

SEASON 2 - DESIGN PRESENTATION

EPISODE 1 : THE BEGINNING AND THE END

It's Season 2 and the Straw Hat Crew continue on their quest to find the missing treasure of pirate king Gol D. Roger. First, a quick stop at the busy port city of Loguetown to stock up on supplies, and for Luffy, their fearless captain, to pay his respects at the birth (and death) place of his hero, the selfsame pirate king. But it's a city teeming with their sworn enemies, the Marines. And so the scene is set for the start of the season's action-packed adventures.

One Piece is the best-selling manga in history, second only to Superman as the best-selling comic book series of all time globally. The principal task for a designer working with such unique and beloved source material as that from the mind of Eiichiro Oda, is to convey the irrepressible exuberance which fills each panel of the manga, fleshing it out into a form that stays true to the original vision, whilst simultaneously adapting it to the realities of live-action filmmaking. Across the episodes of Season Two, the Straw Hats visit a jungle-covered land of giants and dinosaurs, an island filled with evil agents and cactus-shaped mountains, a freezing town besieged by a terrible despot, and even the stomach of an enormous whale. It's a fascinating and often challenging brief.

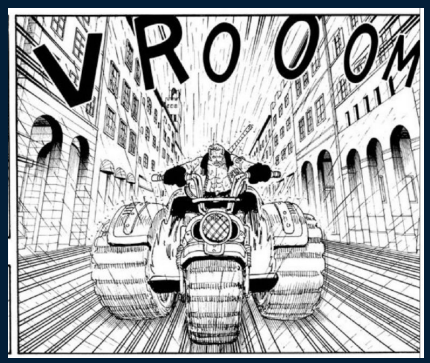
Loguetown looks a lot like Florence…but not quite. Michelangelo's David rotates, bearing an illuminated sign, a telephone-snail box takes the form of the Duomo's famous dome, whilst the cathedral itself forms the backdrop to the tower on which Gol D. Roger himself was executed. Throughout the design, construction and decorating processes, the Art Department's aim was focussed on detailing to make the world feel as natural and believable as possible - to capture the One Piece of it all.

Tom Hannam
Production Designer









SET DRESSING ALLOCATION:

- LUC , INCLUDES MARKET STALLS & VENDORS
- ROB
- CARMA

A. THEATRE
B. MADOVA GLOVE SHOP
C. VILLA MEDICI
D. OTTINO
E. MANMAYER
F. ANTIQUE HOUSE
G. ECOLIS TRATORIA
H. WINE &SPIRITS
I. BOOKSTORE POLESTAR
J. KIOSK
K. PHONEBOOTH
L. POLESTAR GALLERY
M. ENTRANCE HOTEL, SENGOKU HEIGHTS
N. DELICATESSEN
O. ANTIQUE HOUSE
P. ROBBECCA HANBERG
Q. DOSKOI
R. WIG STORE
S. ARMS SHOP

