



ART DEPARTMENT

JEREMY REED
Production Designer

GERGELY FODOR
Concept Artist

JONATHAN MCGONNEL
Concept Artist

RICARDO CONTRERAS
Concept Artist

KATALIN CSIBI
Art Department Coordinator

ZOLTÁN RÉCZEY
Lead Graphic Designer

LILI HORVÁTH
Asst. Graphic Designer

LILLA MOLNÁR
Personal Asst. / Asst. Graphic Designer

ZOLTÁN LENKEFI
Puppet Maker

ORSOLYA HEGYI
Lead Scenic Painter

VINCE BOLDOG
Scenic Painter

ESZTER ARNÓTH
Scenic Painter

DORKA KISS
Set Decorator

KATA KISS
Set Decorator

LEJLA FANNI TALÁCS
Asst. Set Decorator

KATALIN SZABÓ
Asst. Set Decorator

LAURA CSÓKA
Graphic Artist

GÁBOR KOVÁCS
Prop Master

BALÁZS BAKRÓ
Asst. Prop Master

Ágnes Kohl
Prop Concept Artist

LÁSZLÓ BOLYE
Street Artist

ADORJÁN PORTIK
Supervising Art Director

SÁNDOR JANI
Art Director I.

ZOLTÁN VIRÁNYI FONTAN
Art Director / Standby Art Director

MIKLÓS SELMECZY
Standby Art Director

ANNA RÓZSA
Asst. Art Director I. / Stby Art Director

GYÖNGYI BARTA
Asst. Art Director II.

NÓRA ANDRÁSSY
Asst. Art Director III.

CLAUDIA GODEAN
Asst. Art Director VI. / Puppeteer

BERNADETT REDENCZKI
Asst. Art Director

ADRIENN ANTAL_FÓGEL
Asst. Art Director

The script for Dust Bunny written by Bryan Fuller turns his anarchic sense of humor into a bedtime story aimed at younger audiences ,and with often dangerous characters that challenge even adult viewers .The production design needed to go into some delightfully dark places ,and Dust Bunny needed to have twists to spare.The design needed to make sense in a child's dreamlike way.We needed to explore some unexpectedly dark places, involving trauma ,parenthood and loneliness.A lot of Dust Bunny is told in metaphor ,which can make it a little elusive in its delivery.We built nearly all our interior sets on three sound stages outside Budapest, and also built at three amazing locations ,which we were able to enhance ,in order to both propel our narrative, and meet our budgetary constraints.Budapest's Tropicarium shark tank enabled us to build our Dim Sum restaurant directly onto the windows of the aquarium.This meant that Bryan was able to reveal the intriguing neighbour as the predator he is.As he sits in the booth and the shark circles in front of him ,on the other side of the glass , the similarities between both species become abundantly clear.We built our tea room directly under the glass ceiling of the Kelenfold Power Station , a left over reminder of the previous Cold War .Chinatown was built onto an existing art community's labyrinthian maze of structures ,in order to serve the purpose of being a very useful foundation to create from.

We scouted rooftops in Budapest for the scene where Aurora tracks her intriguing neighbor from high above at the beginning of Dust Bunny, but realised both the prevailing danger of shooting with a crew and a young actor ,along with the intensive labour and time needed, made it an obstacle to build and modify a set so many floors up from the ground.We finally simplified our original intentions and built the rooftop safely on one of the stages.Cinematography and VFX were most instrumental in breathing life into both the the Chinatown and rooftop exteriors.The actual fifth floor of the apartment building ,where most the action in the film occurs ,was built on stage ,and allowed us to cheat the entrance into Aurora's building 's ground floor ,and take an elevator to the fifth floor.The design of the vestibule along with the elevator ,were inspired by the incredible design of the Hungarian Governmental treasury.Incredible local artists and artisans in Budapest, are completely responsible ,and must be congratulated for bringing the vision of our director and all the department heads to fruition.Again all the departments helped to breathe life into the sets.

Even though *Dust Bunny* is director Bryan Fuller's directorial debut, his success as the show runner behind more than two decades of iconic television ,has led him to this monumental moment.I realised very quickly that I was collaborating with someone who had an imagination that was never going to be contained by boundaries, and that Bryan has an absolute obsession with film history .*Dust Bunny's* most whimsical of worlds are revealed to be contrasting ,Aurora 's sweet against the sour of the the hitman .Even so, the world created is a maximalist endeavor, and contains many architectural references I have been dying to get into a film .The art nouveau of Victor Horta's Hotel Tassel in Brussels, the Gothic Revival of Horace Walpole's Strawberry Hill House in Twickenham, London, and lastly ,but not least, the Dakota Building on New York's Upper West Side. 1980's films by Peter Greenaway, along with films by Terry Gilliam, again from the same decade, and the French maximalism of Jeunet and Caro in the 1990's, very much helped inform my choices .Our world is timeless ,so we have been able to be anachronistic in our choices of design and architecture , but all of the periods revealed are based in reality ,and therefore could exist together .On a final note,The final words uttered by Oscar Wilde on his deathbed were that he felt he was in a duel to the death with the wallpaper in his Parisian hotel room, and one or the other had to go.I am glad to report that no wallpaper has been harmed in the making of this film.Thank you for taking the time to read this production design statement.



