Jim Henson's™

THE FIRST SNOW OF FRAGGLE ROCK

Holiday Special- Production Design Submission 1.0

@ Production Design **Pedro Romero**

The Team

Production Designer	Pedro Romero
Art Director	Joel Tobman
Art Coordinator	Jennifer Whitehead
1st Assistant Art Director.	Zach Dearborn
Set Designer.	Amanda Nicholson
Graphic Designer	Kyla Sutherland
Illustrator	Frank Hong
Art Trainee	Beth Billingham
Set Decorator	Ian Nothnagel
Co-Set Decorator	Amber Humphries
Sculpt Coordinator	Tanner Hamilton
Prop Master	Kesar Lacroix
Paint Coordinator	Aaron McCullough
Construction Coordinator	Dillon Rampp

Designing *Fraggle Rock: The First Snow* and collaborating with **The Jim Henson Company** was truly a dream project and one of the most unique and enjoyable creative experiences of my career. Having the opportunity to contribute to the beloved world of Jim Henson, while introducing new environments and expanding upon its established visual language, was both an honour and an incredibly rewarding experience.

One of the most exciting aspects of designing this special was the introduction of a brand-new character to the Fraggle Rock universe: **Baby Gorg**. This gave us a wonderful opportunity to explore parts of the Gorg world that audiences had never seen before. I designed two entirely new environments, the **Gorg Castle Living Room** and the **Gorg Nursery**, each created to support the storytelling while remaining faithful to the whimsical, organic, and handcrafted aesthetic

We expanded the *Fraggle Rock* world by adding a Nursery Tower to the Trash Heap, transforming the Great Hall into a magical winter landscape, and building a large rock slide. Additional scenic elements included a wall featuring three talking moss characters and a snow-covered forest floor for the snow angel sequence. Every environment was designed to capture the whimsical, organic, and handcrafted spirit of *Fraggle Rock*.

One of my favourite design details was incorporating real hay into the scenic paint for the **Gorg Castle Living Room and Gorg Nursery**, creating beautiful, earthy textures. Designing around the unique requirements of Henson's puppetry was also a wonderful creative challenge. On a personal note, my two daughters even helped design some of Baby Gorg's toys, which our Props Department brought to life.

