FIGHTLAND



FOR YOUR CONSIDERATION

STARZ ENTERTAINMENT

***FIGHTLAND* — Production Designer's Statement**
An eight-part show created with 50 Cent's G-Unit for STARZ and SKY. Made and set in London.

My ambition was to create a heightened version of London — recognisable and authentic, but with the scale, energy and language of an international crime drama. The series moves between boxing, organised crime, family and extreme wealth, so the production design needed to establish very different worlds while making them feel they belonged to the same universe. The approach was to build those worlds through contrast: raw against refined, intimate against monumental, aspiration against decay.

The boxing environments were central to that idea. Kilroy's gym is the spit and sawdust; sweat stained boxing gym, with the challenge of both leaning into and finding routes away from genre norms, I needed it heightened but staying on the sliding rule of believability. For this we brought a rich yellow and green palette and then an even heavier age pass than the location had before we started.
In extreme contrast, the Marshall Gym (as a set build) was everything in the other direction. A huge sterile, clean and monochromatic space. I wanted the materials to reflect the world it inhabited, on the top floor of a London skyscraper; using a repeating kit of pre stained black MDF, steels and matching sizes in panels and windows; an architectural system without any history in its walls. The set was designed to carry lighting reflections between warm and cold light, in and out of the filter of red glass and clear reeded effect polycarbonate; which we used to create abstract lighting effects via the product's distorting surface.

Gazzer's flat, story wise is above Kilroy's gym. My idea was to reveal a time-tired apartment, built into the loft space of the gym; plasterboard reading like shooting off the top of 8' flattage, leaving the apex of the old factory roof exposed overhead; the space sharing texture from its symbiosis with the gym below.

A significant part of achieving the show was creating this range of environments within the practical realities of a large-scale television production. At Dagenham Studios we constructed major sets including the Marshall Boxing Gym, Gazzer's flat and the Marshall's Casino. These builds allowed us to take complete ownership of the visual world — rather than adapting the story to whatever a location could provide.
The casino was particularly important in extending the scale of the series. It gives an audience a real sense of an international world of money, gambling and power with proper scale, whereas access to a real casino would have been very limited. Elsewhere, the transformation of existing locations gave us the opportunity to make London feel expansive and cinematic without losing its authenticity.

I was determined that the design should reward close observation also. The larger gestures establish the world, but it is the accumulated detail that makes it believable: the objects people keep, the materials they choose, the signs of wear. Every environment was approached as somewhere on its own timeline.

