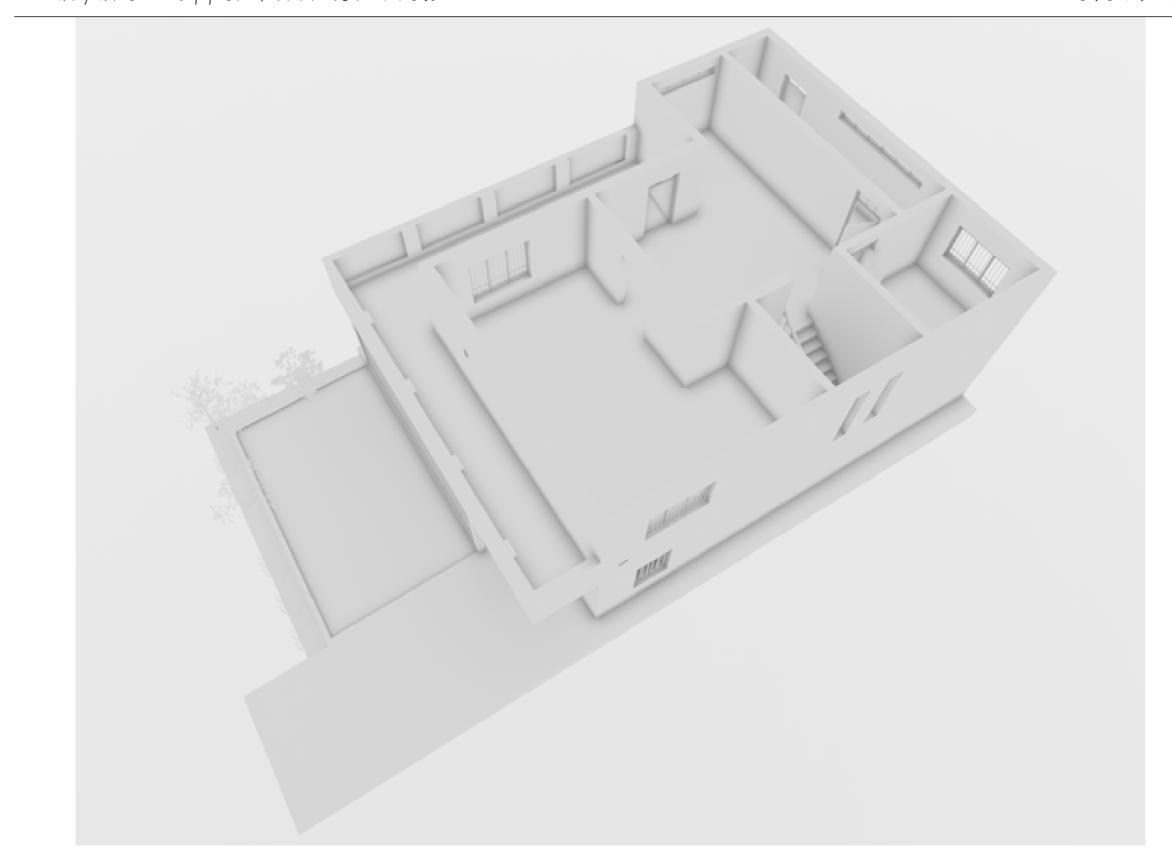




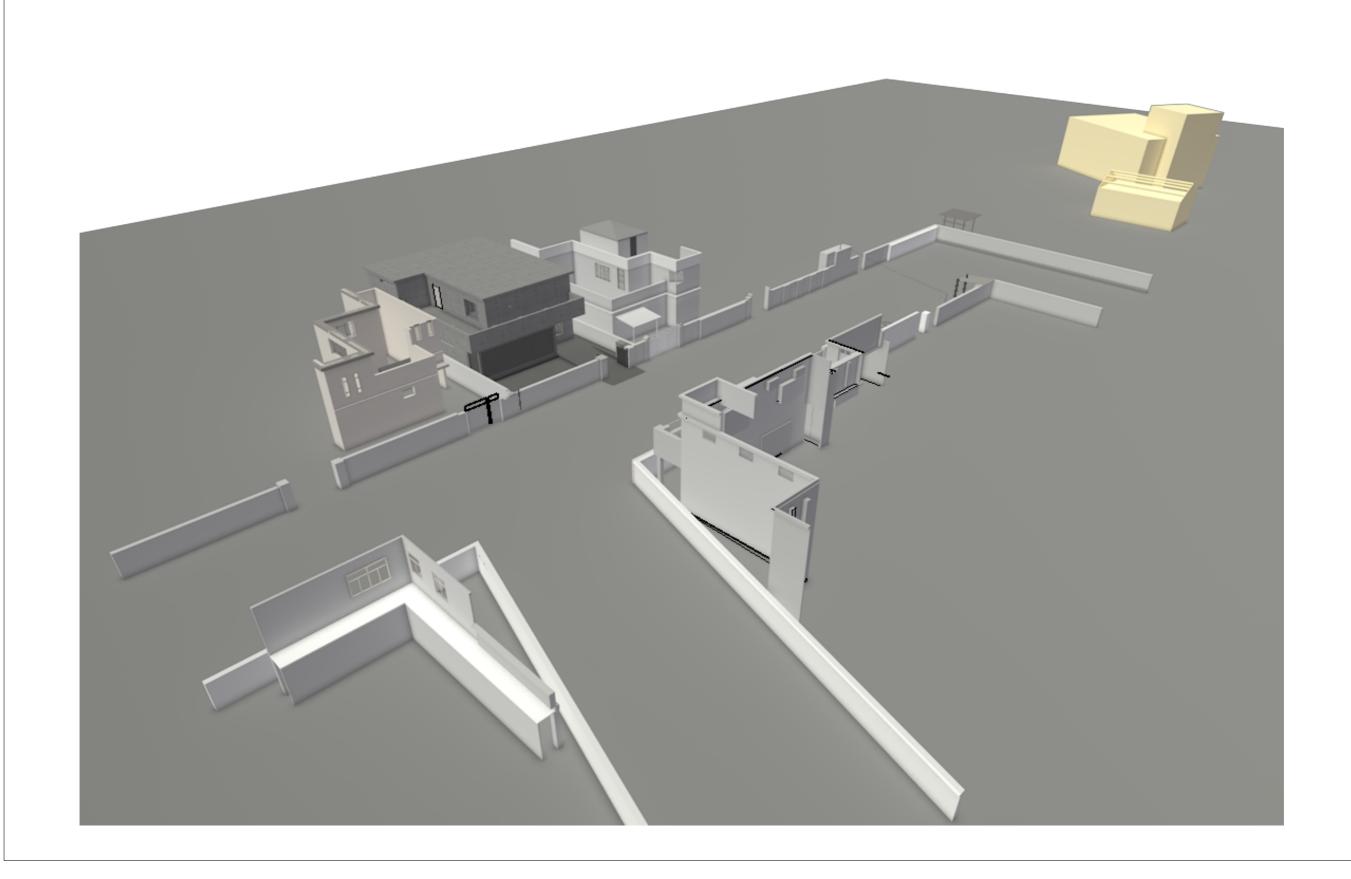


