

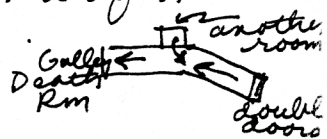
## WC II set list / all builds unless noted

### I The midway:

- \* Briefing Room
- hybrid \* Observation Room
- \* Eagle's Nest (includes Recovery Rm)
- ? \* Finley's Lab ?
- \* Casey / Maestro Quarters - shared
- \* Blair's Quarters
- \* "Central" elevator / "lobby" area instead of midway corridors
- \* Rec Room w/ Bar area
- \* Ready Room w/ Flight Simulator ?

### II. Relay Station:

- Death Room - thru Galley w/ food storage lockers, etc.
- corridor w/ angle - double doors at end of Hall - leads to Death Room other end



### III. Wormhole Gate Command Center:

- \* Control Room: (+Honeycomb textured walls w/ control panels etc.)
- B.D. add'l textured wall for VDU (original corridor shot)

### IV Alien Nightmare Torture Chamber:

- ✓ Dark walls to fade out - pools of <sup>light</sup> wurd
- center operating theater area w/ "chair" + apparatus / tubes hanging from ceiling - Robotic operating arms, etc.

### V Kilrathi Corridor:

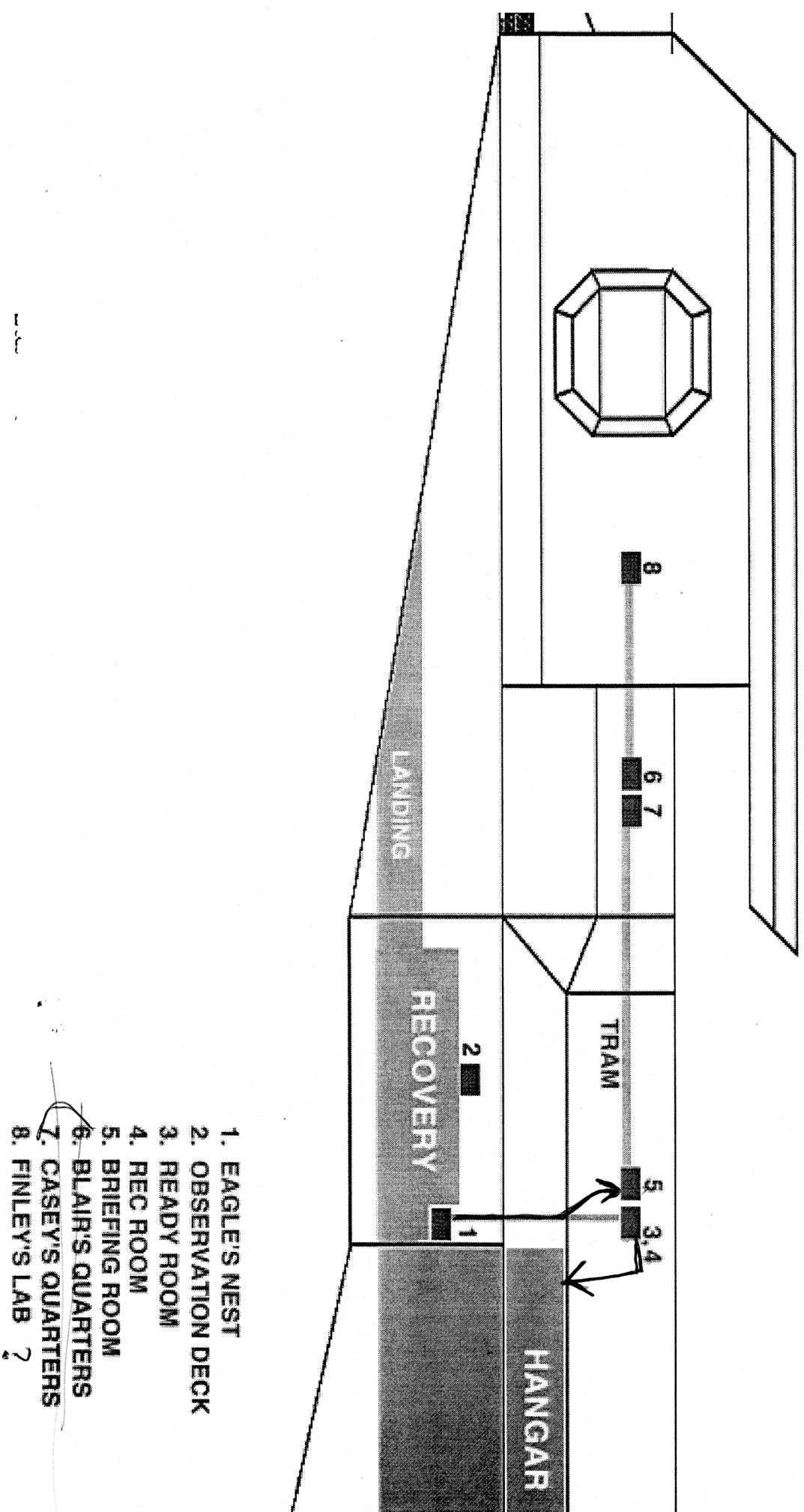
- \* For VDU: Damaged corridor wall - rubble hanging wires etc. behind head