INT GORG CASTLE

ORIGINAL SET FOR HOLIDAY SPECIAL

Concept Illustration



Concept Illustration



Concept Illustration



INT GORG CASTLE - SCALE MODEL









INT GORG CASTLE - 3D MODEL

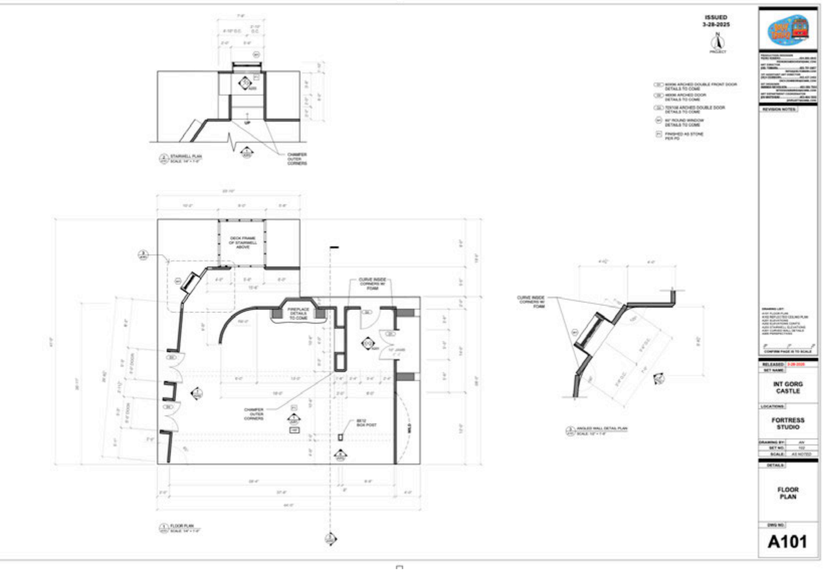


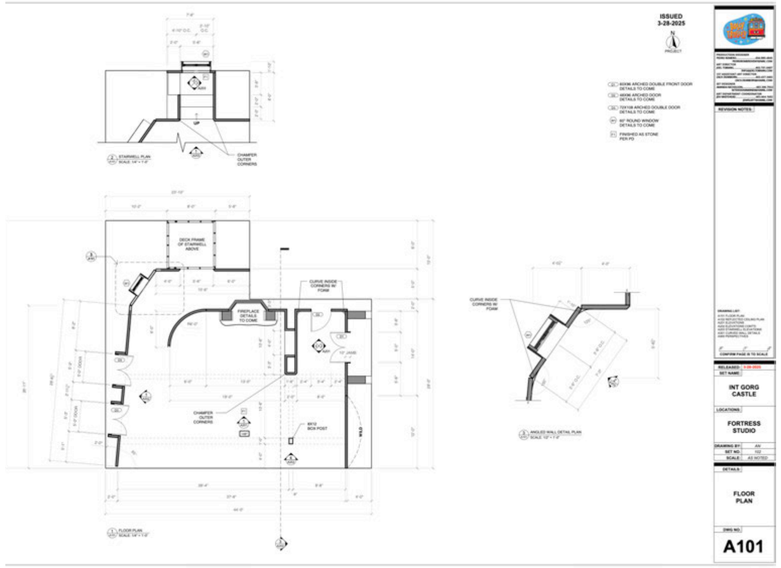


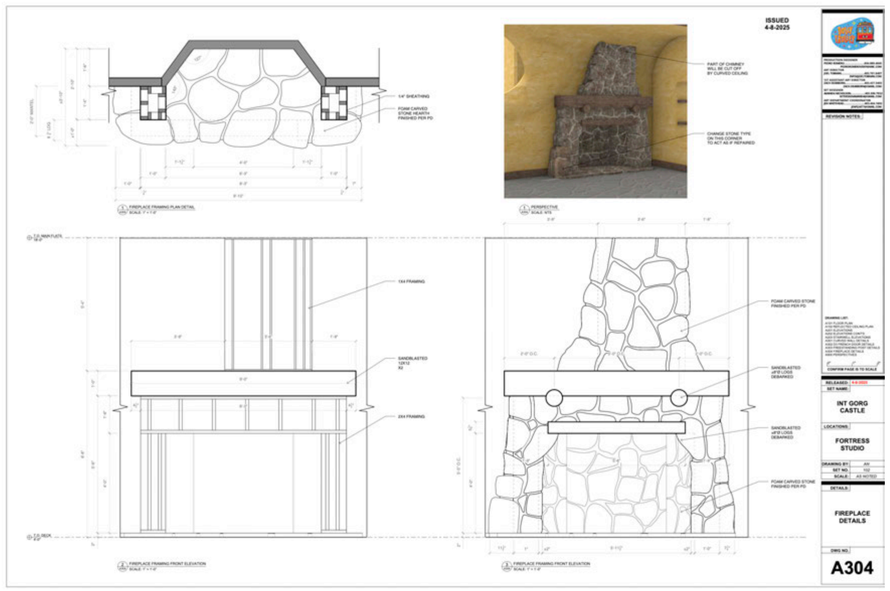


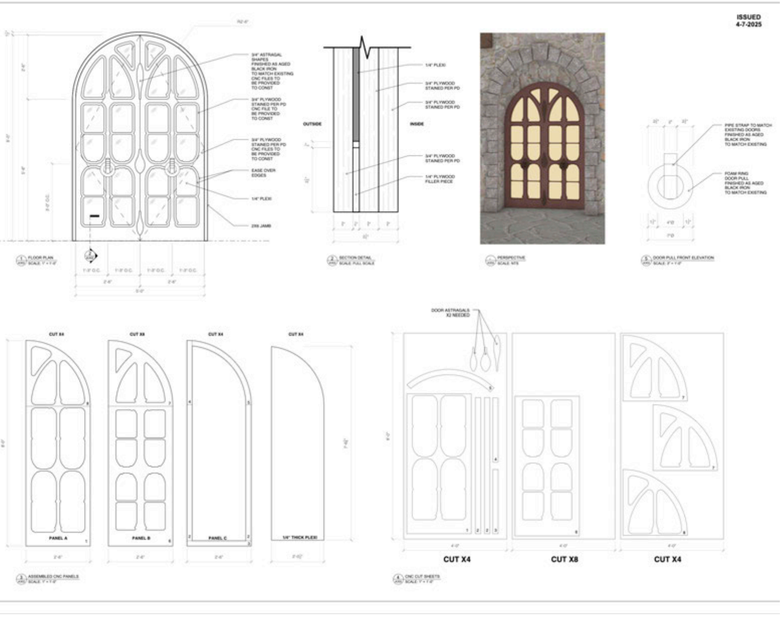


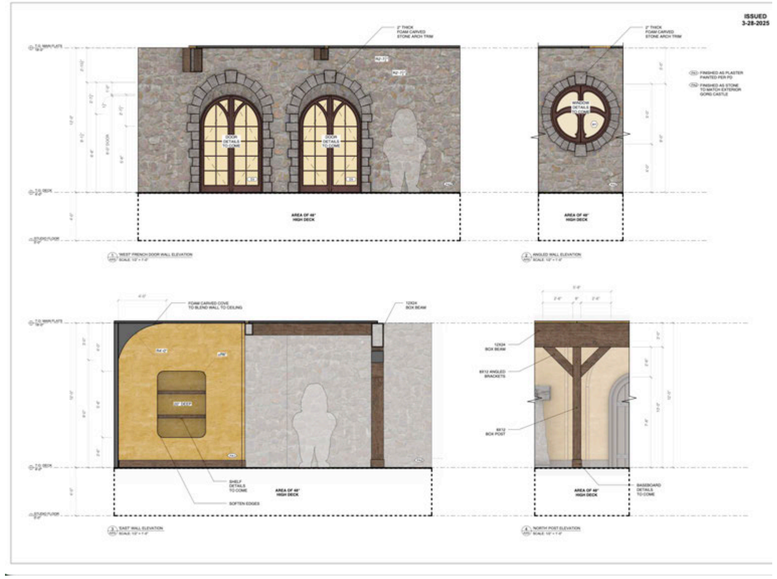
INT GORG CASTLE - CONSTRUCTION DRAWINGS














FASTENERS


FASTENERS


Upper Class
Crimes














































FEATHERLITE














I have enough time. I've got this.