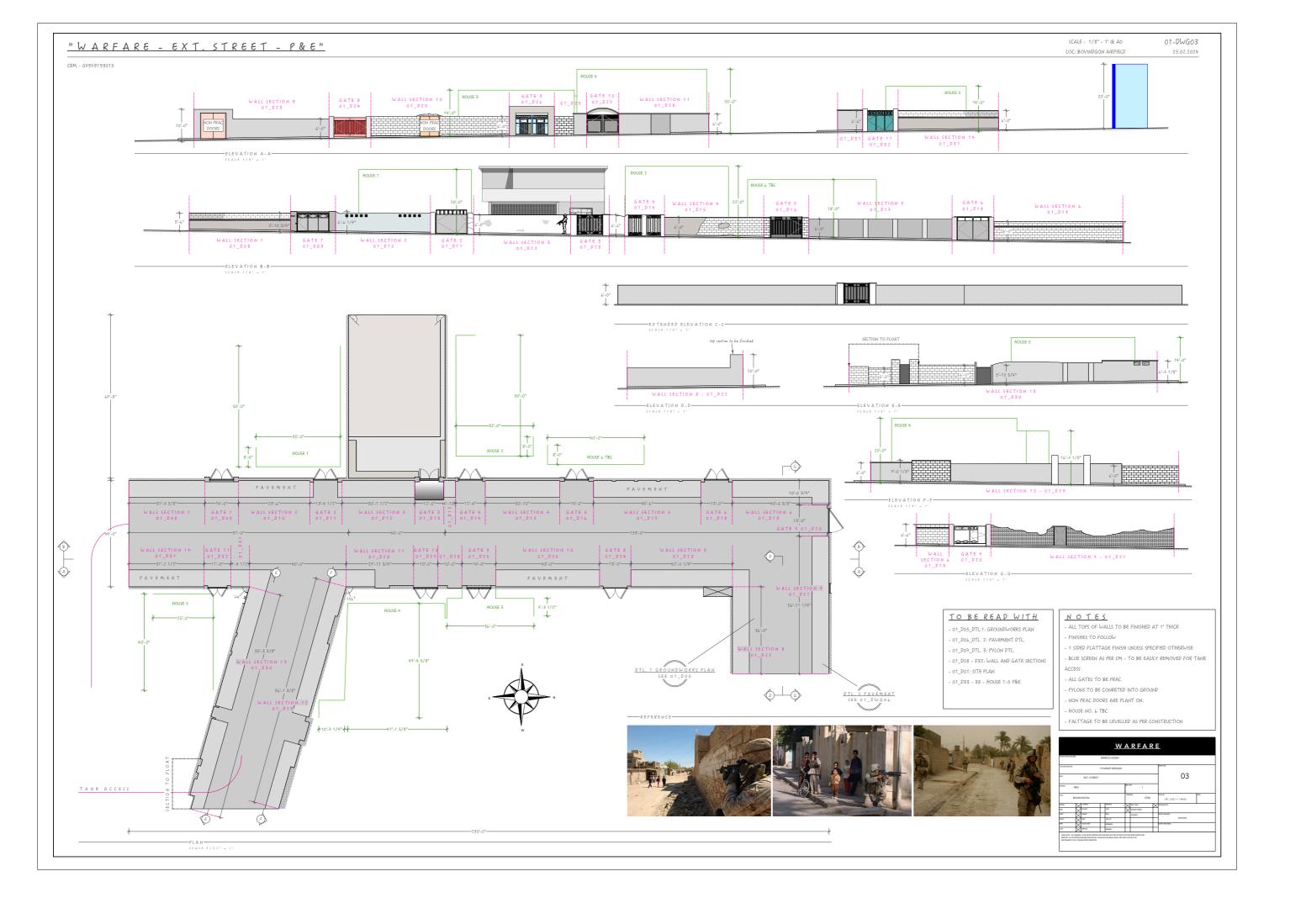


