

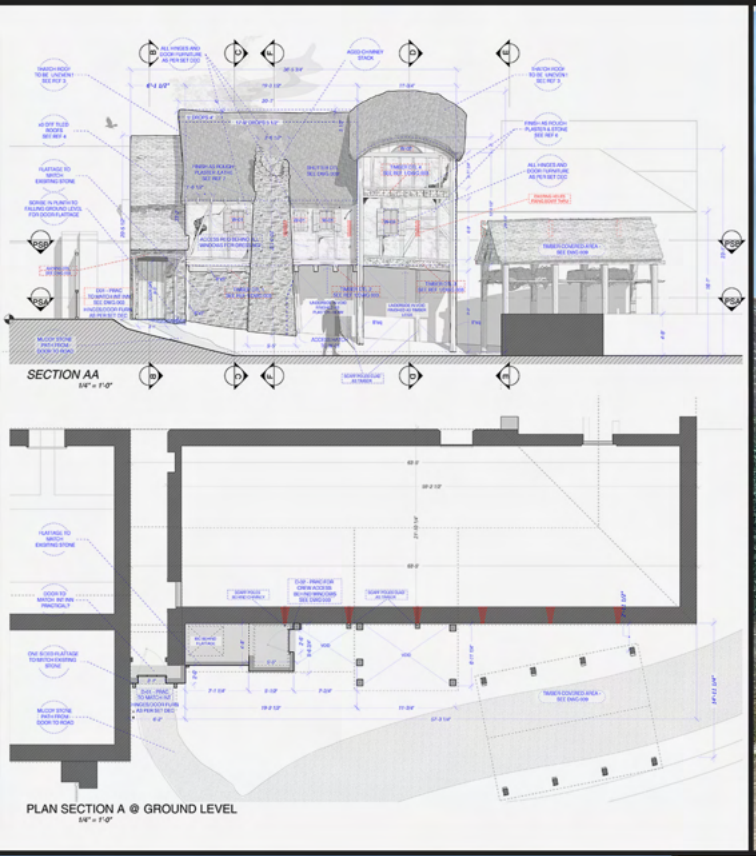
A KNIGHT OF THE SEVEN KINGDOMS:

SEASON I - DESIGN PRESENTATION

Production Designer:
Tom McCullagh

Set Decorator:
Stephanie Rea

Supervising Art Director:
John Merry











A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Inn - Location build
Concept, set photographs and miniature model



