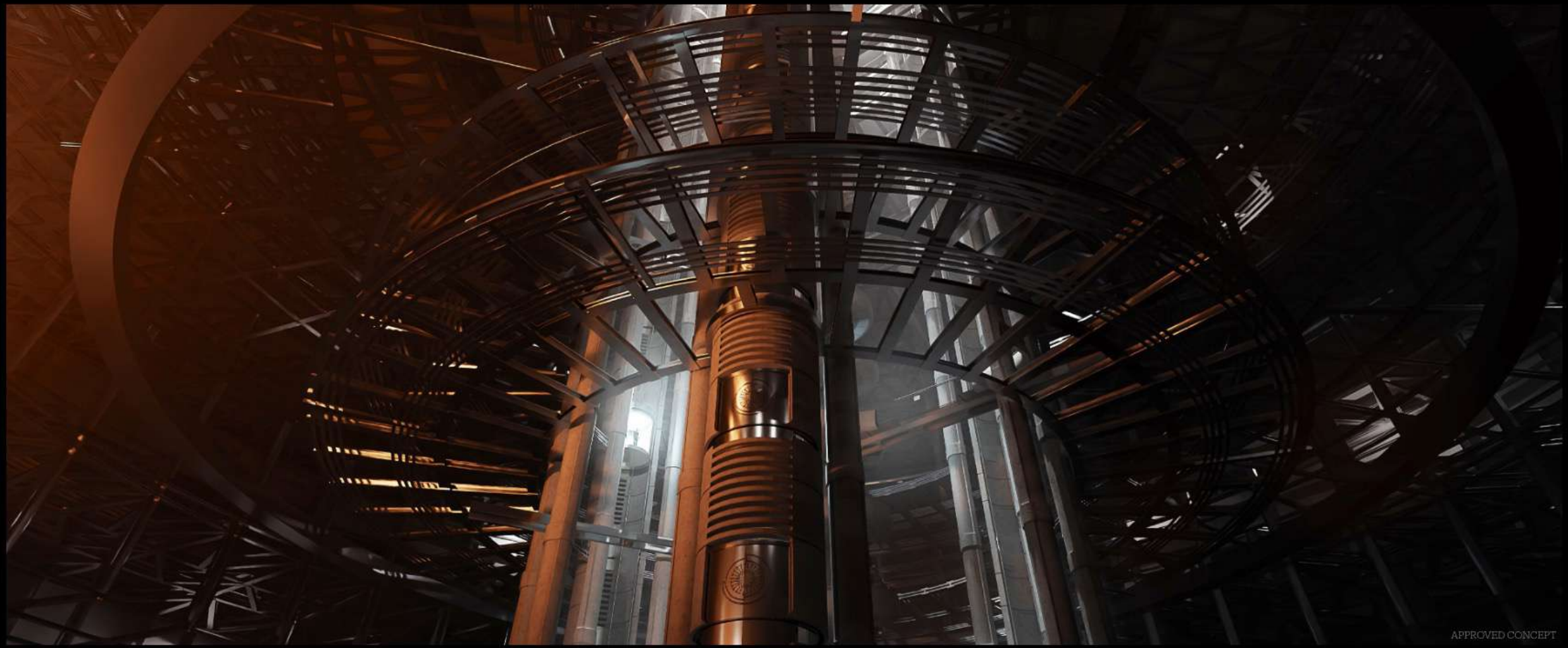


Silo - Season 3

NICOLE NORTHRIDGE - PRODUCTION DESIGNER

EPISODE 10 - TROY



THE VOID

Silo 1 – World building - Concept, Void floors, showing only the steel skeleton of the Silo, Silo 1 has no use for 144 floors . It functions differently than silos.



Journey to the Cryo floors

Silo 1 – World building - Concept - Glass fronts to these cryo floors, everything on view from the stairs and elevators, almost nursery like!

Elevator



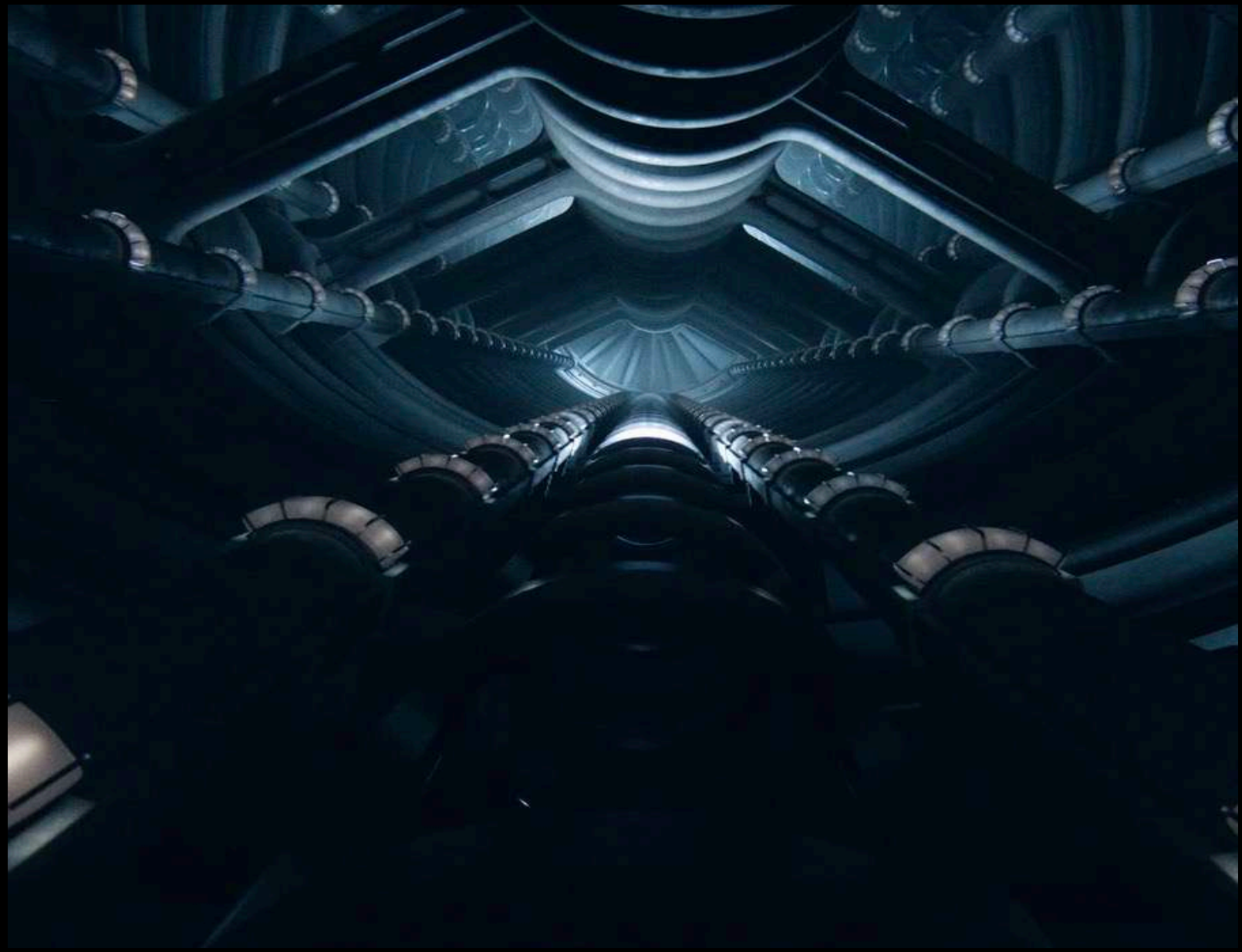
Silo 1 – World building - Concept - The void is lit by the passing elevator. Use materials that can catch the light..