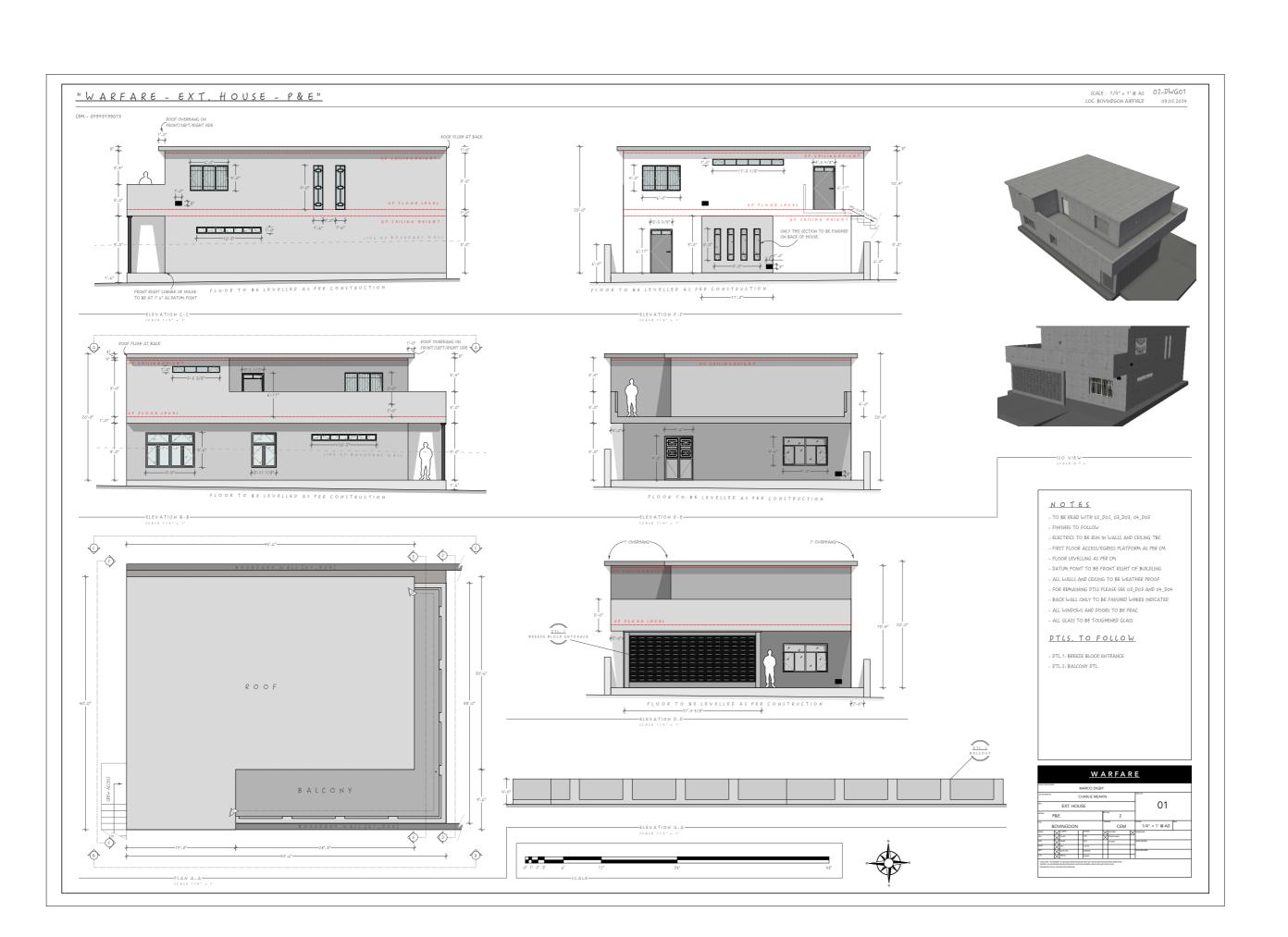


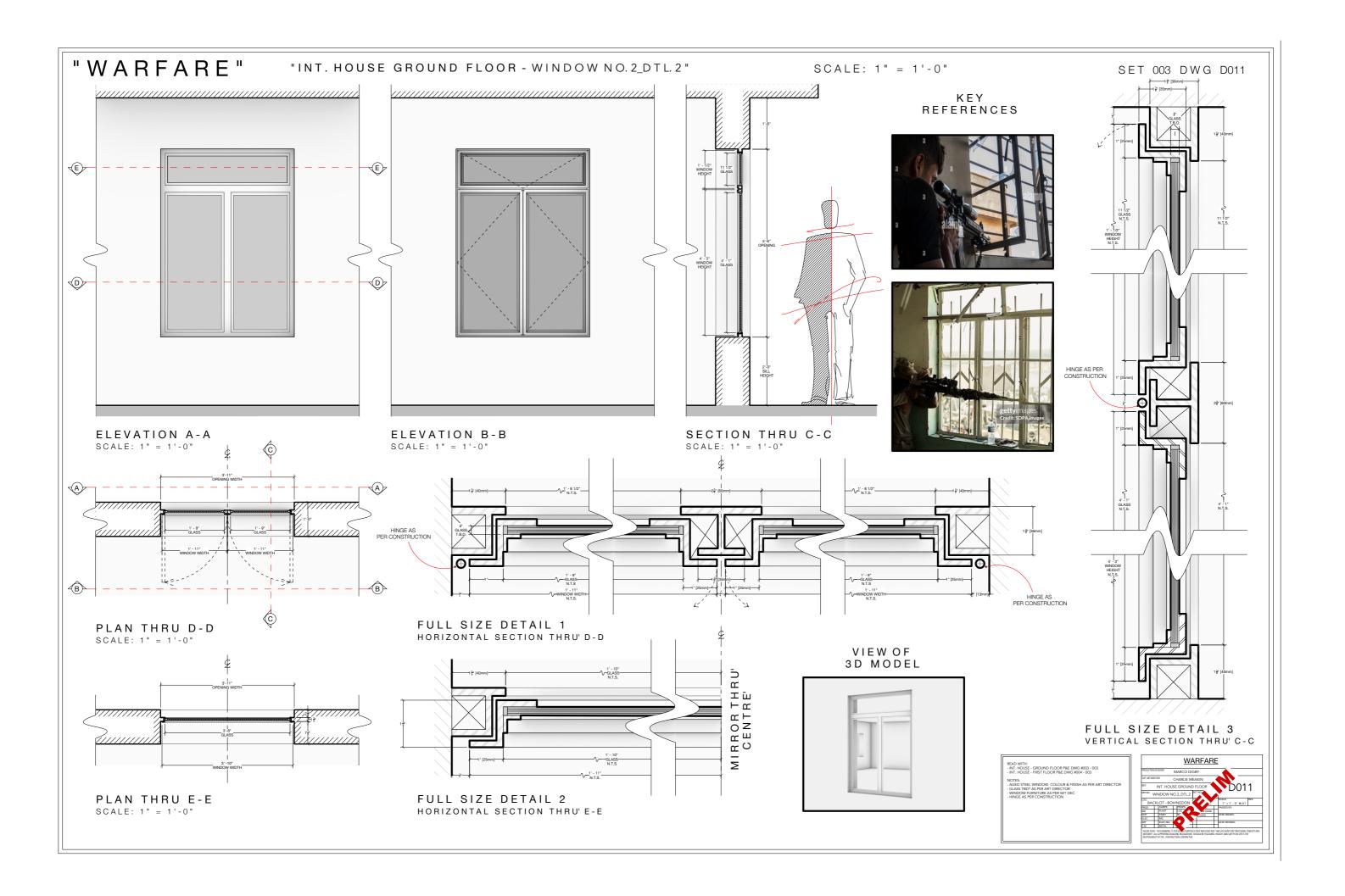