Ed Turner - Production Designer



FILM STILL



SET STILL

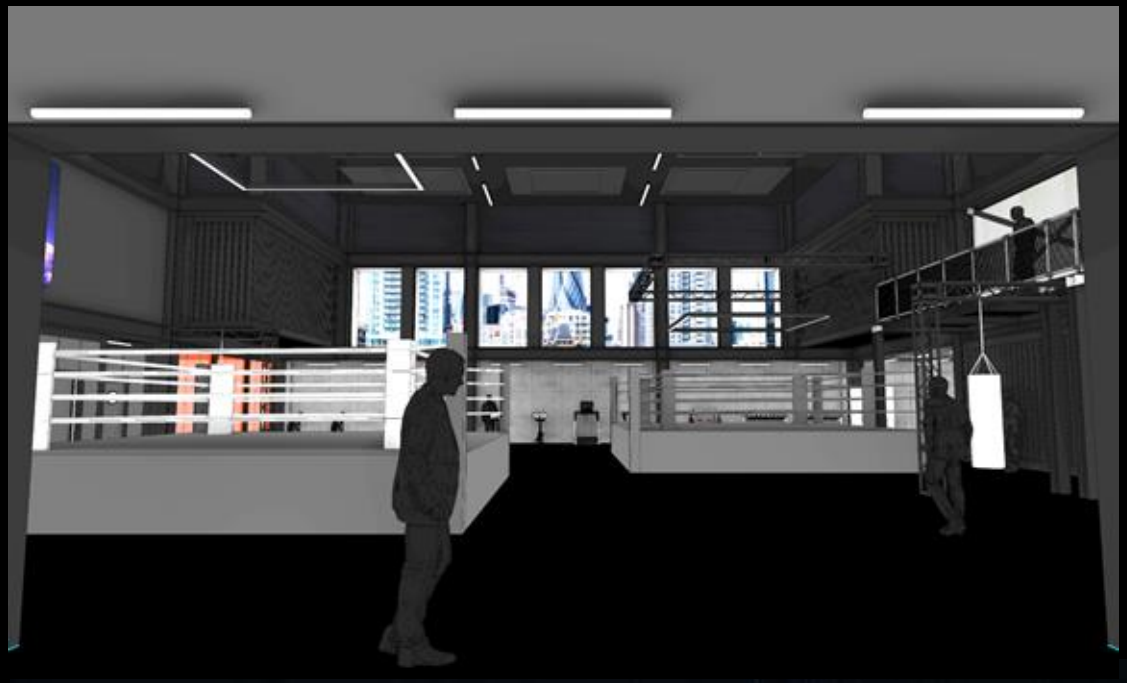


FILM STILL

KILROY'S GYM



MARSHALL’S GYM



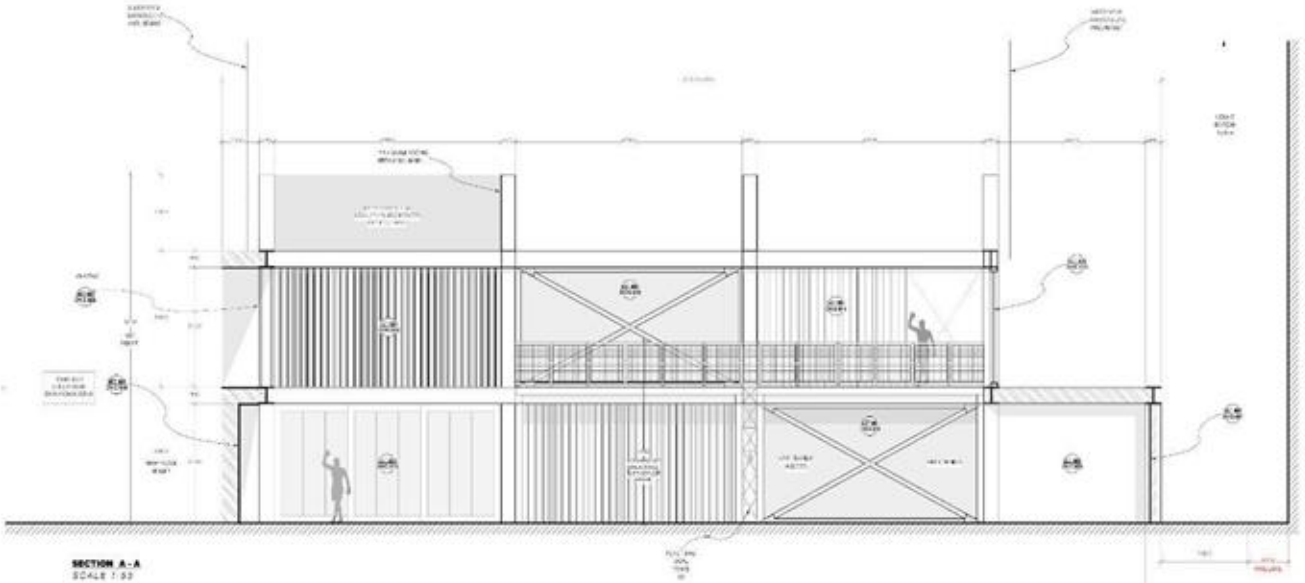
CONCEPT



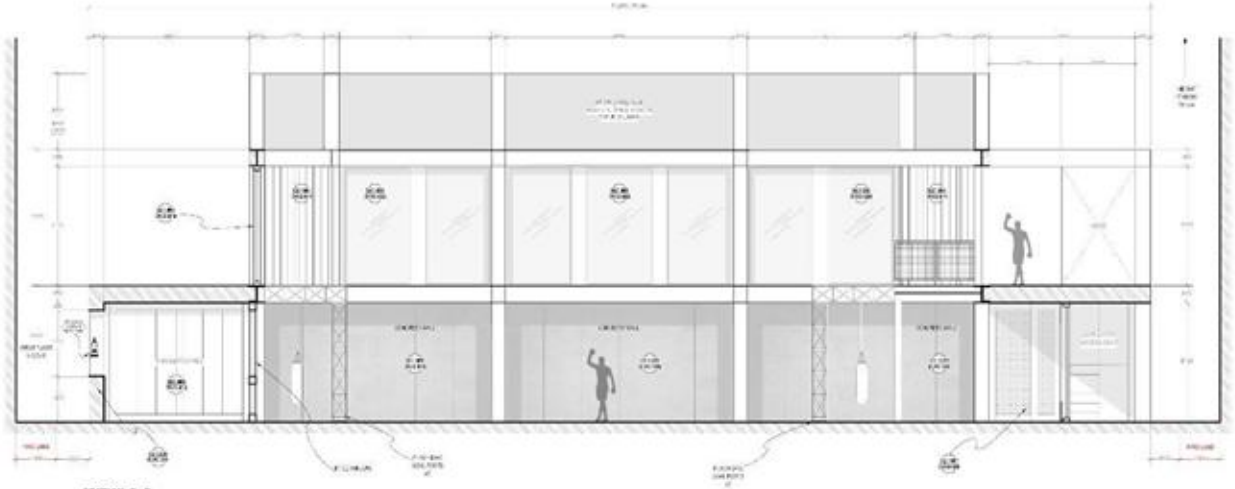