SILO 1 - General look, -Shaft and levels



THE VOID

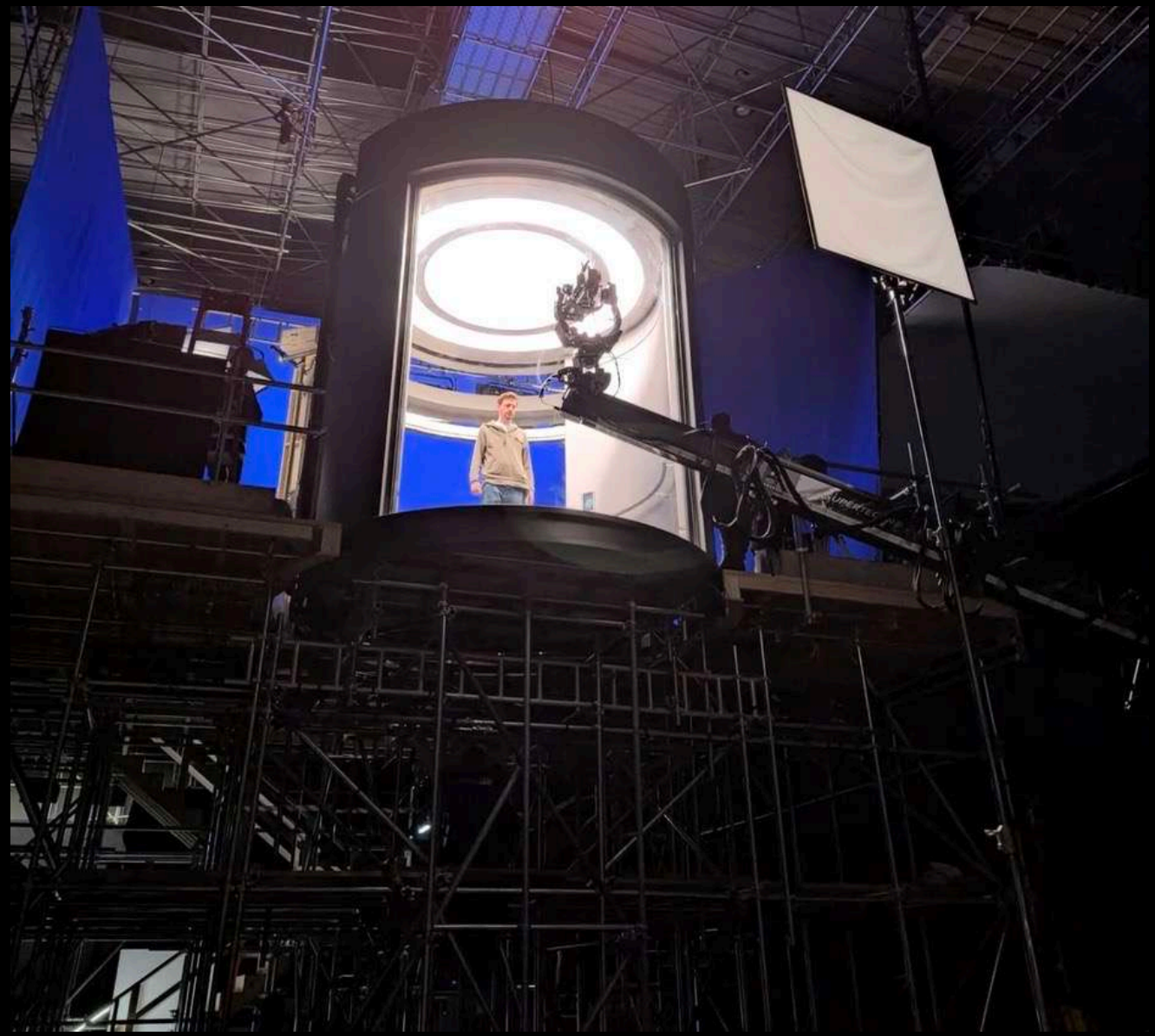
Silo 1 – World building - Concept - Elevator & shaft