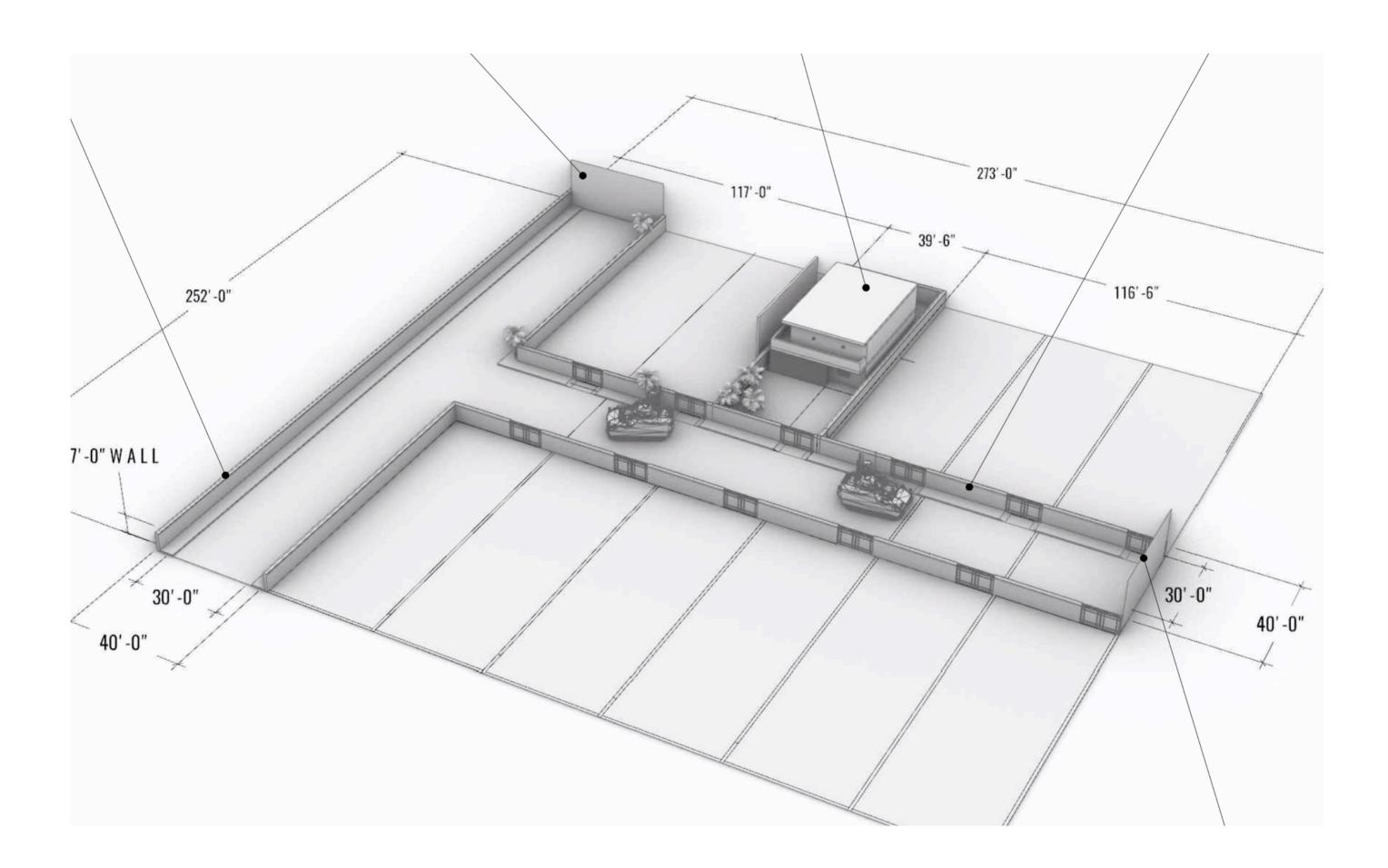
"Warfare - Streets 150"



