



# *Yellowjackets* **3**

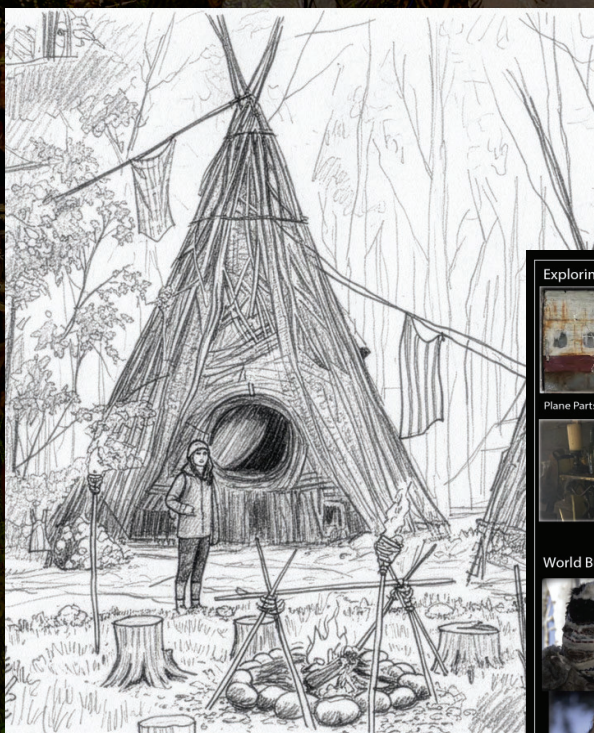
## SEASON

PRODUCTION DESIGNER - MARGOT READY  
SET DECORATOR - IDE FOYLE  
ART DIRECTORS - PEDRO ROMERO, JUSTIN NEENAN









#### Exploring the dressing of the village: Scavenged elements



#### World Building clues: Pilot/ Doomcoming/ Lottie's World/ Visions:

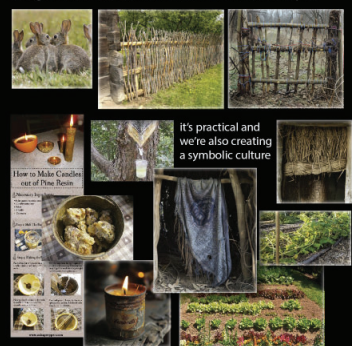


Pilot world-building clues: bough and bone talismans, eyes carved into trees, Hunter, Butcher, Overseer (Misty), Shaman, Acolytes: We are creating an origin story of this culture

Scavenged: knives, candles, backpacks, blankets, burned door, plane parts (plane wing as roof?), burned attic ladder, silt stumps fire rig from in front of cabin, cast iron pots, buckets, re-use cans from kitchen, metal grille from fire place, skulls, skull bowls, metal fireplace from Nat and Travis's secret shack in Travis' space, metal washtub/ bathtub from S2, meat shack door

#### New Elements to Develop:

Set Dec and Construction R&D: woven grass blinds, woven fences, how to hand-make a gate, lighting system (torches, pine sap candles in cans? Perhaps strung like cafe lights to light the town). Using electrical cables from plane and vines to lash the structures together, growing forest-found food, forest farming, caring for animals (hand-made rabbit hutch and animal pen)



HUT STUDIES

*Yellowjackets*  
SEASON 3

THE VILLAGE - MATERIALS & PROCESS

GREENS HARD AT WORK!