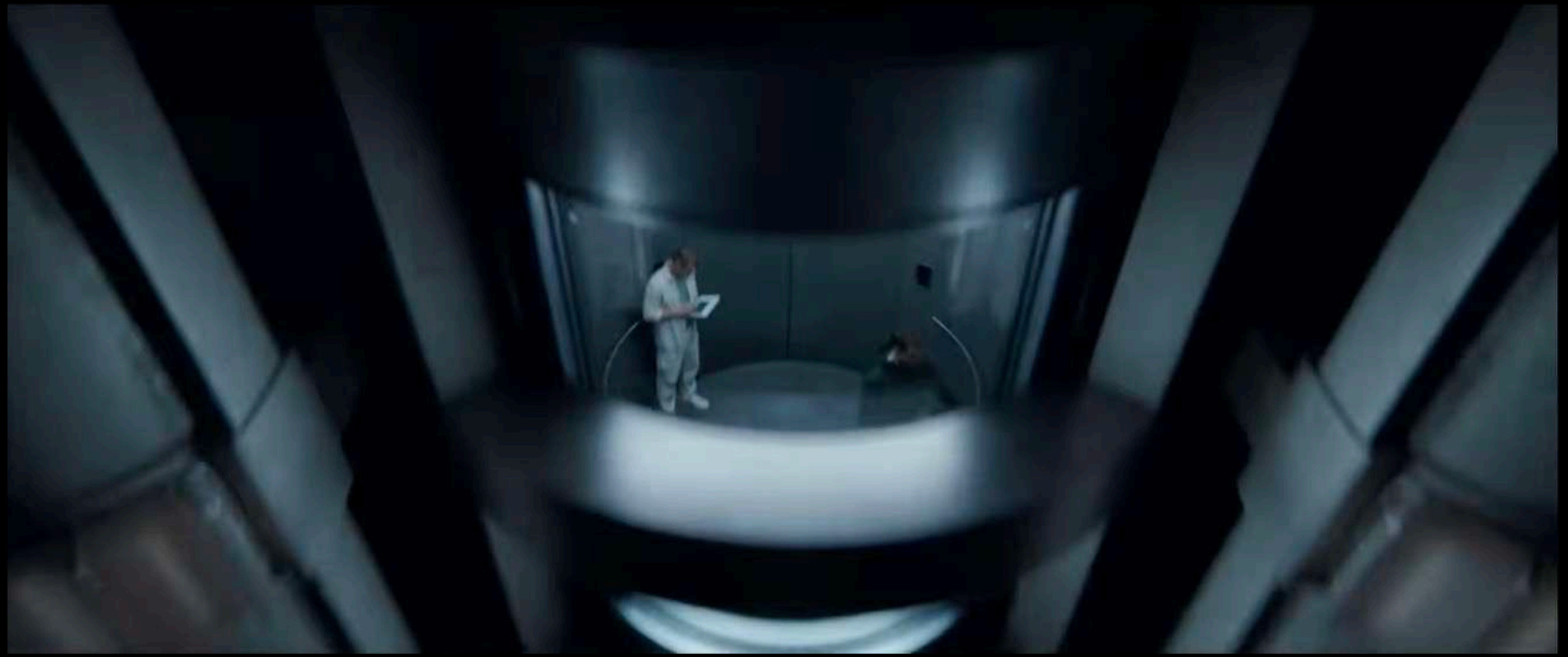
Silo 1 – Elevator build in VFX – Final image episode 10





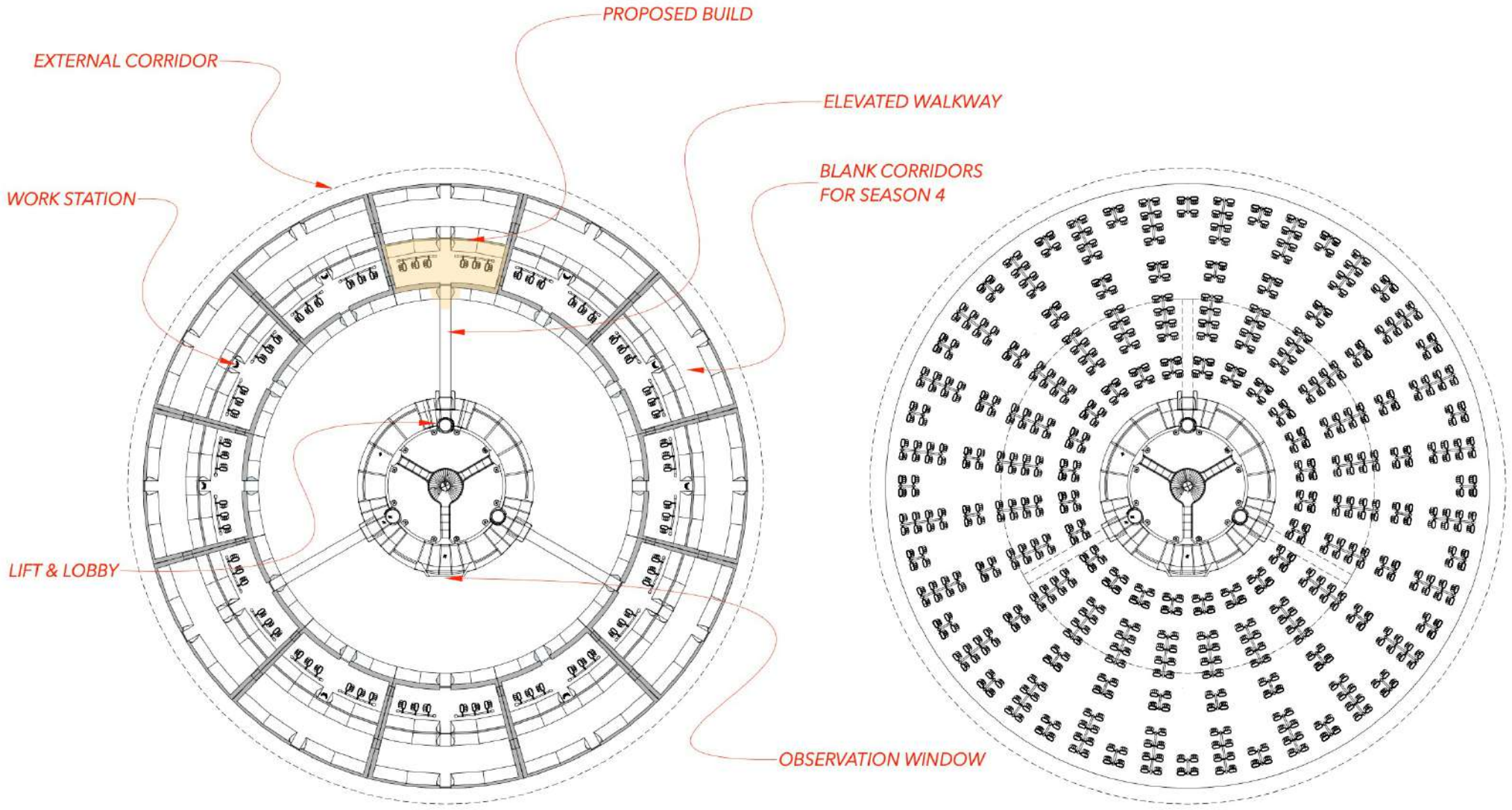


Silo 1 – Elevator – Concept & build



Silo 1 - Elevator - VFX – Final image episode 10

PROPOSED PLAN -The Cryo levels are double height spaces with the main pod nursery on the lower level and an upper cryo area with more pods reached via a bridge from the 3 central lifts. We propose to build a section of the upper cryo level and the lift interior, use the existing A or E stage bridge (widened in post by VFX to match the concepts) to show this journey.