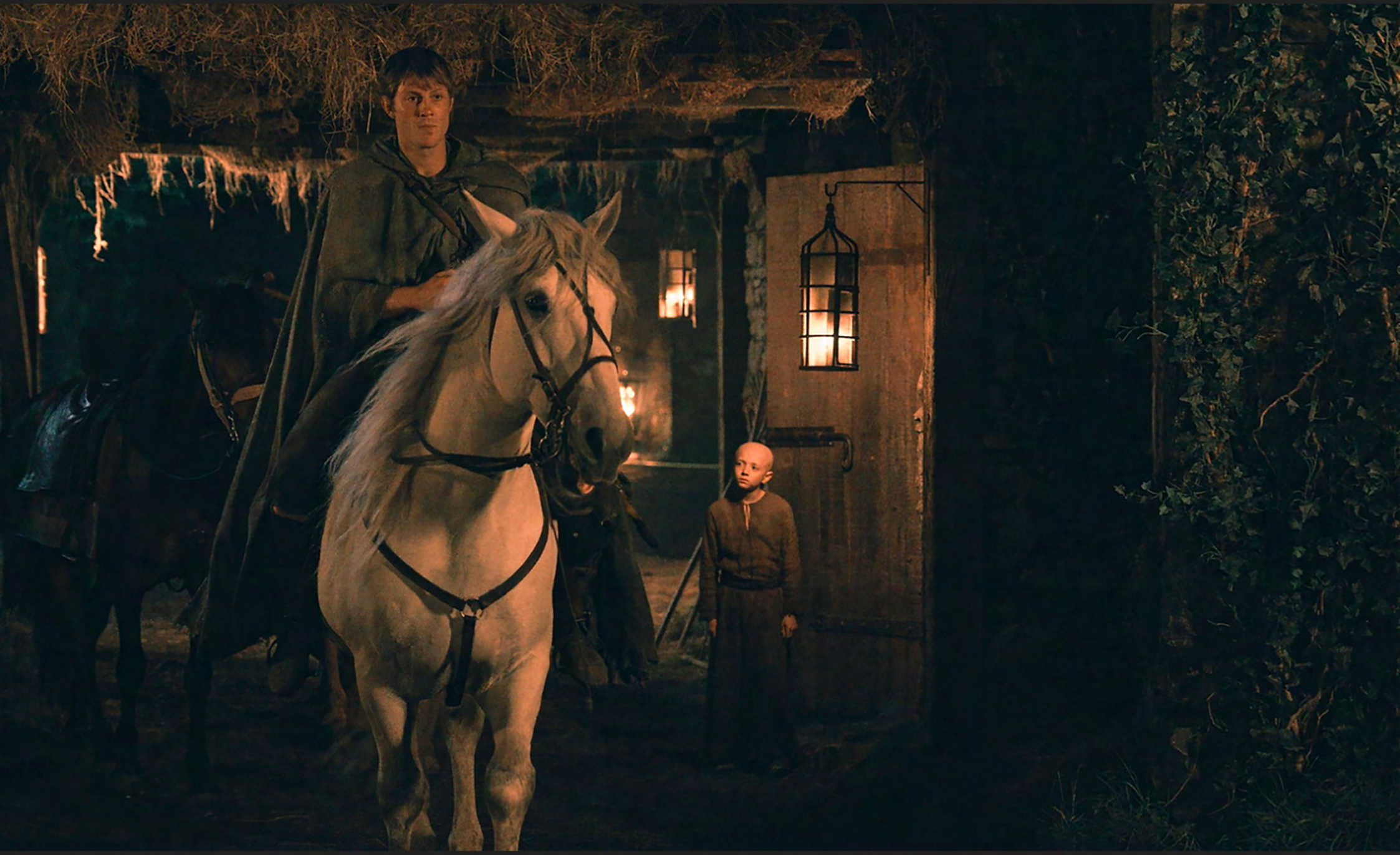






A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Inn - Location build
Concept art and set photographs



A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Inn, Stables - Location build
Still photo







A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Ashford Market
Stills and set photograph







A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Ashford Market
Set photographs and concept art









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Bridge - Ashford Meadow
Set photographs and construction stages