ADG AWARDS





A GLOWING SUMMER OF SURVIVAL - MADE FROM NATURE OR SCAVENGED FROM THE BURNED PLANE AND CABIN





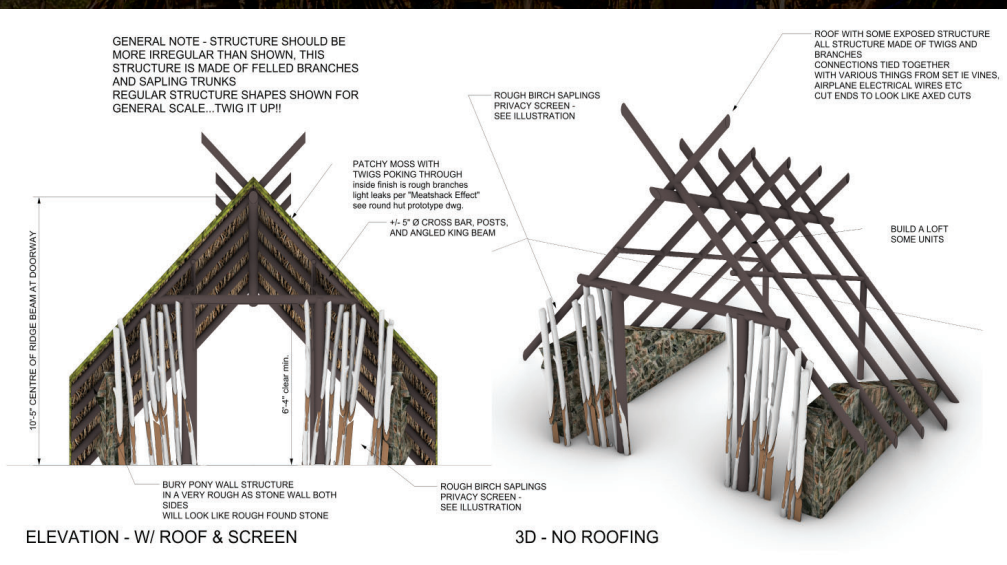








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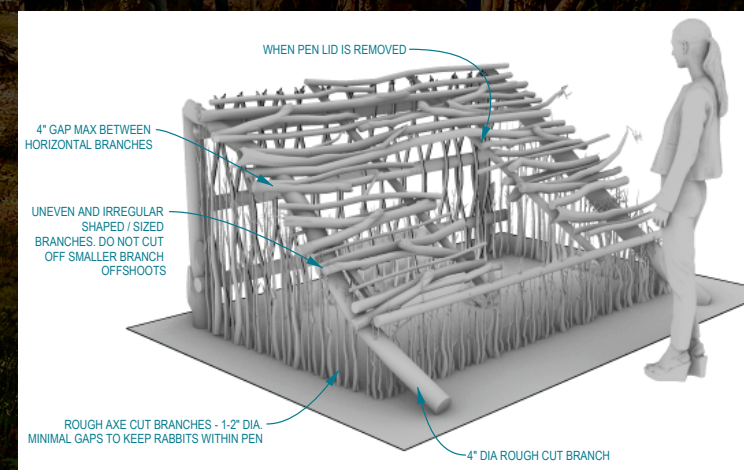




