



**HIDDEN
SIDE™**

Art Department Presentation

I am trying to portray each space really differently in terms of textures, colours, materials, construction structure and lighting, to be able to give each environment and each packshot something unique

LIGHTHOUSE



LIGHTHOUSE – References of textures, elements & details



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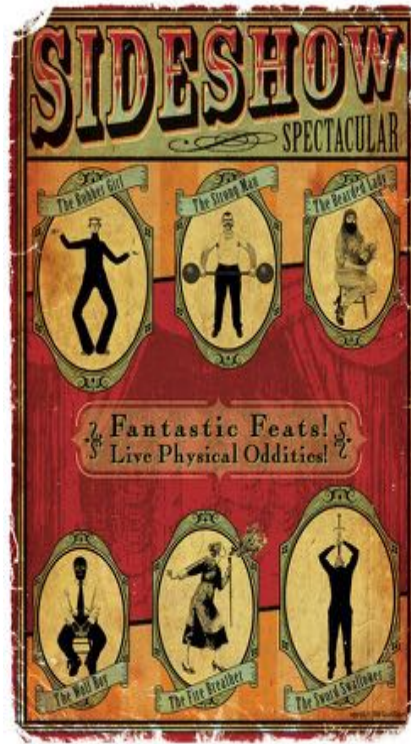




FAIRGROUND

FAIRGROUND – References of textures, elements & details







25/05/21



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FAIRGROUND – Existing props & elements



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References for the establishing shot of the repairhouse