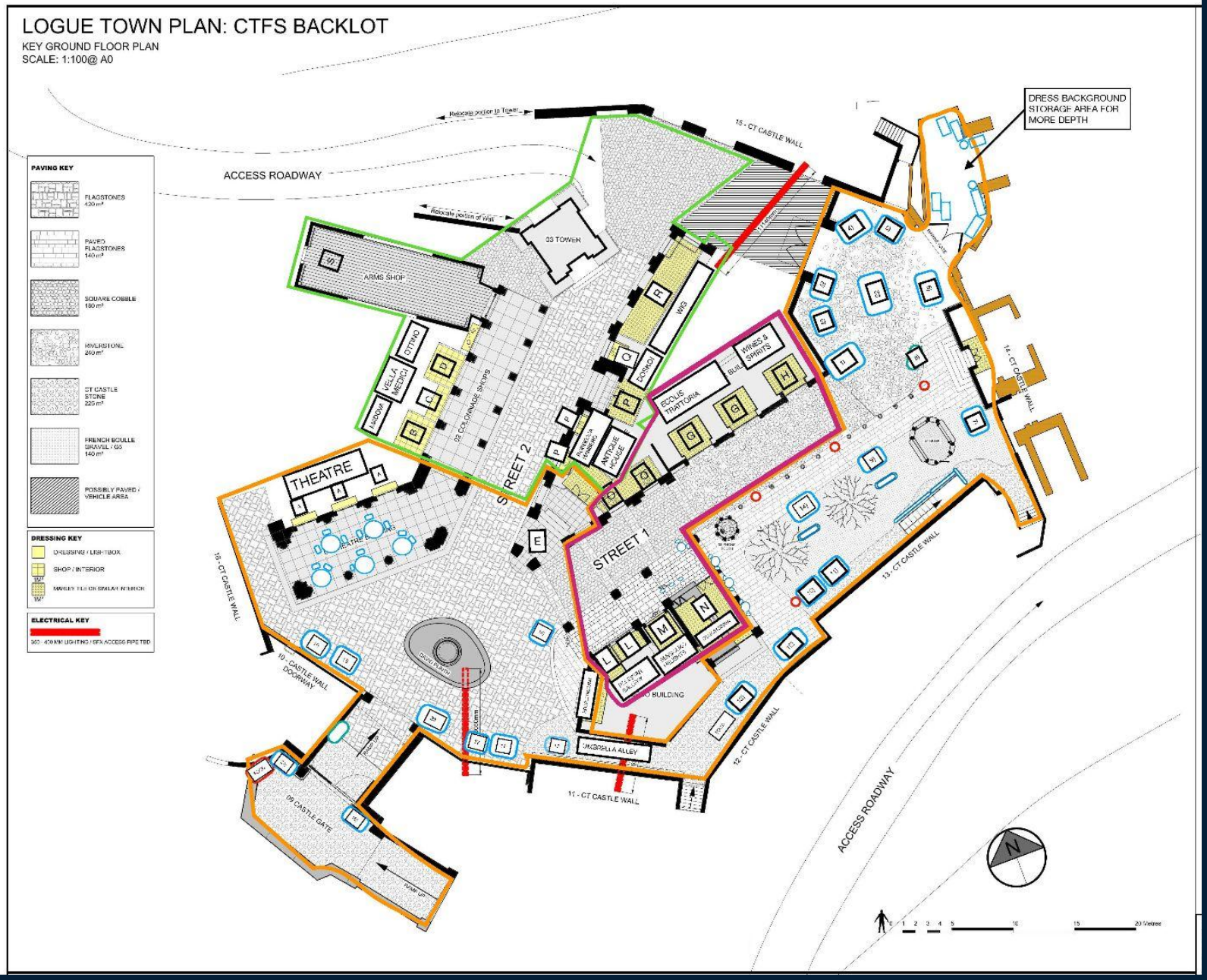
MARKET STALLS (CURRENT POSITIONS):