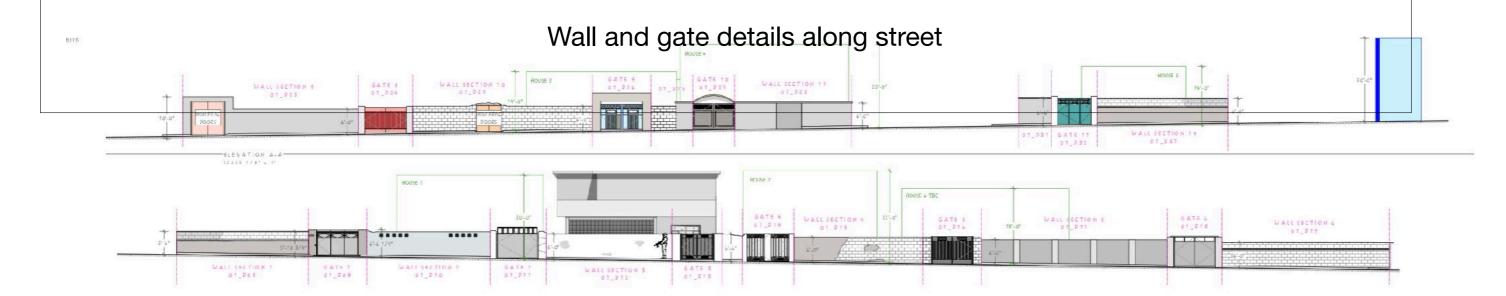




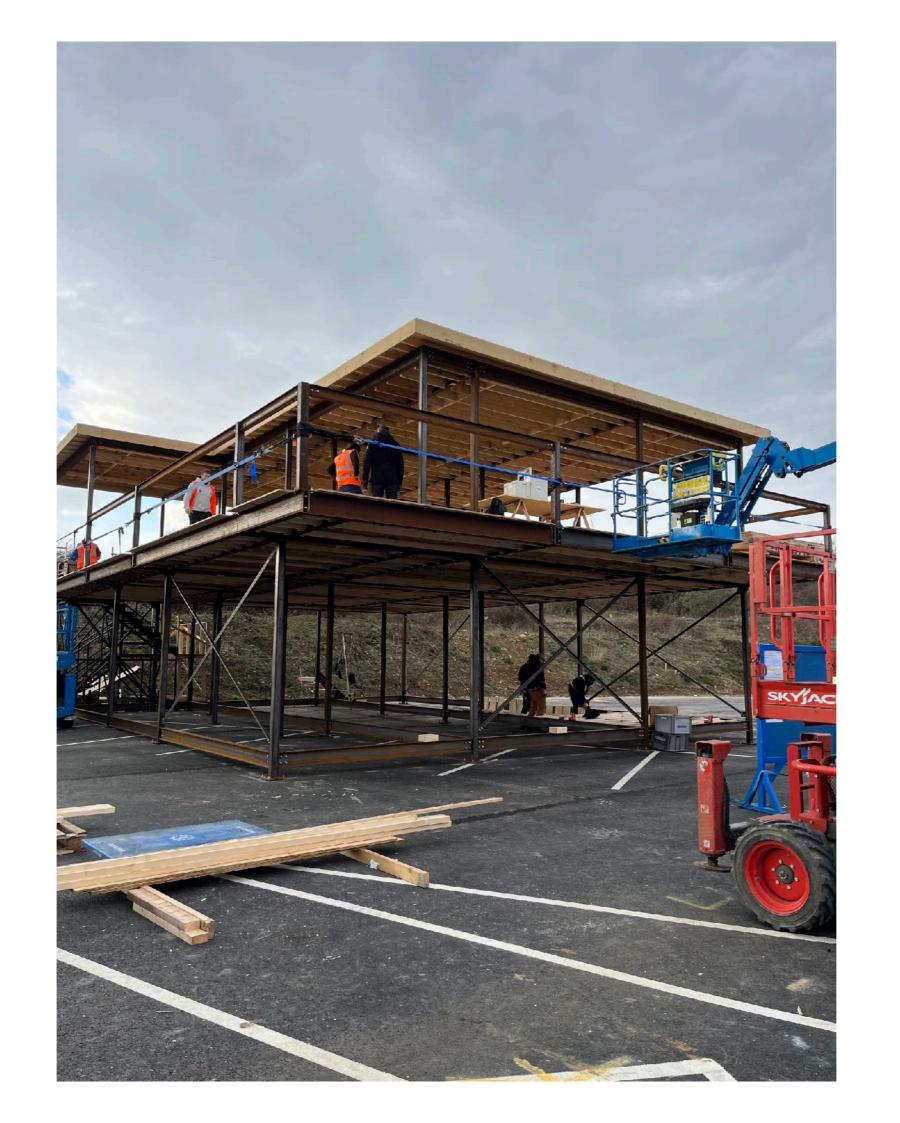


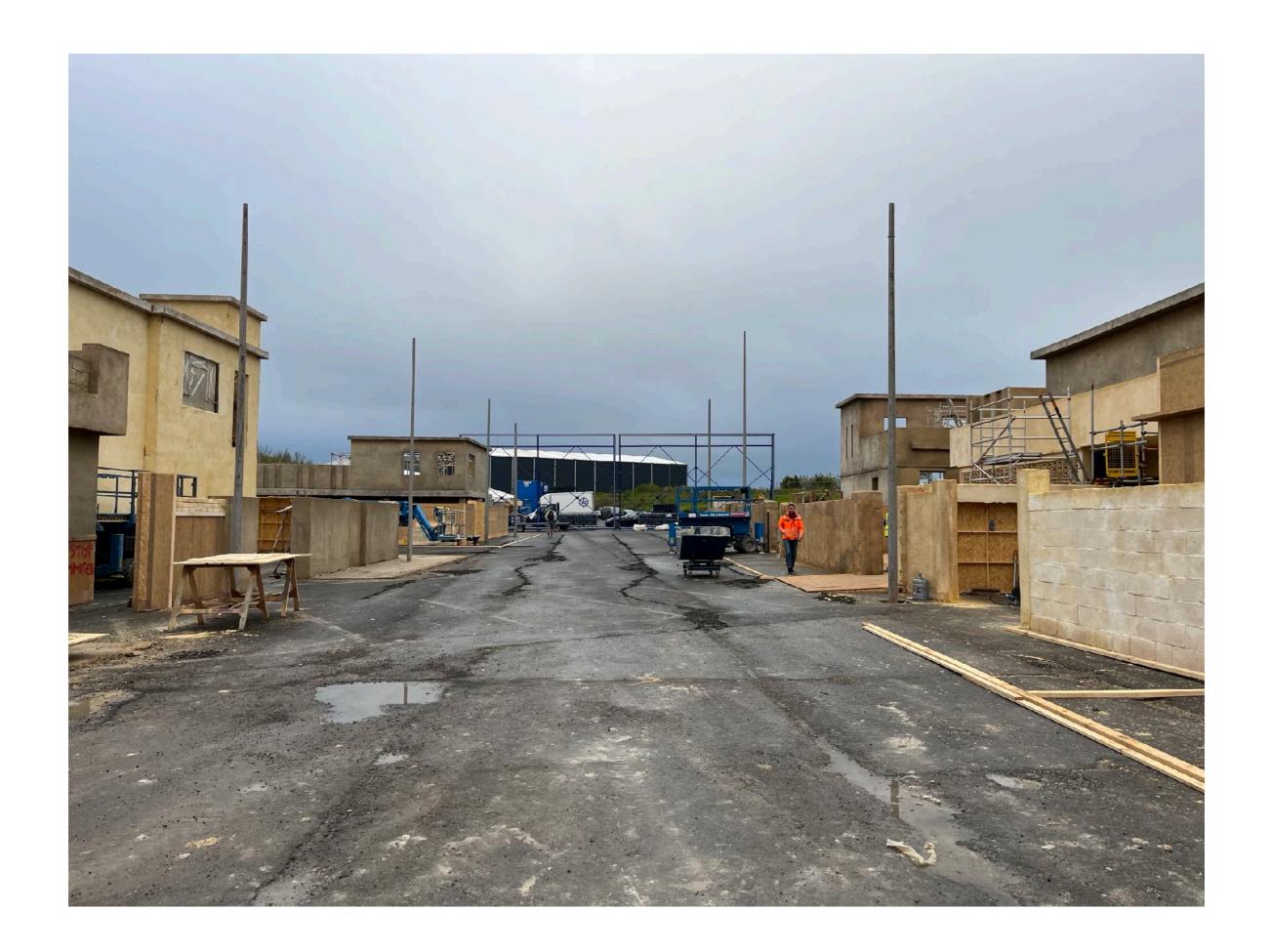














## Misc Ref Iraq 