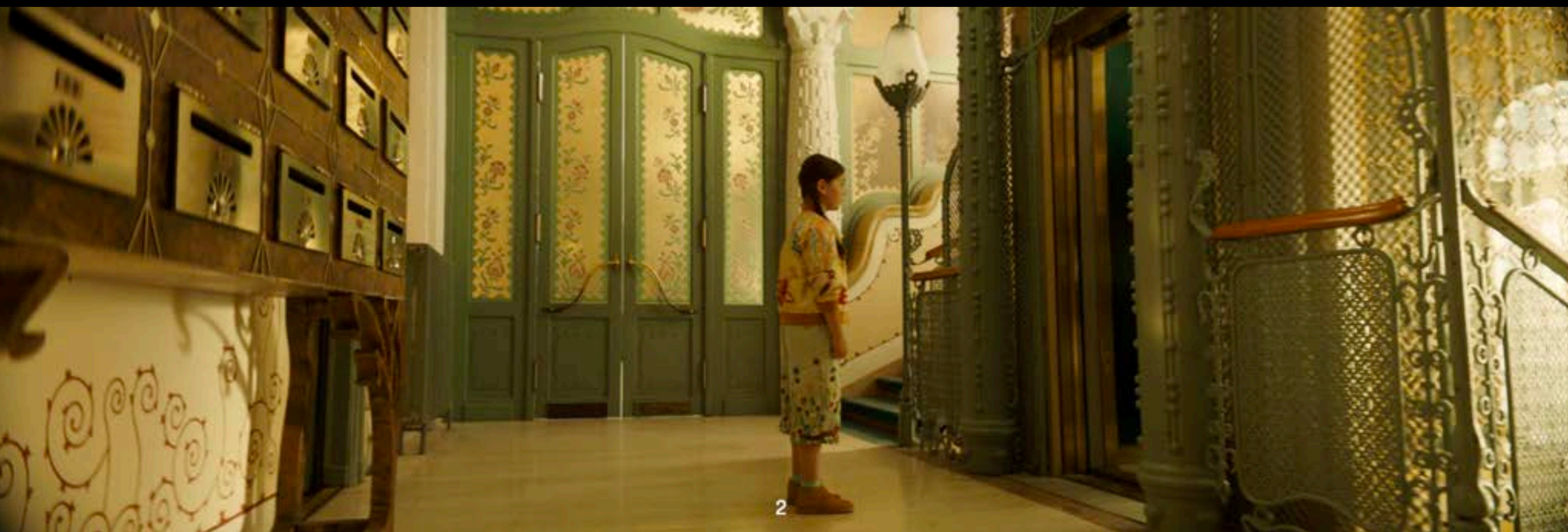
Thankyou for looking



Built vestibule



Built vestibule



2



4



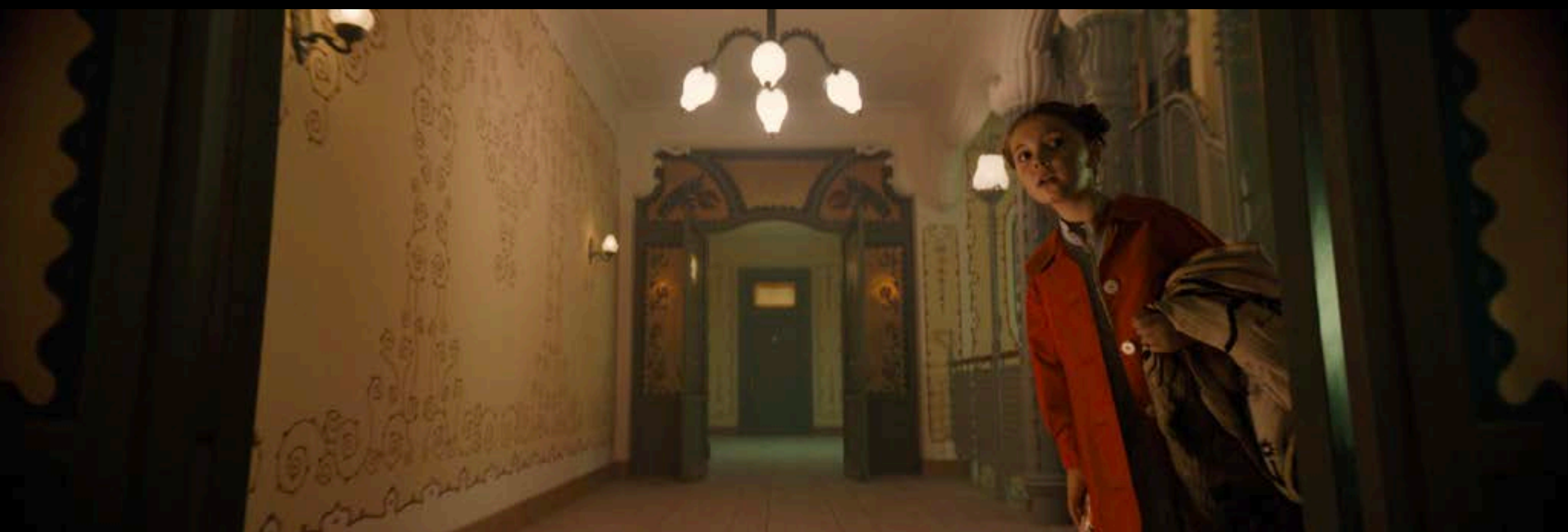
Built vestibule and elevator

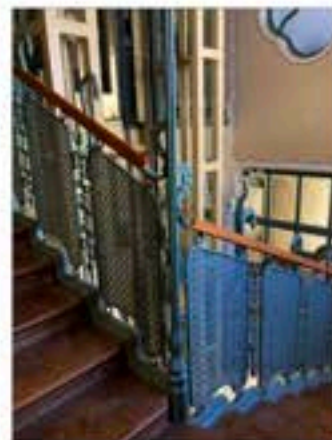
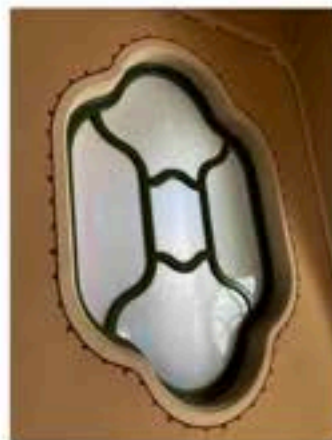
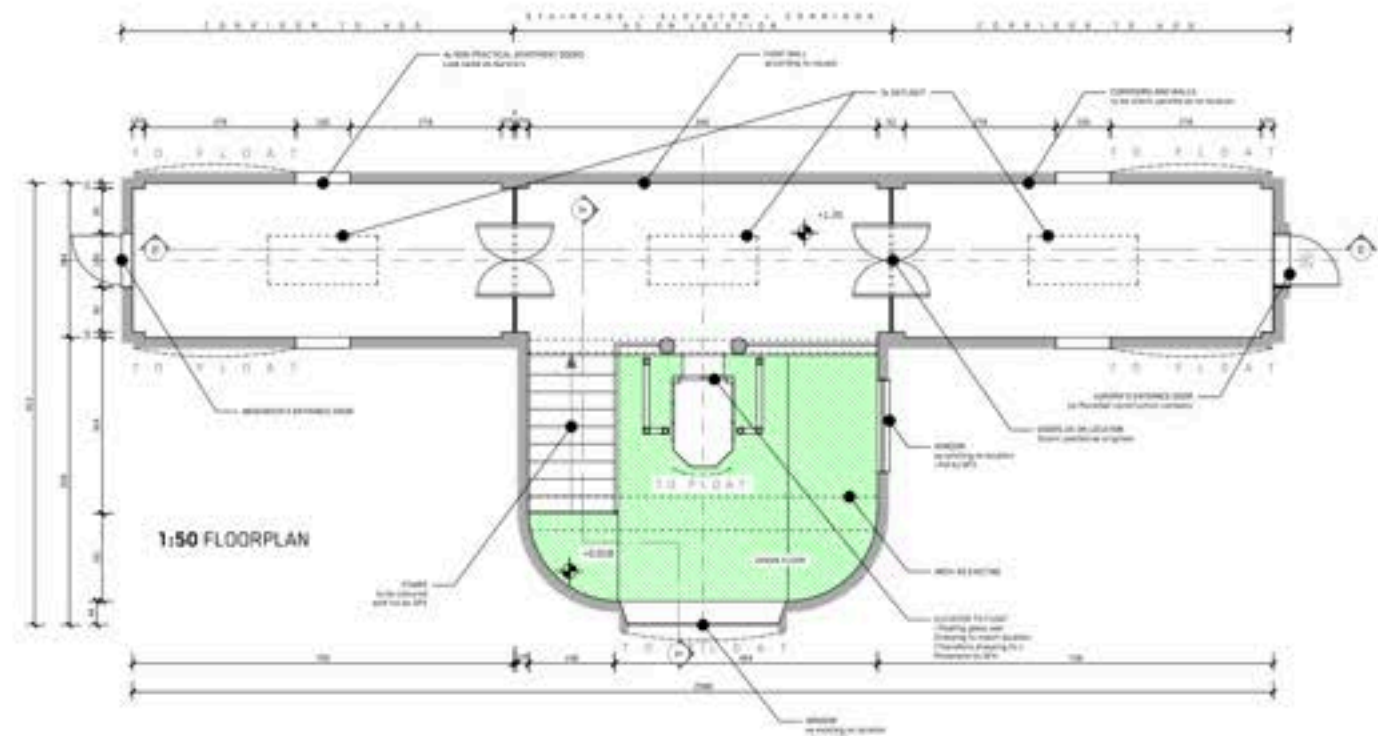
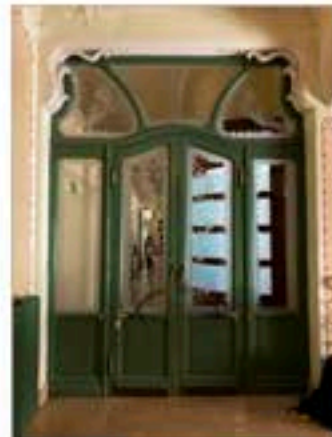
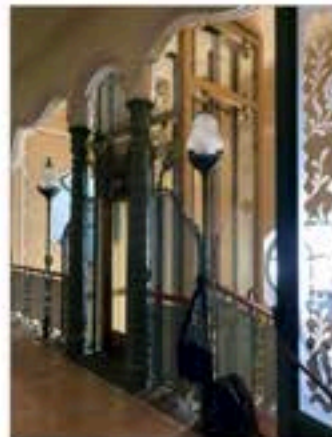
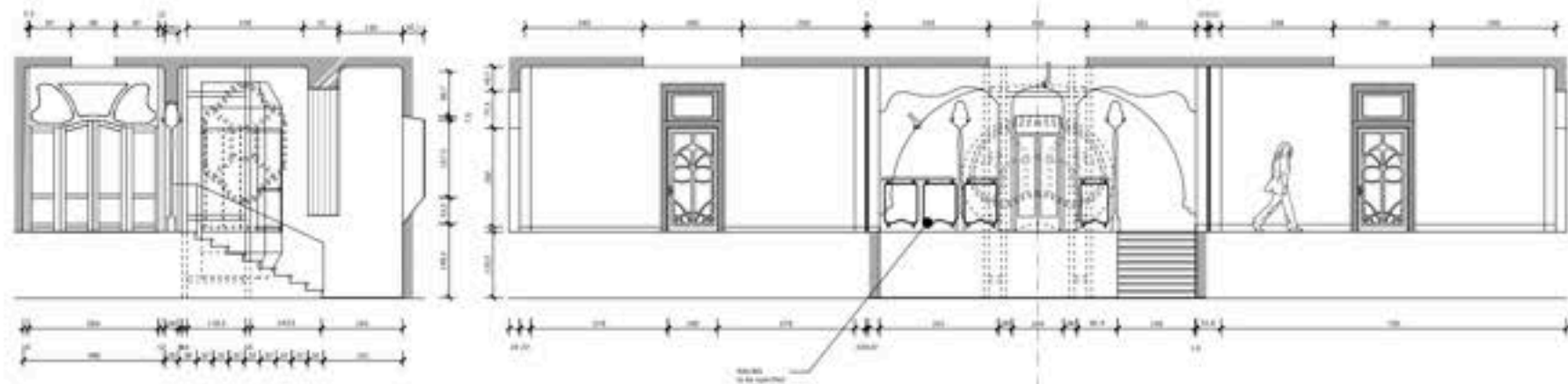
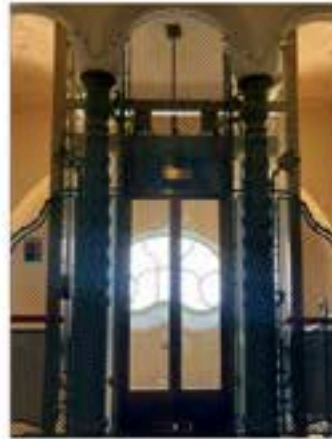




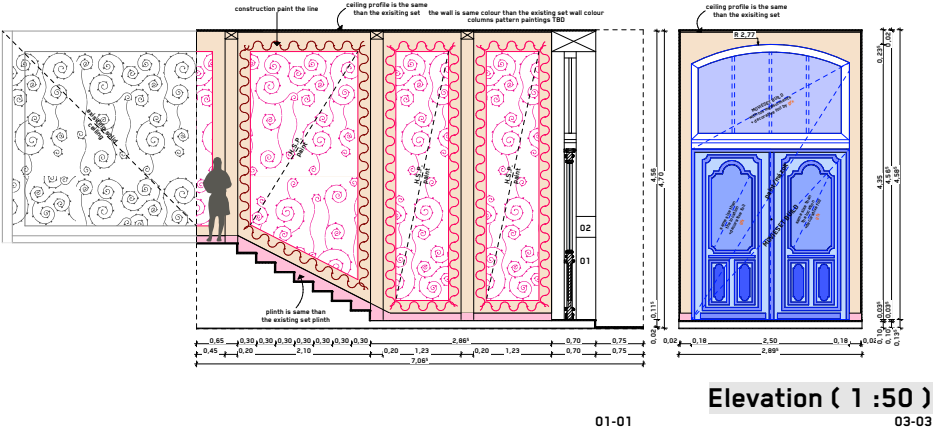
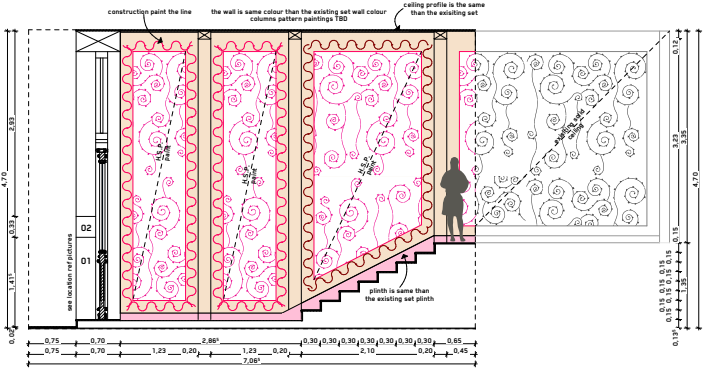
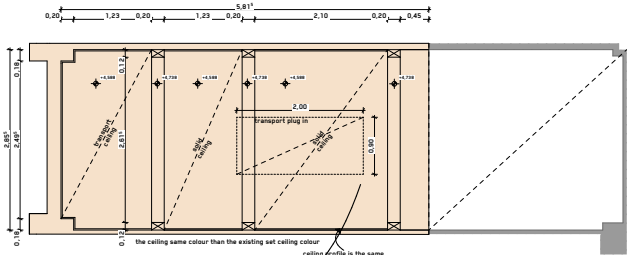
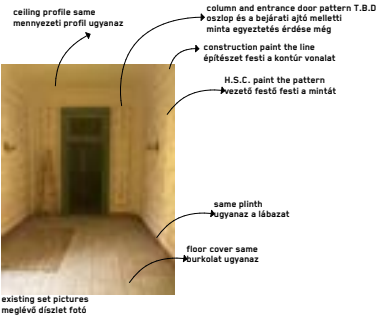
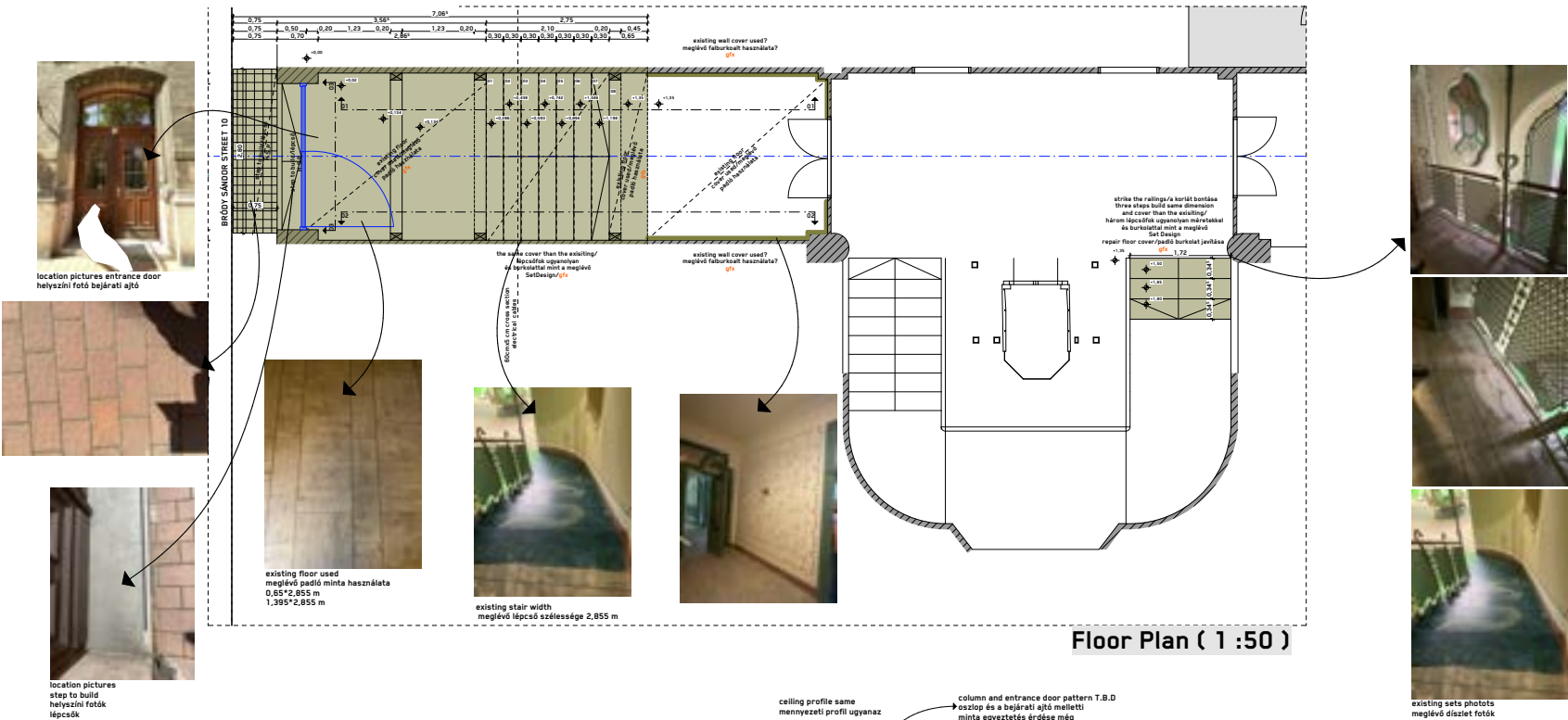
Staircase and elevator







REFERENCES FROM LOCATION



Ceiling Plan (1 : 50)

Elevation (1 : 50)

SET DESIGN

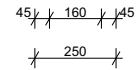
MOVIESET

GFX/DECOR

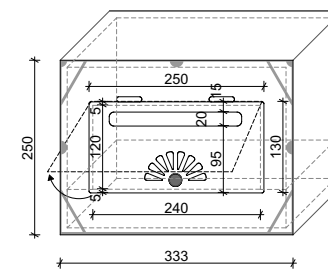
The wall opening 2,50 x 4,35 m r: 2,77 m

ALL MEASUREMETNS SHOULD BE DOUBLECHECKED ON THE SITE!
MÉRETEK A HELYSZÍNEN ELLENŐRIZENDŐEK!