Změnit – přidat kolotoč

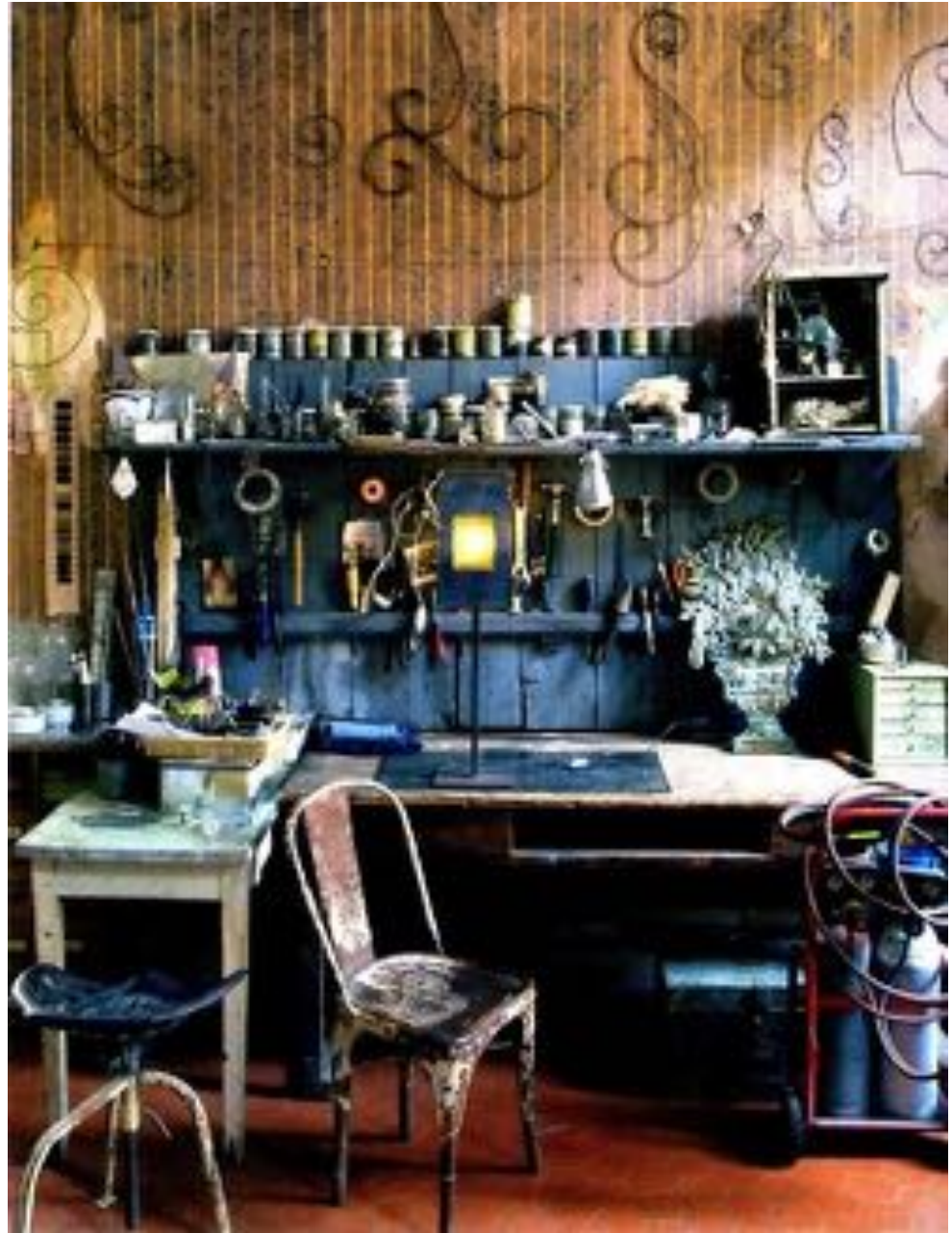


Fun fairground warehouse interior





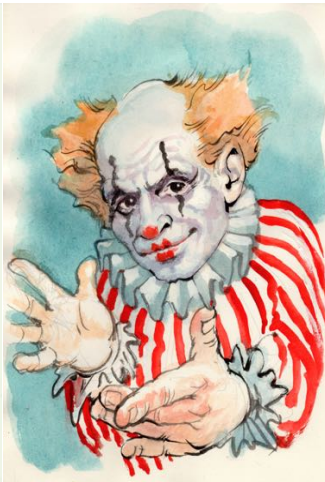
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Existing real props



