

Ian J Crossland

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07482 248857

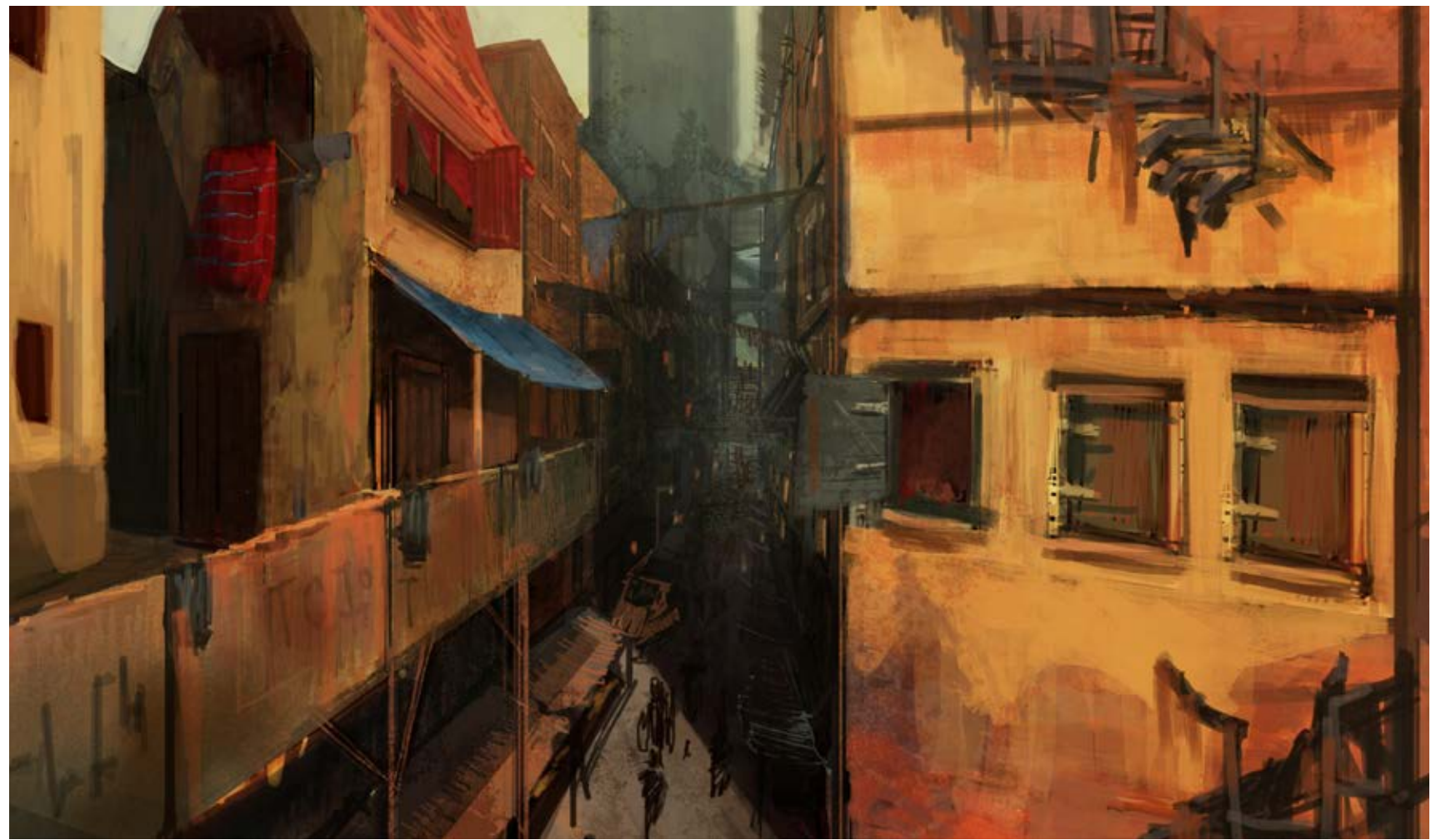