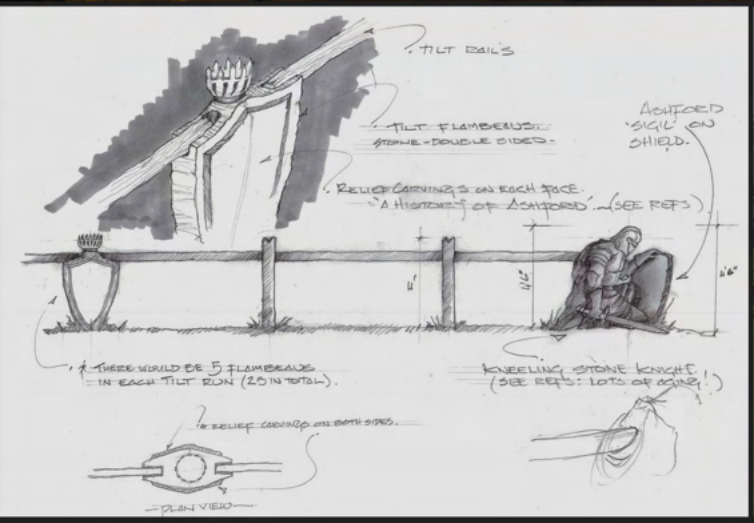
A KNIGHT OF THE SEVEN KINGDOMS

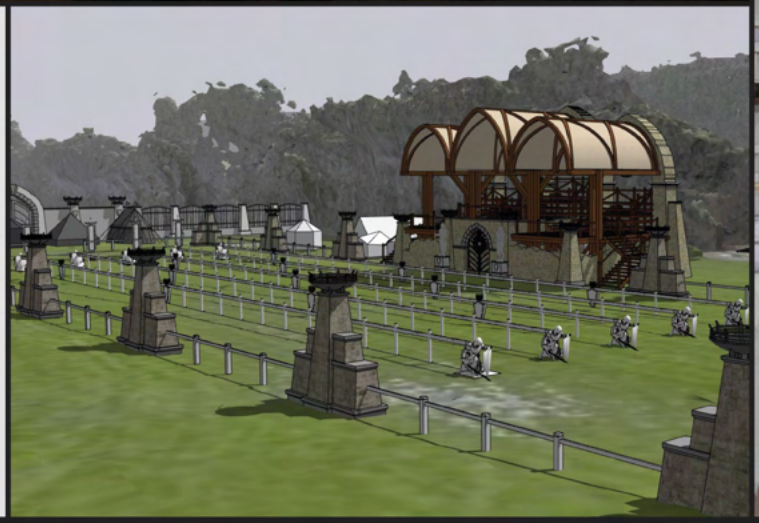
SEASON I - DESIGN PRESENTATION

Set: Ext. List Field - Ashford Meadow
Concept art and set photograph









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

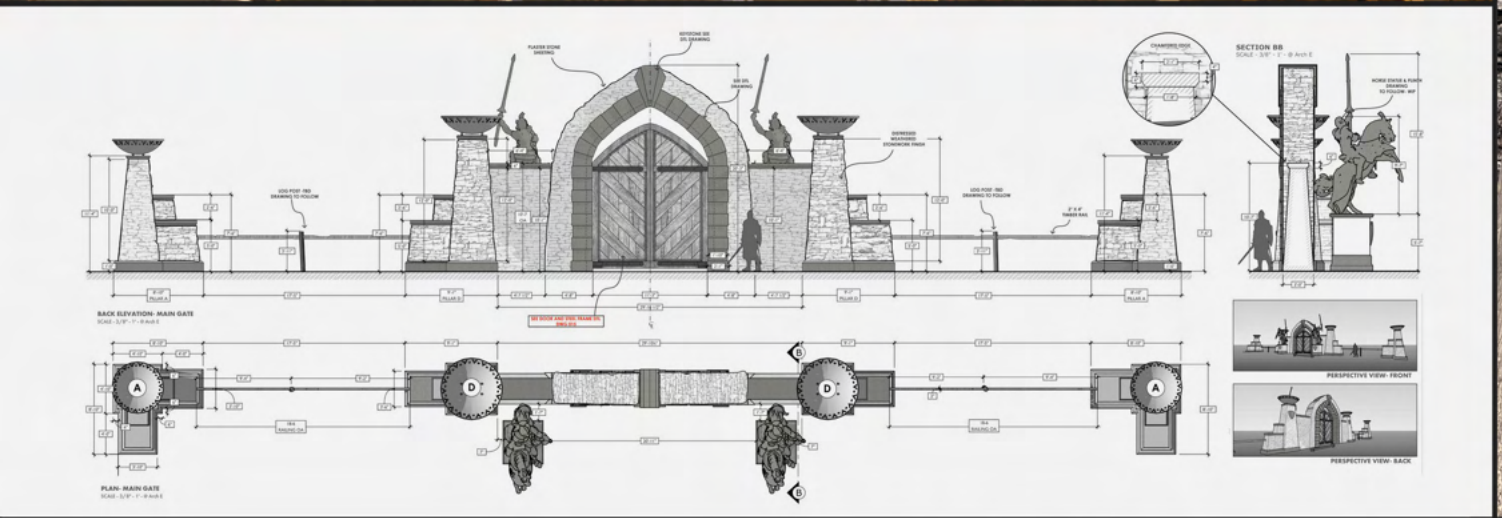
Set: Ext. List Field - Ashford Meadow
Concept, 3D renders and miniature model



A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. List Field - Ashford Meadow
Still photo







A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Viewing Stand - Ashford Meadow
Concept, set photo and construction drawing





A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Viewing Stand - Ashford Meadow
Set photographs









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Viewing Stand - Ashford Meadow
Set photographs and construction stages



A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Viewing Stand - Ashford Meadow
Still photo









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Jousting tournament horse tack
Concept art and photographs









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Graphic Design
Hand painted shields and sigils