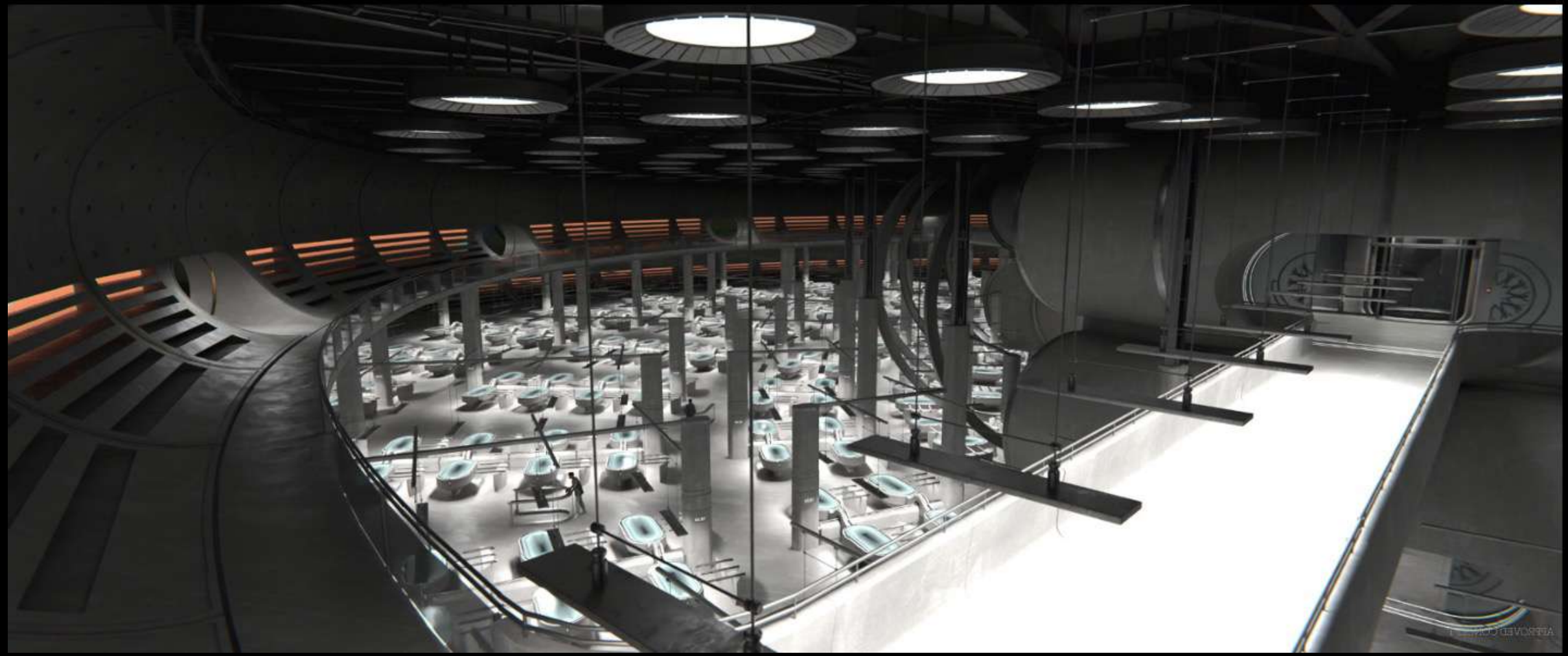


UPPER CRYO LEVEL - VFX & Build

LOWER CRYO LEVEL - VFX Only

Silo 1 – Cryo level plan - Rationalizing cryo levels to allow actors and directors to map journeys.