ANIMAL PEN - RABBIT HUTCH



AKILAH'S HUT - BOOK LENDING LIBRARY







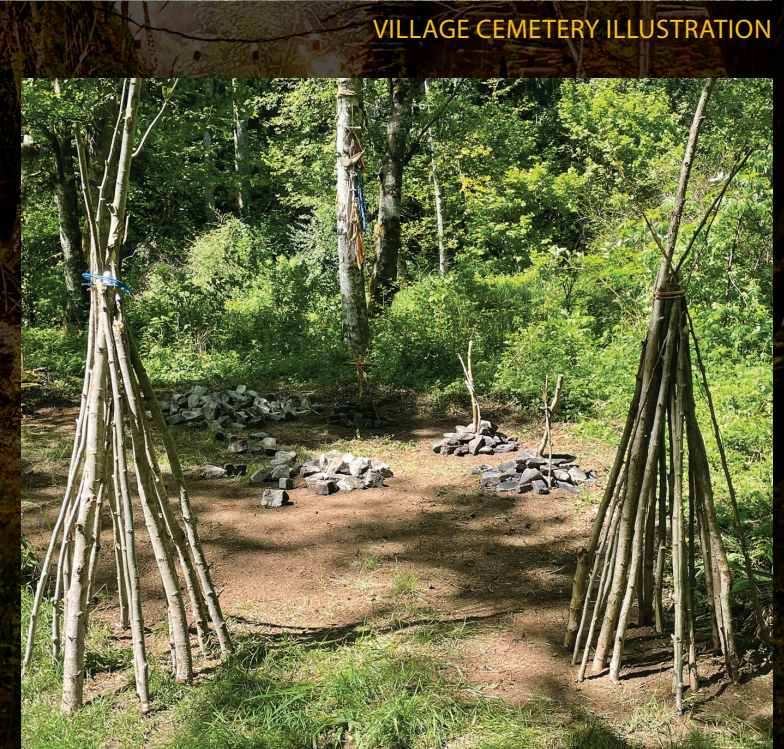
TRAVIS' TREEHOUSE ILLUSTRATION



VILLAGE CEMETERY ILLUSTRATION



SET



SET









MID-SEASON TONAL SHIFT - BLANKETS, CLOTHES, AIRPLANE SEAT MATERIAL CANNIBALIZED FOR WARMTH











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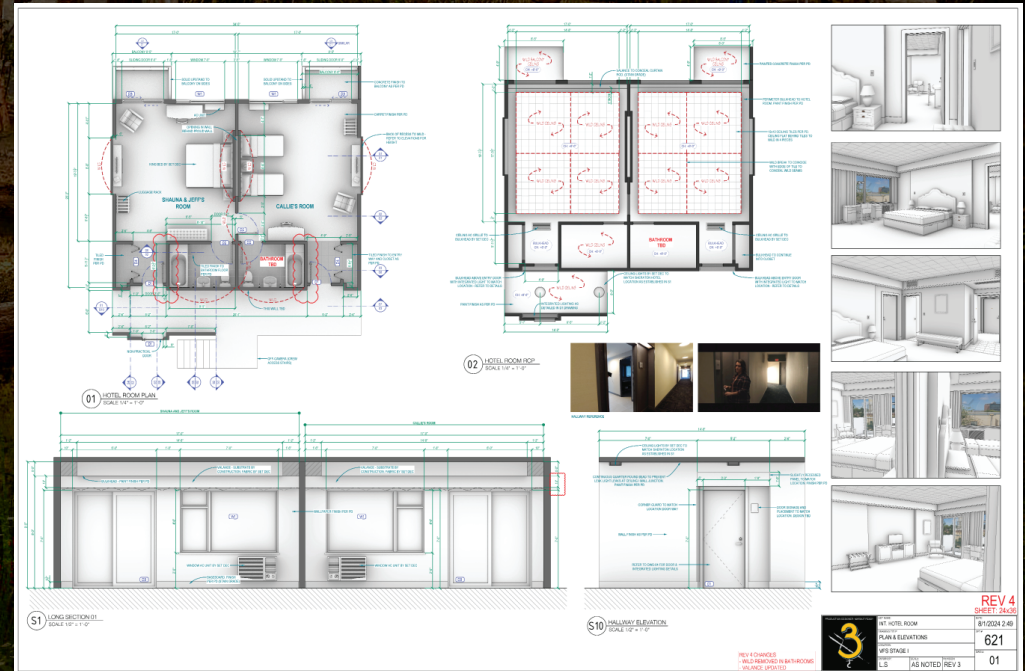
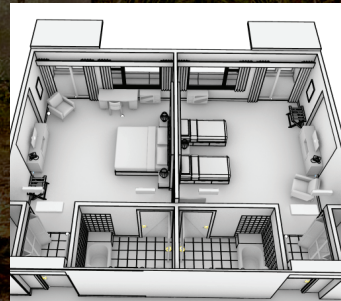


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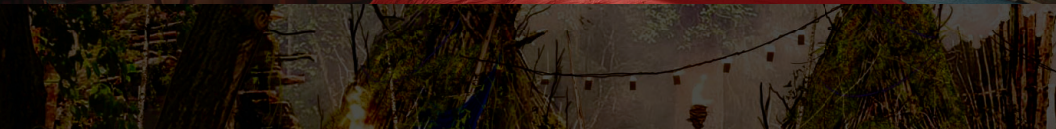
