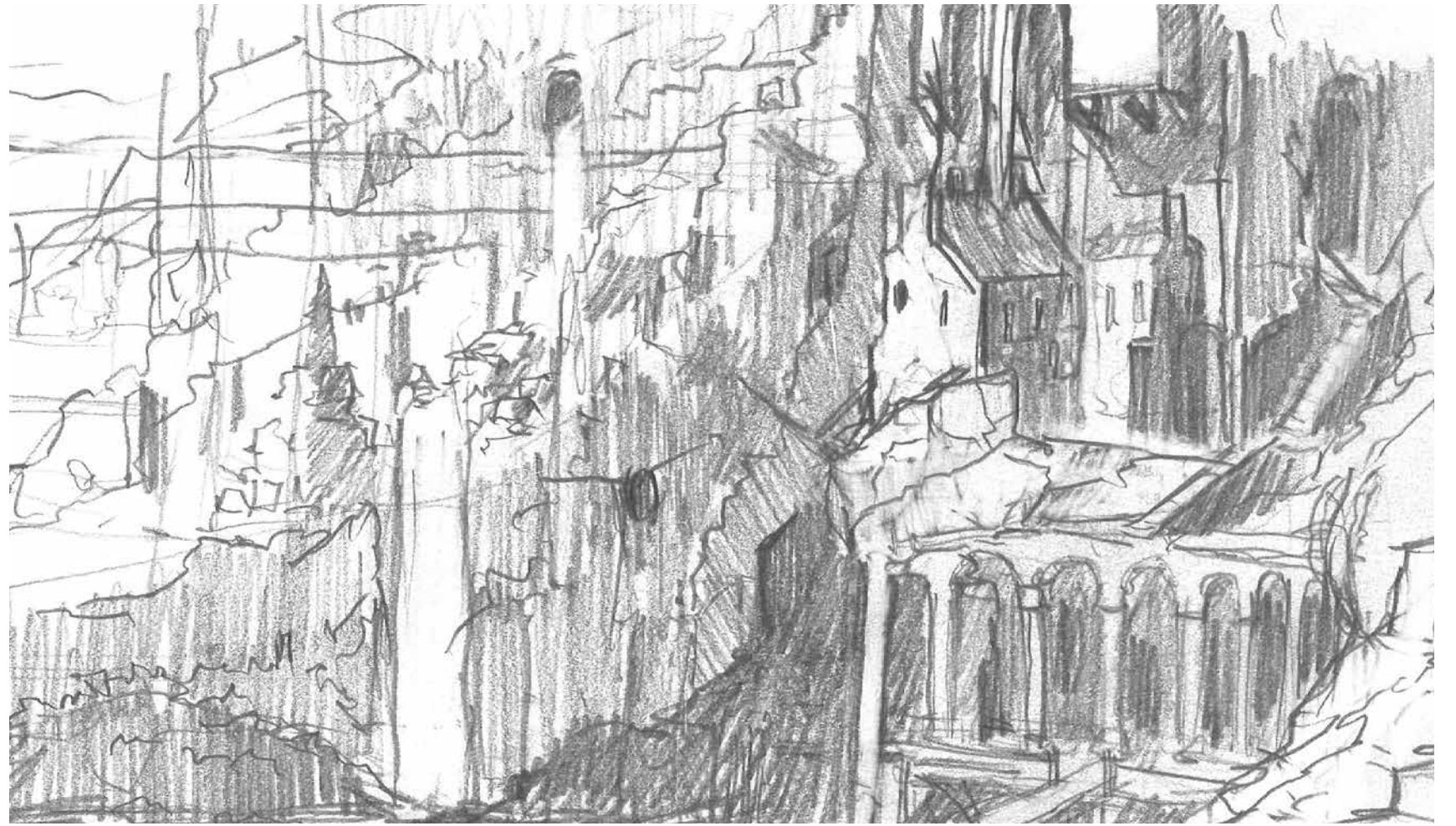
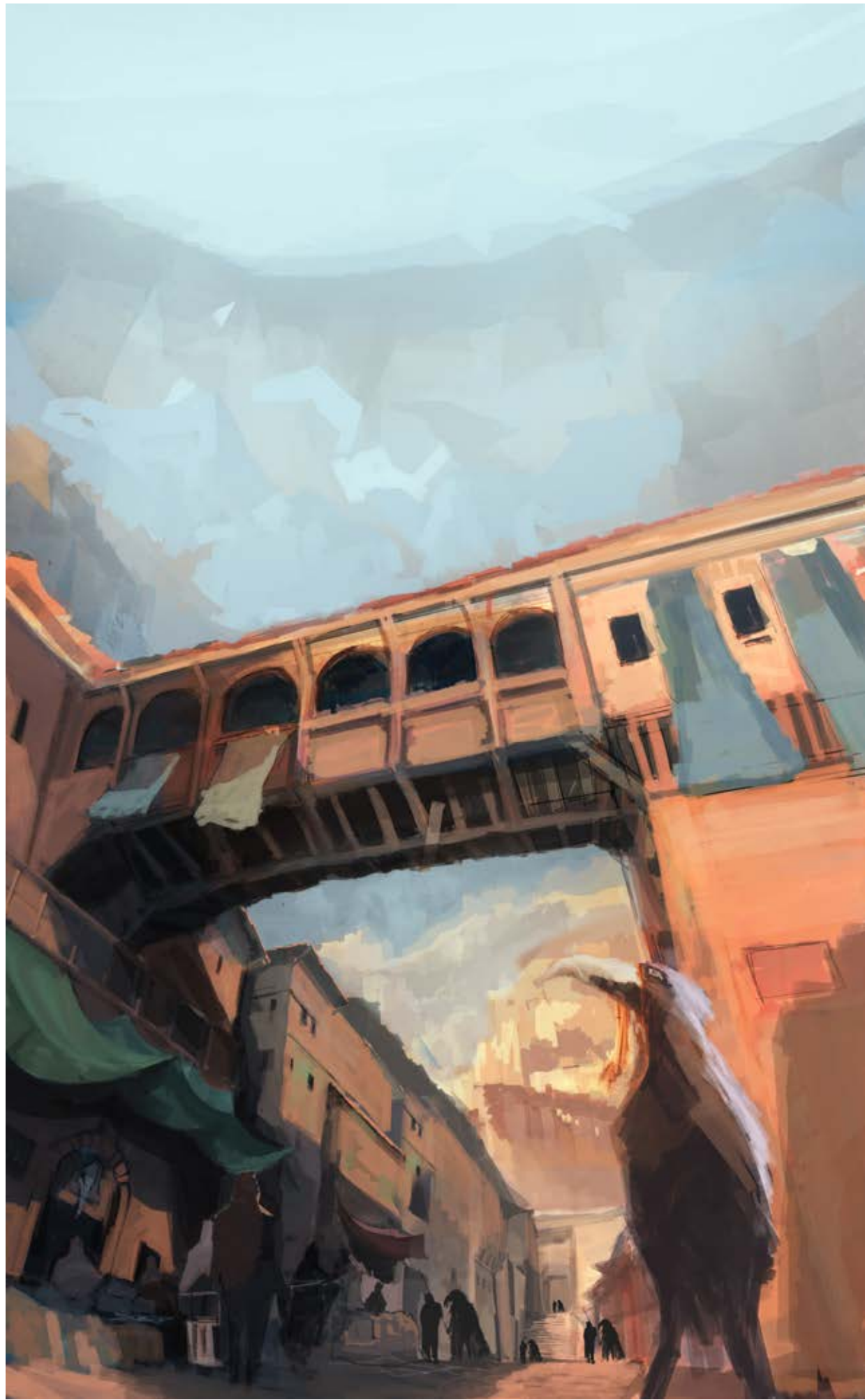