SET STILL



FILM STILL



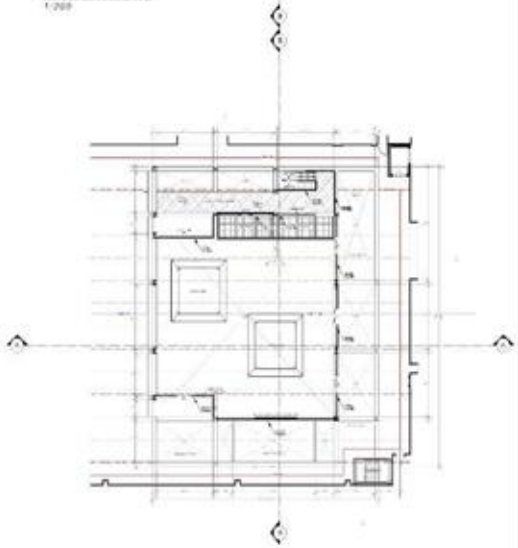
SECTION A - A
SCALE 1:50



SECTION B - B
SCALE 1:50



GROUND FLOOR PLAN
1:200



FIRST FLOOR PLAN
1:200







FILM STILL



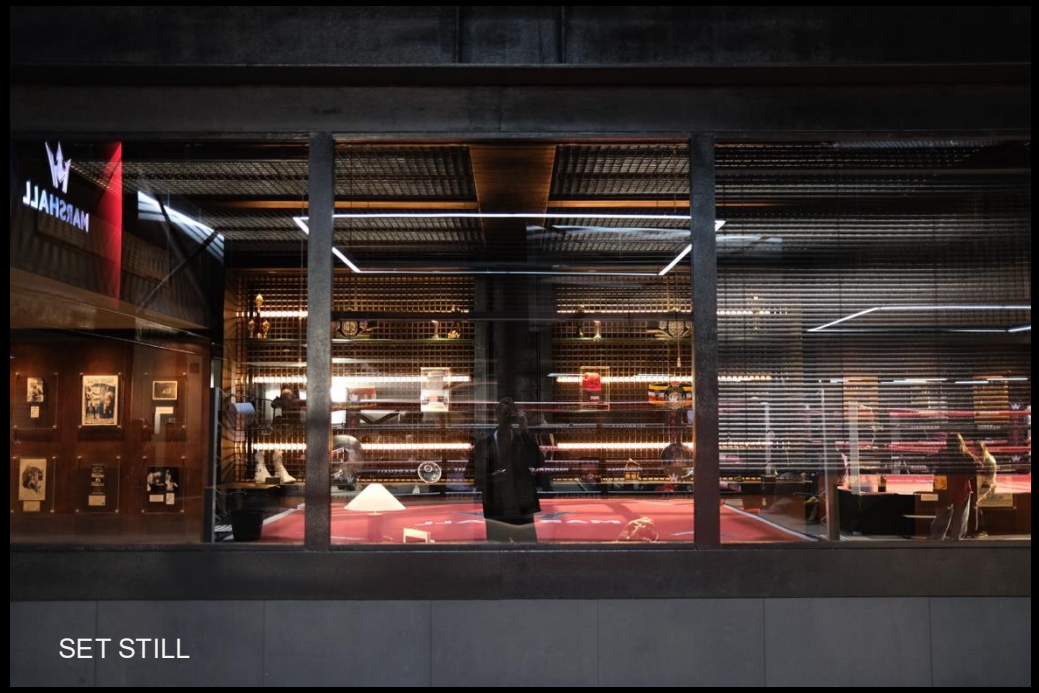