Penny







INT GORG NURSERY

ORIGINAL SET FOR HOLIDAY SPECIAL

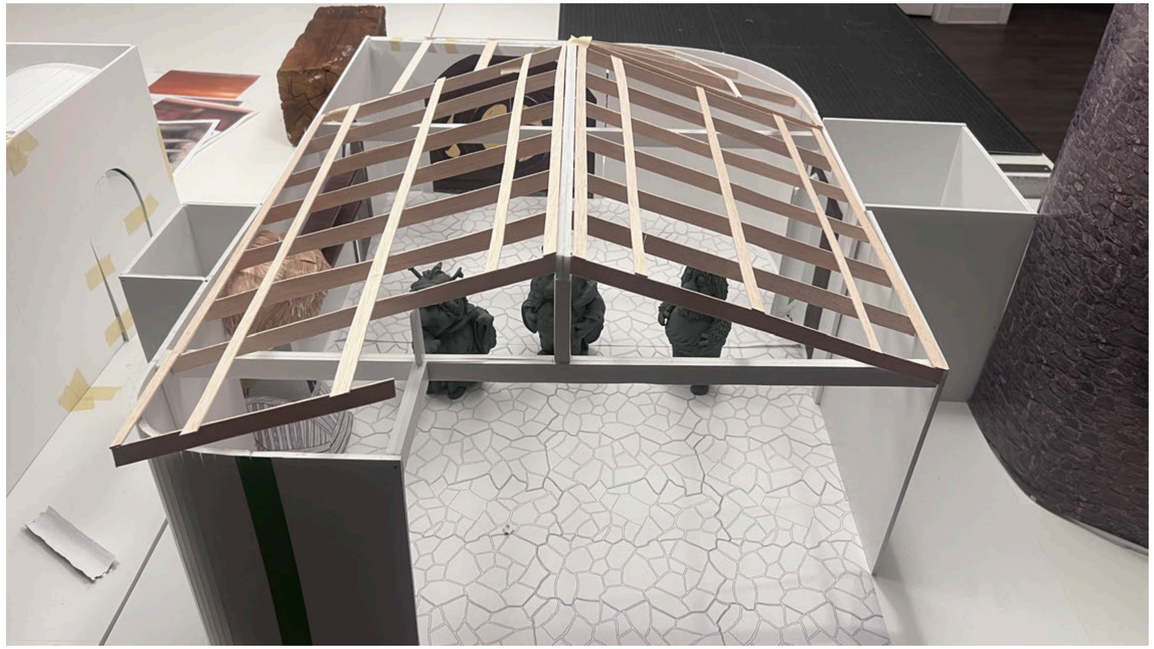
Concept Illustration



Concept Illustration



INT GORG NURSERY - SCALE MODEL









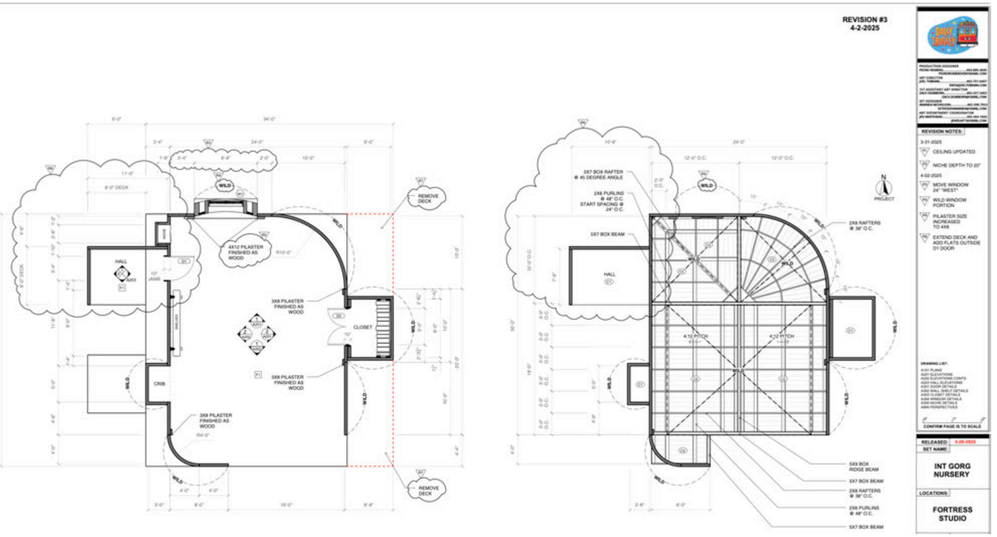
INT GORG CASTLE - 3D MODEL

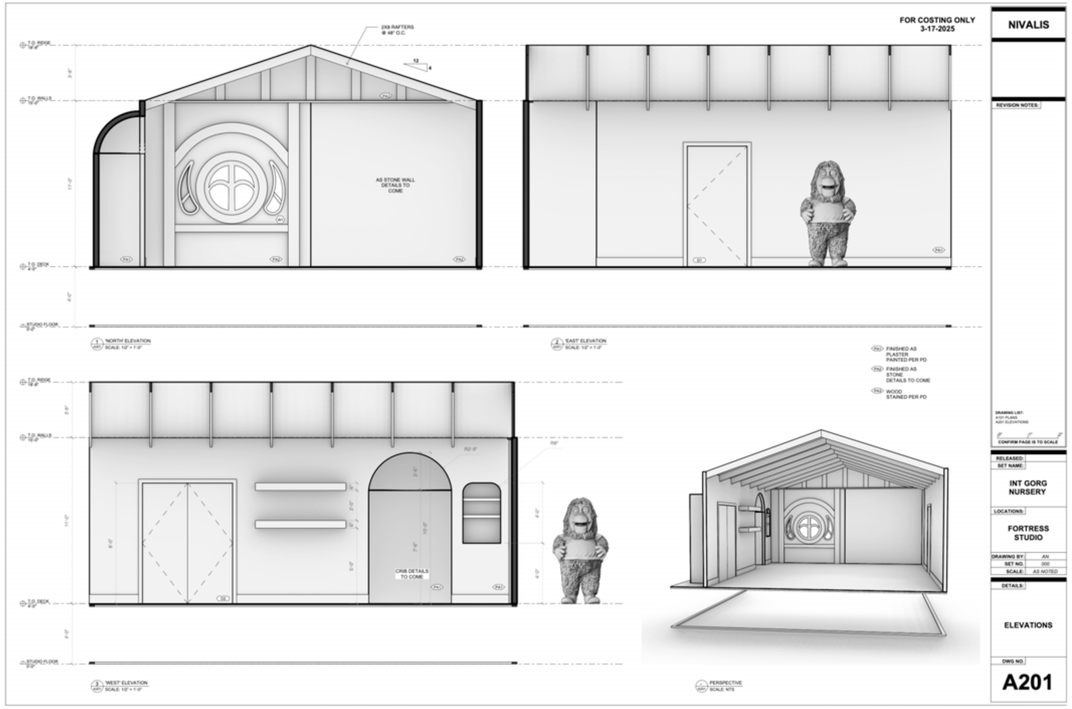