VI. Monroe and O'Neil Research Vessel:

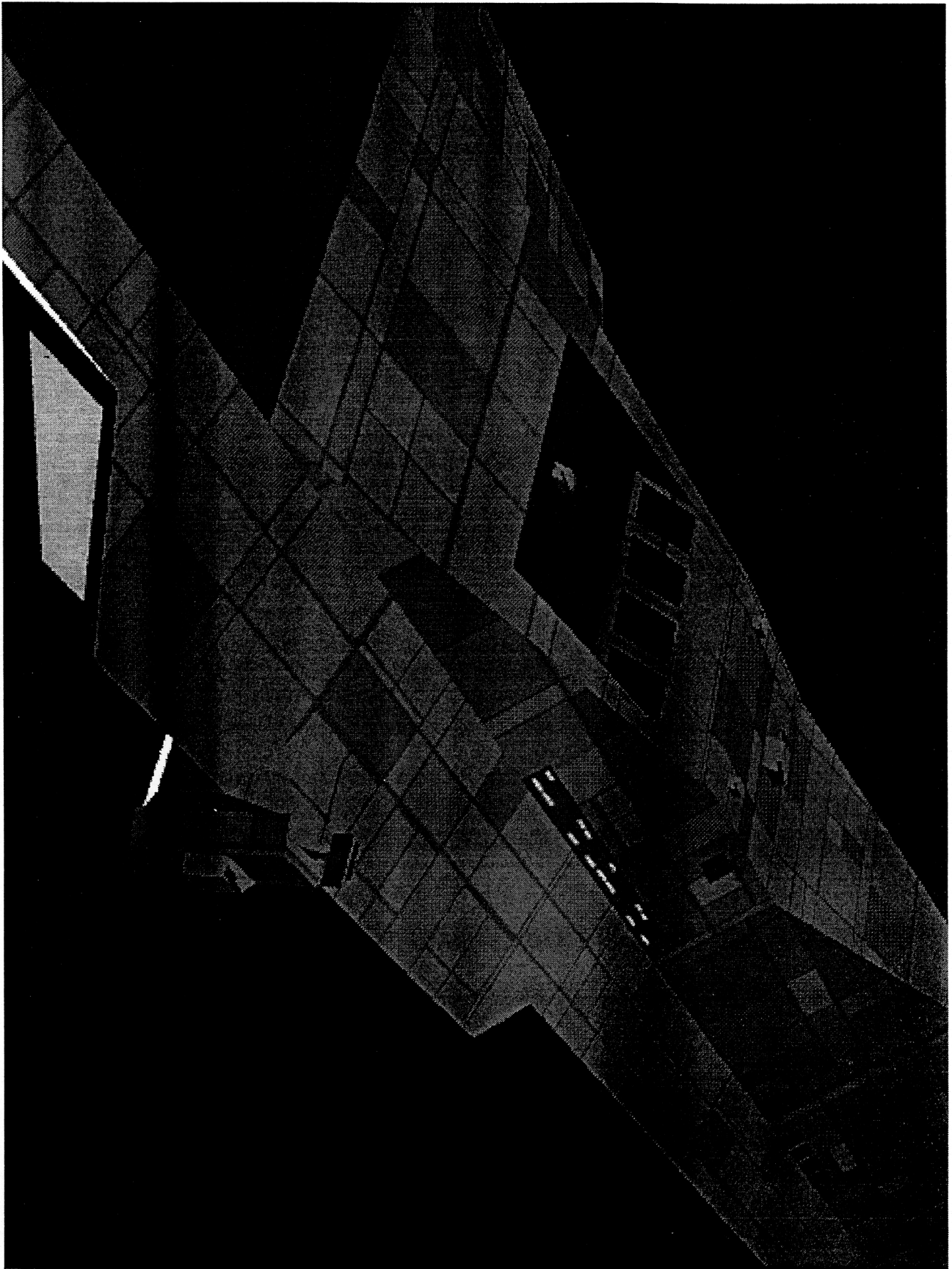
12 hybrid • Have research design ideas from Mark V. carrier ... will build entire vessel except for front glass bubble - need to discuss if exterior will be seen also

