EA SKATE “Drop In“

Production Design by Fernanda Contreras and Roberto Bonelli

Directed by The Sacred Egg

2026

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For the Production Design OF “EA SKATE, DROP IN” created in Mexico City and the surrounding areas, The biggest challenge was bringing - The San Vansterdam city- to life, a city whose location remains unknown, generic but where skateboarding reigns supreme. This included The Main brutalist, post-apocalyptic “Skate Temple” set.
The most fun and at the same time difficult was integrating ramps throughout the city and creating custom props to ensure that skateboarding remained the central theme.

Fernanda Contreras and Roberto Bonelli

Credits
Directed by: The Sacred Egg
Cinematographer: Harry Wheeler
Produced by Kate Brady/ Gabriel Stavenhagen, Natalia Casanova
Produced by EA Sports / Uncommon /Riff Raff / The Lift

Art Department
Production Designer: Marìa Fernanda Contreras Ramìrez and Roberto Bonelli
Art Director: Vania Jacobo
Set Decorator: : Marina Covarrubias
Set Designer: Ernesto Flores
Prop Master: Alejandro Luna and Jose Maria Hurtado
Graphic Designer: Abigail Peña
Art Coordinator: Adriana Lòpez / Victor Manuel Fernandez
Construction Coordinator: Pedro Perez
Leadman: Esau Hernandez
Scenic painter: Miguel Angel Aguilar

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EA SKATE DROP IN

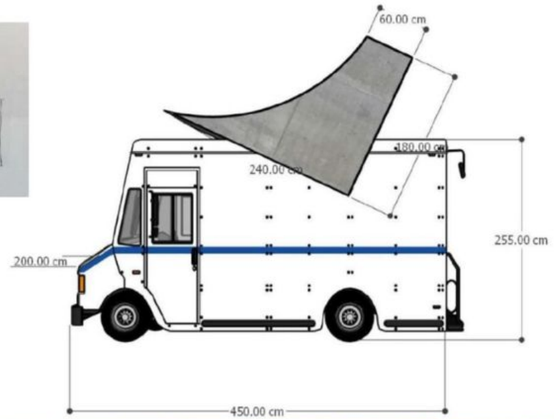


MAIL TRUCK RAMP
NO SKATEABLE

FX

Director



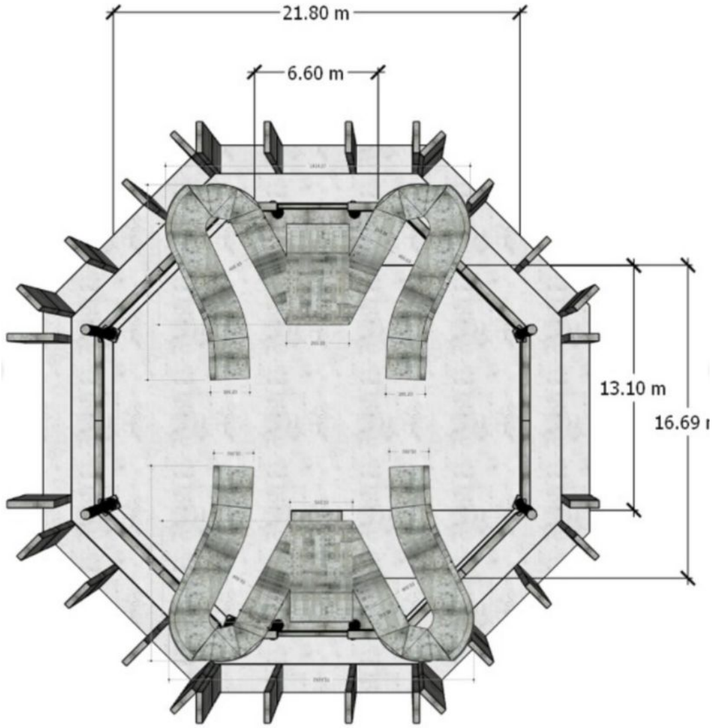






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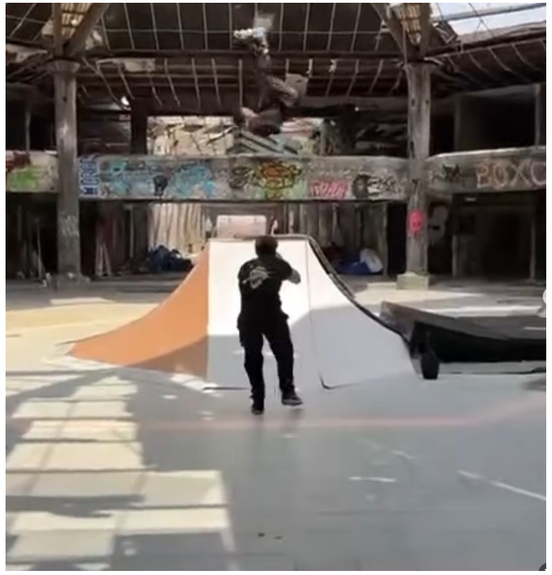