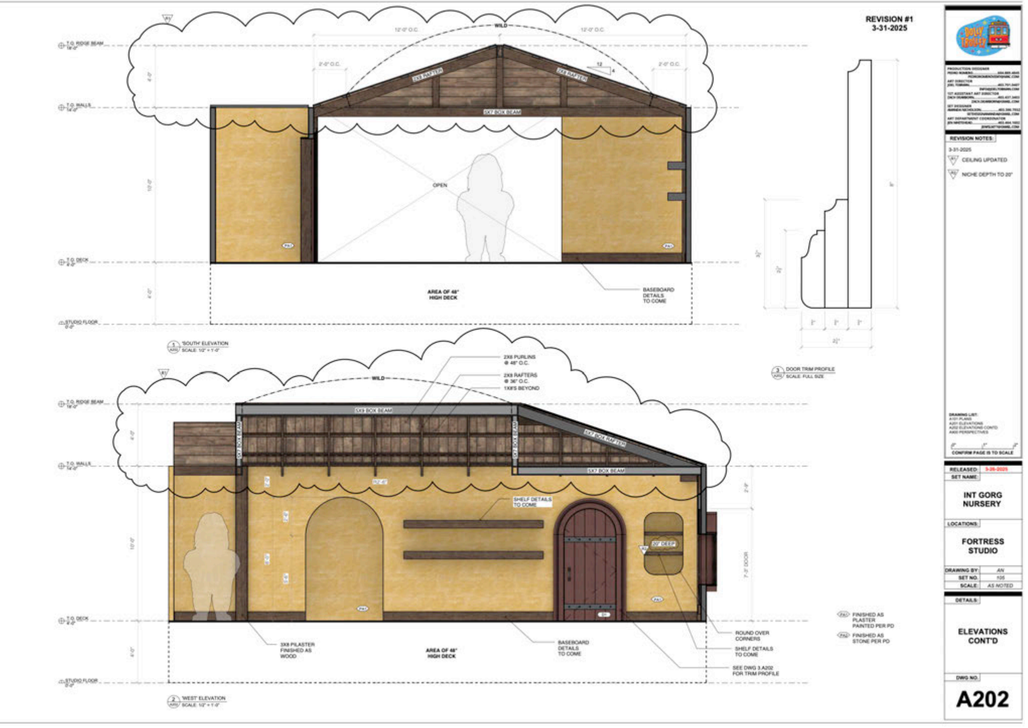


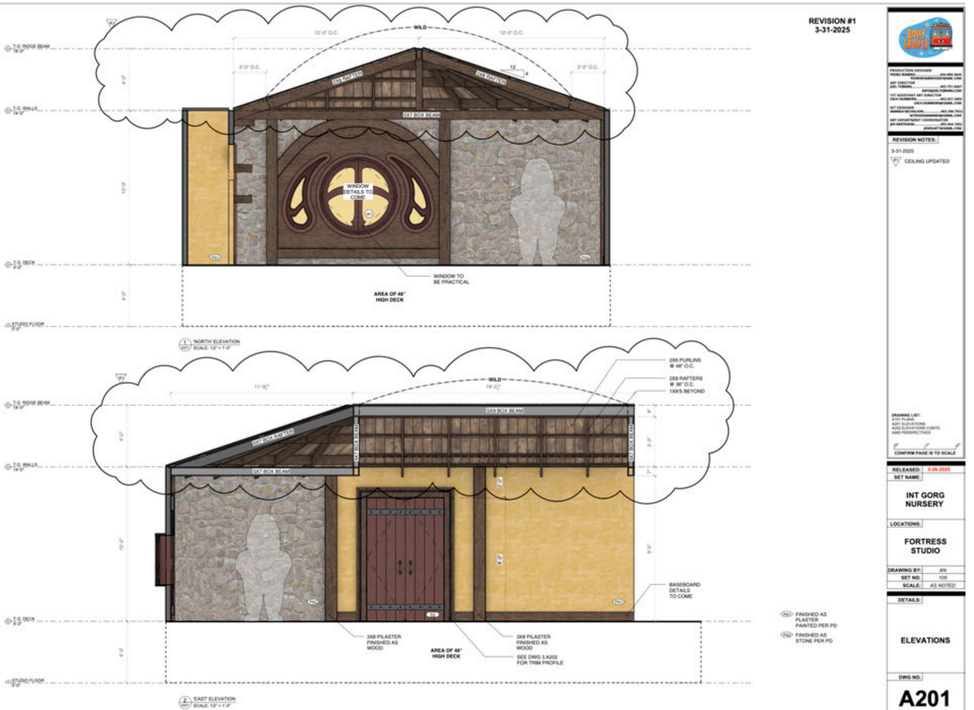


INT GORG NURSERY - CONSTRUCTION DRAWINGS



























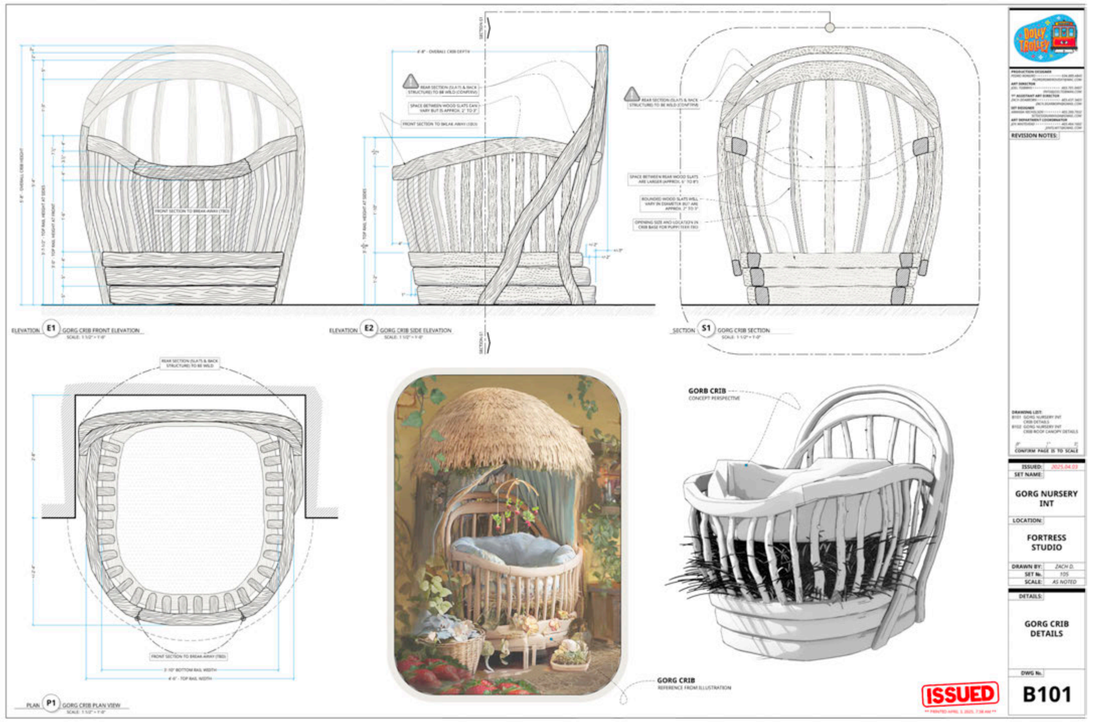




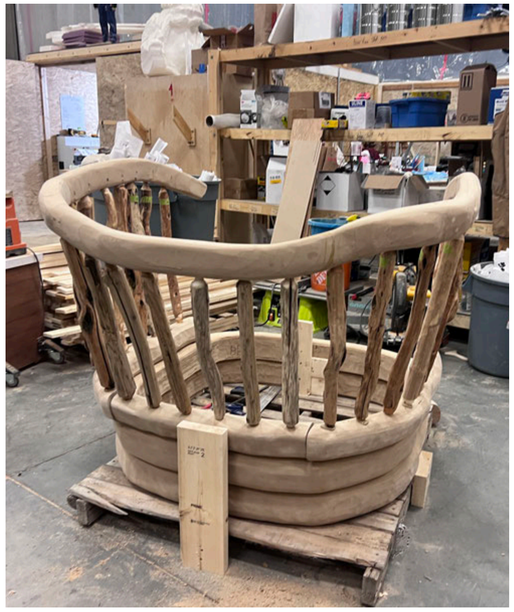


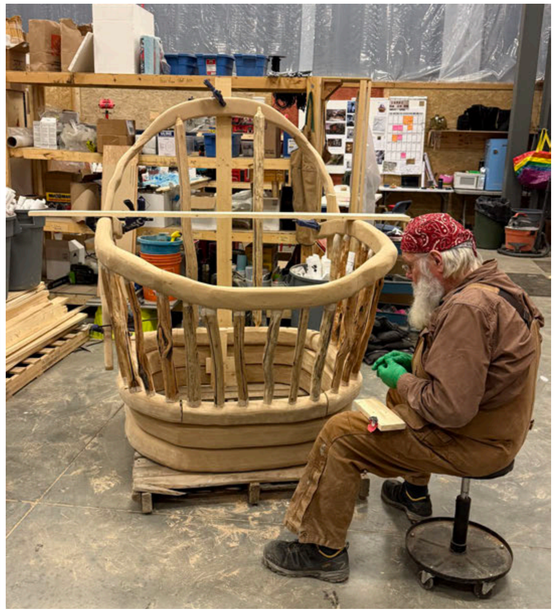