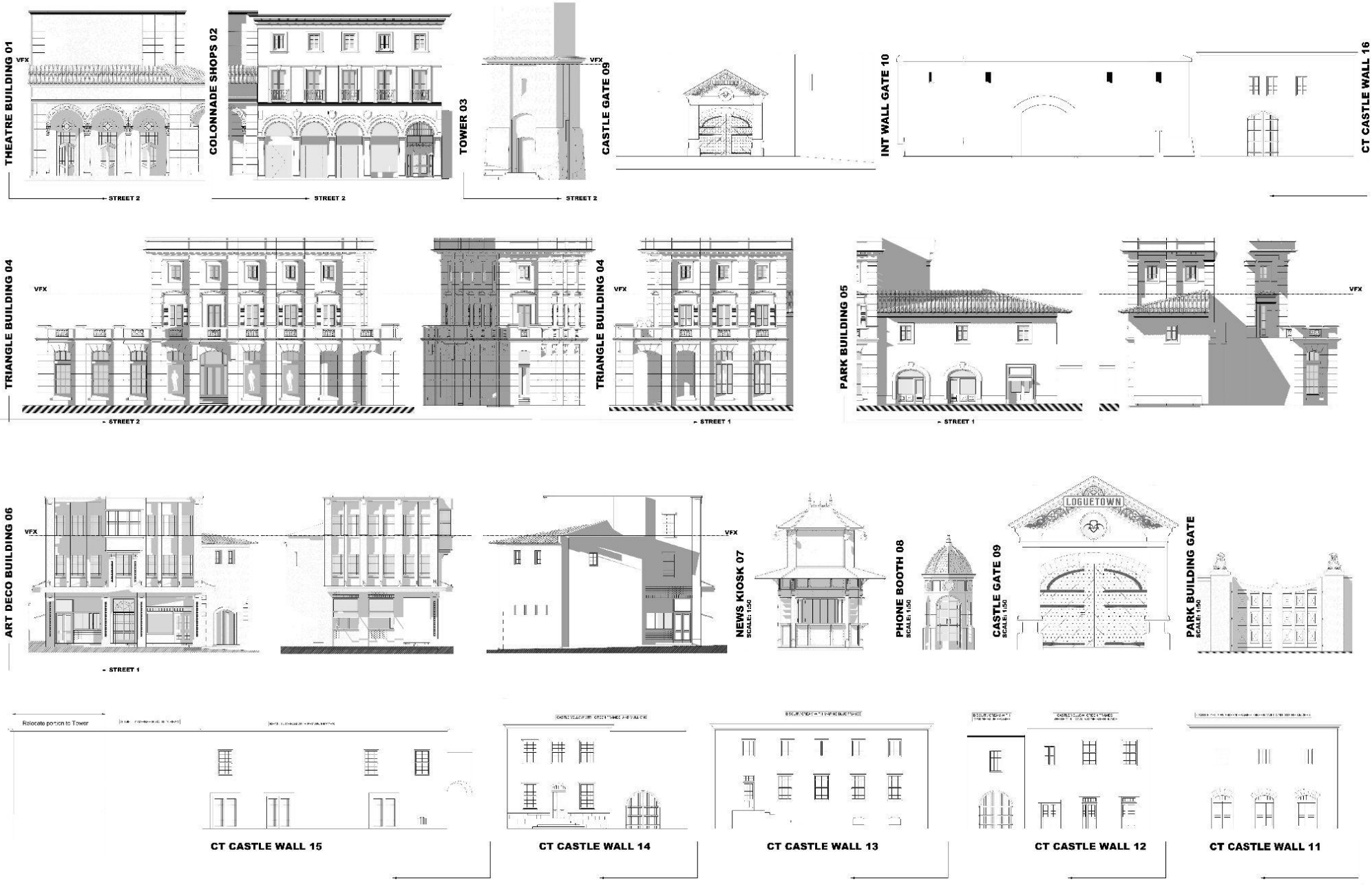
FOOD VENDORS:

1. *BOOK STALL*
2. *BRASS STALL*
3. *TAPESTRIES & CARPETS*
4. *ART SUPPLIES*
5. *LAMPS & GLASS*
6. *EYES AND GLASSWARE*
7. *SNAKE MEAT SMOKE SOURCE*
8. *BARBER*
9. *FLORIST*
10. *SWEETS*
11. *DENTIST*
12. *MASKS*
13. *FRUIT & VEG*
14. *LIZARDS*
15. *FOOD CART VENDOR SMOKE SOURCE*
16. *FOOD CART VENDOR SMOKE SOURCE*
17. *HAT SHOP*
18. *FOOD CART VENDOR*
19. *BUSKER/BEGGER/INSTRUMENT*
20. *ANTIQUES*
21. *TIGER SKIN*
22. *FRAMES*
23. *MARINE MERCHANDISE*