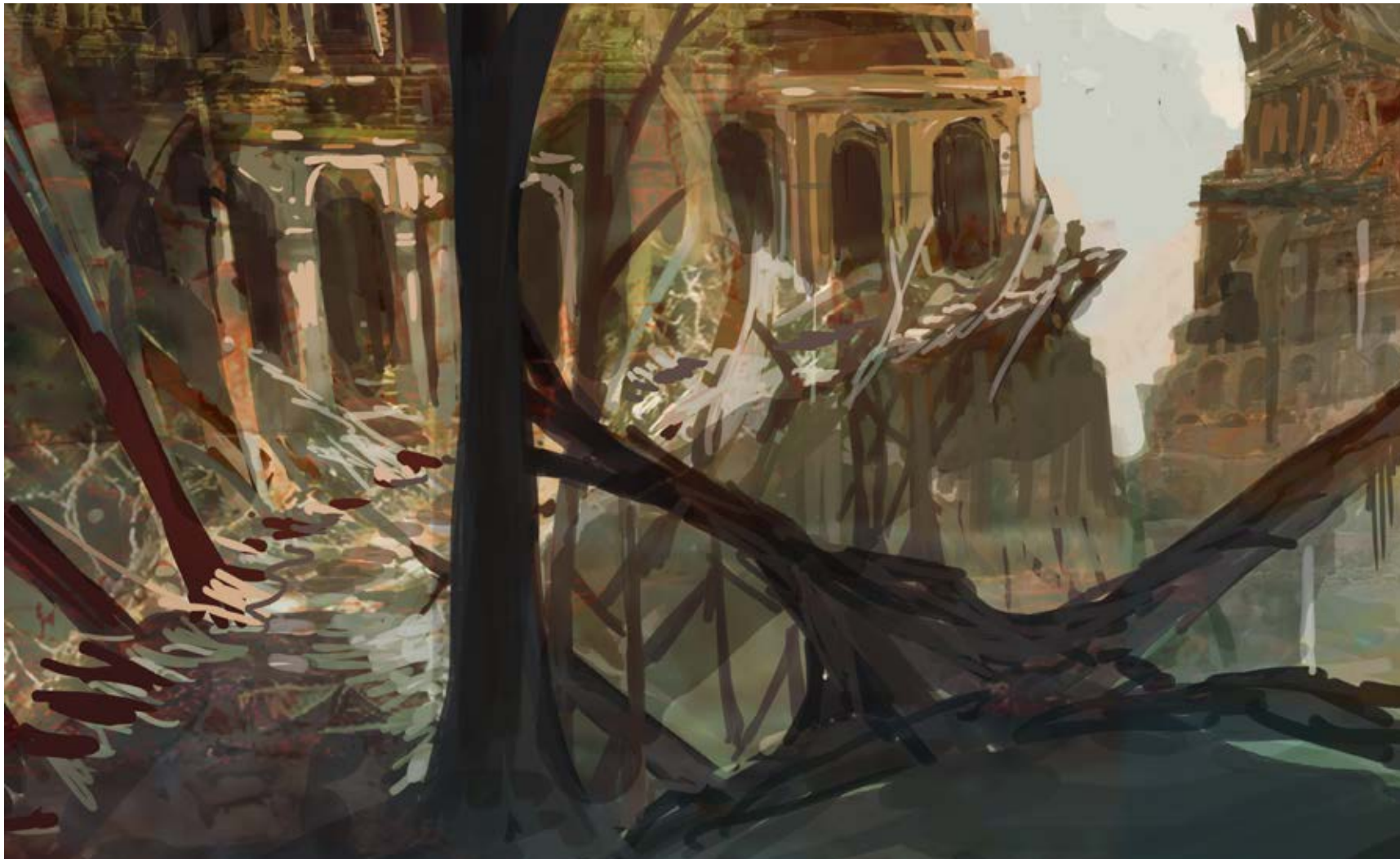
THE NORKA

Fantasy project, plans, elevations, concepts & models

