
HOUSE OF THE DRAGON

This third season of ‘House of the Dragon’ continues the established genre by expanding the world previously created even further with new towns, castles and multiple interiors.
A 100% increase in the backlot build of the streets of Kings Landing together with a 120 meter long by 60 meters wide exterior build of the town of Tumbleton plus the accompanying stage interiors.

Even with a massive construction budget of £20 million, the ambition of the scripts stretched all resources and the end result was achieved through the massive talent and seamless collaboration of Art Dept, Set Decoration, Construction, Props, Special Fx, Viz Fx and Stunts.

Particular thanks must go to Dominic Masters Supervising Art Director, all our Art Directors, Claire Richards Set Decorator, Lee Wiseman Propmaster and Malcolm Roberts Construction Manager.

Jim Clay – Production Designer.

HARRENHAL - CORRIDORS













FLEABOTTOM - NEW BUILD





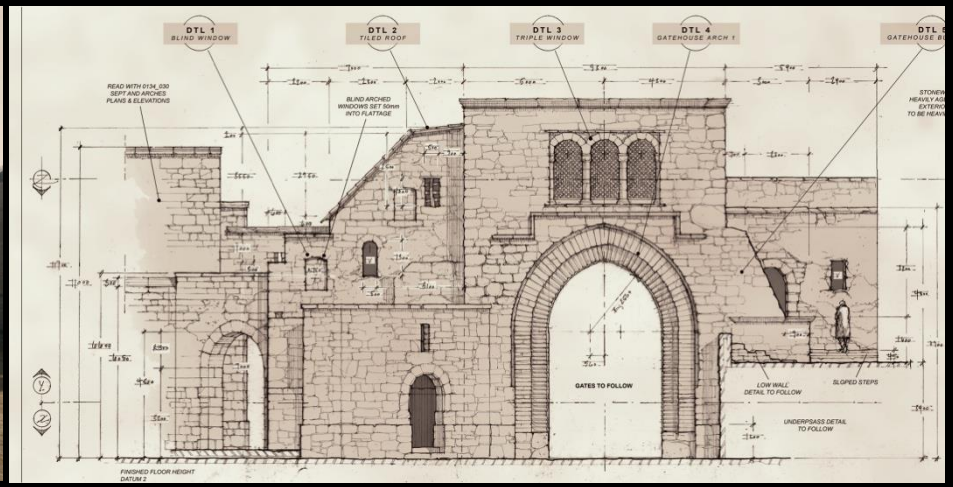


TUMBLETON








DTL 1
BLIND WINDOW
DTL 2
TILED ROOF
DTL 3
TRIPLE WINDOW
DTL 4
GATEHOUSE ARCH 1
READ WITH 0134_030
SEPT AND ARCHES
PLANS & ELEVATIONS
BLIND ARCHED
WINDOWS SET 50mm
INTO FLATTAGE
GATES TO FOLLOW
LOW WALL
DETAIL TO FOLLOW
SLOPED STEPS
UNDERPASS DETAIL
TO FOLLOW
FINISHED FLOOR HEIGHT
DATUM 2























FOOTLY HOLDFAST