Existing real props



Existing real props



Fun fairground warehouse interior - Design



Fun fairground warehouse interior - Design



HOUSE OF MIRRORS

HOUSE OF MIRRORS - Exterior

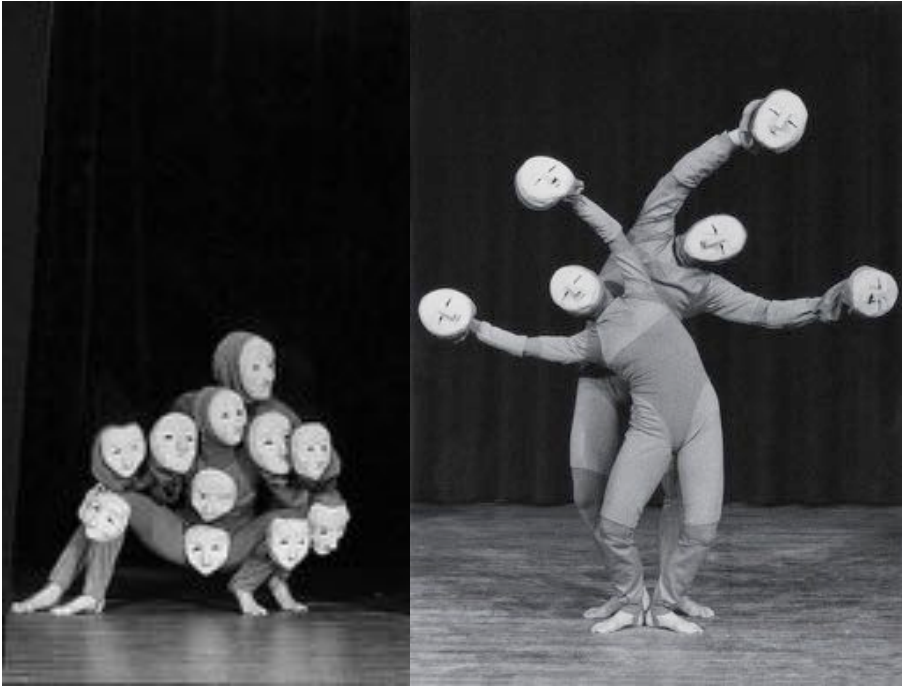


HOUSE OF MIRRORS – Graphic Design exterior



HOUSE OF MIRRORS - Interior









STUNT PLANE

STUNT PLANE – References of textures, elements details

STUNT PLANE – References of textures, elements & details





STUNT PLANE – Existing props & elements

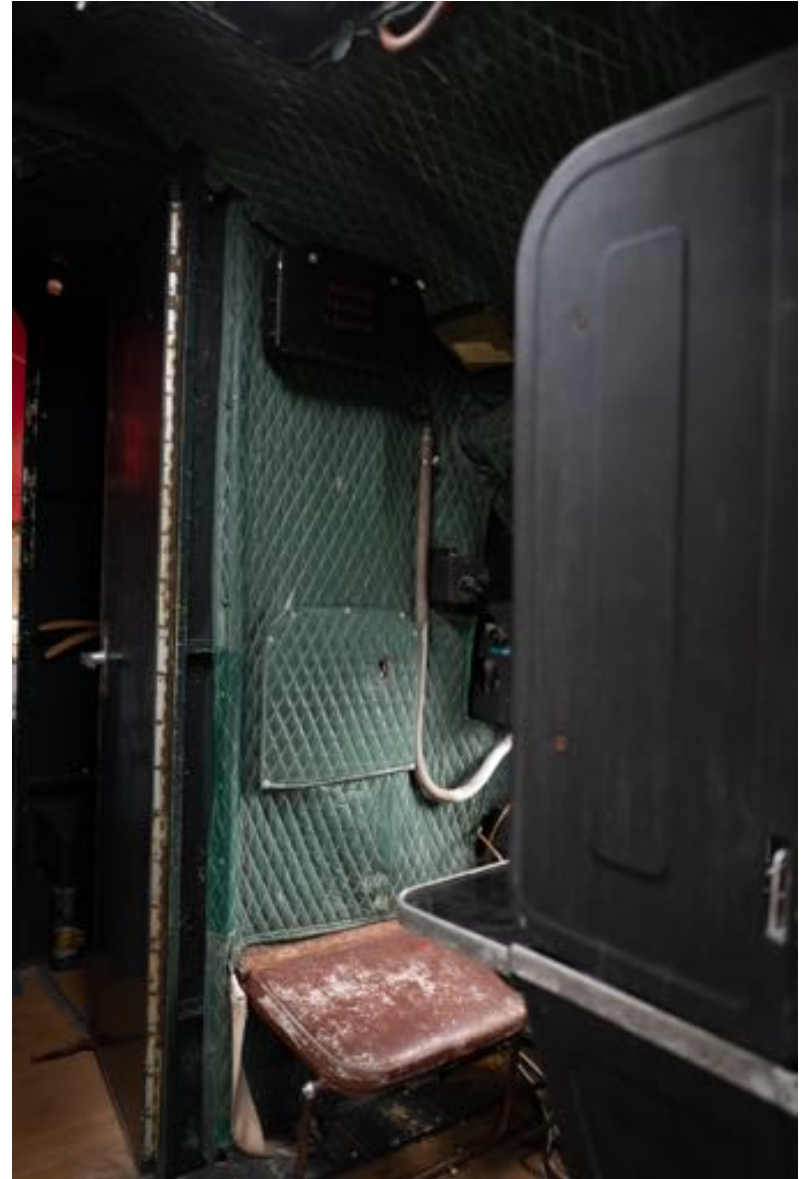
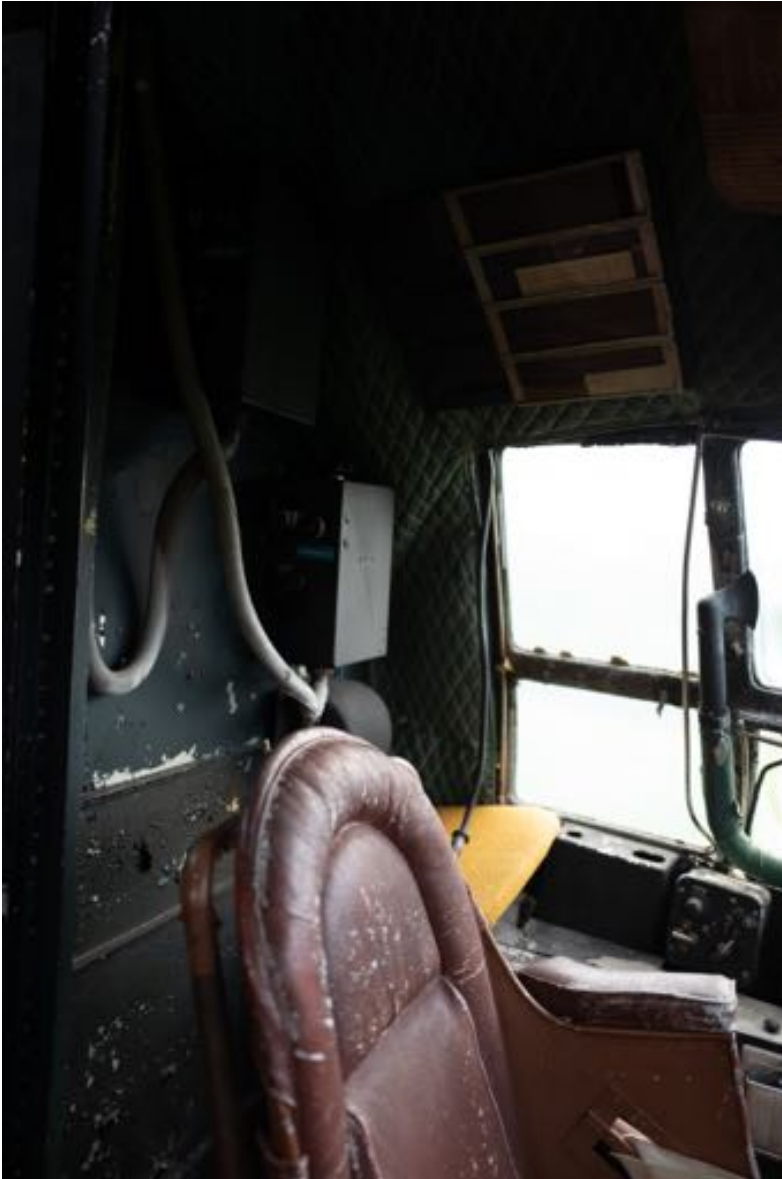




ONE – Options for the interiors



ONE – Options for the interiors



TWO – Options for the interiors



HOLLOW TREE FOREST CABIN

TREE FOREST CABIN – References of textures, elements & details













HOLLOW TREE - FOREST CABIN - Design