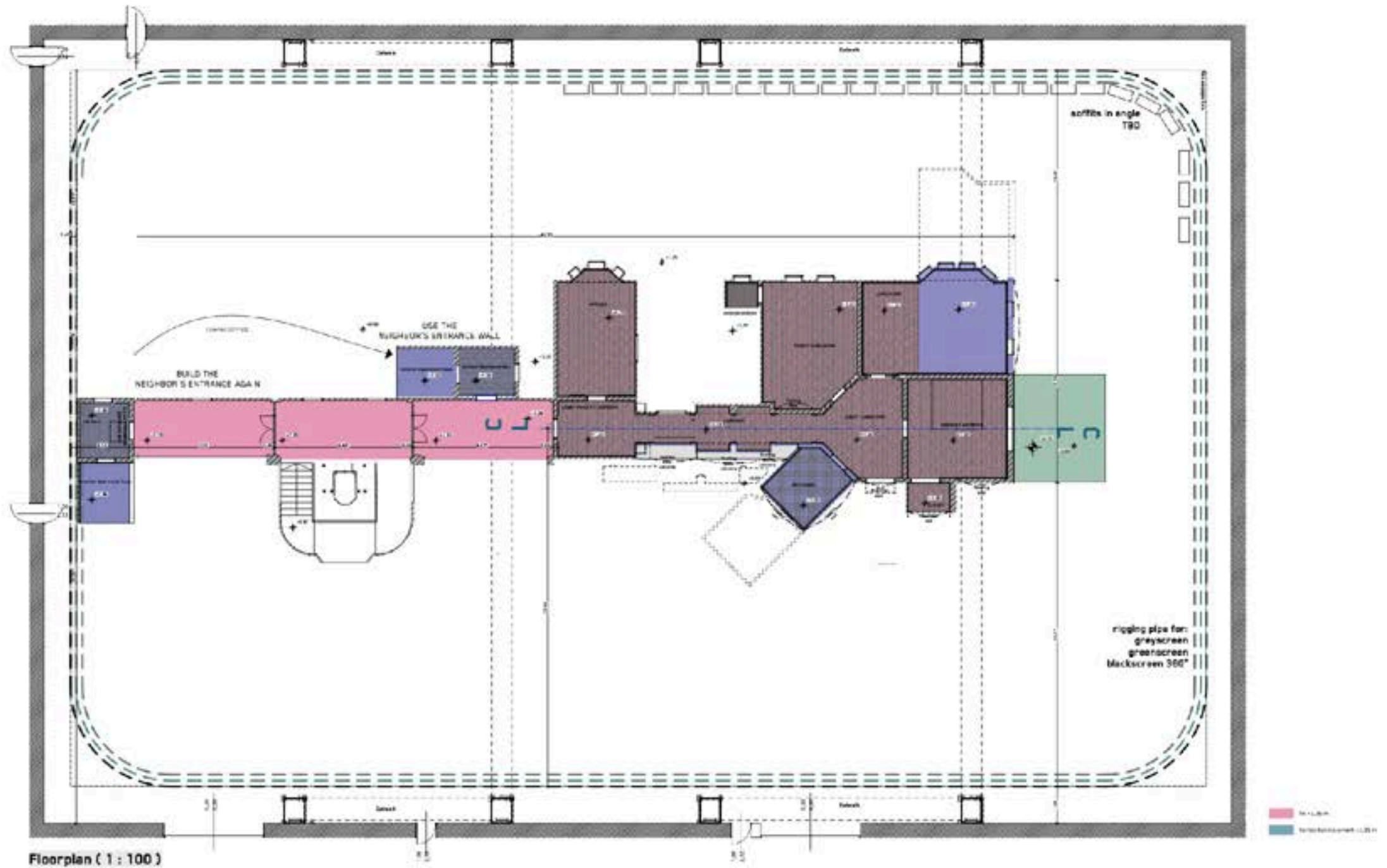
DUST BUNNY			
PRODUCTION DESIGNER: JEREMY REED			
SET INT AURORA'S APARTMENT	SET NO. 102	SET NO. 105	
DRAWN BY NANDRASSY	DATE 1 101	DATE 1 101	SC #
DATE DRAWN	REVISED	APPROVED BY	
DIRECTOR	PROD. DESIGNER	VFX SUPERVISOR	RIGGERS
PRODUCER	ART DIRECTOR	PREVISUALIZATION	ELECTRICAL
PRODUCTION	ART DEPT.	COORDINATOR	METAL
D.O.P.	SET DEC.	OWNERS	SCULPTORS
1ST A.D.	PROP. MASTER	CONSTR. MANAGER	STAGE HANDS
HEALTH & SAFETY	PROP. MAKER	CARPENTERS	GRIPS
LOCATION	SFX SUPERVISOR	PLASTERERS	STUNTS
DIGITAL	GRAPHICS	PAINTERS	



200 CYCLES
 100% COTTON
 100% COTTON



<h1 style="text-align: center;">DUST BUNNY</h1>									
PRODUCTION DESIGNER					JEREMY REED				
SET AURORA'S BUILDING ENTRANCE					SET NO 103		DWD NO 52		
(IN THE) MAILBOX									
SCENES 110 112					PRINT SITE: A1		DATE ISSUED: 2/20/06		SC. A.
DRAWN BY: DYABATA					APPROVED BY				
DATE DRAWN: 2/20/06					REVIEWED				
DIRECTOR		PROD. DESIGNER		1ST SUPERVISOR		SUGGERS		<input type="checkbox"/>	
PRODUCER		ART DIRECTOR		PRODUCTION/COLOR		ELECTRICAL		<input type="checkbox"/>	
PRODUCTION		ART GUY		COORDINATOR		METAL		<input type="checkbox"/>	
D. O. P.		SET DEC		GRIPPING		SCULPTORS		<input type="checkbox"/>	
1.1ST A. D.		PROP MASTER		CORRECT. MANAGER		STAGE HANDS		<input type="checkbox"/>	
HEALTH & SAFETY		PROP MASTER		CAPTIVITIES		WAPPS		<input type="checkbox"/>	
CLOTHING		COST SUPERVISOR		CALABRESSES		STENTS		<input type="checkbox"/>	
COSTUM		SET DANCE		PROSTHESIS				<input type="checkbox"/>	



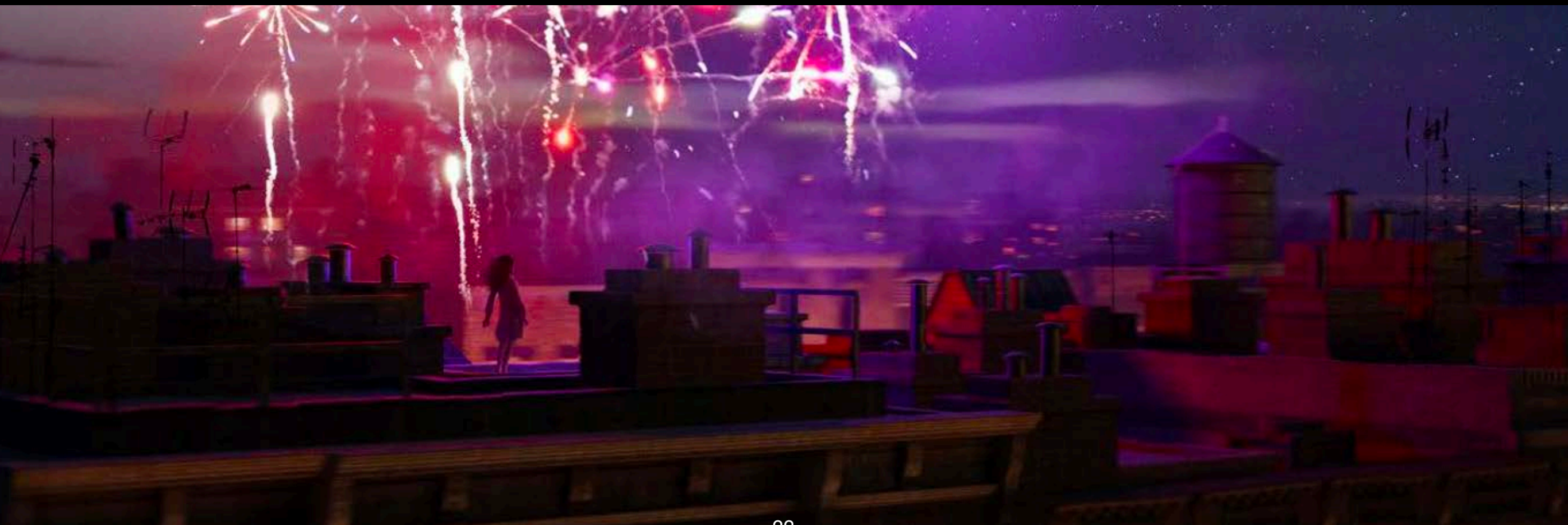


Apartment build of 5E and
the vestibule





Aurora's roof concepts



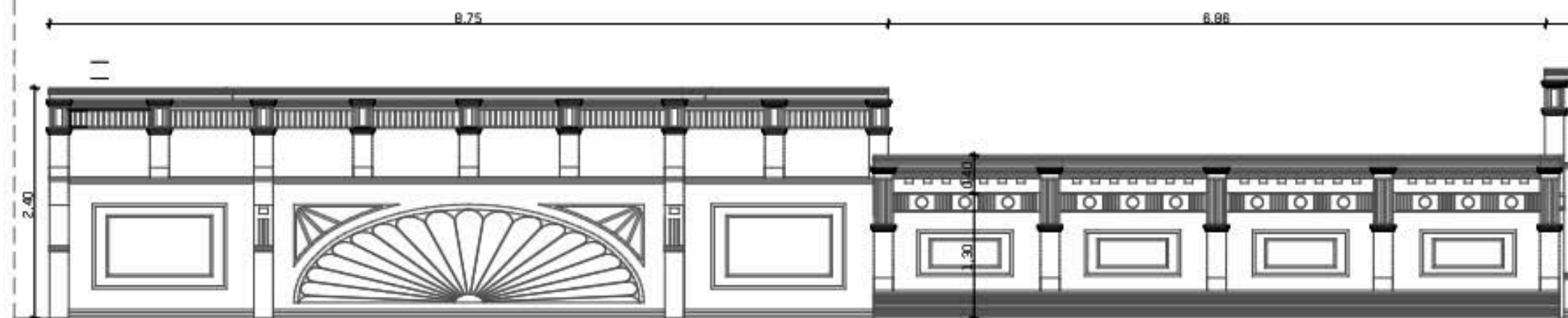




3D:

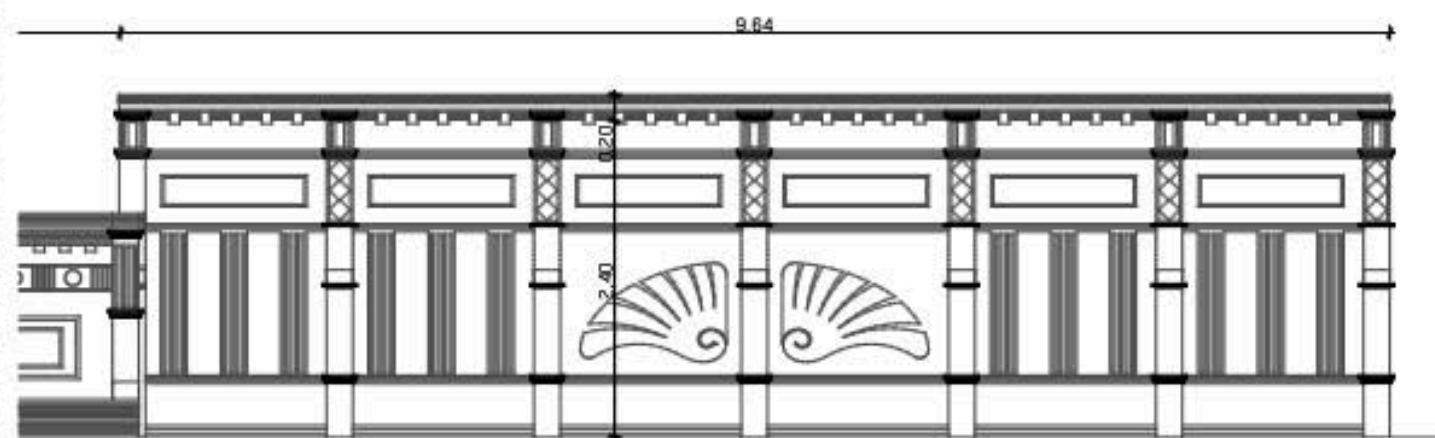


1:50

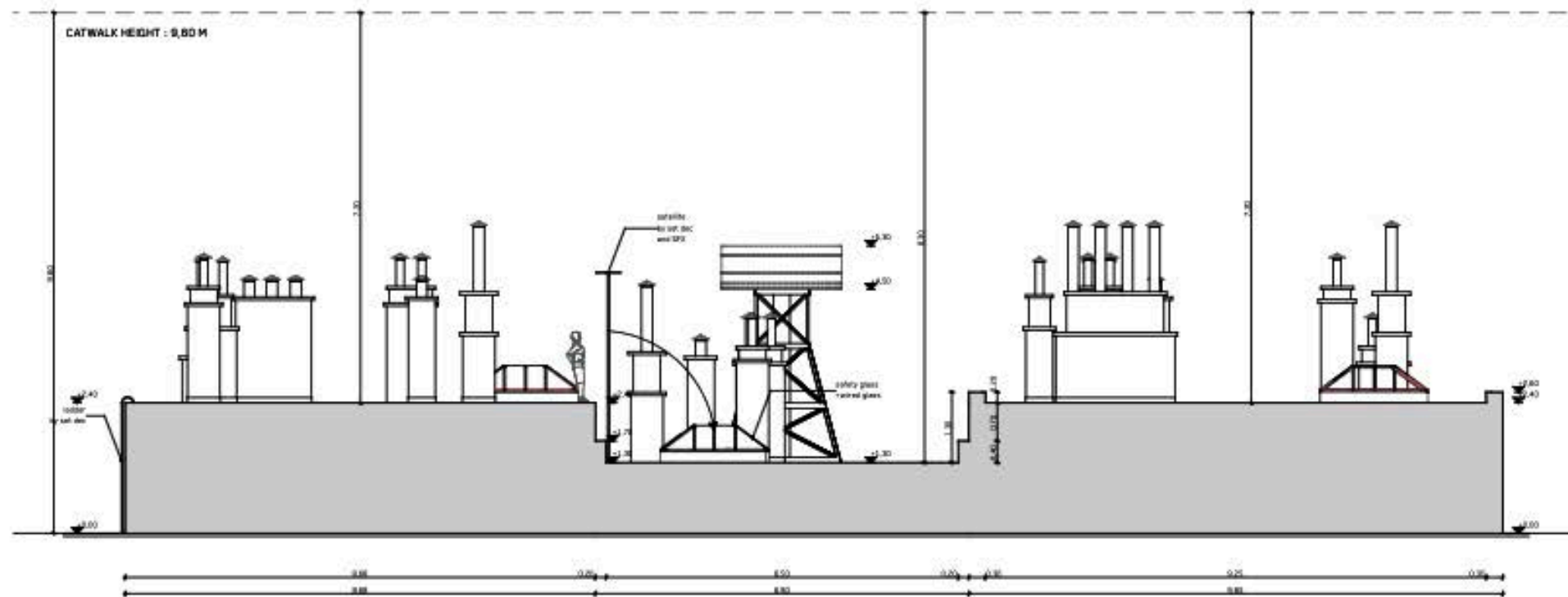
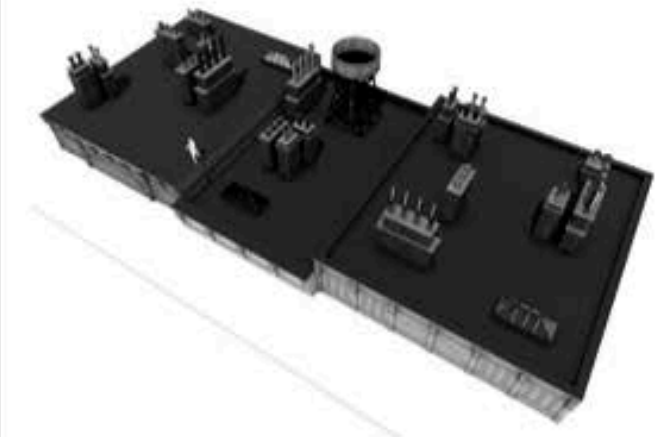
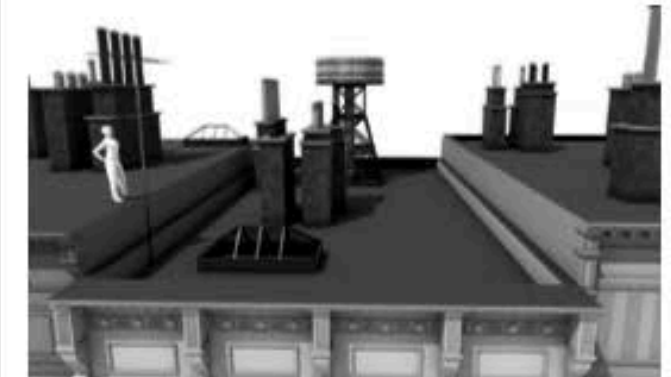
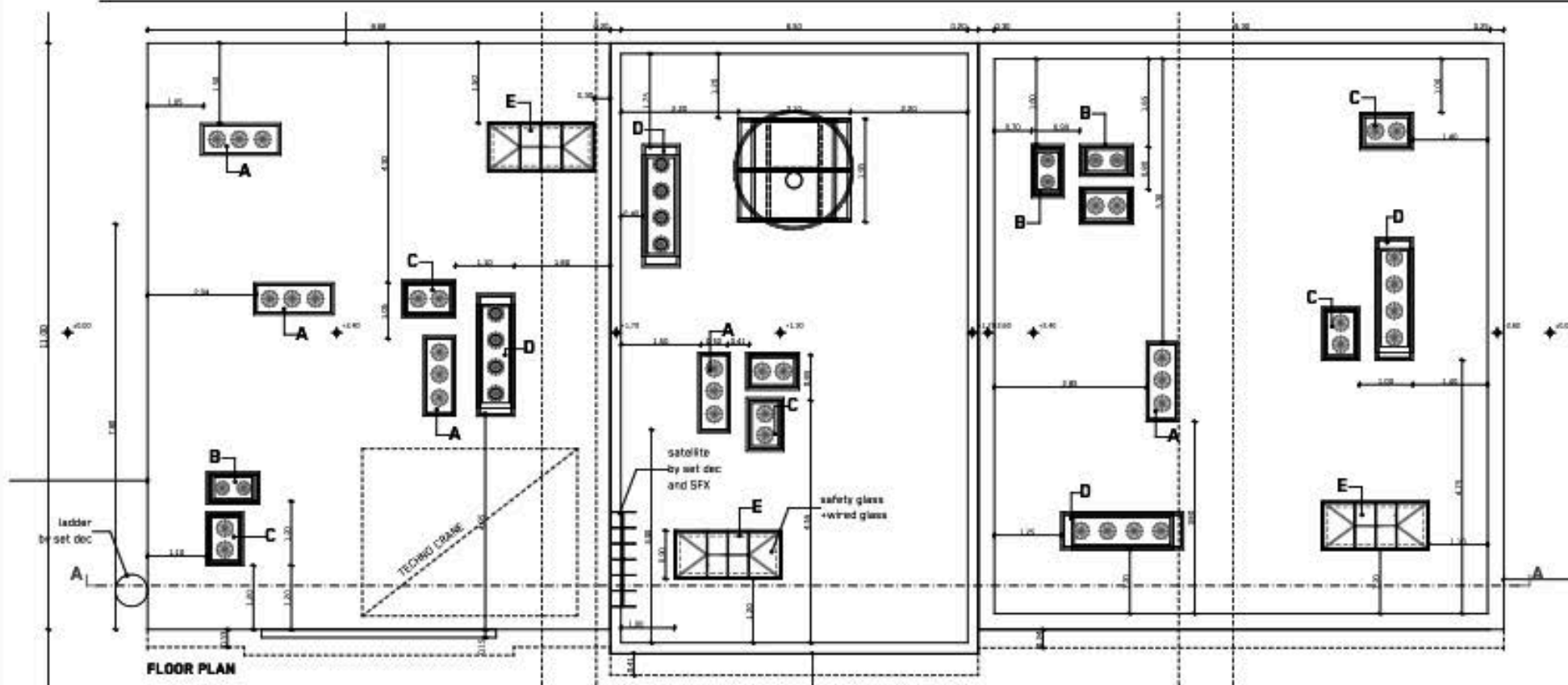