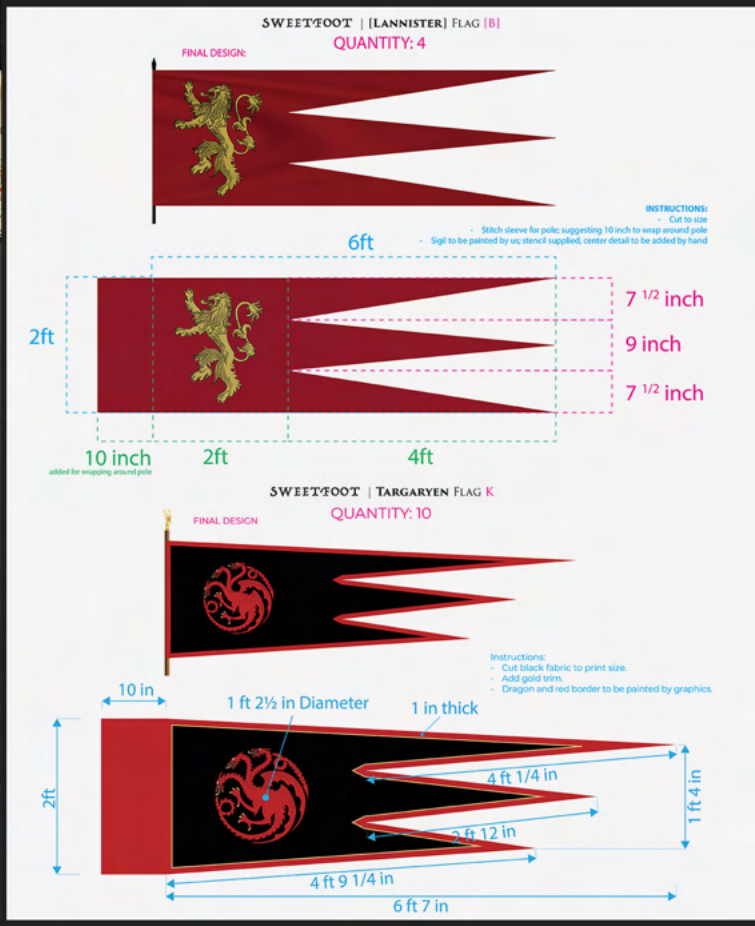












A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Graphic Design
Assorted flags, house banners & shields







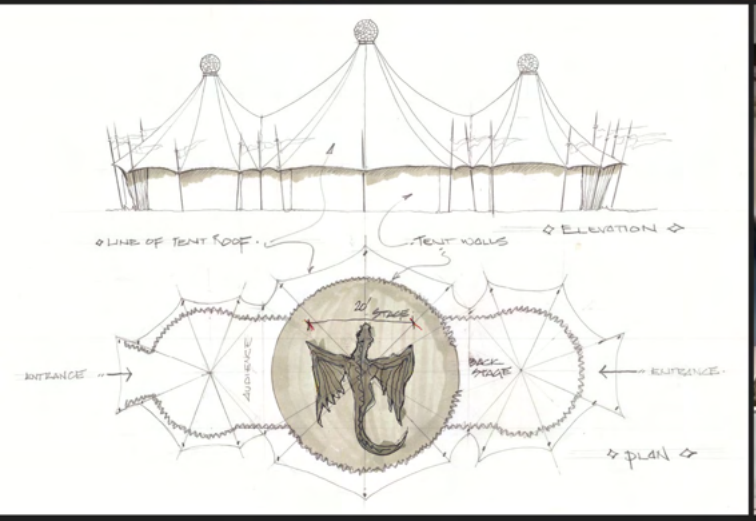


A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Dunk's Camp - Ashford Meadow
Concept art, stills and set photograph









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int/Ext. Puppet Tent - Ashford Market
Concept, set photographs & dragon puppet build









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

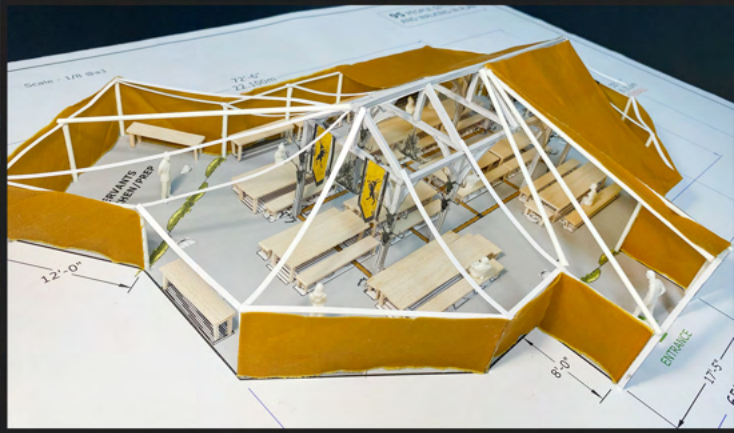
Set: Ext. Tents around Ashford Meadow
Concept art and set photographs