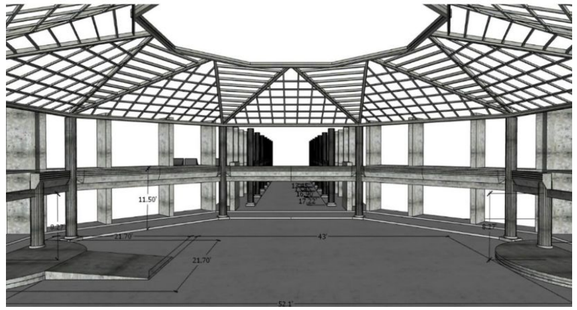


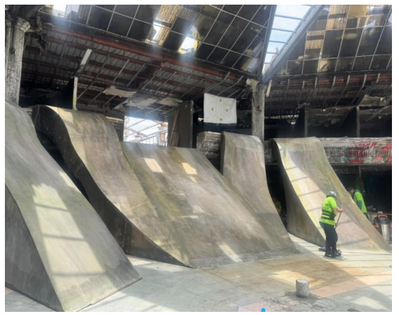










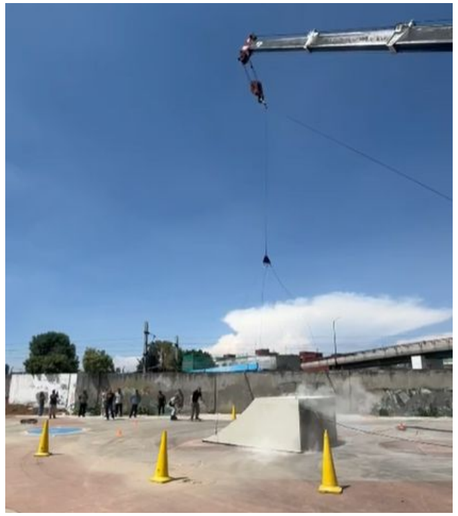


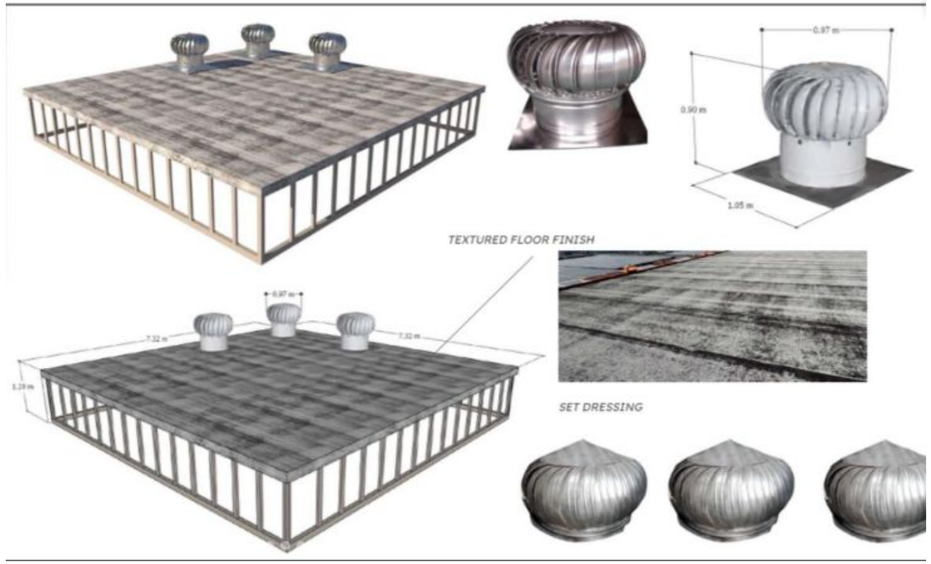
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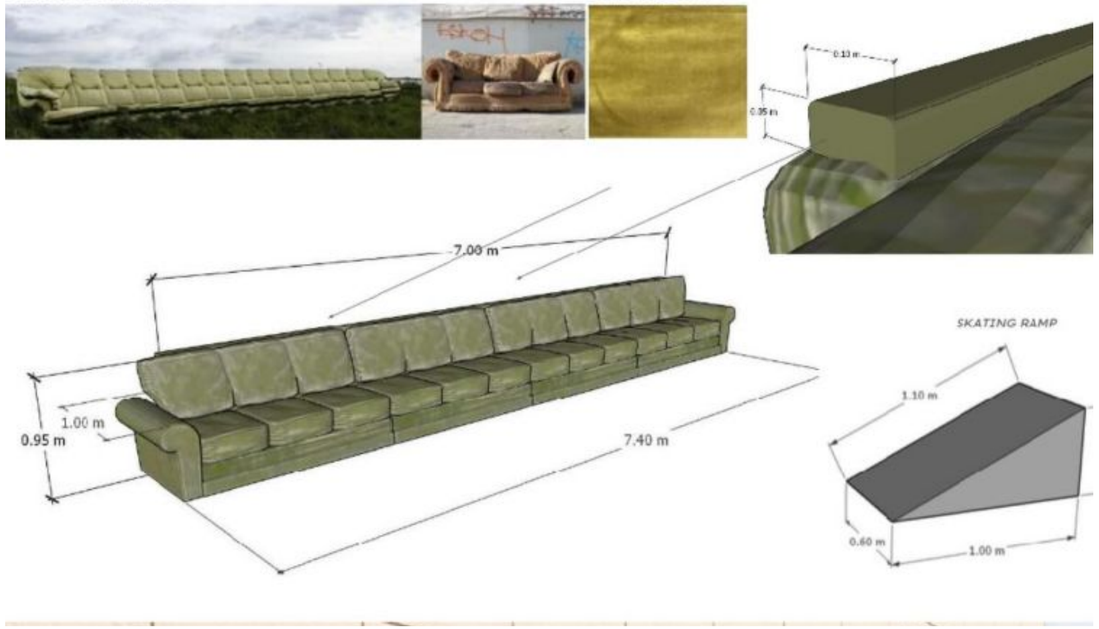




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Thank you!
Stalk me: @fernandacontrerasr