GORG CRIB- CONSTRUCTION

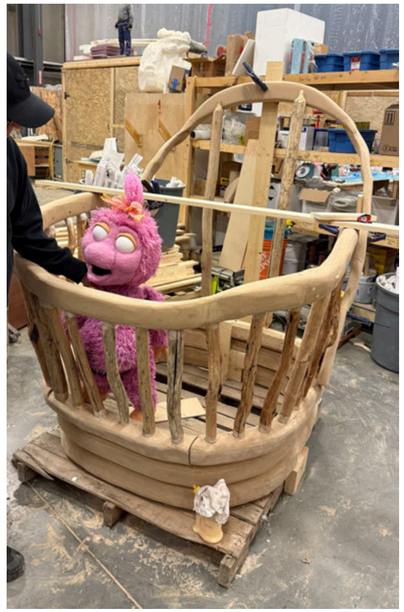








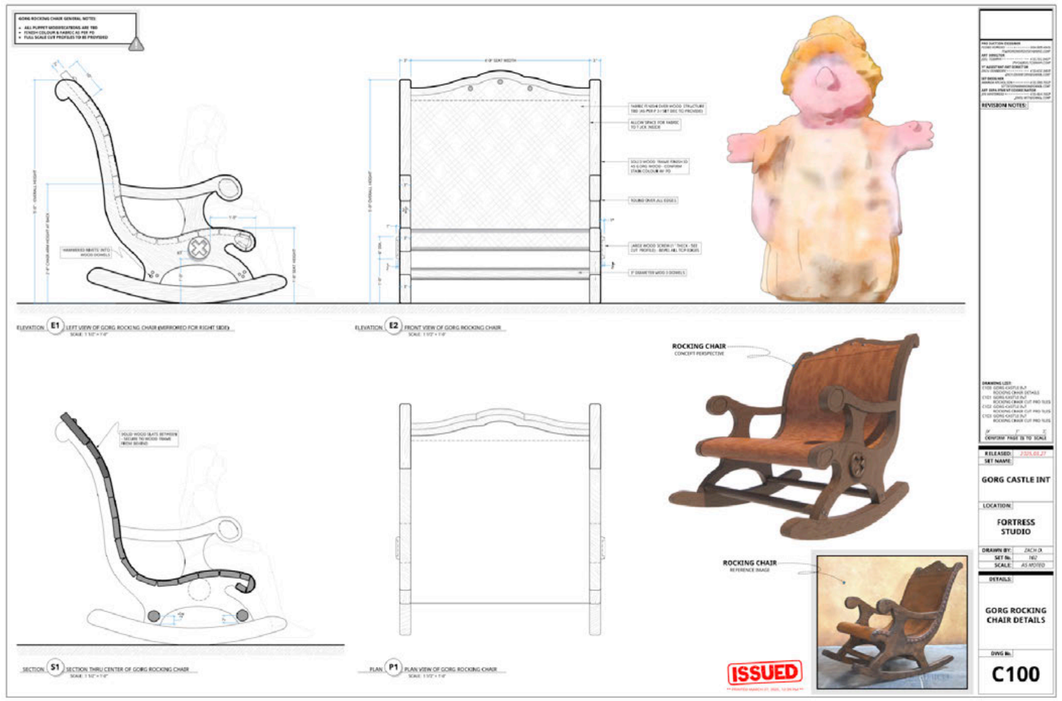








GORG ROCKING CHAIR - CONSTRUCTION









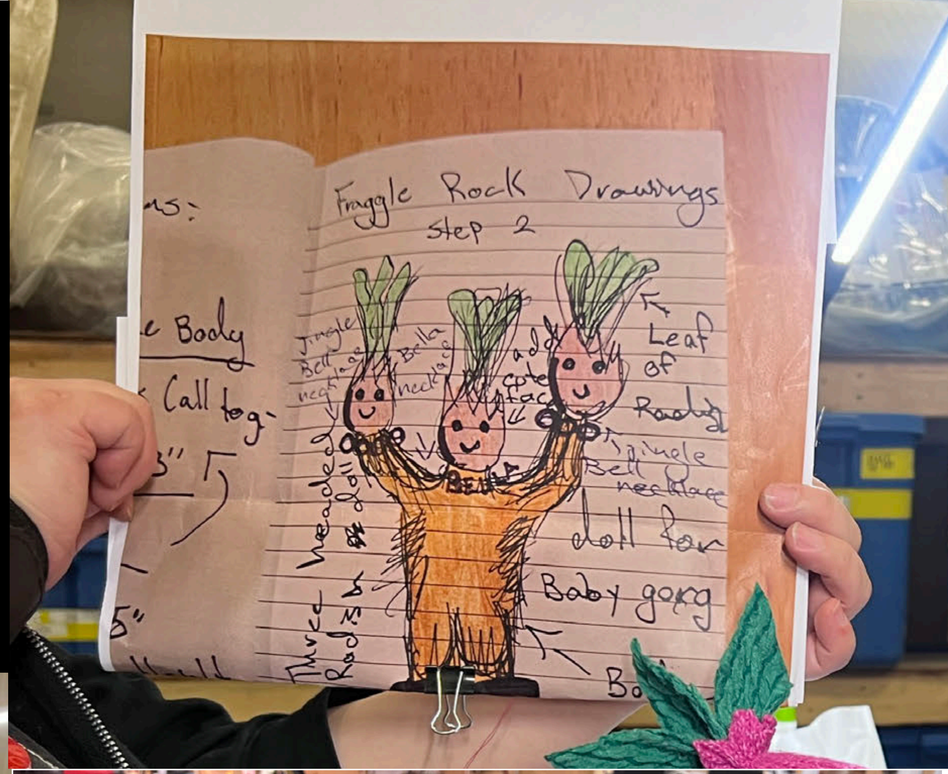


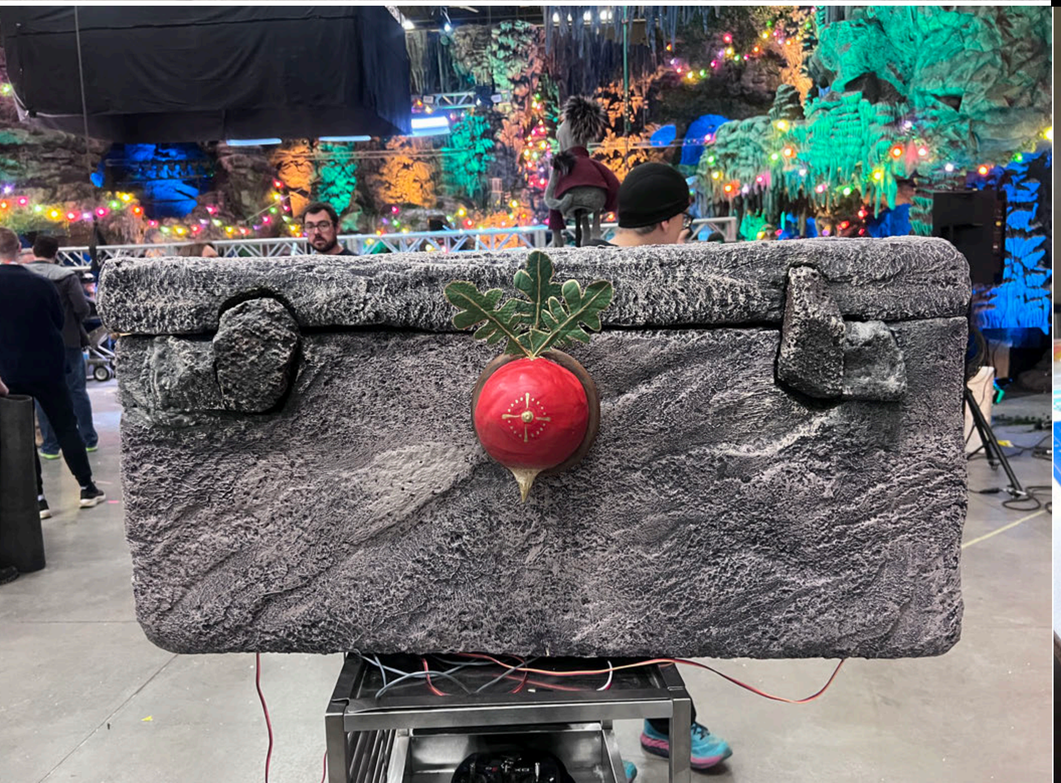






One of my daughters made a drawing of a toy which