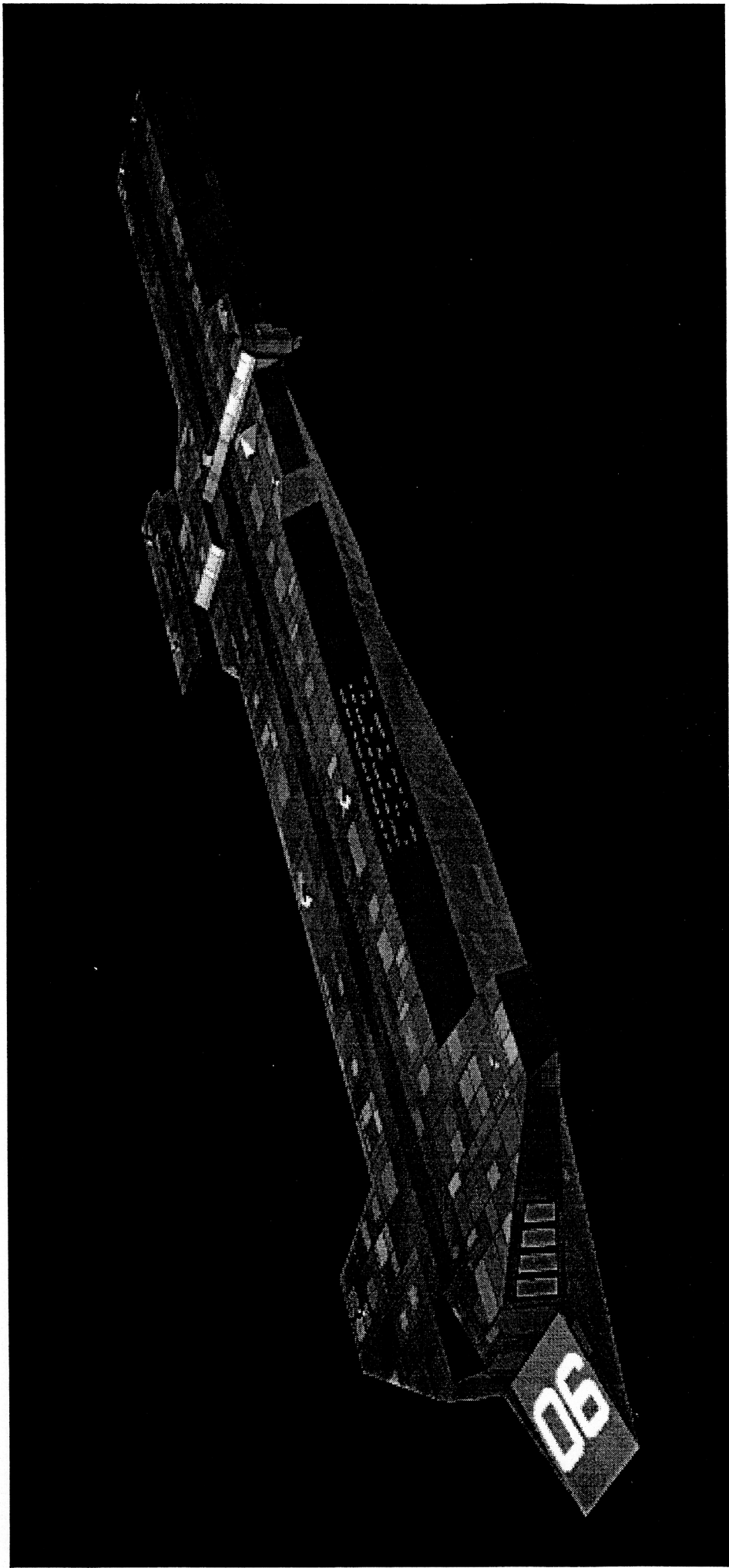
VII. Generic Fighter plane. Int. cockpit:

B.1) • Build only back wall behind pilot's head:  
- will dress w/ oxygen bottles, etc.