3 x VEHICLES TBD

4 x STR LAMP



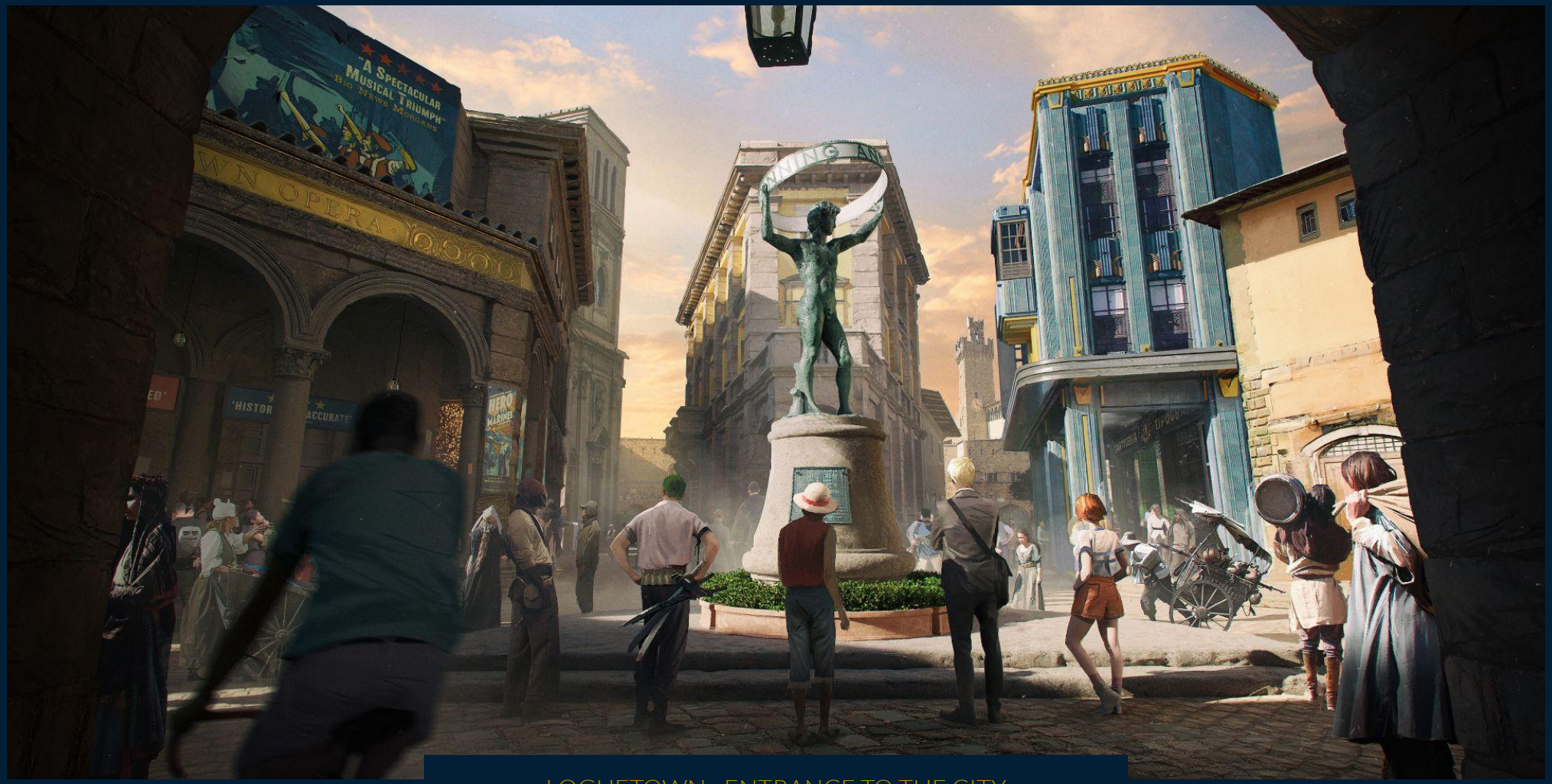


FOR DOOR & WINDOW COLOURS REFER TO DWG: PR_SET_221_DWG-033/01-10_AM_CTFS_Logue_Town Wall / Door / Window Colours_29-02-24.pdf

