RESIDENT EVIL REQUIEM

Production Design by Fernanda Contreras

Directed by Rich Lee

2026

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The Production Design for *Resident Evil - Requiem* was the result of meticulous preparation involving the Director (Rich Lee) who worked with his designers to create the screen backgrounds, the cinematographer (Christopher Probst) a specialist in filming Unreal Engine screens, and our Art department, which handled the creation of perspective-based elements.

This piece was filmed entirely in Mexico City , and the 1990s apartment set was built on a Stage

I am very grateful to be part of this project, which combines technology with practical special effects and period elements.

Fernanda Contreras

Credits

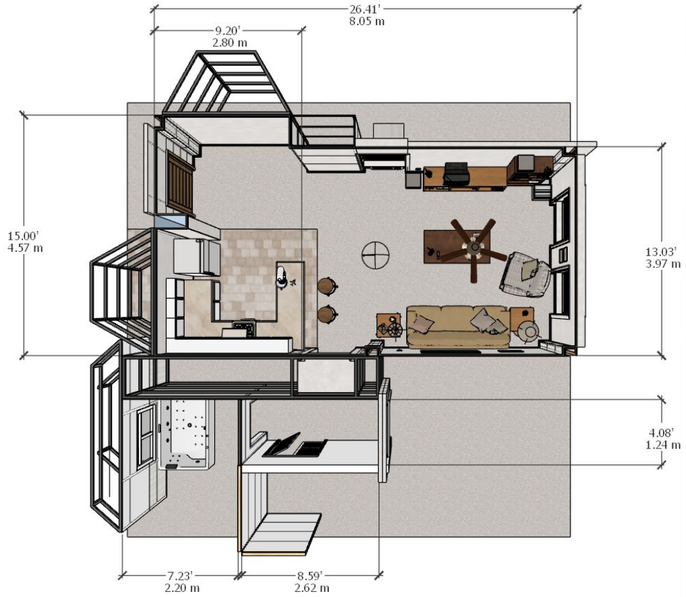
Directed by: Rich Lee
Cinematographer: Christopher Probst
Produced by Louise Baker Lee, Laura Morris and Gabriel Stavenhagen
Produced by Framestore Pictures, TheLIFT
2026

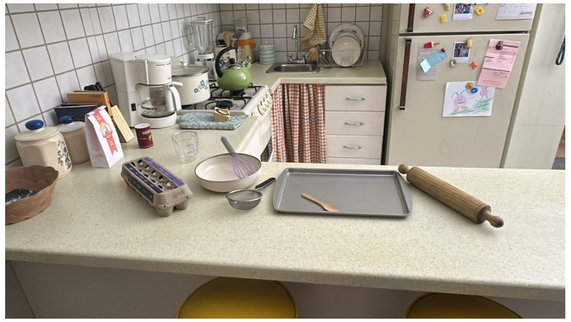
Art Department

Production Designer: Marìa Fernanda Contreras Ramìrez
Art Director: Vania Jacobo
Set Designer: Ernesto Flores
Set Decorator: Marina Covarrubias
Prop Master: alejandro Luna
Graphic Designer: Abigail Peña
Art Coordinator: Adriana Lòpez / Victor Manuel Fernandez
Leadman: Esau Hernandez
Scenic painter: Miguel Angel Aguilar
Phrostetics by Roberto Ortiz

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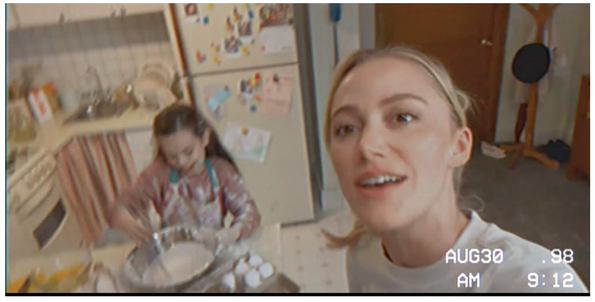












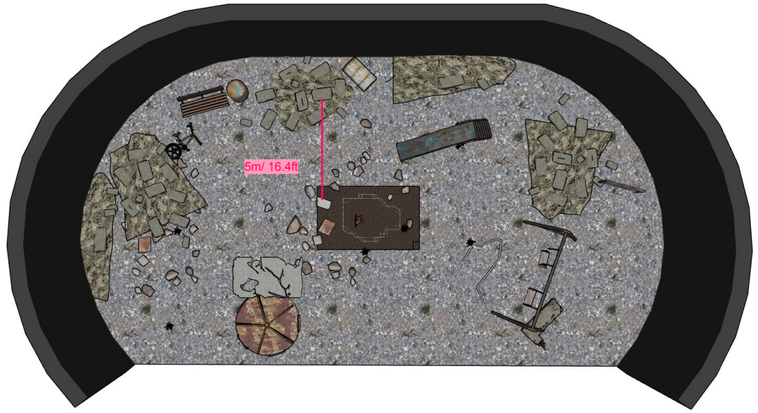






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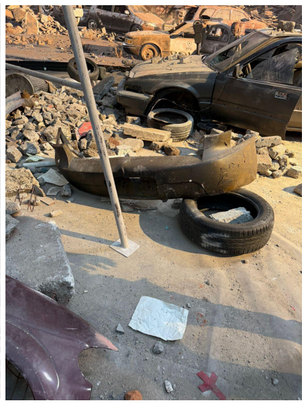












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Thank you!

Stalk me: @fernandacontrerasr