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SEASON 3

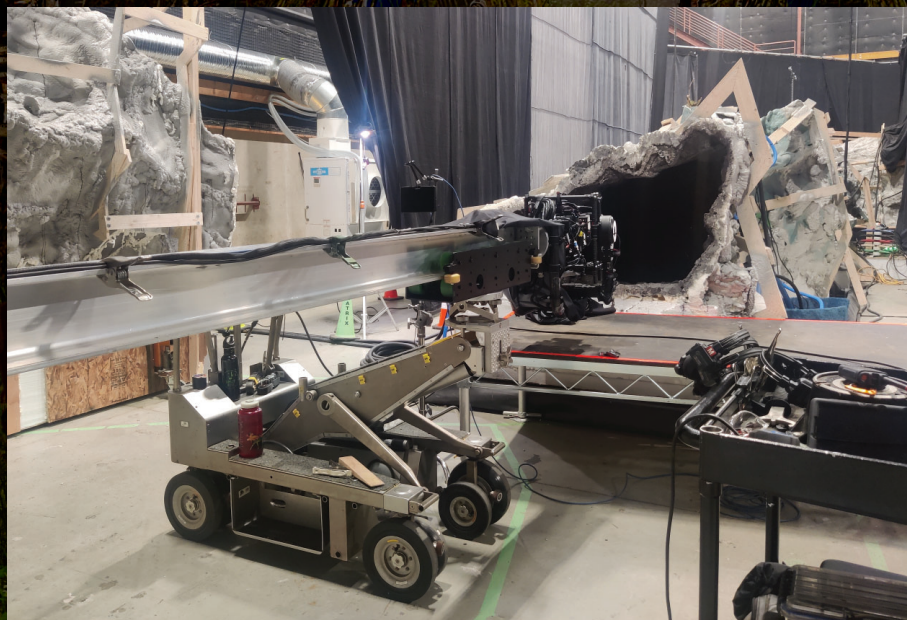
STAGE SET - TUNNELS AND VISION CAVE - STILLS

ADG AWARDS

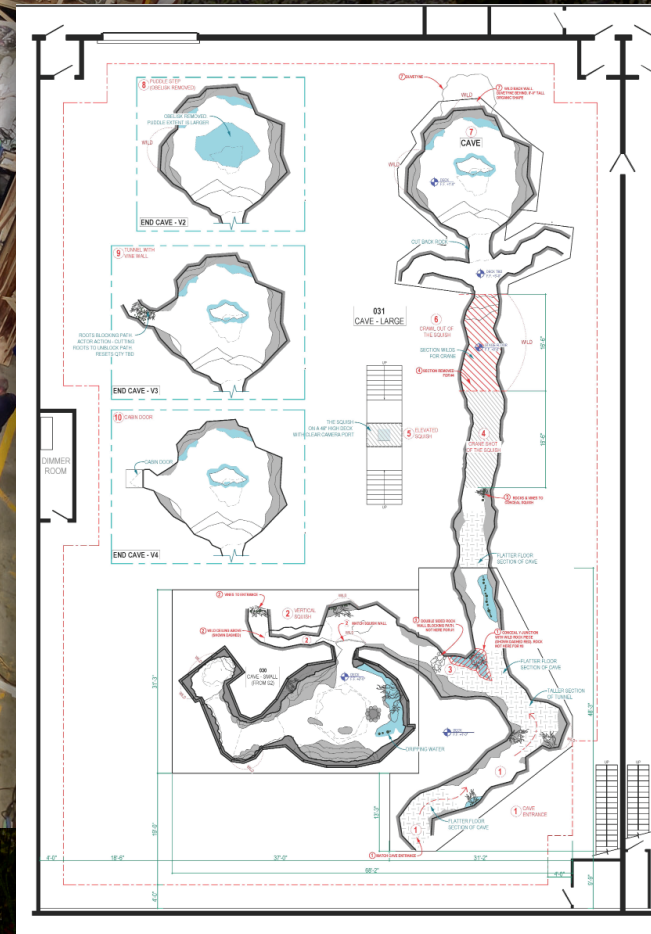
























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PRODUCTION DESIGNER - MARGOT READY

SET DECORATOR - IDE FOYLE

ART DIRECTOR - PEDRO ROMERO

ART DIRECTOR - JUSTIN NEENAN

ASSISTANT ART DIRECTOR - FRASER HAGEN

ASSISTANT ART DIRECTOR - LUIS SIDONIO

SET DESIGNER - BEATRIX SCHALK

GRAPHICS - SNEZANA SAVIC

ILLUSTRATOR - GLENN SCHROEDER (A HUMAN!)

THANKS TO ALL THE AMAZING CREW ON THIS SHOW. AS THEY SAY.....

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SEASON 3

**"IT TAKES A VILLAGE!"**

ADG AWARDS