2006













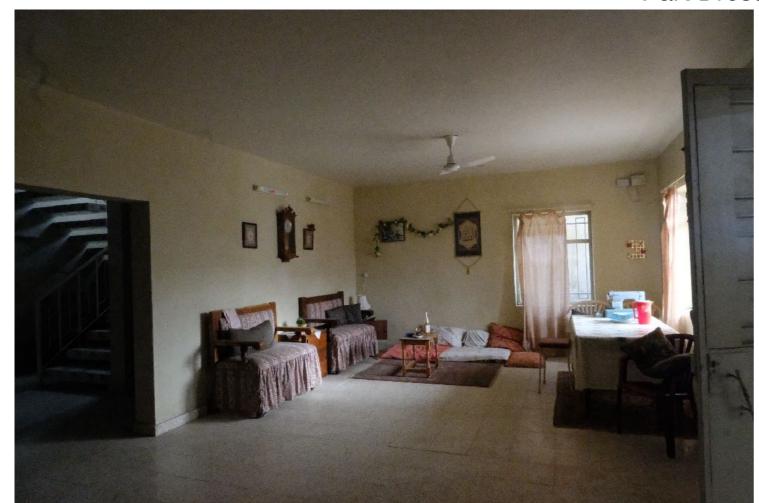








Part Dressed Set











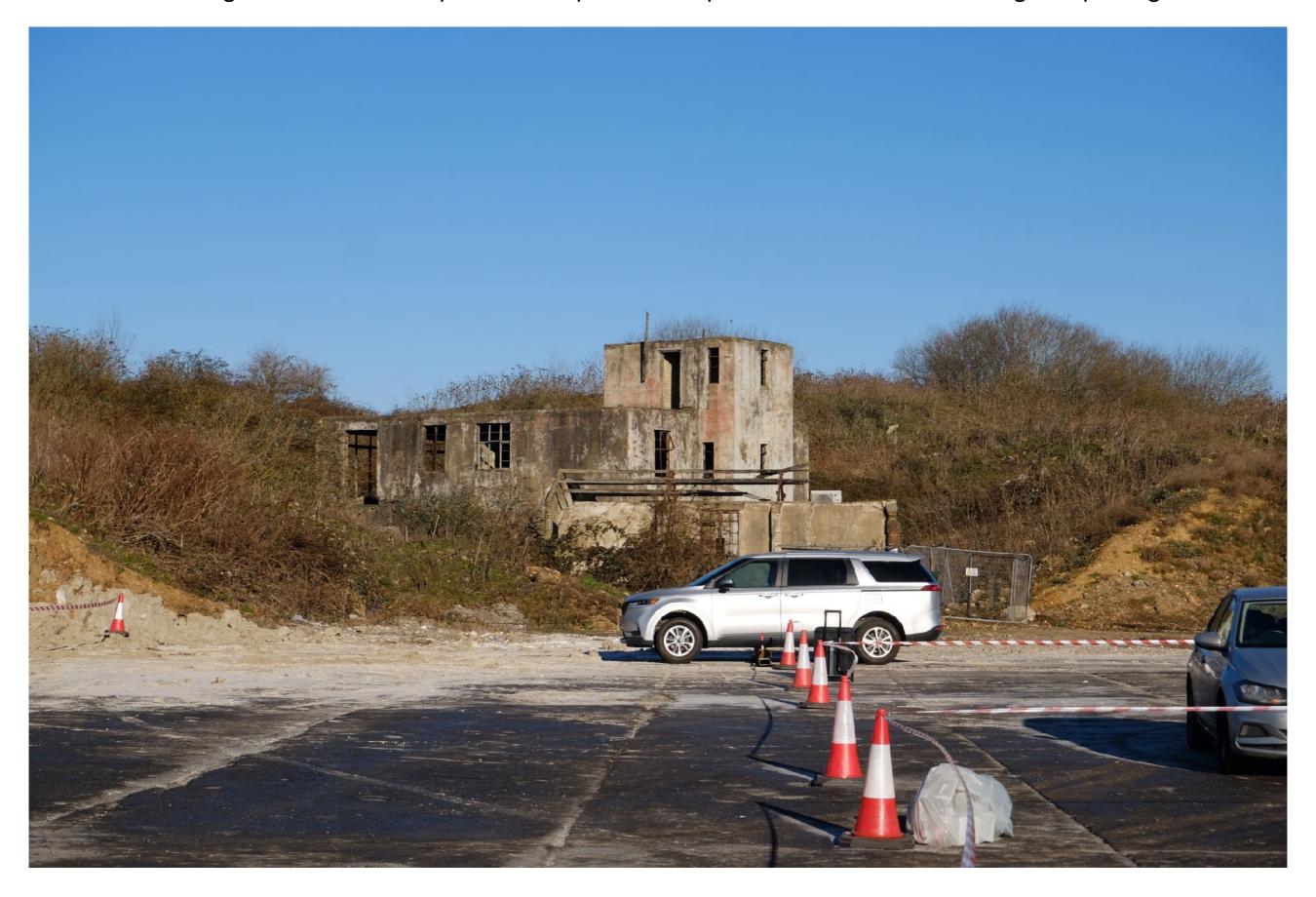


Actual House Interior Ref Iraq 2006