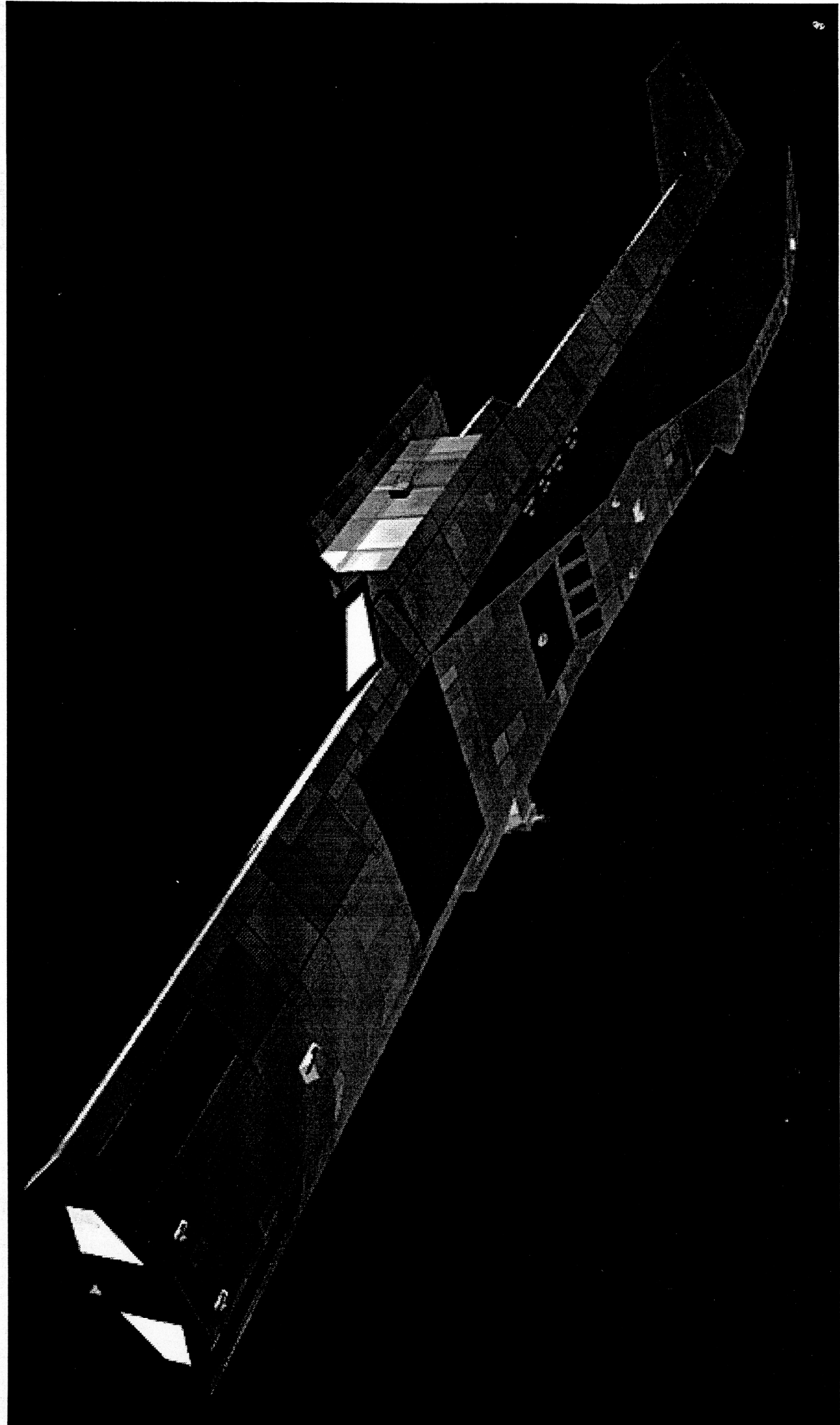


1. EAGLE'S NEST
2. OBSERVATION DECK
3. READY ROOM
4. REC ROOM
5. BRIEFING ROOM
6. BLAIR'S QUARTERS
7. CASEY'S QUARTERS
8. FINLEY'S LAB ?











Optim Room  
←

add Hatch - escape  
airlock

→ major - open up  
lockers



Finals → 069.

