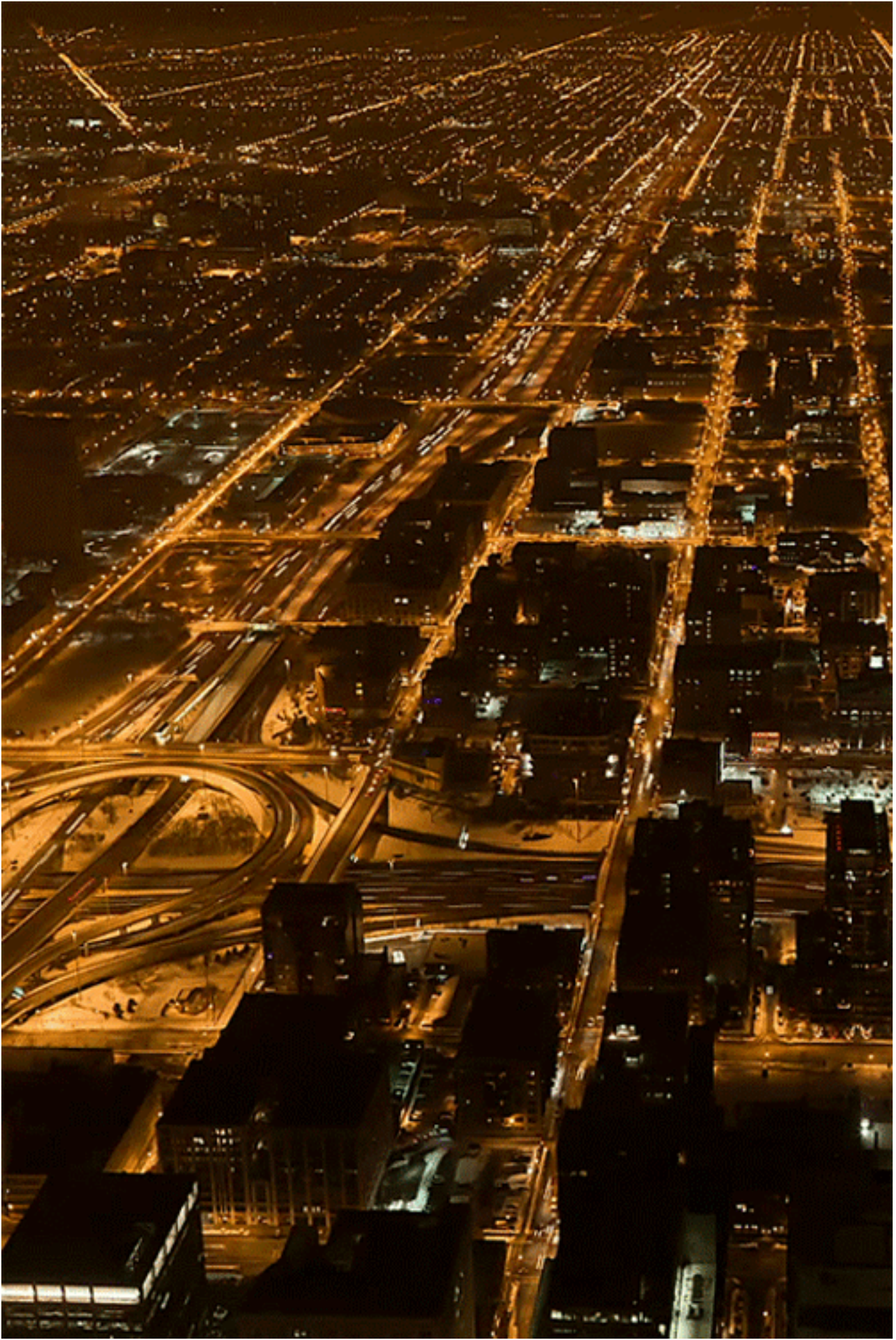
From the production point of view, I suggest that we have shooting set in one or two locations. Nevertheless, I am also open to other solutions.

The two worlds presented in the script are clearly contrasting with each other. In this matter, I wouldn’t like to change anything. However, my suggestion is to realize, if possible, all the frames in the studio and its close surroundings. Thanks to this, we will have great comfort of work and avoid time-consuming transfers. Frames are close enough that there is no need to shoot in many locations. Keeping the differences in light, color and set design will allow us to create two different worlds.

An exception may be a scene with a motorcycle. I’d like to shoot this on a closes road. Perfect solution will be a place that is closed permanently or a large abandoned parking. I'd rather avoid blocking traffic.

LOCATIONS



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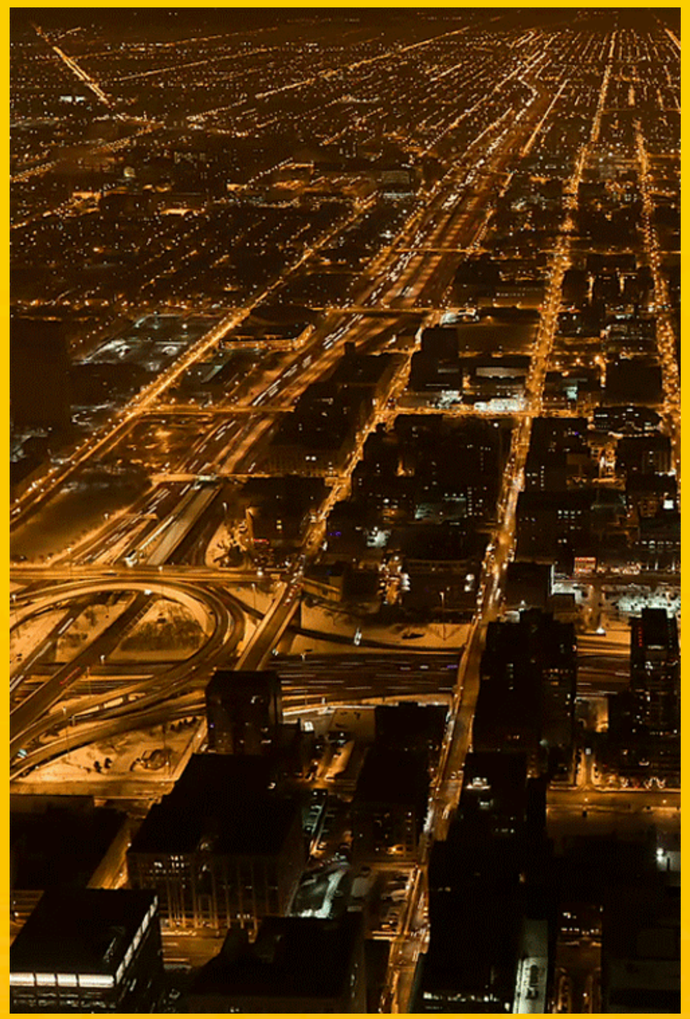

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SCENOGRAPHY

Scenography should be minimalistic but also spectacular. Elements of scenography should be carefully selected and fit to the location and costumes. We need creative lightning to switch between yellow and grey world. Another thing is movable stage design. This also will help us in mastershot.