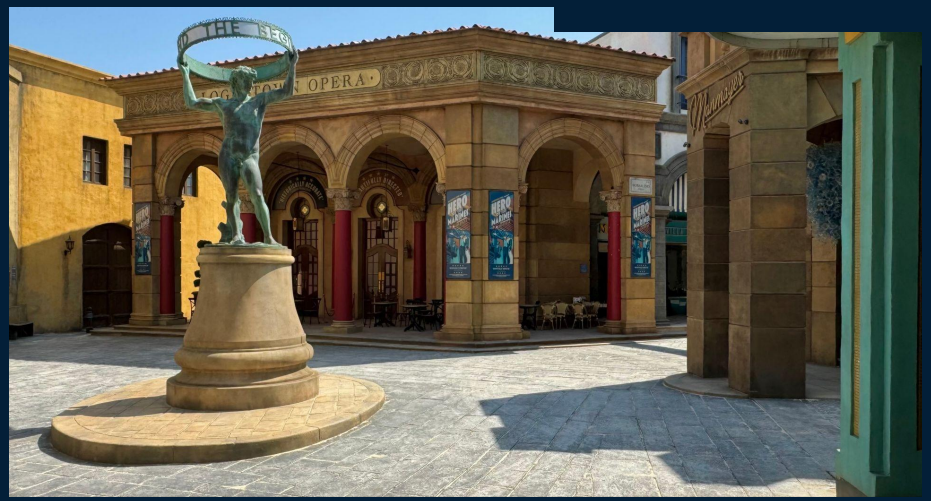
FOR SET LOCATIONS KEY PLAN REFER TO DWG: PR_SET_221_DWG-029_AM_CTFS_Backlot_Logue_Town_Key_Plan_19-02-24.pdf