we built for Baby Gorg





























TALKING WALL

ORIGINAL SET FOR HOLIDAY SPECIAL

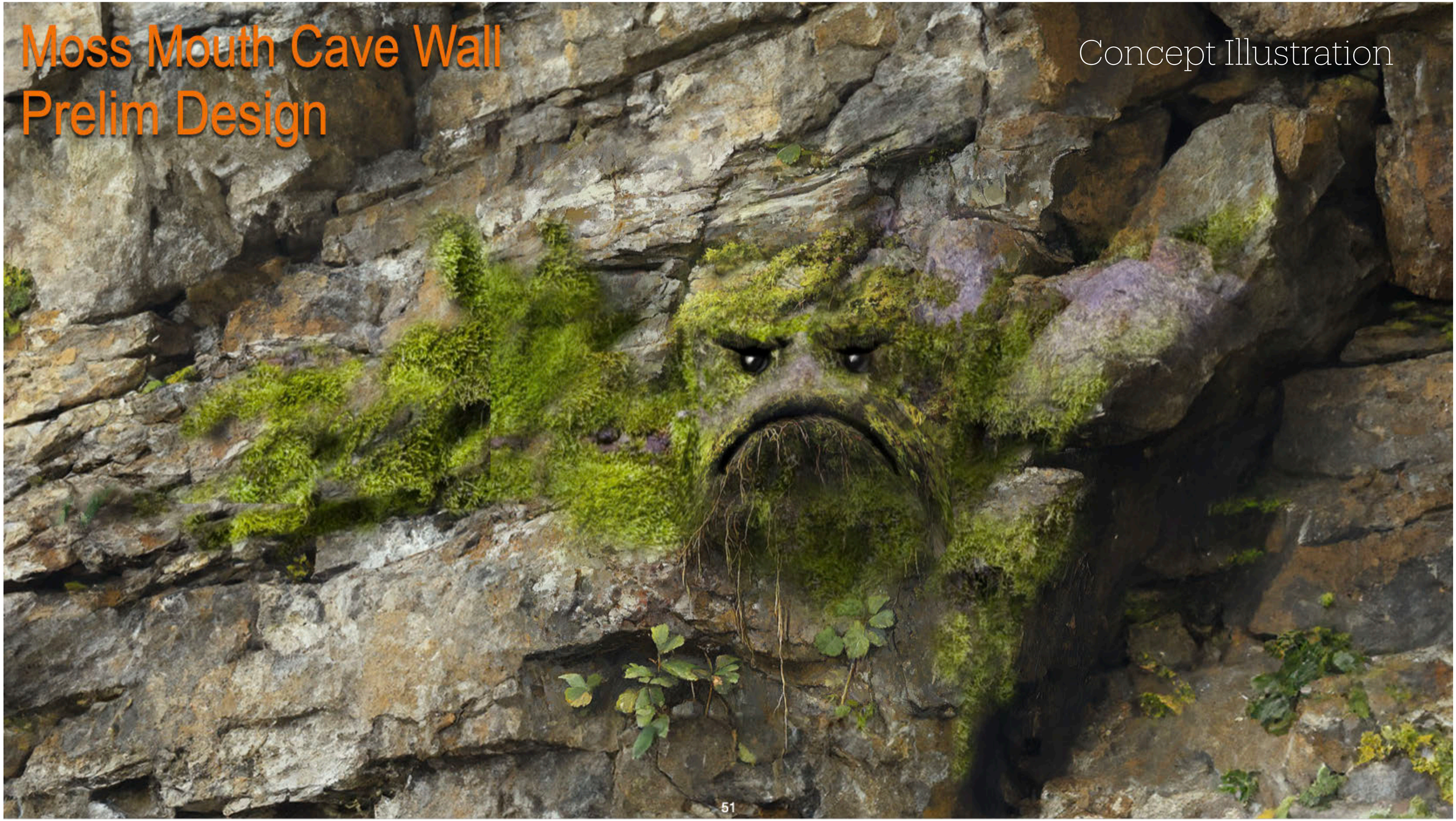
Production Design **Pedro Romero**

Director **Jon Rosenbaum**

Producer **Chris Plourde**

Moss Mouth Cave Wall
Prelim Design

Concept Illustration