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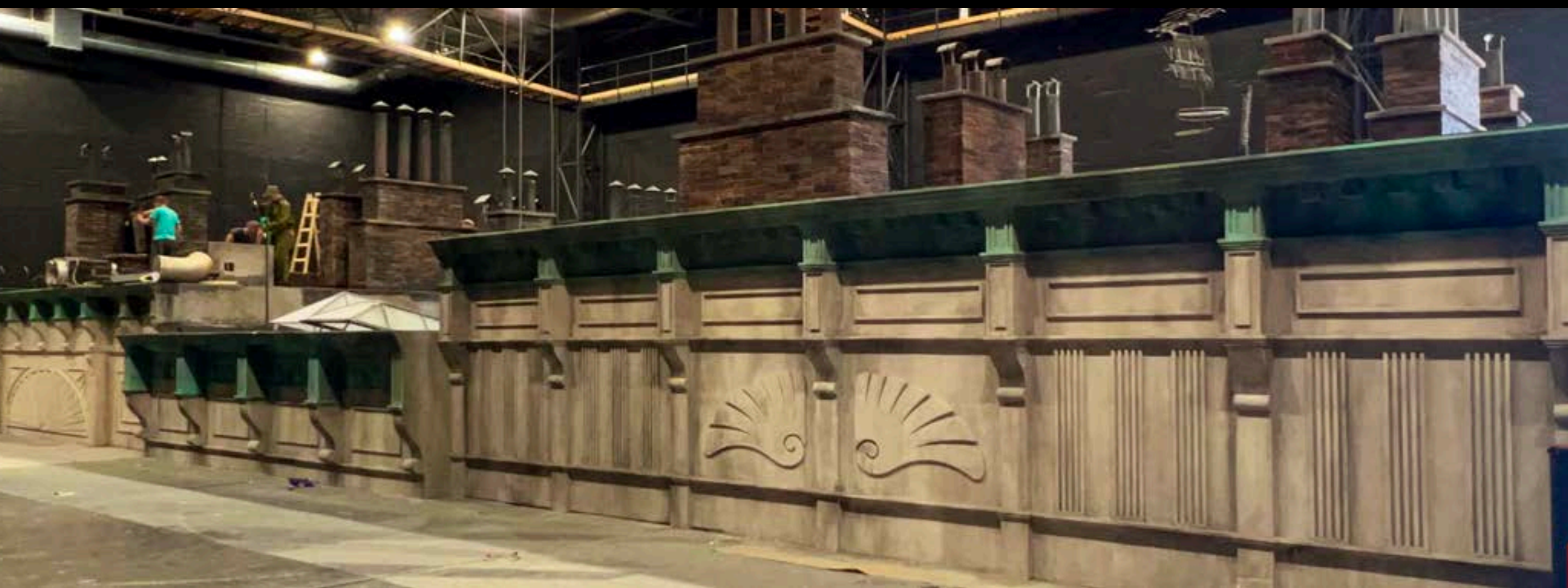
COLORS:



1:25



SECTION A-A







Bedroom concept



Bedroom concept



Bedroom/hallway build











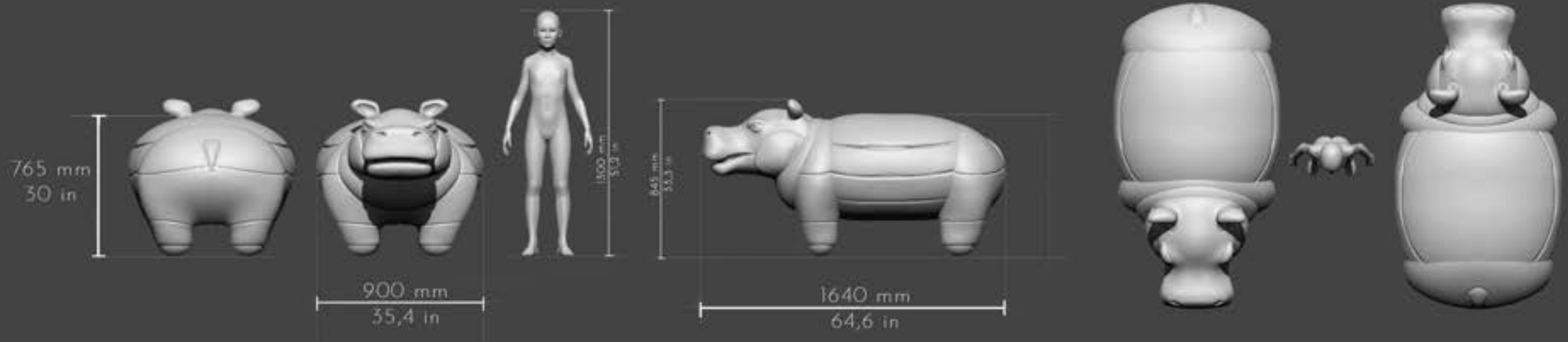




AURORA's BLANKET v01
 AGNES KOHL
 07-06-2023

DUST BUNNY

W 35,4 inch (900 mm)
H 33,3 inch (845 mm)
L 64,6 inch (1640 mm)