PROJECT RENAISSANCE

LOGUETOWN - ENTRANCE AND STREET ELEVATIONS



LOGUETOWN - ENTRANCE TO THE CITY









LOGUETOWN - STREETS



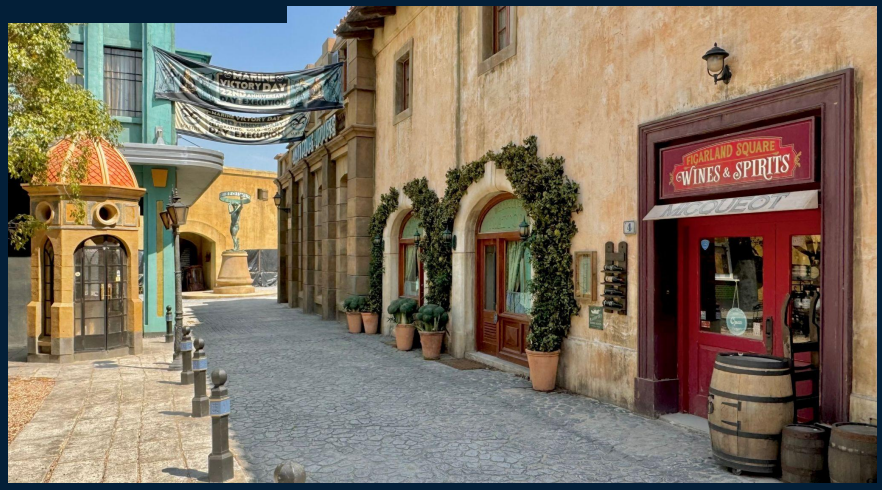


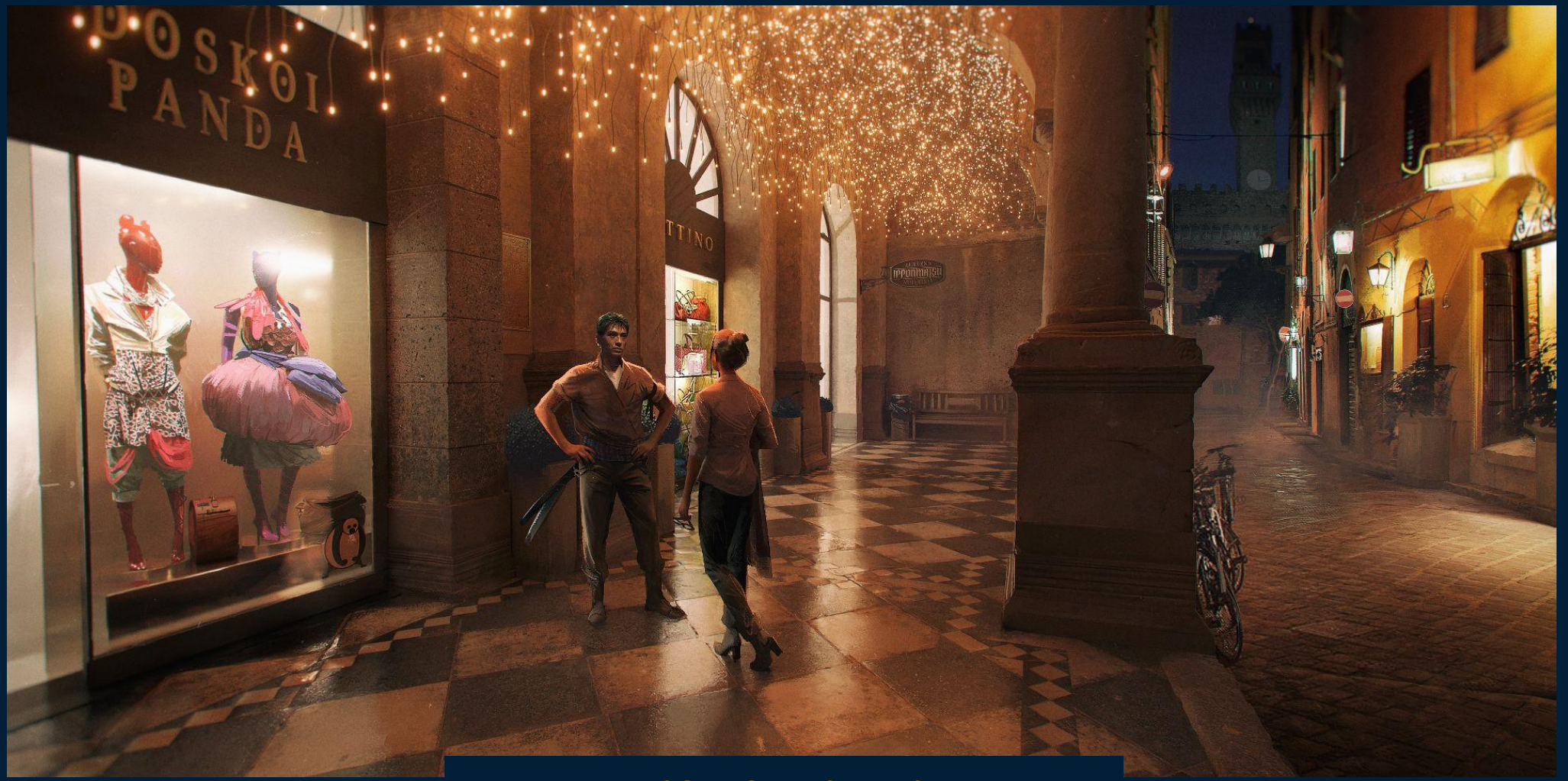


LOGUETOWN - STREETS



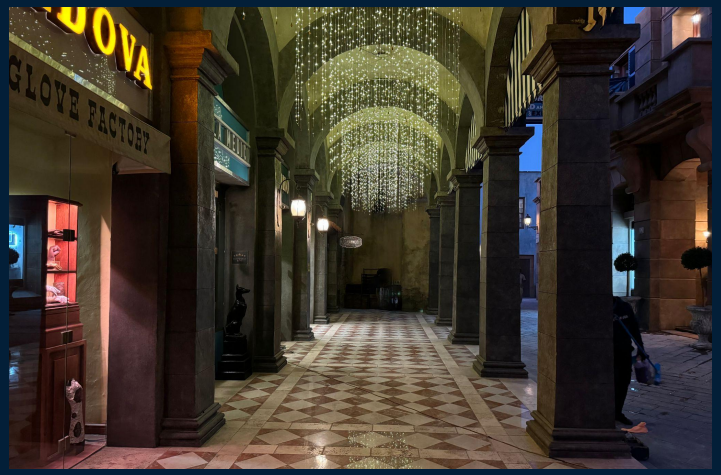






LOGUETOWN - STREETS









LOGUETOWN - FARMER'S MARKET