Different lighting pass



Crossing the bridge to the upper Cryo level

Silo 1 – Cryo bridge - Concept



Silo 1 – Final image from episode 10



Silo 1 – Cryo– Concept Art



Silo 1 – Cryo - Build



Silo 1 – Final image Episode 10





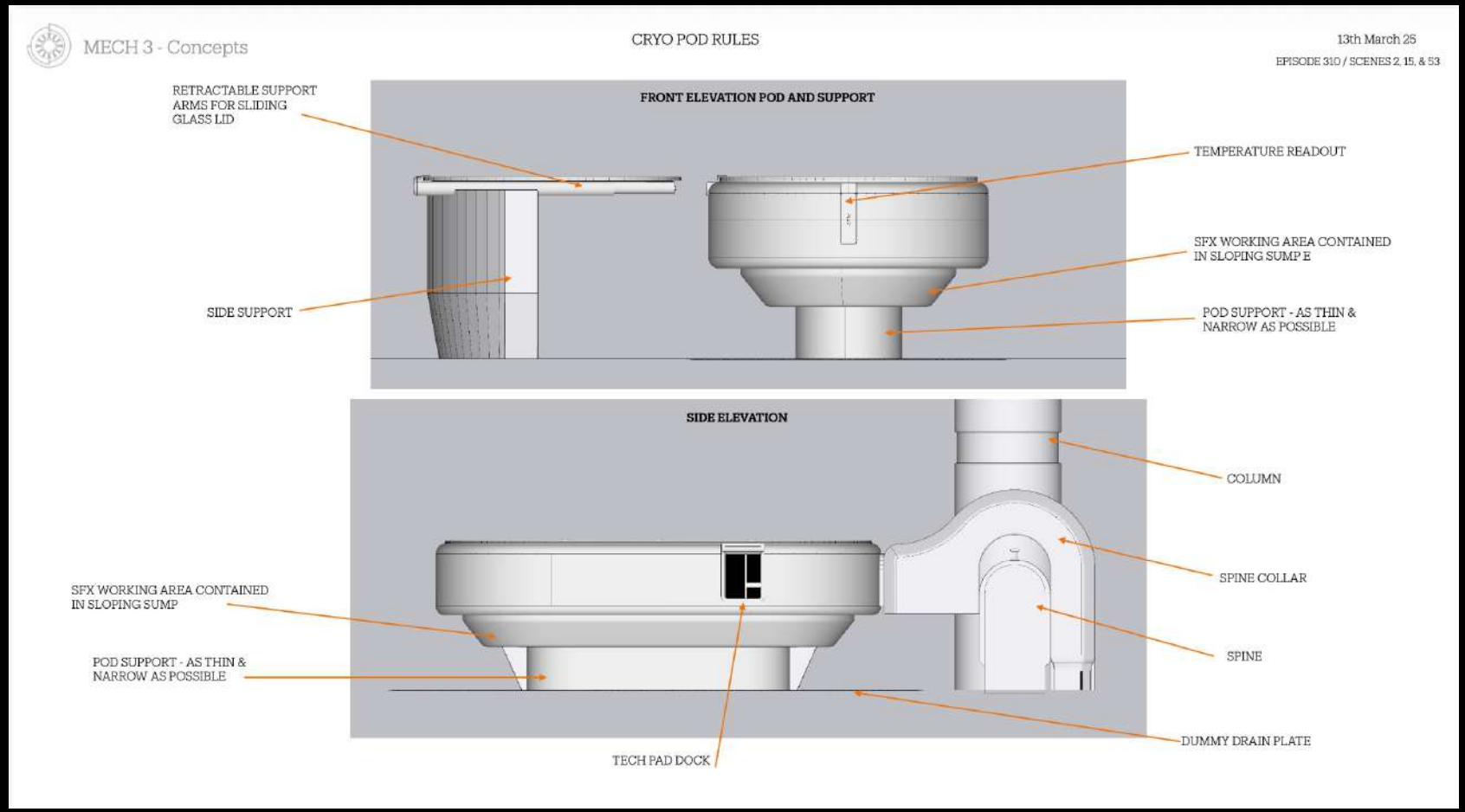


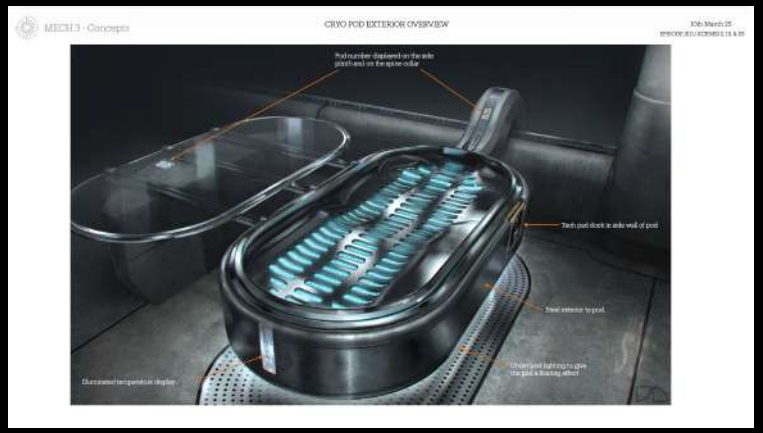


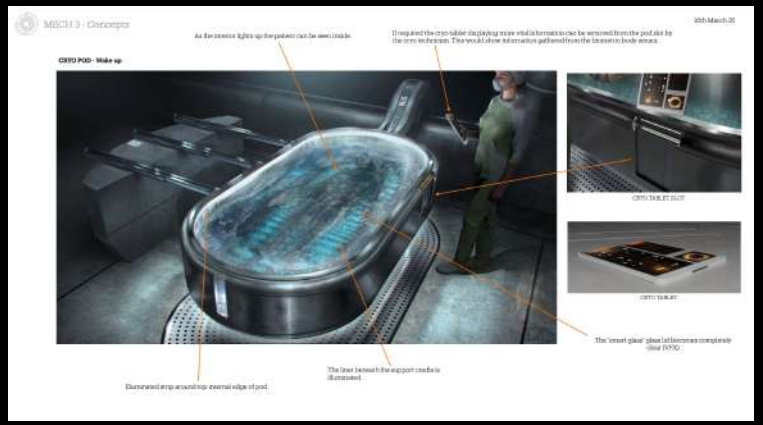


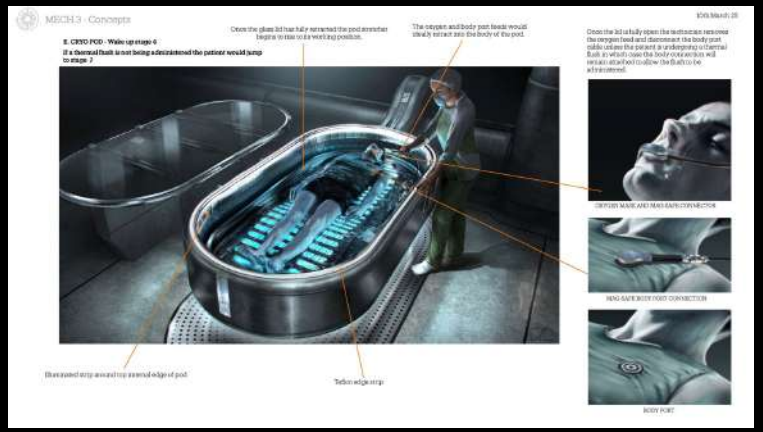


Silo 1 – Cryo – Build progress





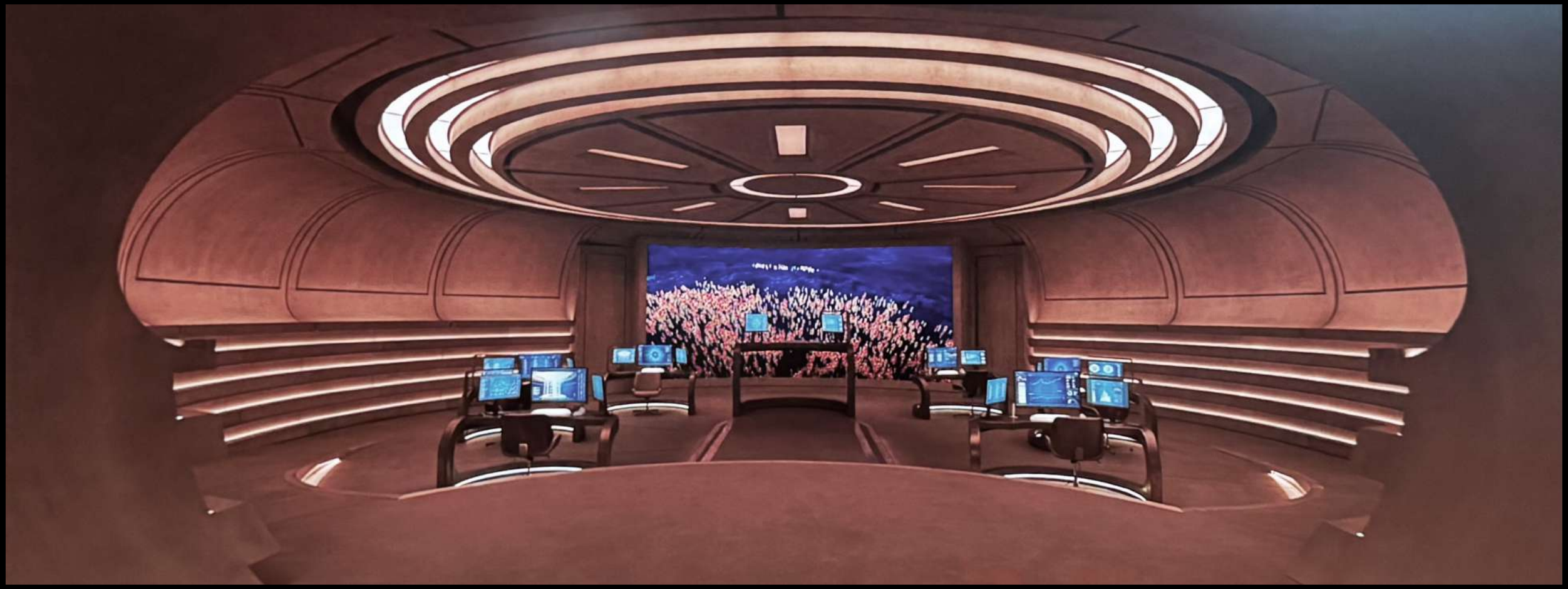