HIPPO OTTOMAN v17
AGNES KOHL
06-06-2023







Bathroom build





Hallway concept



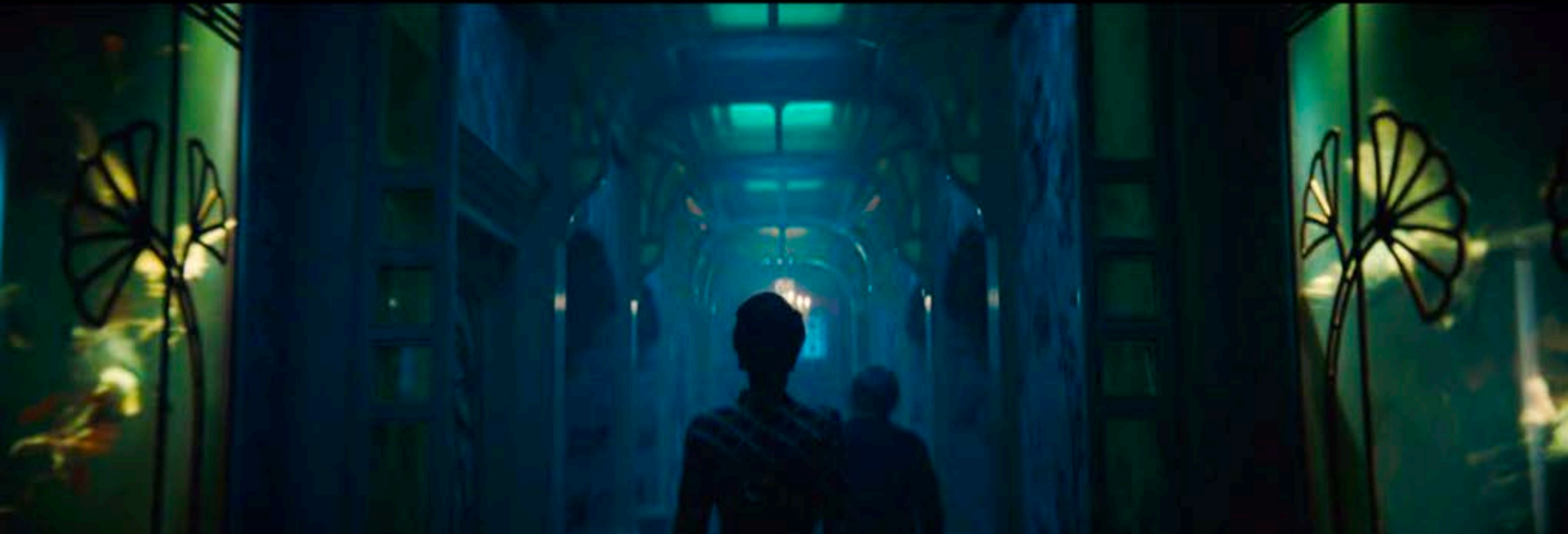
Front door concept



























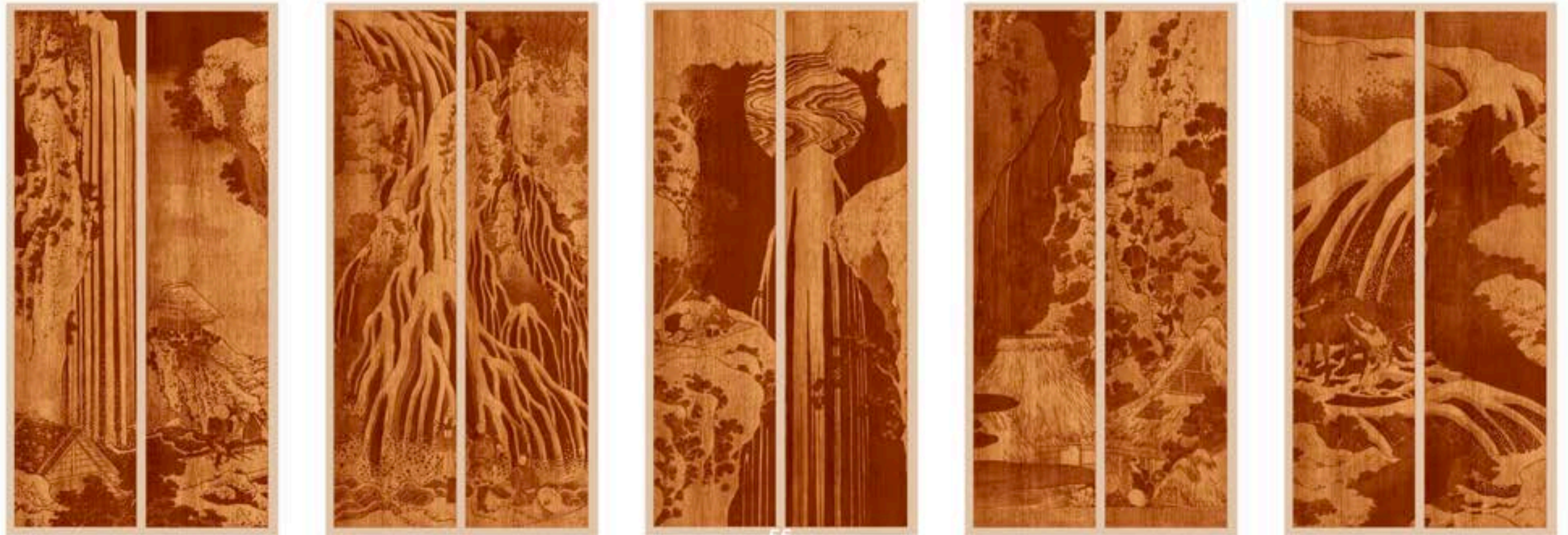


Parent's bedroom concept



Parent's bedroom concept





Design for parent's bedroom
walls



Concept for Aurora's building
exterior



Concept of Aurora's
neighborhood







Hitman's apartment concept









Tea Room concept

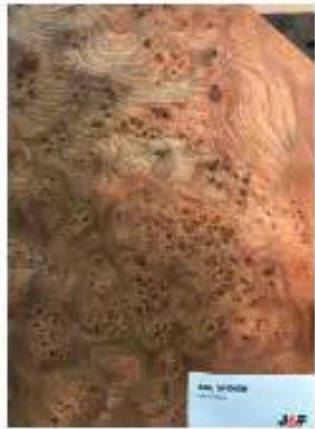


Tea Room concept

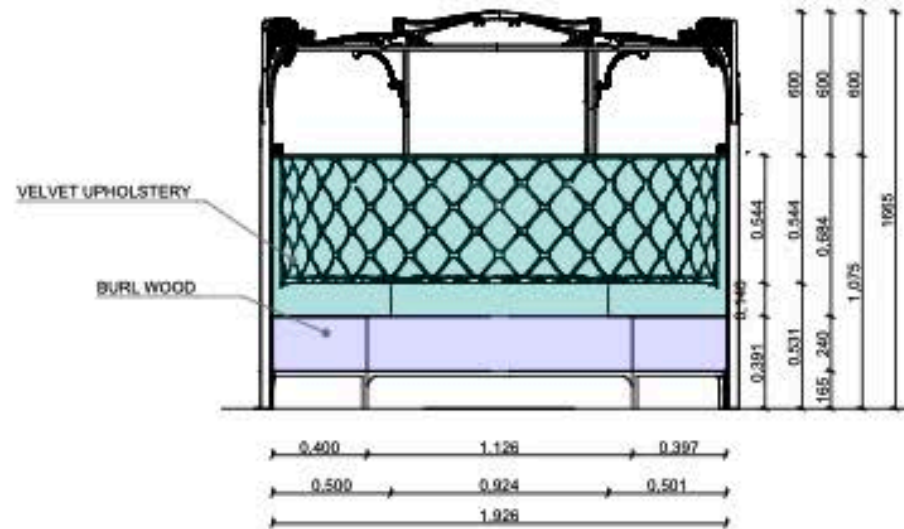






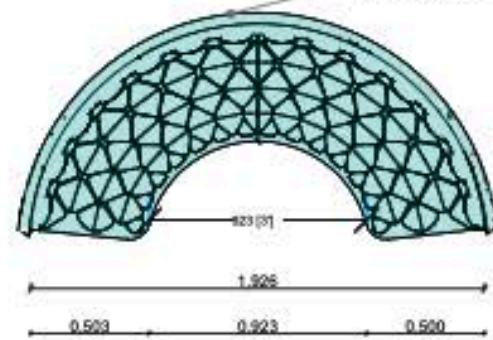


BURL WOOD TYPE



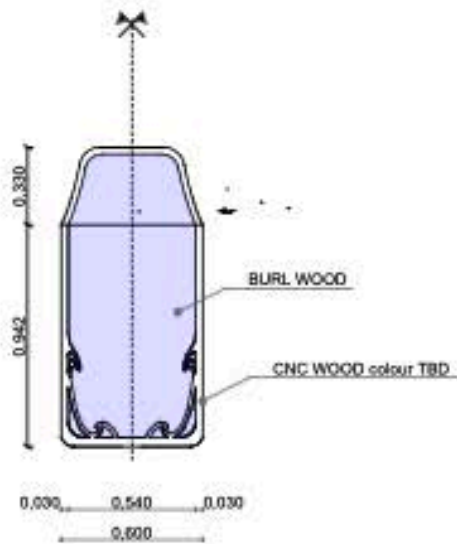
BENCH WITH UPHOLSTERY 6x

VELVET UPHOLSTERY



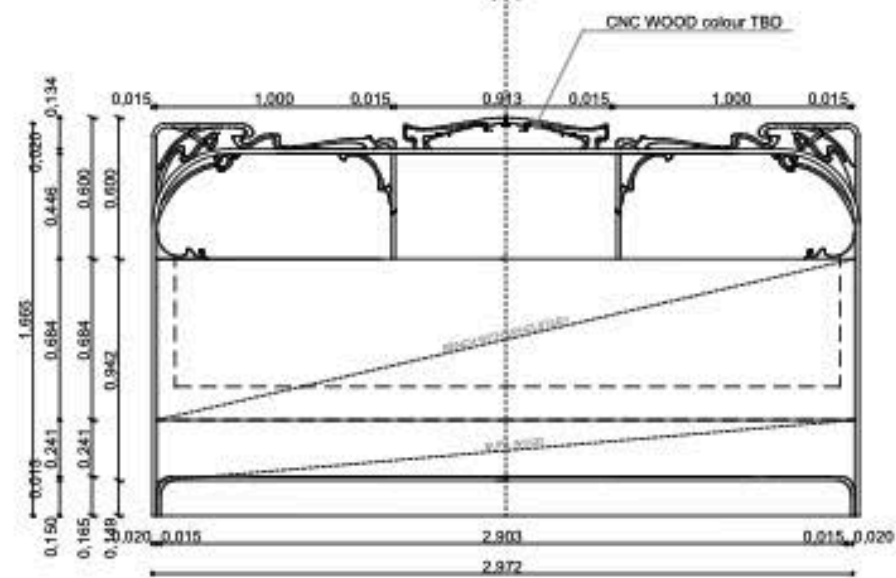
FLATTENED

1:10 X6

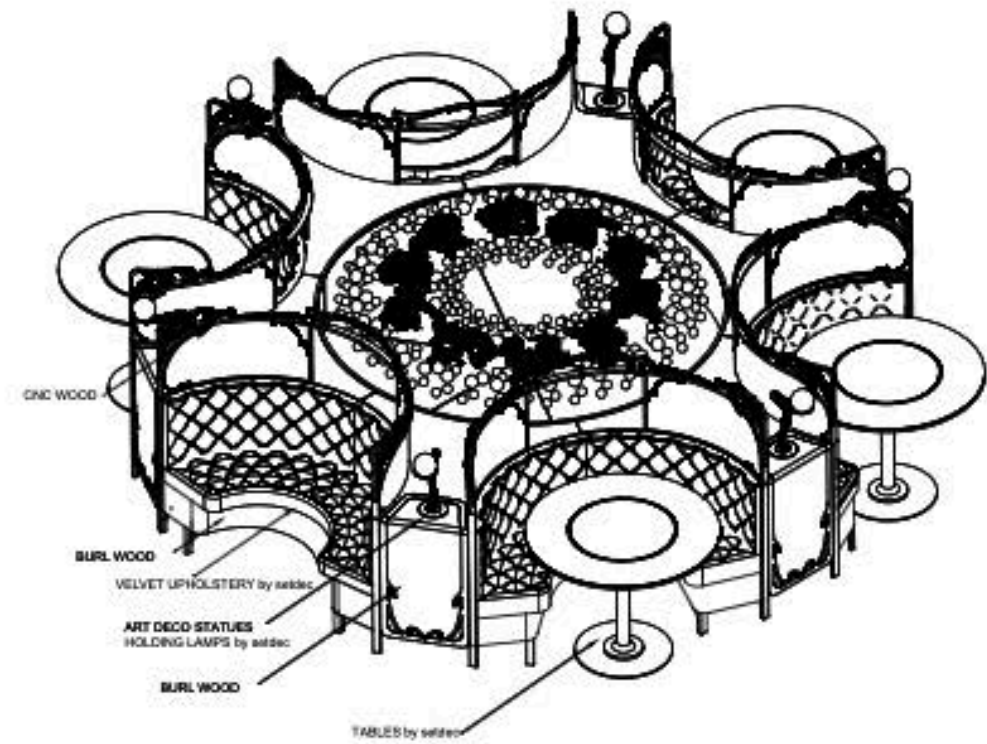


BURL WOOD

CNC WOOD colour TBD



CNC WOOD colour TBD



CNC WOOD

BURL WOOD

VELVET UPHOLSTERY by seller

ART DECO SEATINGS

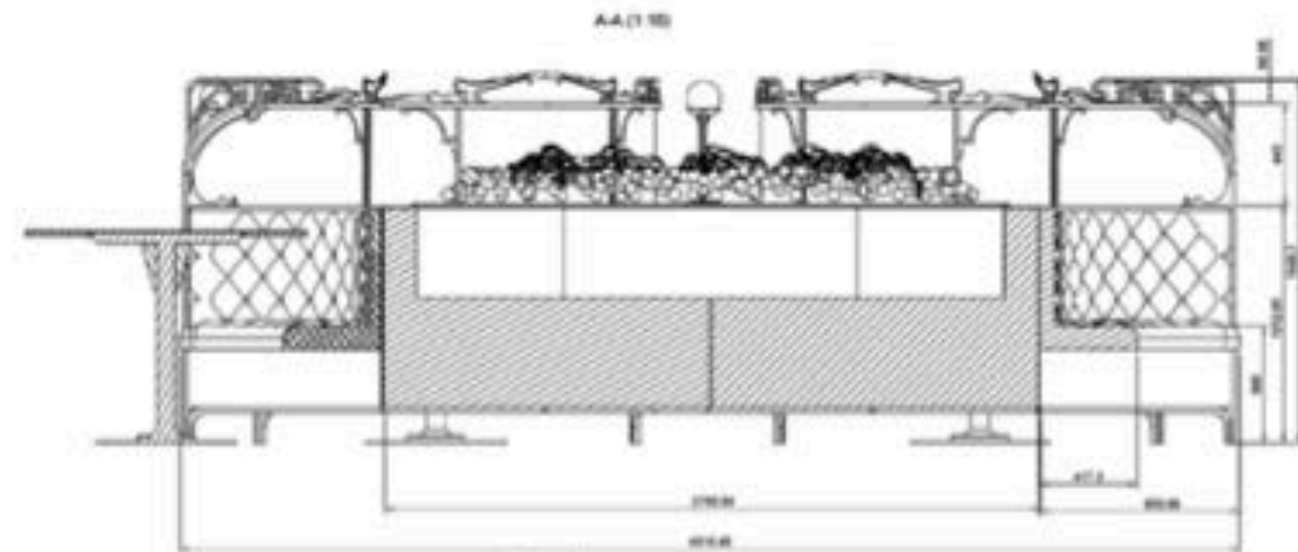
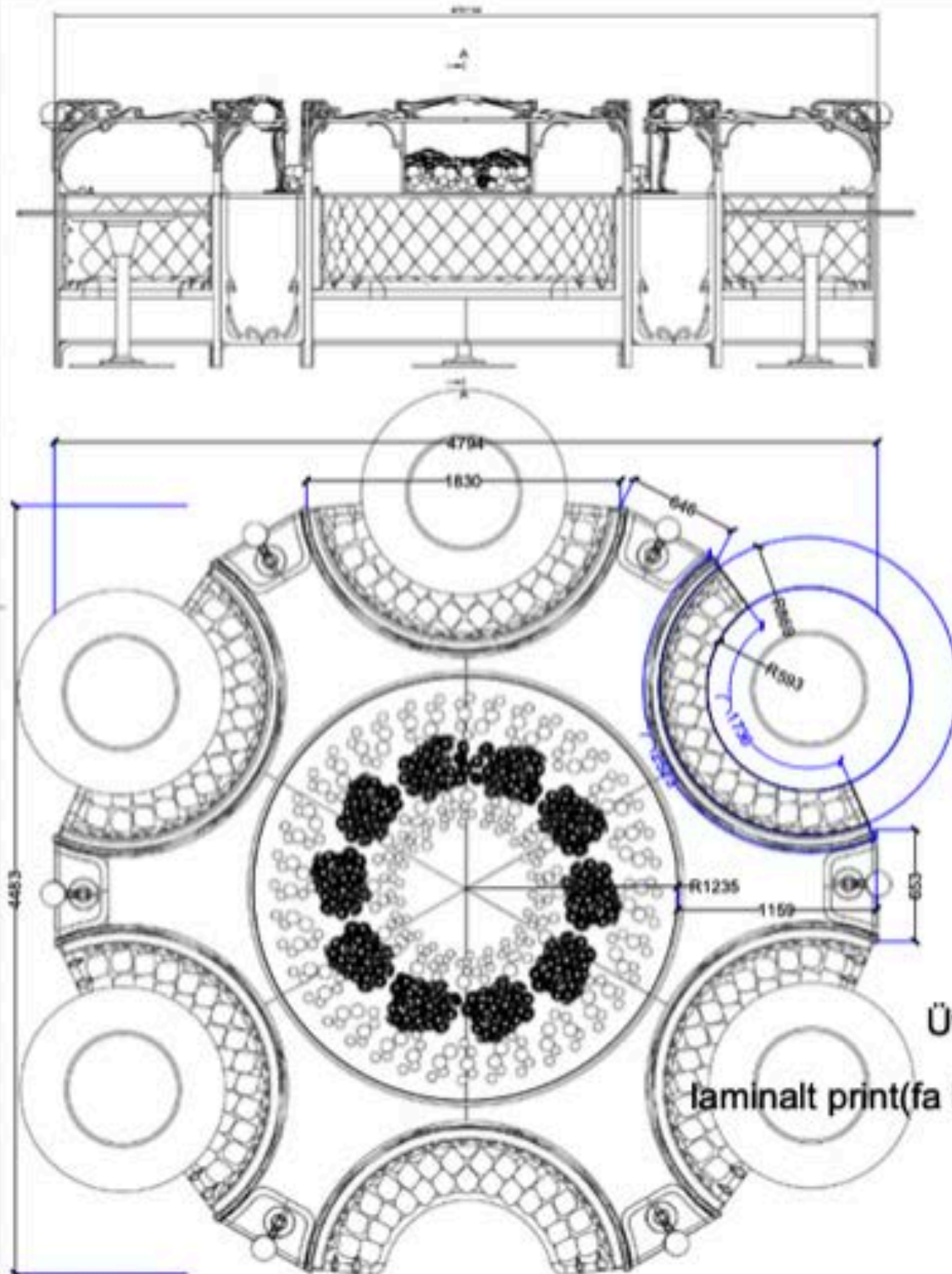
HOLDING LAMPS by seller

BURL WOOD

TABLES by seller



The idea for this seating arrangement came to me during the flight from Los Angeles to Budapest, When seen from above ,it is the cylinder of a pistol with its chambers filled with bullets.