A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Baratheon Pavilion - Ashford Meadow
Concept art, set photographs & art dept model









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Fossoway Tent - Ashford Meadow
Concept art & set photographs









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int/Ext. Steely Pate's Wagon - Ashford Market
Concept art and set photographs



A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Ashford Castle, Courtyard - Location build
Still photo







A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Ashford Castle, Courtyard - Location build
Concept art and set photographs









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Ashford Castle, Courtyard - Location build
Concept art and set photographs









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Plummer's Office - Ashford Castle
Concept art and set photographs



A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Plummer's Office - Ashford Castle
Still photo









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Ashford Castle, Great Hall - Studio build
Concept art and construction photographs









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Ashford Castle, Great Hall - Studio build
Concept art and construction photographs









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Ashford Castle, Great Hall - Studio build
Set photographs and stills

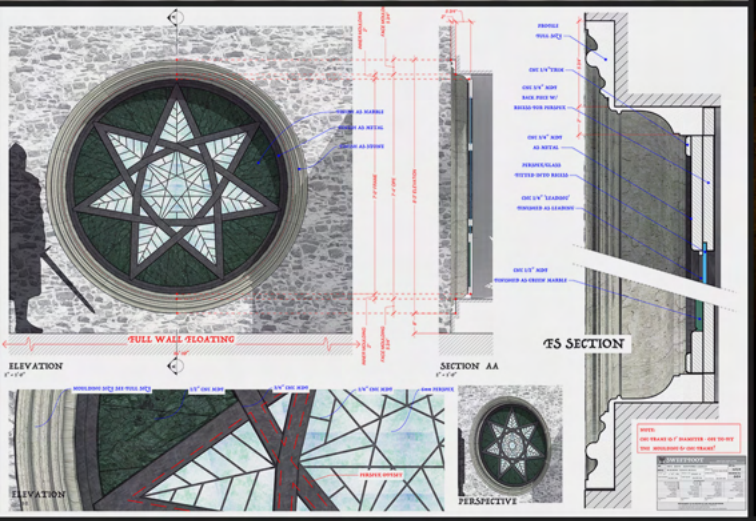


A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Ashford Castle, Great Hall - Studio build
Still photo