RECORDING STUDIO

ORIGINAL SET FOR HOLIDAY SPECIAL

Production Design **Pedro Romero**

Director **Jon Rosenbaum**

Producer **Chris Plourde**









REPURPOSED SETS

AUGMENTATIONS AND REDESIGN

THE GREAT HALL- RE BUILT AT SMALLER SCALE,
REPAINTED & WITH ADDED WINTER SCENIC ICICLES

DOC'S OFFICE- RE BUILT & REDECORATED
FOR THE HOLIDAYS

TRASH HEEP- RE BUILT, ADDED A LARGE
NURSERY TOWER & WINTER DRESSING

EXT TRAP HEEP -ADDED NURSERY TOWER WITH WINDOW





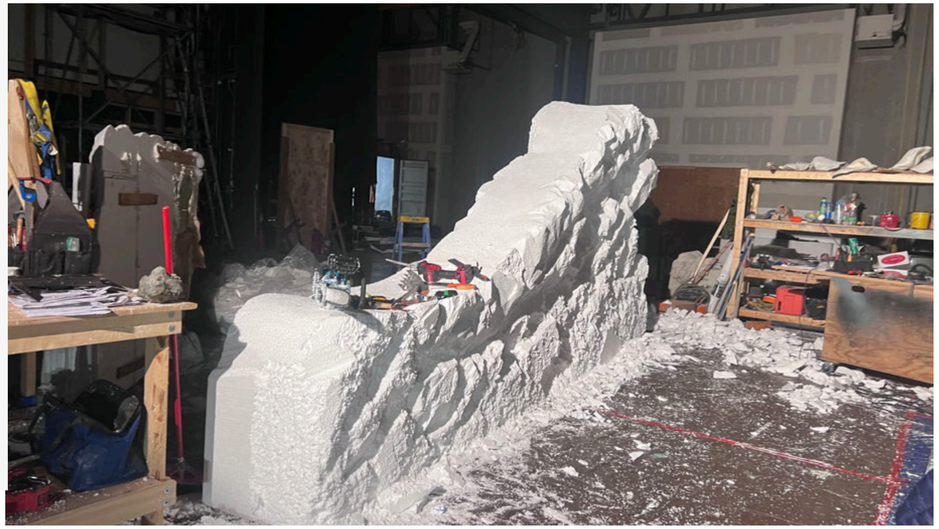






ROCK SLIDE WITH GOO ADDED TO GREAT HALL




















NOT
SIT
ON
COUCH





