

# Art Direction/ The sets.

With our **dreamy Unreal sets** in mind, we will build the action props that our characters interact with in the scenes. The **Pharmacist's** counter, the chairs in the waiting area, a couple of aisles with shelves. All of it designed and planed by our Art Department, according to the **CVS color palette and the preexisting design of the Unreal sets**. Every frame will be planed to meet the Unreal requirements and we will make sure all elements on screen look their best according to the CVS standard.

**The home** of our hero family will also be an Unreal set and we have been thinking of the mood we would like to convey with it, as well as the practical needs to execute the scenes on the scripts. We would like to have a big **American style kitchen** with an open configuration. Big windows for natural light to come in, **adding warmth to the scenes**. And a large open area where we can fit the counter we plan to build for our characters to interact with, as well as homey props such as plants, decor, vases, moving boxes, etc.