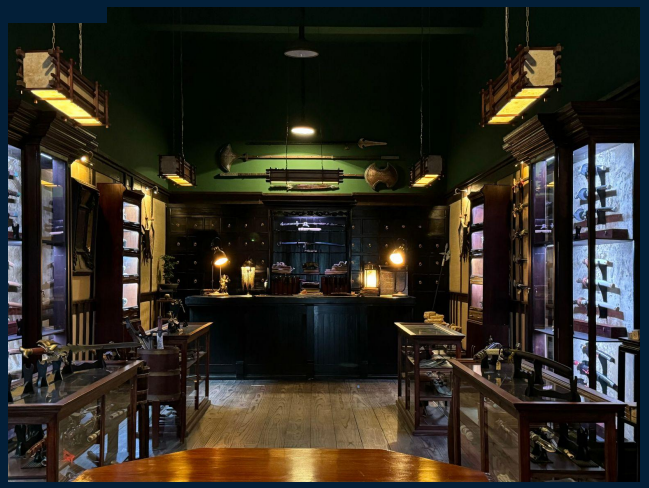




LOGUETOWN - ARMS SHOP







LOGUETOWN - EXECUTION SQUARE FAIR







LOGUETOWN - EXECUTION SQUARE FAIR







LOGUETOWN - LUFFY ON TRIAL







LOGUETOWN - BACK TO THE MERRY!







LOGUETOWN - MARINE DOCKS & BILLOWER BIKE







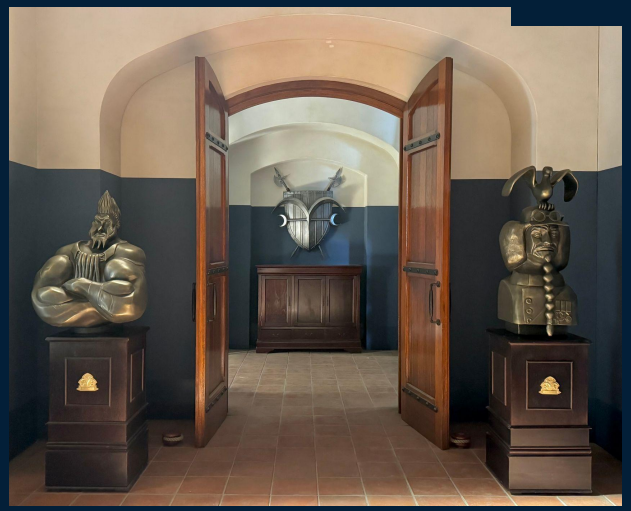
LOGUETOWN - GOLD ROGER'S CELL (FLASHBACK)