Silo 1 – Cryo pod build – 21-page explanatory manual on the cryo function & process – Selected pages above



Silo 1 – Operations – Concept Art



Silo 1 – Operations - Dressed



Silo 1 – Operations - Dressed



Silo 1 – Operations – Concept Art

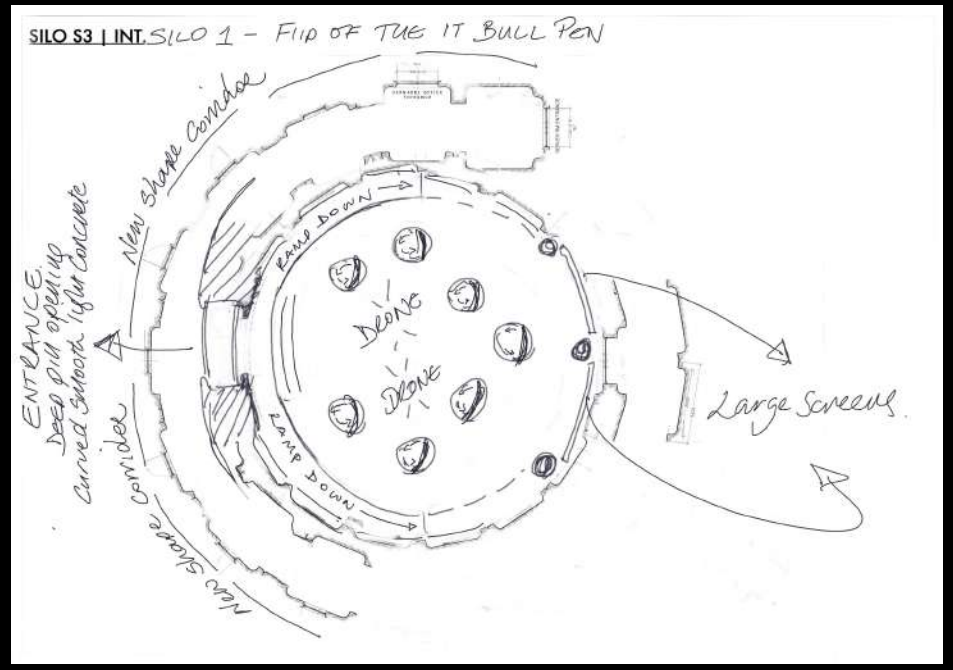


Silo 1 – Operations – Final Image from Episode 10



Silo 1 – Operations - Desk and Light design



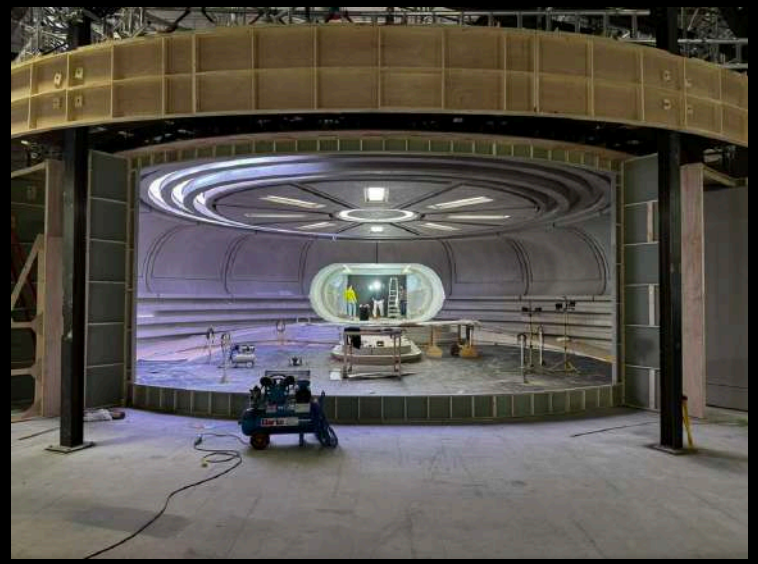












Silo 1- Operations - Build progress – Operation was a flipped set from Silo 18 IT. This was to help the budget and schedule