SET STILL



CONCEPT



SET STILL



SET STILL

MARSHALL’S GYM - KINGSLEY’S OFFICE



SET STILL

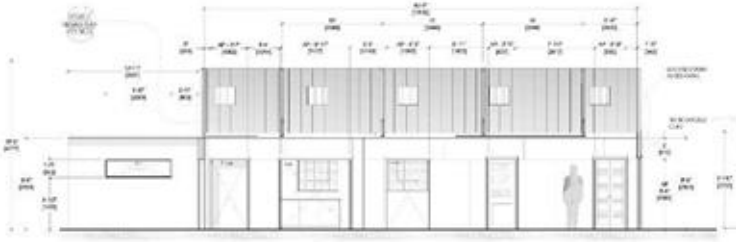


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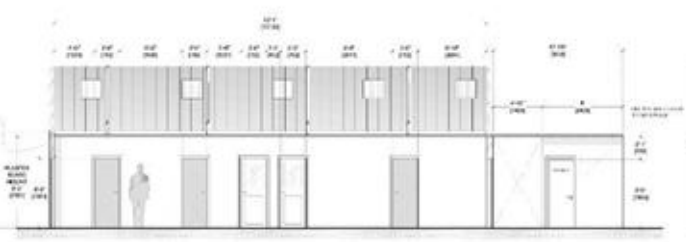