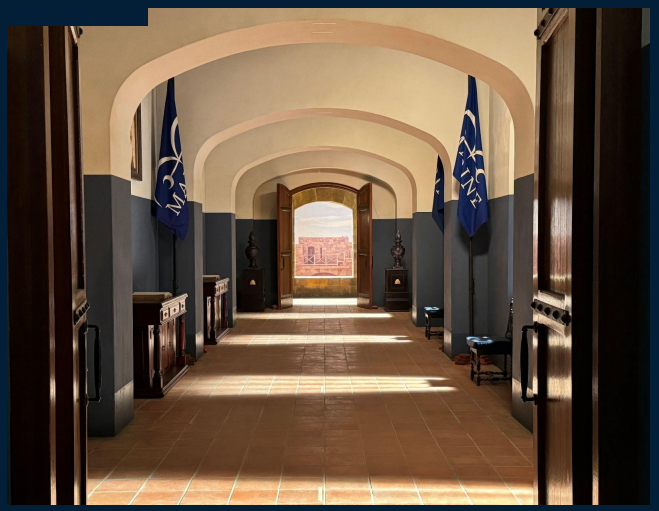


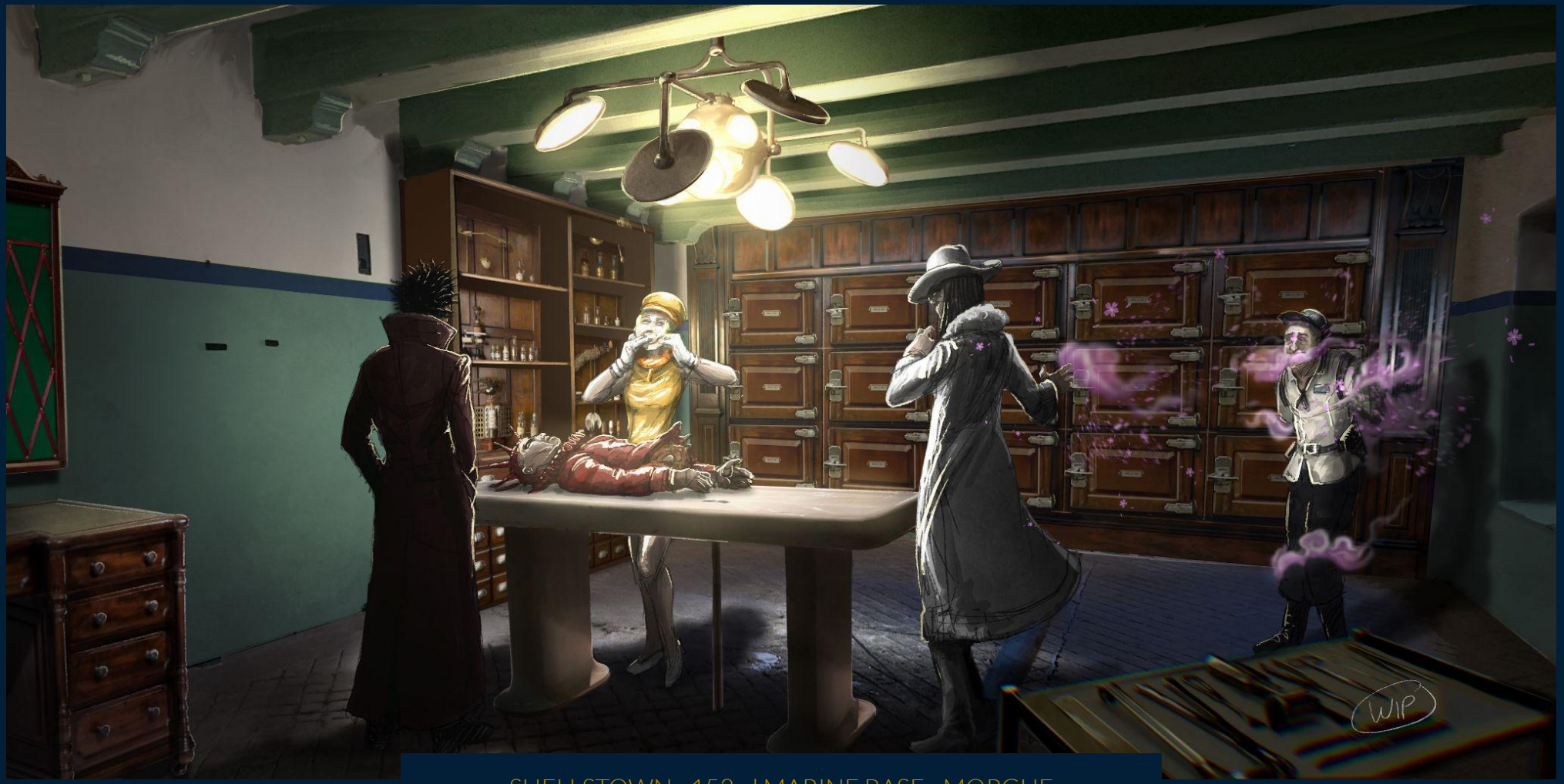


SHELLSTOWN - 153rd. MARINE BASE - CORRIDOR









SHELLSTOWN - 153rd MARINE BASE - MORGUE