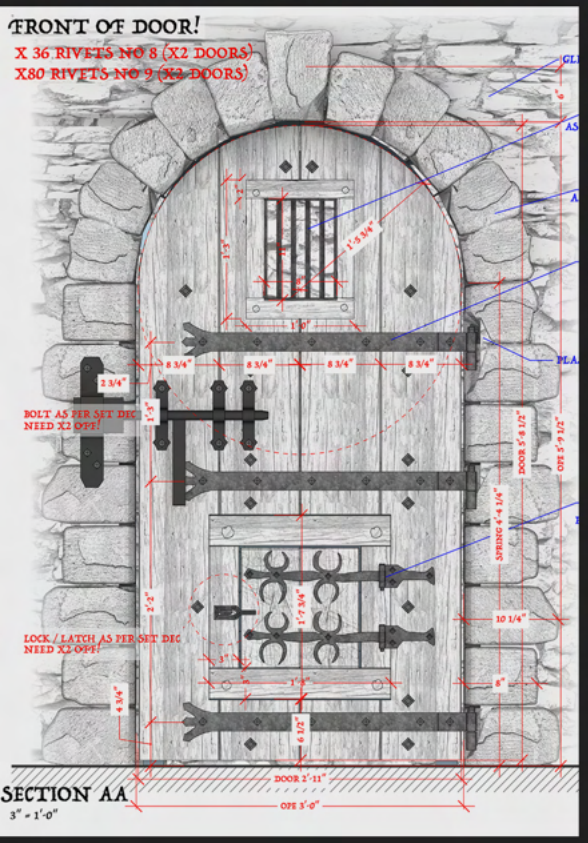


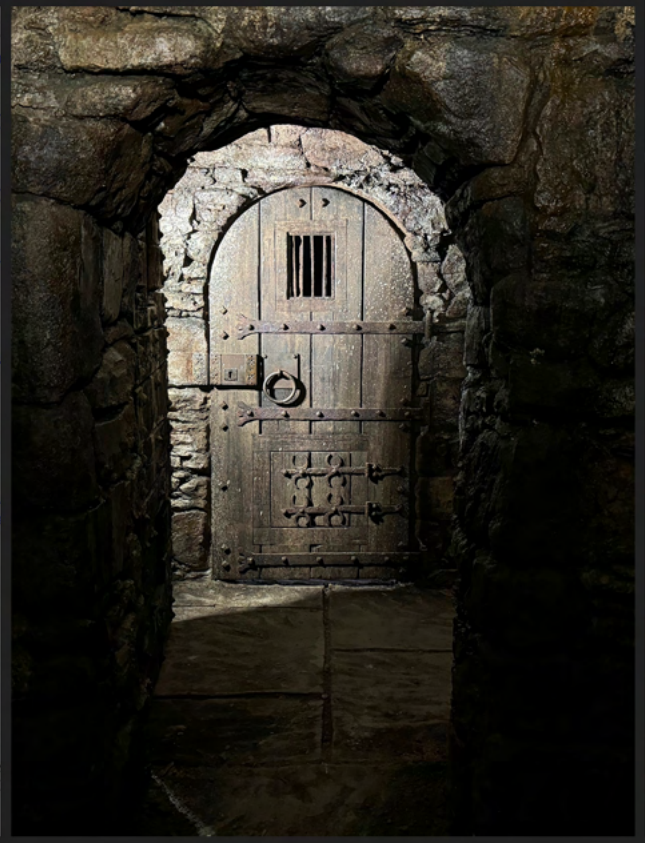
A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Ashford Castle, Sept - Studio build
Concept art, detail drawing & set photograph







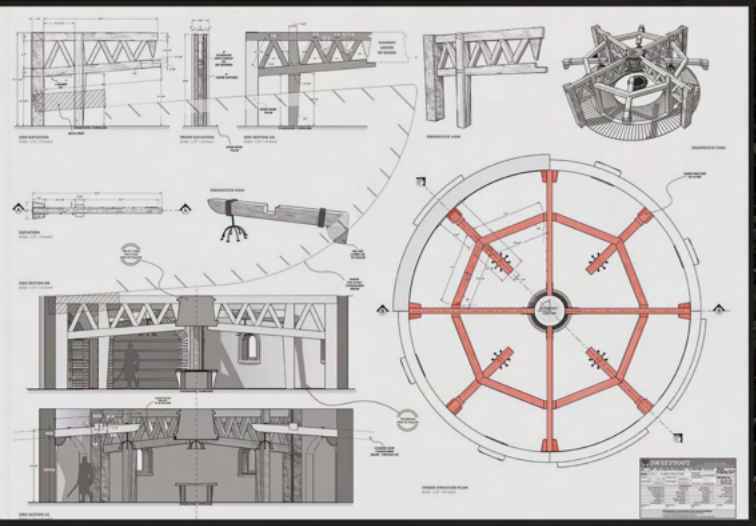




A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Ashford Castle, Jail Cell - Studio build
Concept art, detail drawing & set photographs









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Solar, Ashford Castle - Studio build
Concept art, detail drawing and set photograph









A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Int. Solar, Ashford Castle - Studio build
Set photographs and stills







A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Crownlands - Battlefield
Concept art, still and set photograph