FILM STILL

GAZZER’S FLAT



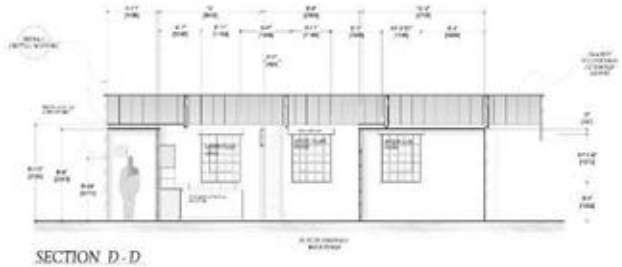
SECTION A - A



SECTION B - B



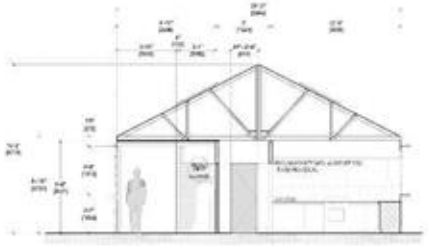
SECTION C - C



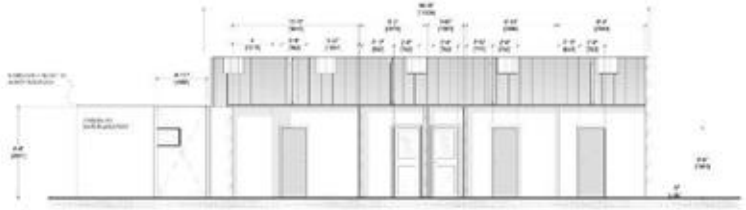
SECTION D - D



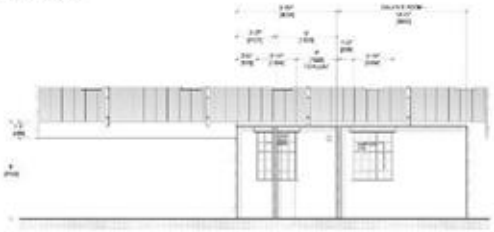
SECTION E - E



SECTION F - F



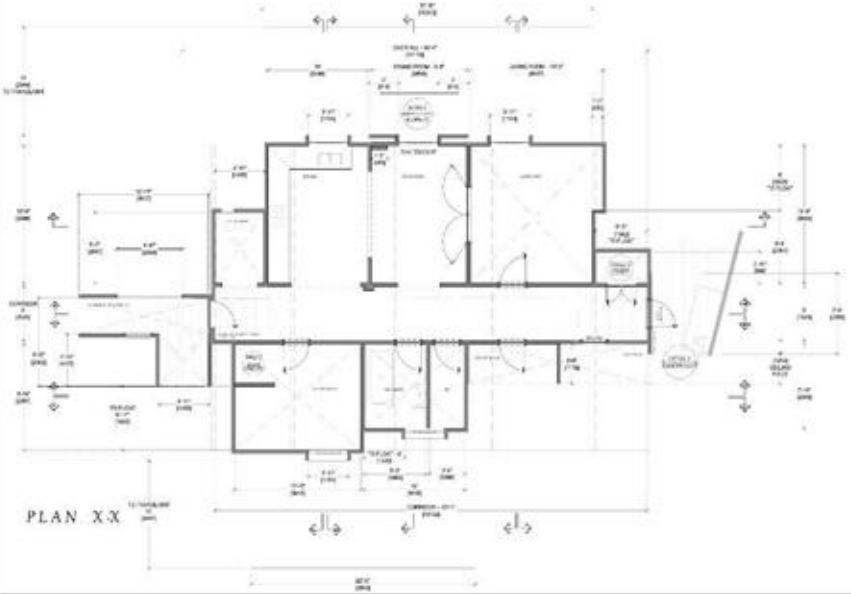
SECTION G - G



SECTION H - H



SECTION I - I



PLAN XX



SECTION J - J



SECTION K - K

CONSTRUCTION NOTES:

SET DEC NOTES:

ISO MODEL SECTIONS



DETAILS LIST

FIGHTLAND



SET STILL



SET STILL



SET STILL



SET STILL



SET STILL



FILM STILL



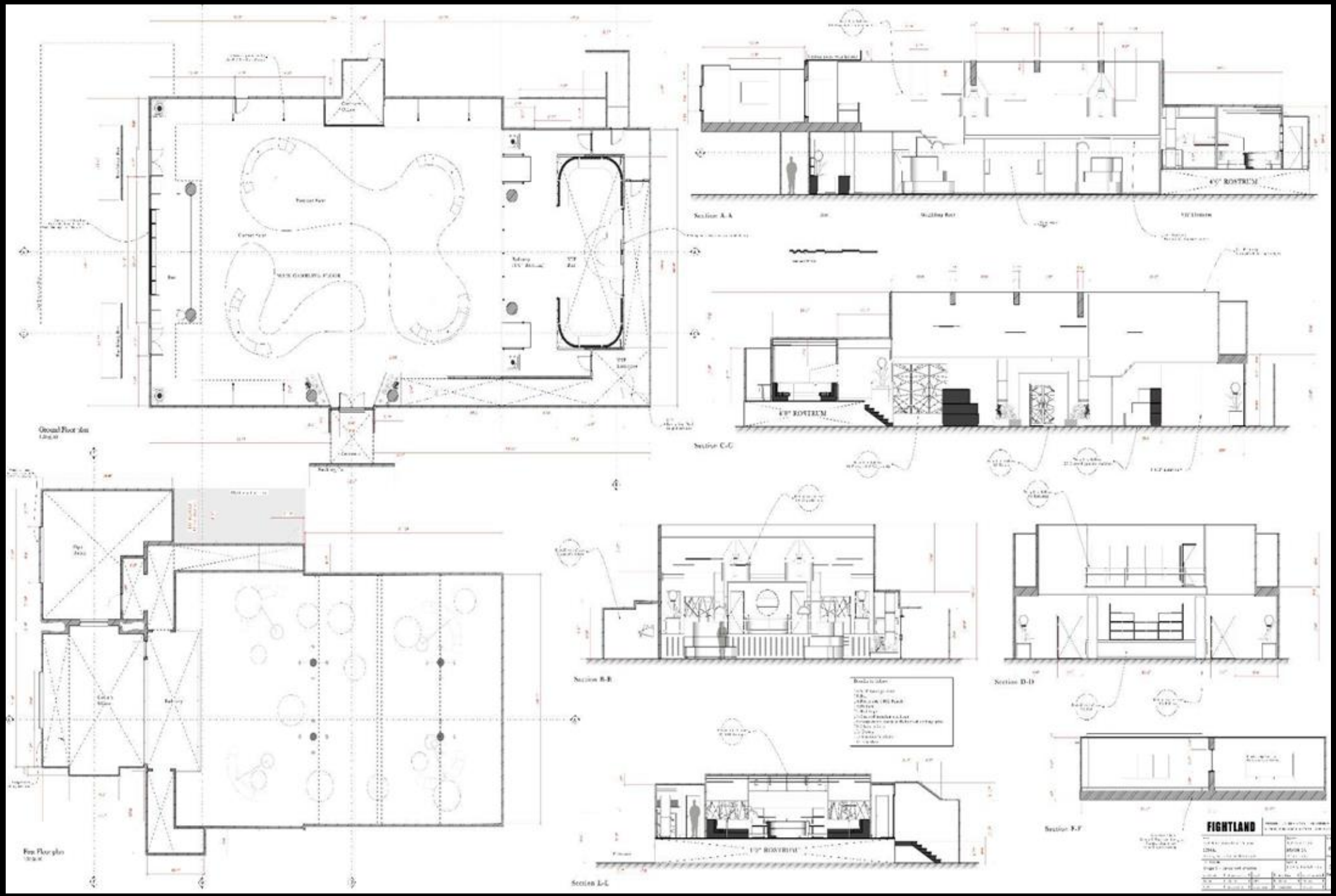
FILM STILL

BLUE MOUNTAIN CASINO


CONCEPT



SET STILL


Ground Floor Plan
Section A-A
Section C-C
First Floor plan
Section B-B
Section D-D
Section E-E
Section F-F
FIGHTLAND


FPS 23.976
SHUTTER 172.6
IRIS -
EI 800
ND -
WB 4000 K +0.0 CC
SDI1
LOG
CAM
4.6K
RAW
K445
FILM STILL


SET STILL


SET STILL


FILM STILL


SET STILL


CONCEPT


CONCEPT


SET STILL


SET STILL

LAS VEGAS



CONCEPT



SET STILL



FILM STILL

LAS VEGAS