Festett fa

Üveg/plexi

laminált print(fa hatásu)







Sandwich bar concept









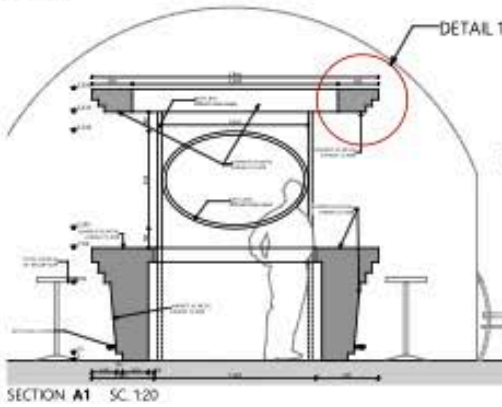
DUST BUNNY



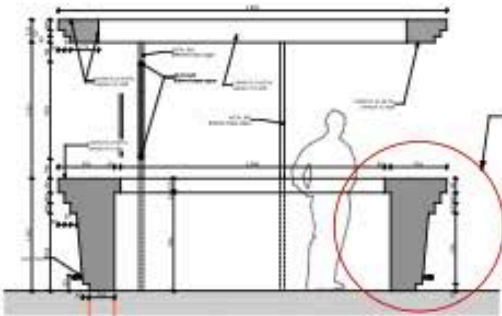
3D VIEW

LAMINATE AS METAL VARNISH TO ADD

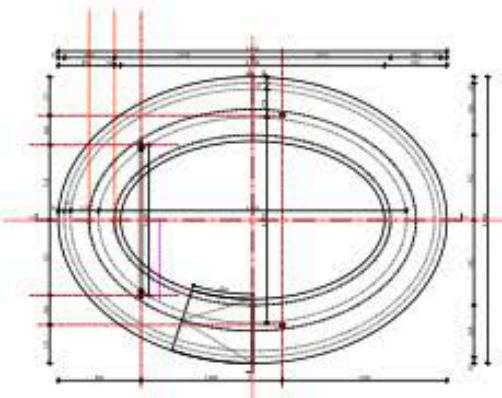
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SECTION A1 SC. 1:20



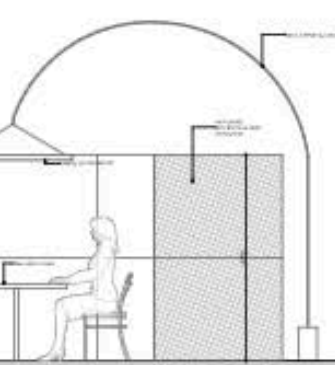
SECTION A2 SC. 1:20



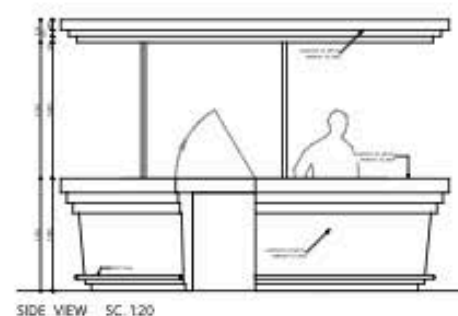
PLAN COUNTER SC. 1:20



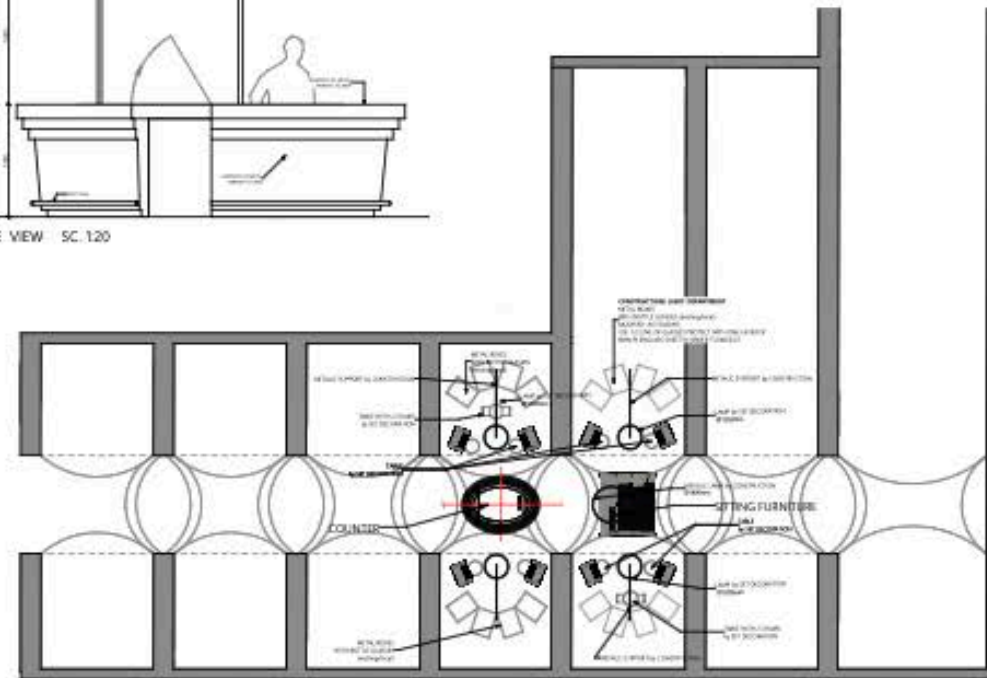
COUNTER



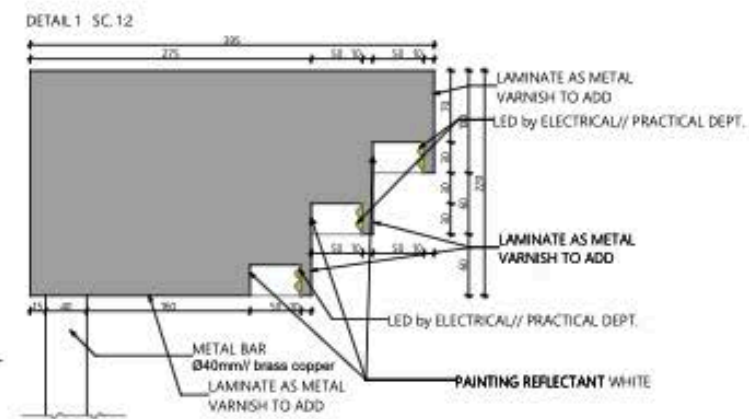
FRONT VIEW SC. 1:20



SIDE VIEW SC. 1:20



PLAN SC. 1:100



DETAIL 1 SC. 1:2

LAMINATE AS METAL VARNISH TO ADD

LED by ELECTRICAL// PRACTICAL DEPT.

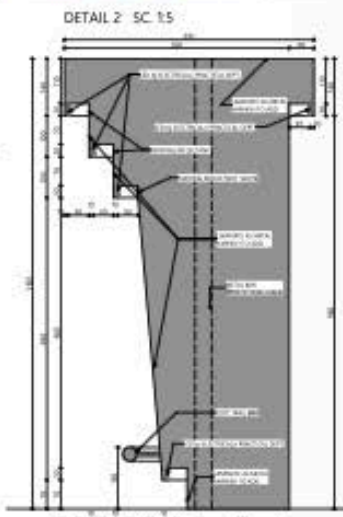
LAMINATE AS METAL VARNISH TO ADD

LED by ELECTRICAL// PRACTICAL DEPT.

PAINTING REFLECTANT WHITE

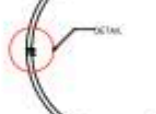
METAL BAR Ø40mm/ brass copper

LAMINATE AS METAL VARNISH TO ADD

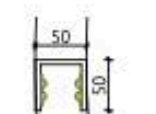


DETAIL 2 SC. 1:5

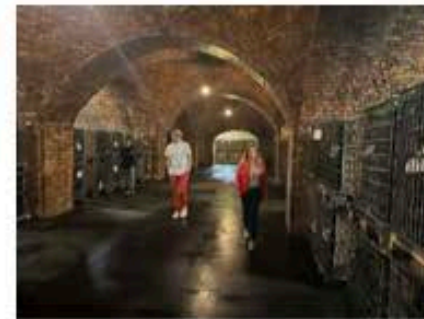
PLAN OF METALIC LAMP BY CONSTRUCTION SC. 1:20



PLAN OF METALIC LAMP BY CONSTRUCTION SC. 1:20



SECTION DETAIL SC. 1:2



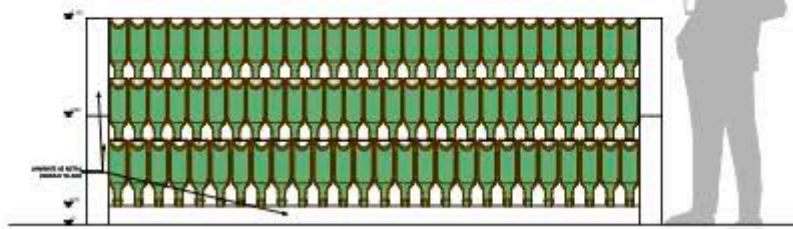
METAL BOXES WITH GLASS BOTTLE (existing local)