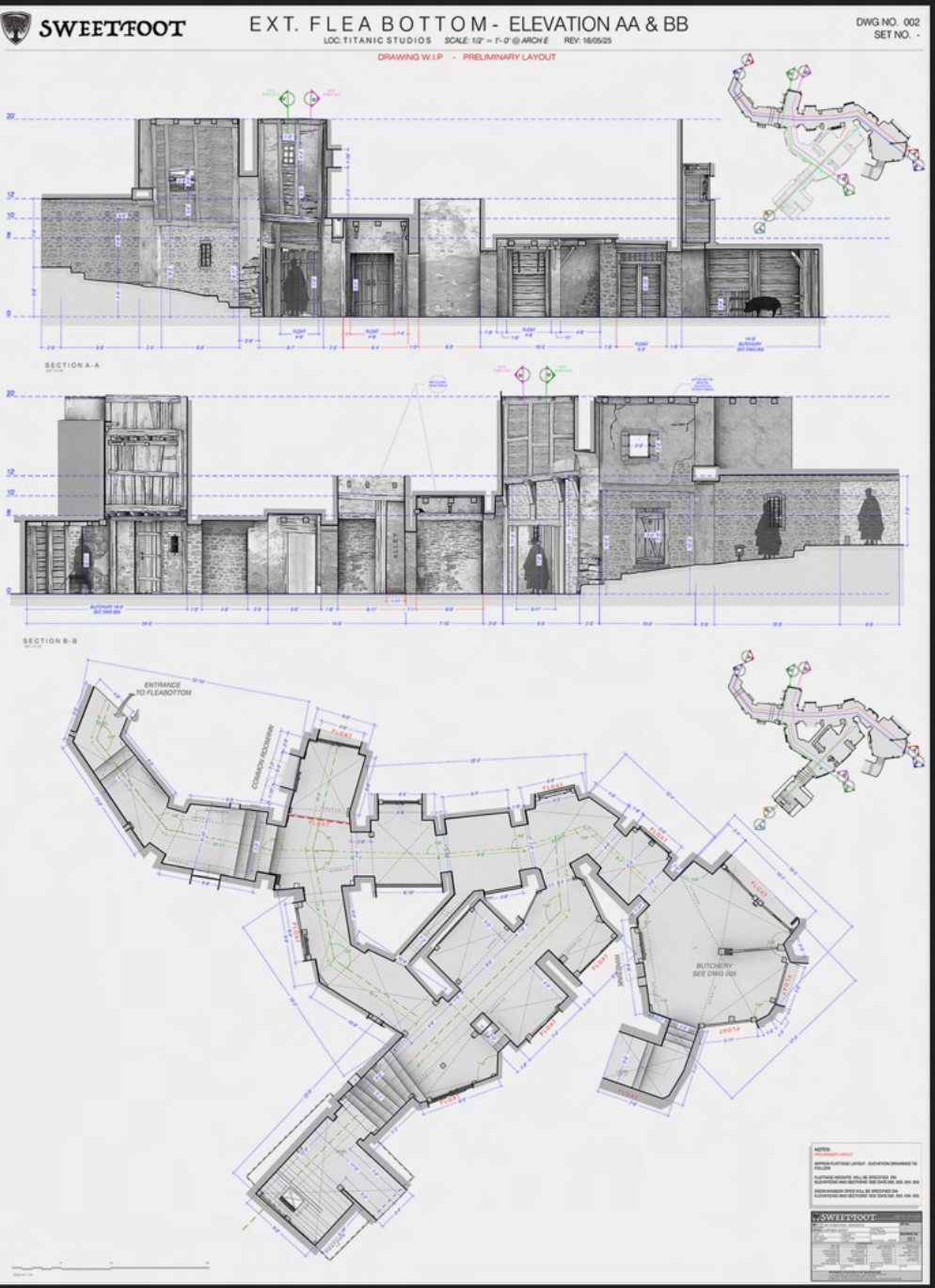






A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Flea Bottom - King's Landing
Concept art, miniature model and set photos











A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Flea Bottom Streets - Studio build
Art department drawing, model & set photographs













A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Flea Bottom Streets - Studio build
Concept art, set photographs and stills





A KNIGHT OF THE SEVEN KINGDOMS
SEASON I - DESIGN PRESENTATION

Set: Ext. Baelor Targaryen Funeral Pyre
Concept art and final still


A KNIGHT OF THE SEVEN KINGDOMS
ART DEPARTMENT
PRODUCTION DESIGNER: Tom McCullagh
SUPERVISING ART DIRECTOR: John Merry
SENIOR ART DIRECTOR: Mark Lowry
ART DIRECTOR: Will Coubrough, Archie Campbell-Baldwin
STANDBY ART DIRECTOR: Jack Rafferty
ASSISTANT ART DIRECTOR: Lucy Galvin, Megan McCrea
DRAUGHTSPERSON: Siân McAfee, Lianna McKinney
LEAD GRAPHIC DESIGNER: Anaïs Chareyre-Méjan
ASSISTANT GRAPHIC DESIGNER: Jarlath Houston
GRAPHICS ASSISTANT: Jenna Mealiff
ART DEPARTMENT ASSISTANT: AMY BAIRD
ART DEPARTMENT TRAINEE: DAN MISKIMMON
CONCEPT ARTIST: Kimberley Pope, Magdalena Kusowska, Jessica Sinclair
ART DEPARTMENT COORDINATOR: BEVERLEY CROCKARD
SET DECORATOR: Stephanie Rea