• 12 / 38 m

• 5 mill wind  
assets

• Reusable

• Beta vs Film

• avoiding stunts  
+ Pyro's

• Hand drawn textures

~~4 1/2 hours = \$110 all~~

~~1,2~~

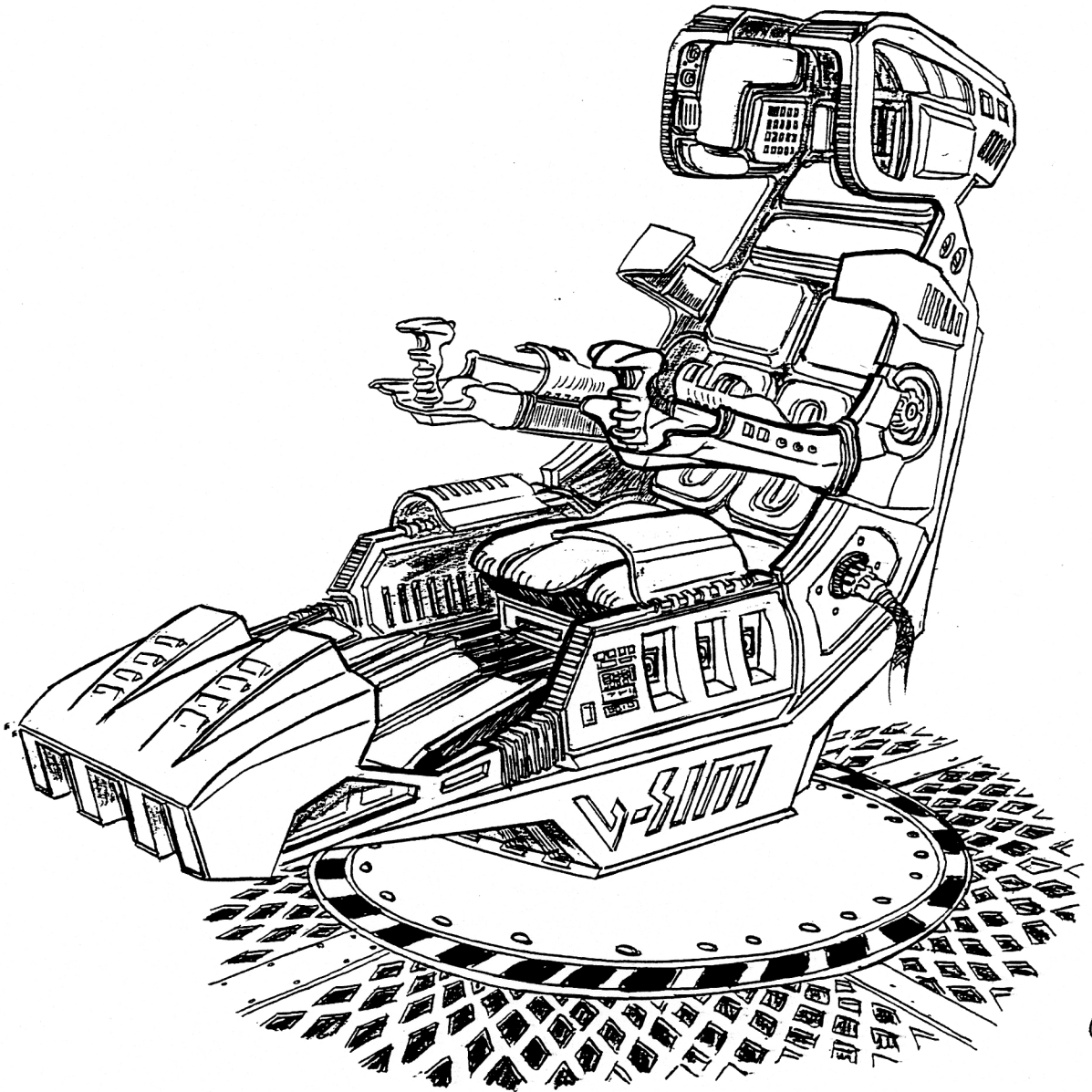
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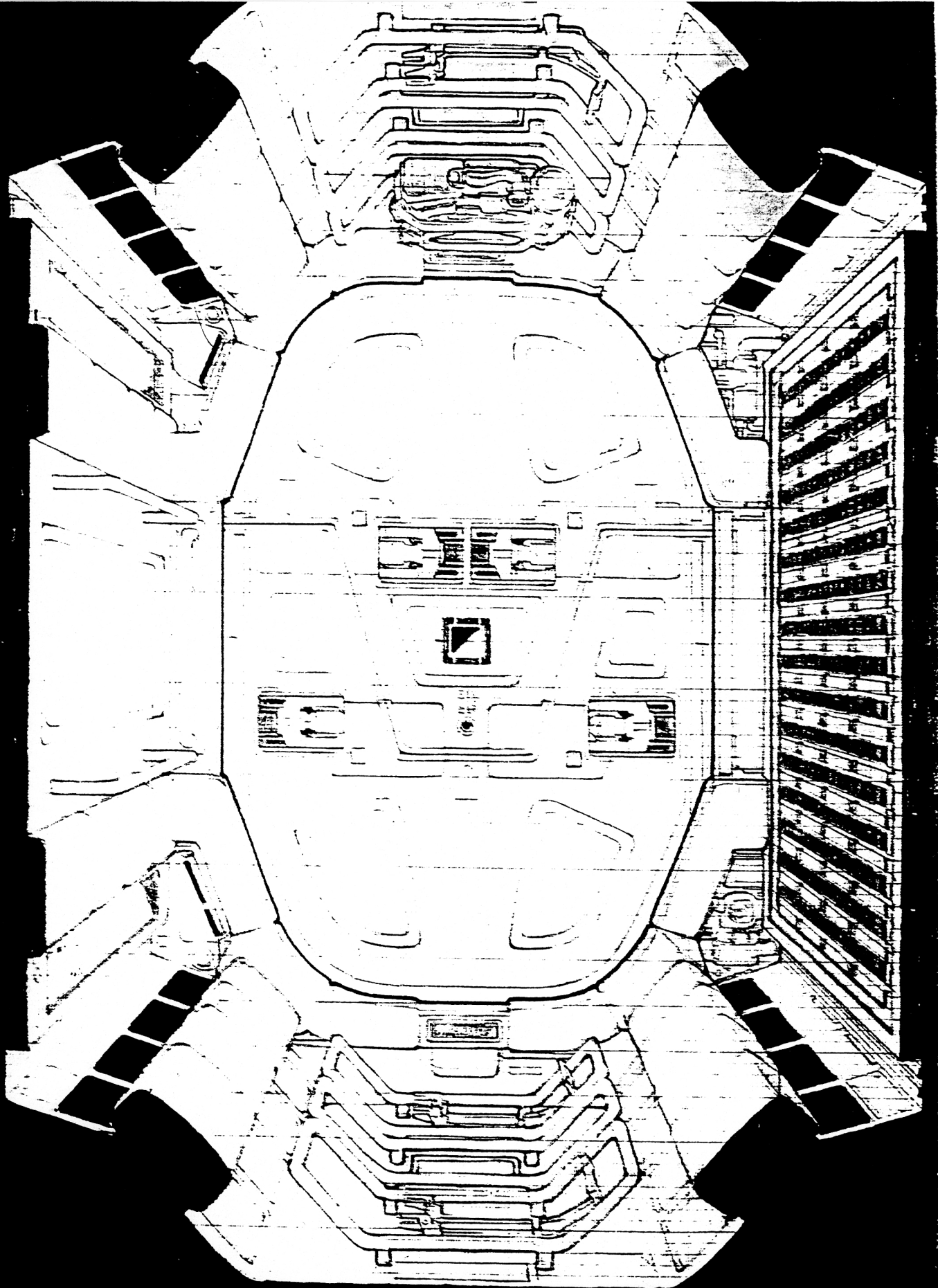
3.8 sets =