SURFACES SAMPLES

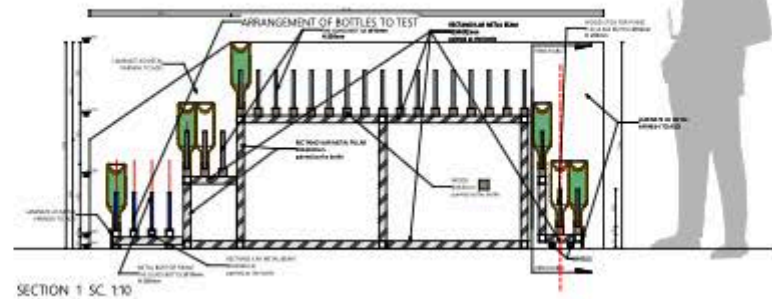


LAMINATE AS METAL VARNISH TO ADD SAMPLES TO SHOW

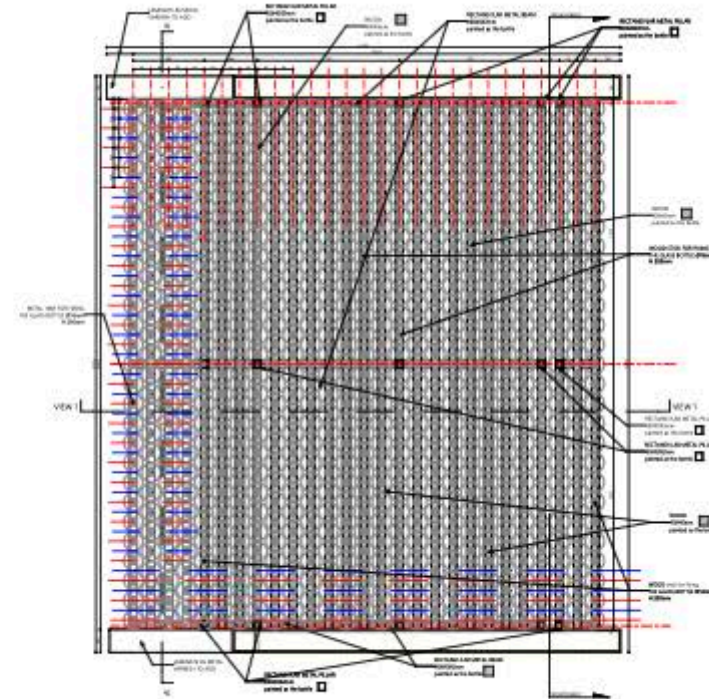
DUST BUNNY



FRONT VIEW SC. 1:10

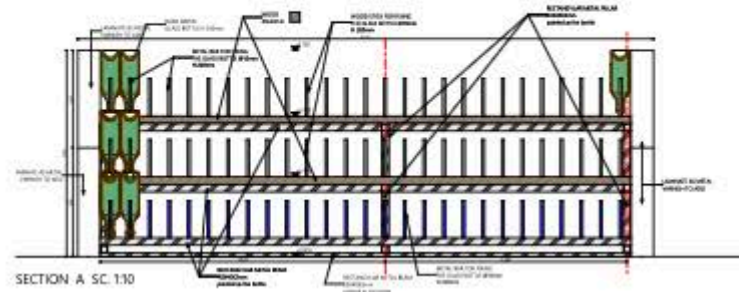


SECTION 1 SC. 1:10

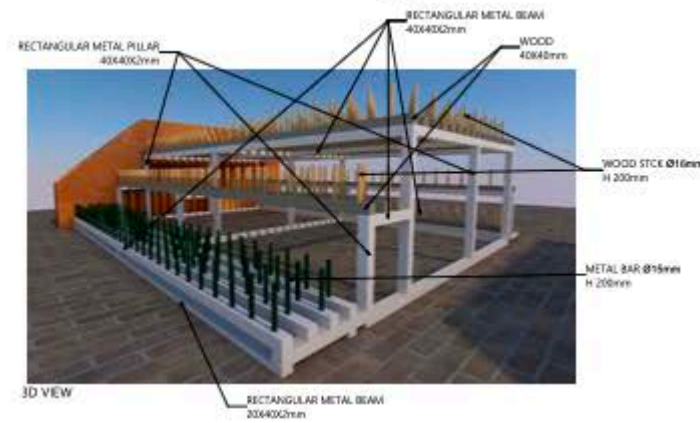


PLAN SC. 1:10

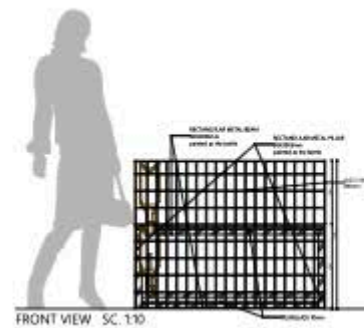
SITTING FURNITURE FROM DELI BAR SANDWICH



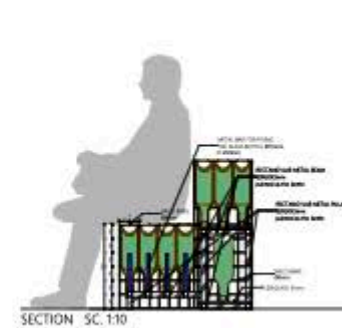
SECTION A SC. 1:10



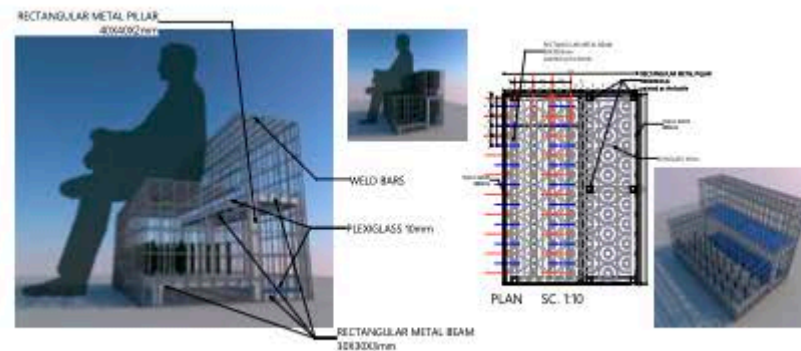
3D VIEW



FRONT VIEW SC. 1:10



SECTION SC. 1:10



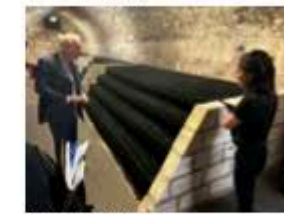
PLAN SC. 1:10

DELI SANDWICH BAR

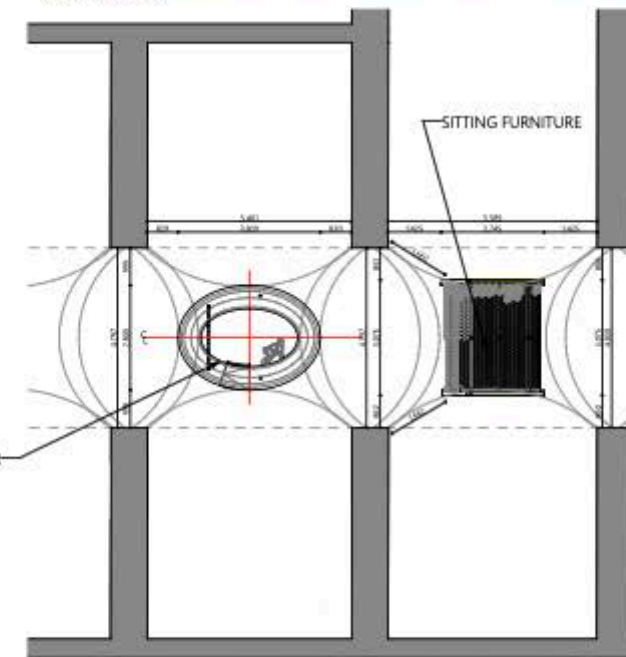
SC. VARIES @ A0 DWG 97



3D VIEW



REFERENCES IMAGES



PLAN DETAIL - SHOWING THE POSITION OF COUNTER AND SITTING FURNITURE SC. 1:50



SURFACES SAMPLES
LAMINATE AS METAL
VARNISH TO ADD
SAMPLES TO SHOW





Dim Sum concept





Dim Sum build



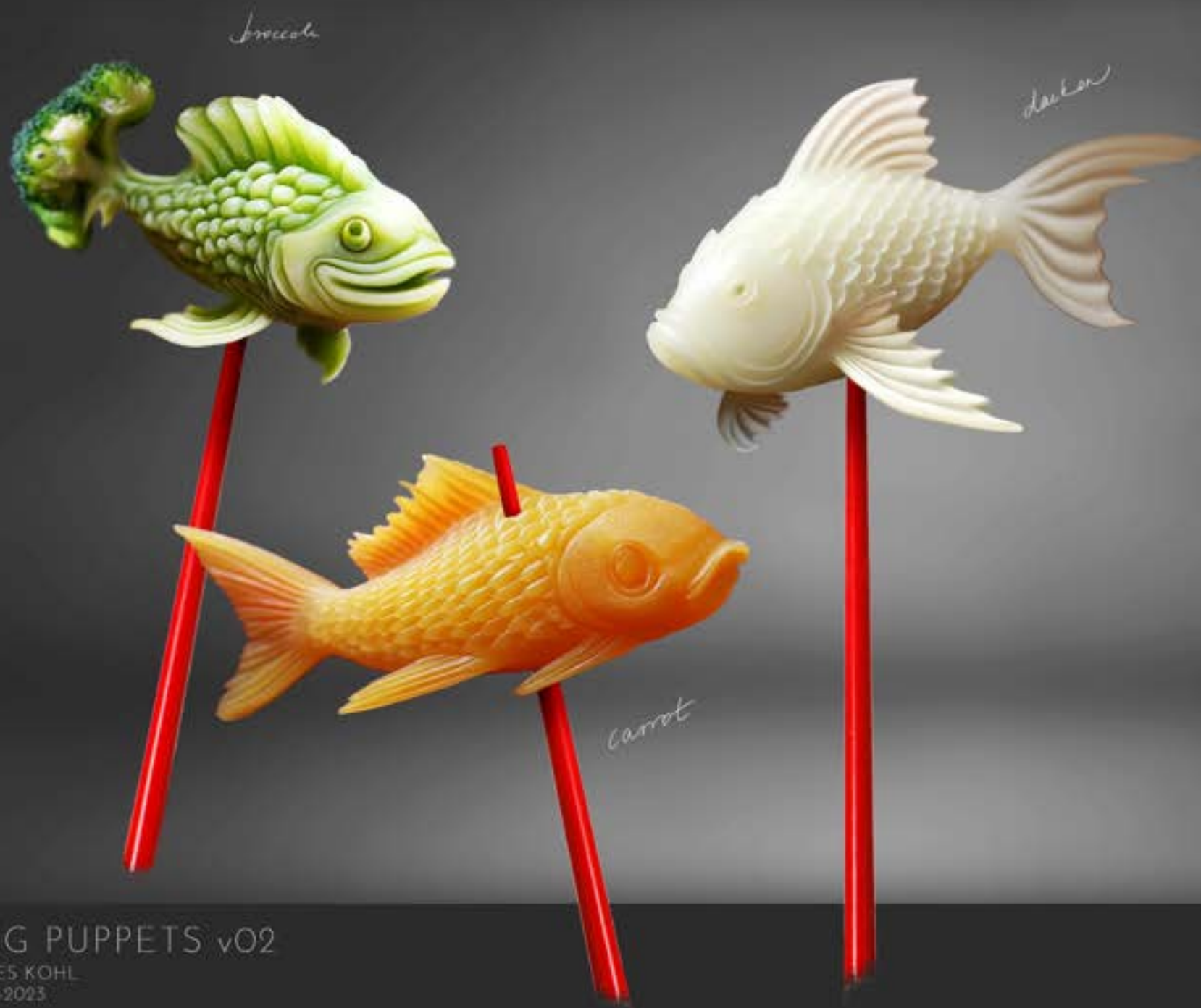




Dim Sum build



Dim Sum build



VEG PUPPETS v02
AGNES KOHL
14-06-2023

DUST BUNNY











Chinatown build





Dim Sum entrance



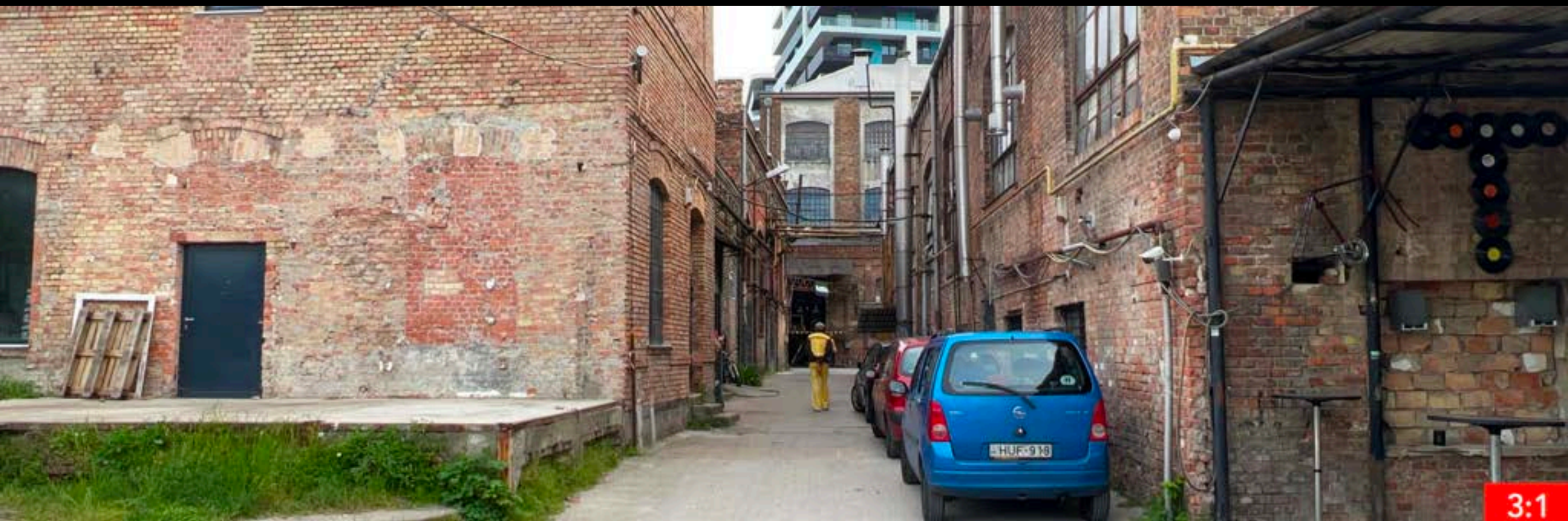
Dim Sum entrance





Building the Dim Sum Restaurant onto the Aquarium tank's viewing window





Chinatown was built into this location



Concept for Chinatown
neighborhood



An amazing prop gun



Another stunning prop gun



The fantastic stiletto heels
guns







Thank you for looking at
Dust Bunny