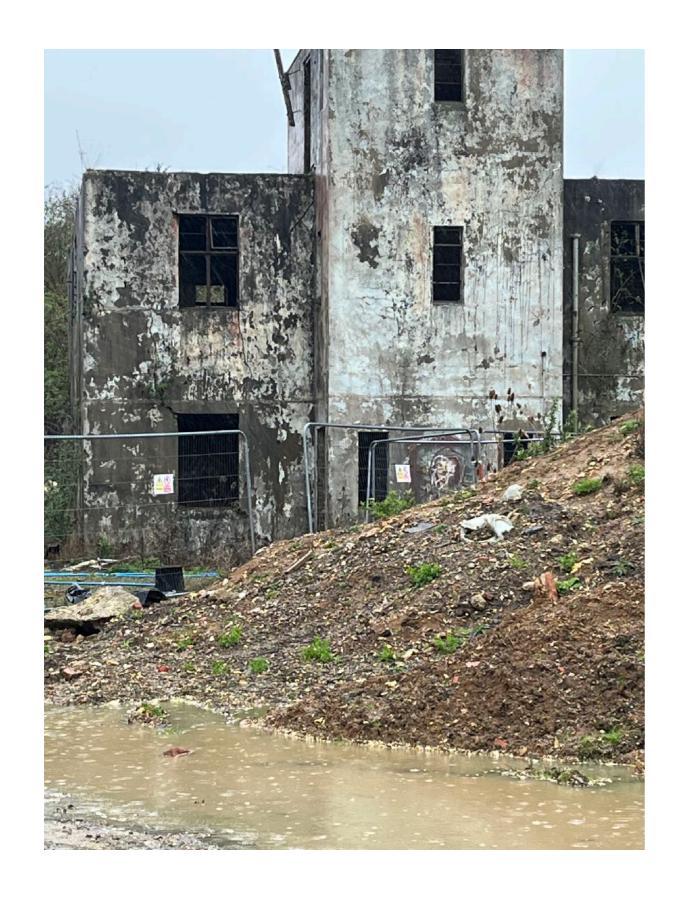


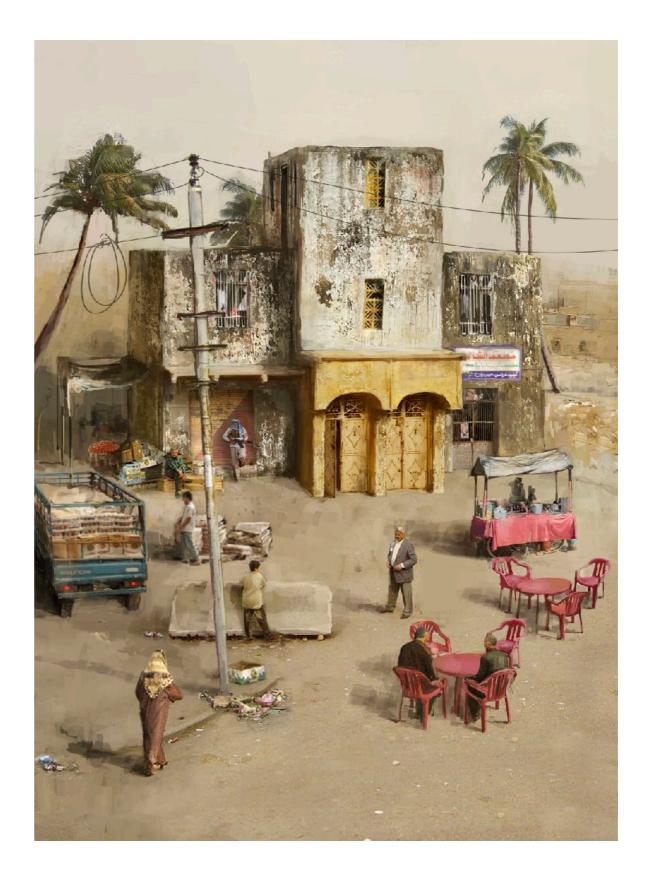


Additional Building on site to be adapted as shops in other part of town for view through sniper sights



## Additional Building on site (right pic) modified as per concept (left pic)



















Repainting and dress



Graphics on Bradley Tank