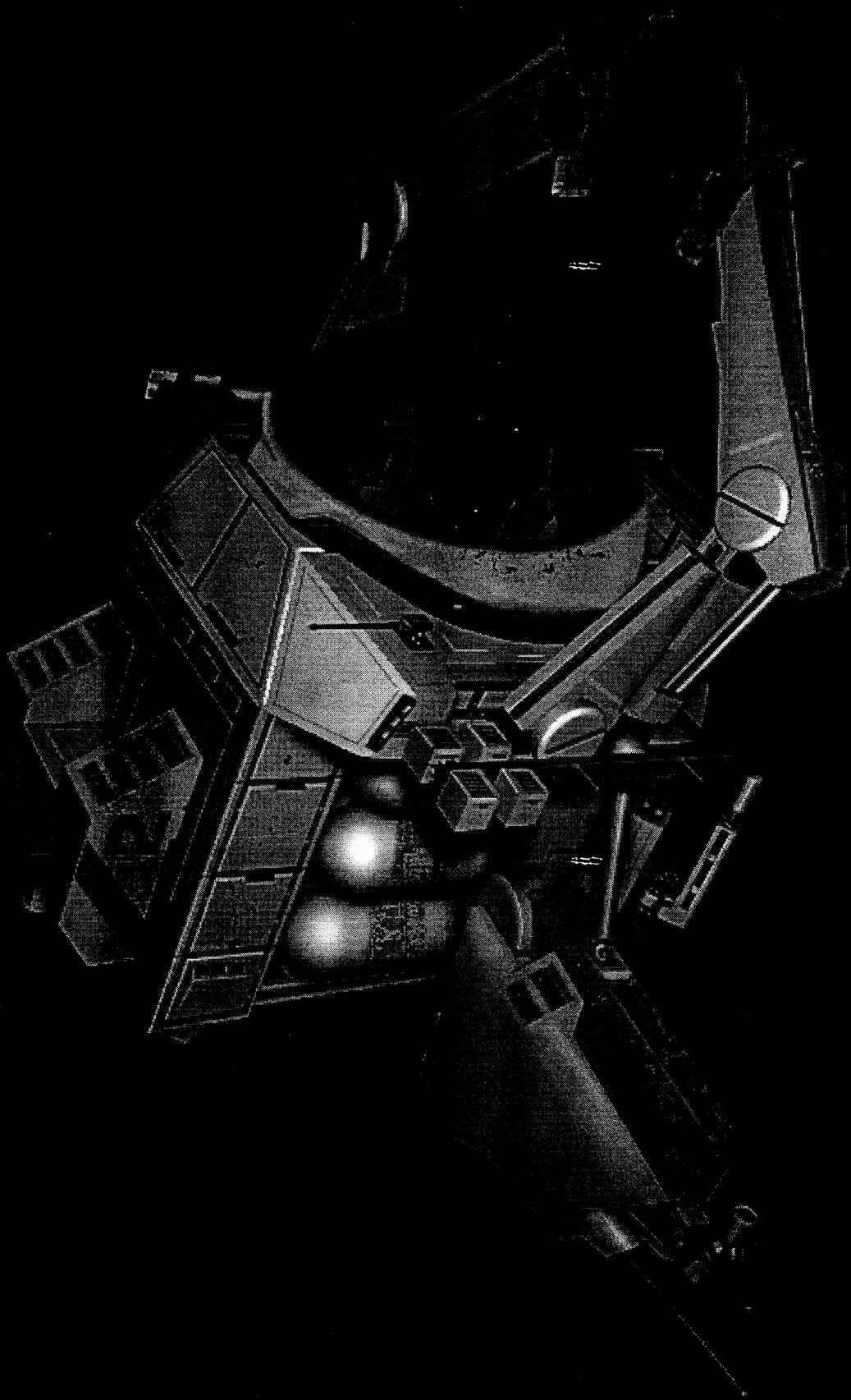
12 sets - \$1350

- Special Ship for War ladsg

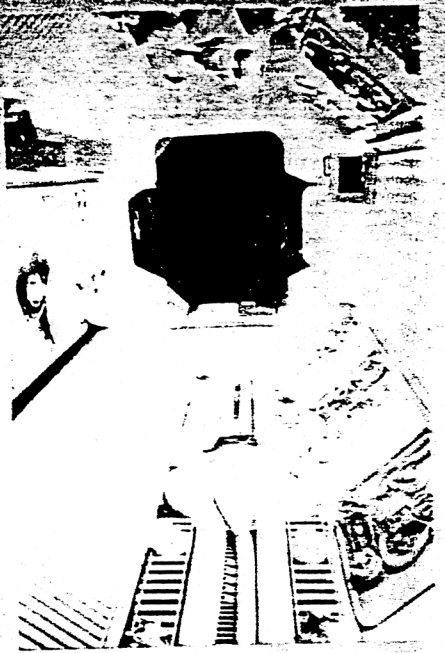
~~the~~ f/t simulator



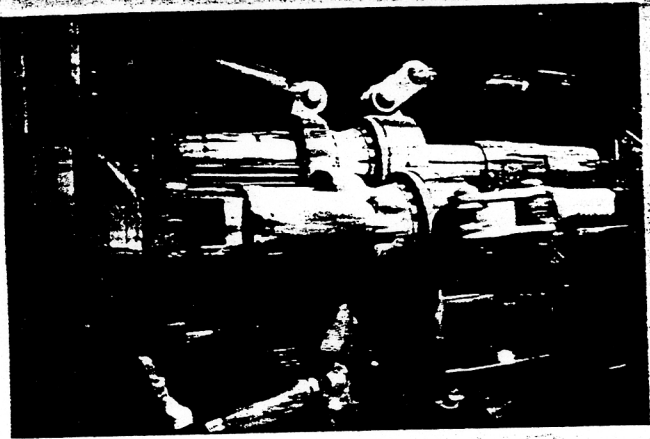




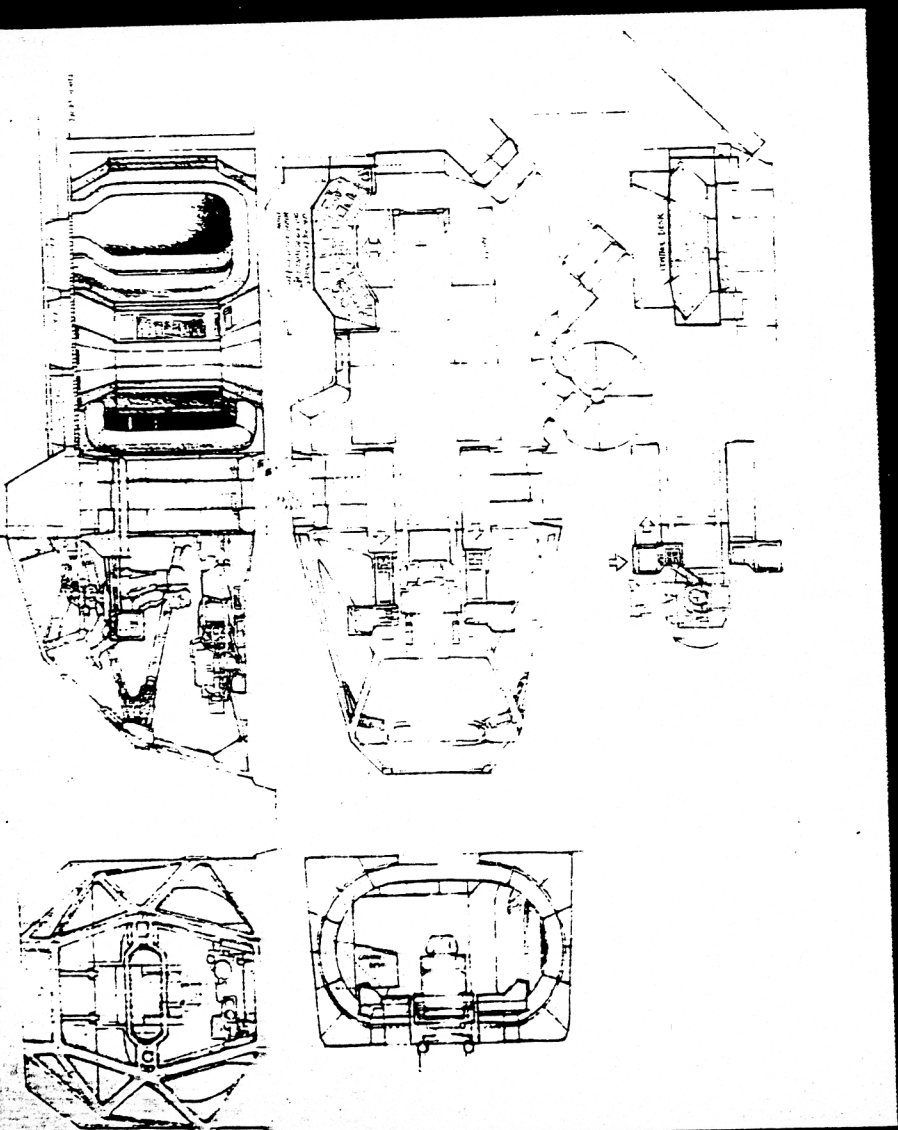
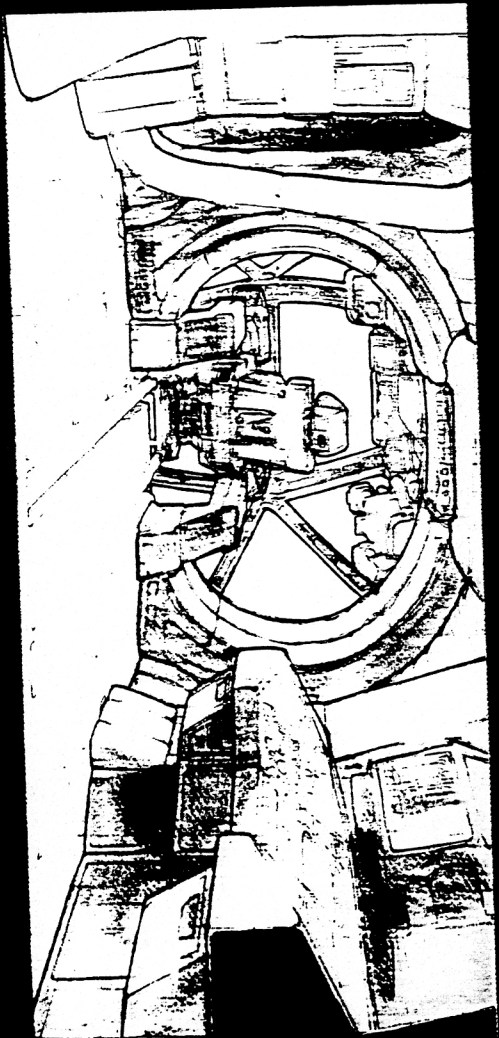
THESE DAYS WE'RE



A 10ft. corridor near the dining area, providing an example of the elaborate set dressing devised by Roger Christian.



The towering landing leg of the *Nostromo*, nearly 10 meters tall, built entirely of wood and painted to resemble metal.



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