Silo 1- Cafeteria Concept art



Silo 1- Cafeteria – Set dressed



RESIDENTIAL

Silo 1 – Corridor & walls – Curved and ergonomical in the workspaces - Concept





Silo 1 – Corridor & walls – Build



Silo 1 – Residential - Corridors softer and warmer – Concept



Silo 1 – Residential - Corridors – Build



Concept









Silo 18 – Mayors Apt - Dressed



Concept



Dressed

Silo 1 – Troy’s apartment



Initial Sketch



Concept

Silo 1 – Victor's apartment





Silo 1 – Victor's apartment - Dressed



Concept

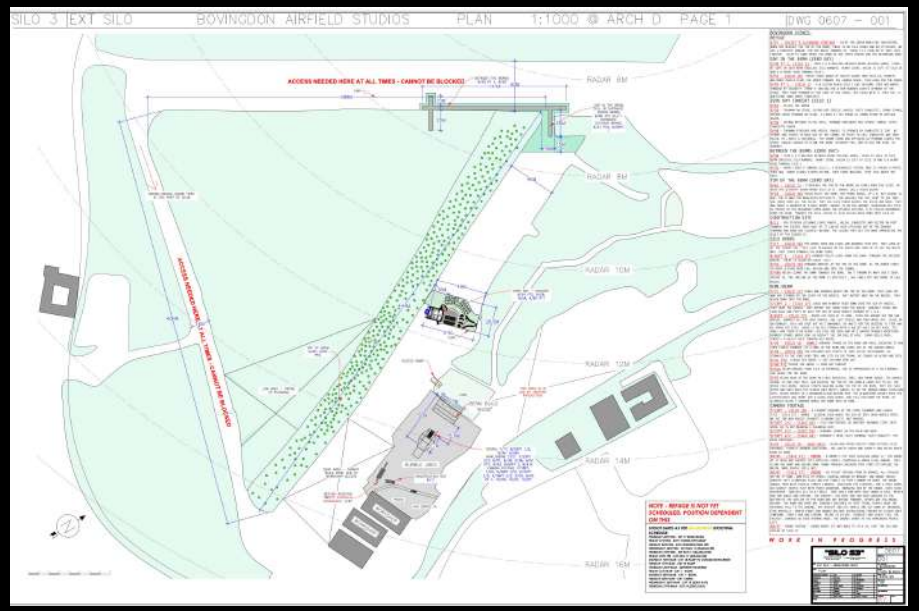


Build

Silo 1 – Director's office – A flip from the legacy room of Silo 18



Silo 1 –Director's office – Final Image Episode 10











Ext. Silos - Insert shots on Silo 1 Operations Screen of Ext. Silos – Build of berm, practical excavated ramp and Practical full size silo doors



Silo 18 – Mines – Concept art



Silo 18 – Mines – Build



Silo 18 – Mines main cavern – Concept art



Silo 18 – Mines – Main cavern, Dressed



Silo 18 – Mines main cavern – Concept art



Silo 18 - Mines Main Caven – Dressed



Silo 18 – Mines tunnel area – Concept art



Silo 18 – Mines tunnel area - Dressed



Concept

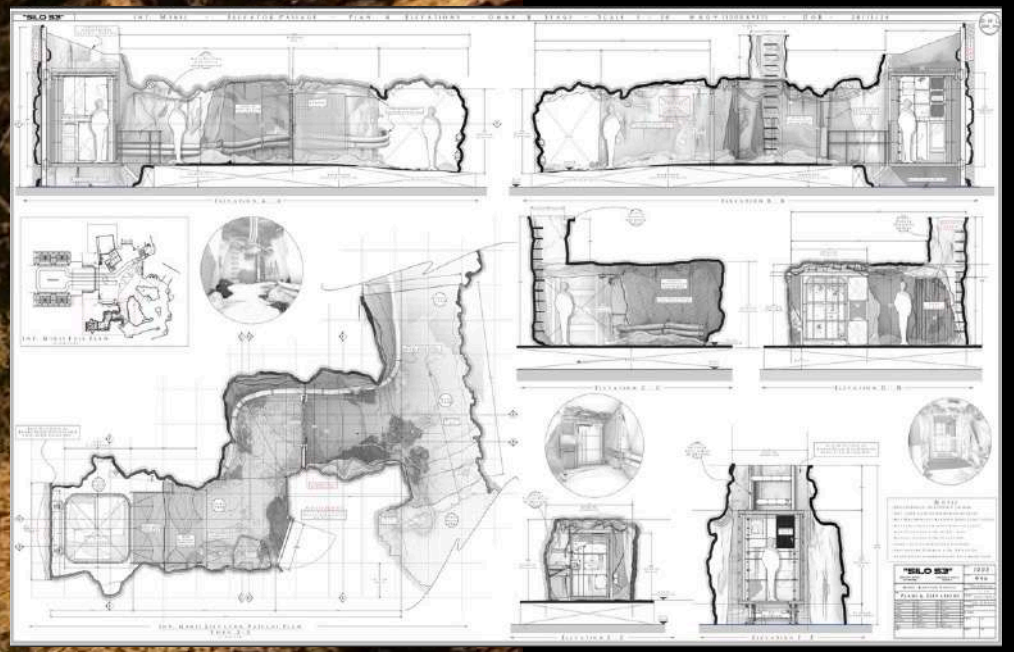




Dressed

Silo 18 – Mines – Office

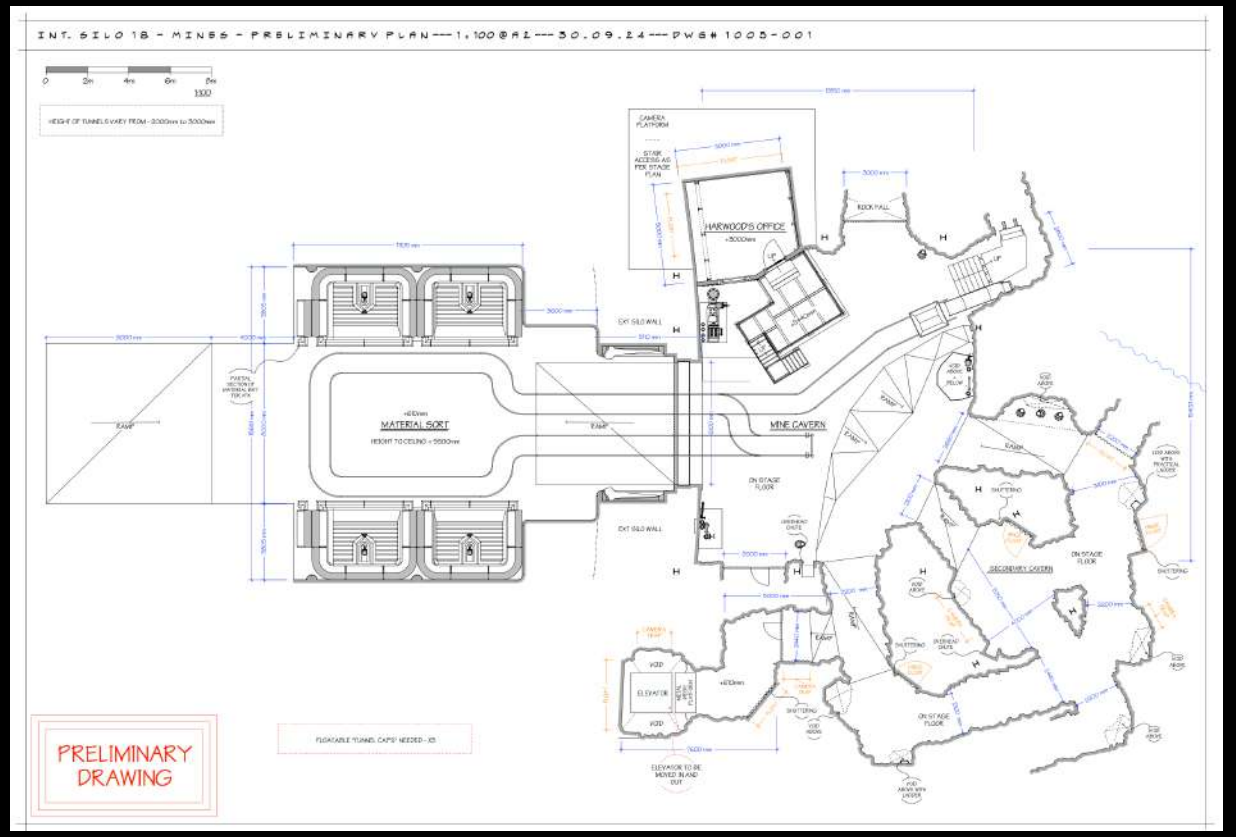






Silo 18 – The mines – Elevator tunnel















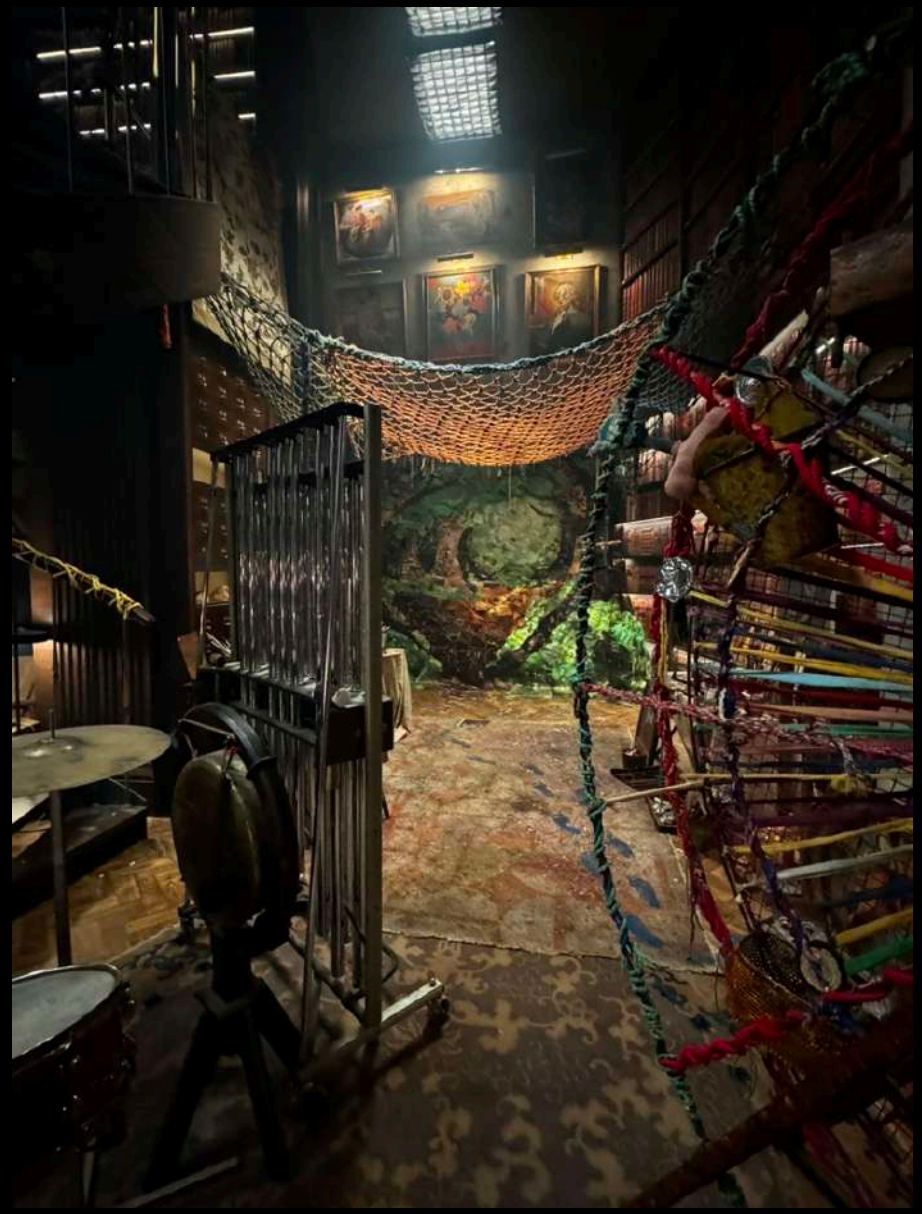




Silo 18 – The mines – Build progress



Silo 17 – Legacy room - Redesign & Redress for Season 3





Silo 17 – Legacy room - An abstract collage made from 100's of images – it you look closely it feels like a walk in the woods.





Silo 17 – Legacy room - Redesign & Redress for Season 3



Silo 17 – Algorithm room – Seen through the open door from the legacy room in Episode 10



Silo 18 – Algorithm room


Thank you for your time and consideration