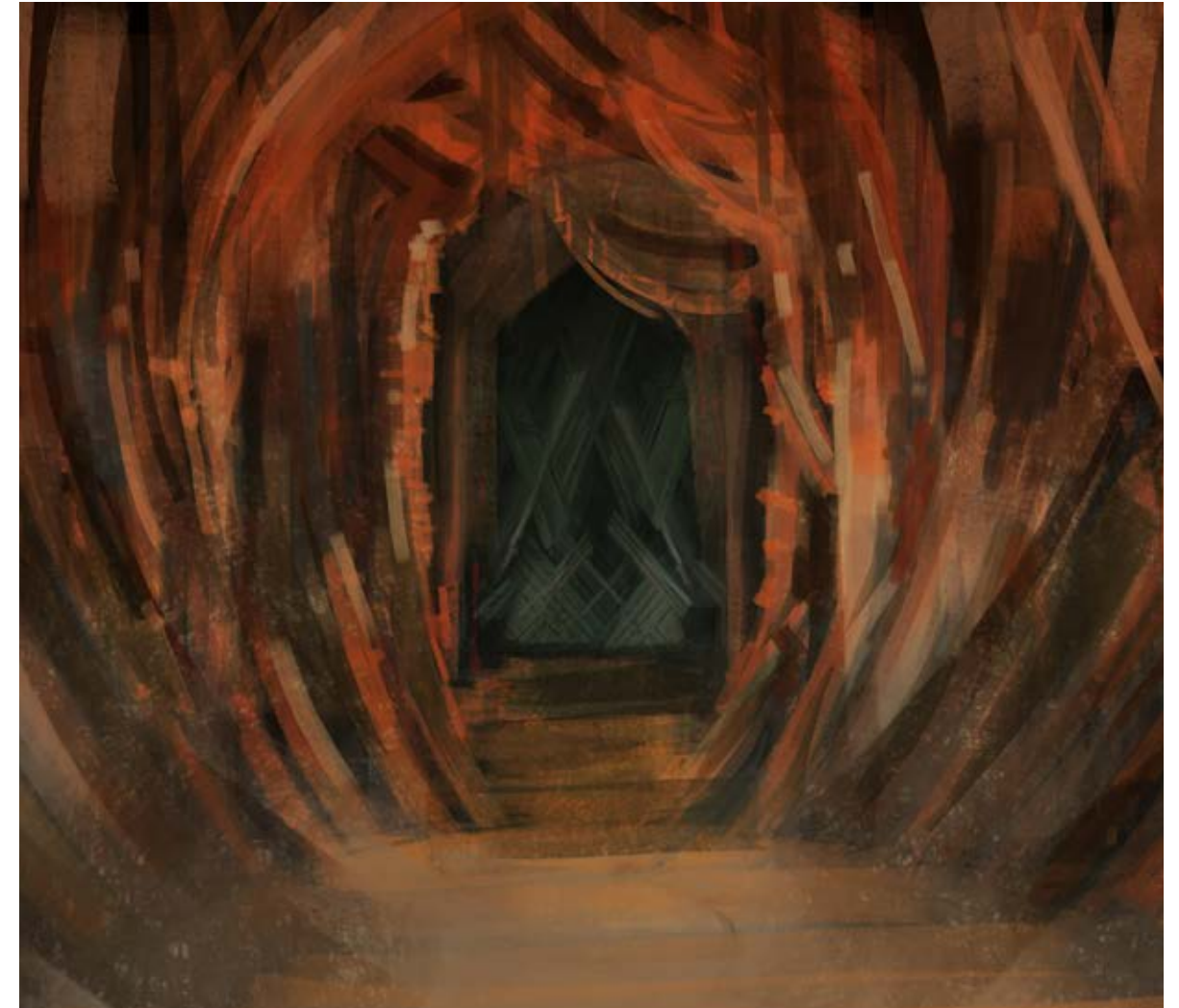
Design based on the russian short story, The Norka. Based around the concept of a large copper machine forgotten in time. I produced Plans, elevations, details, concepts, and model.



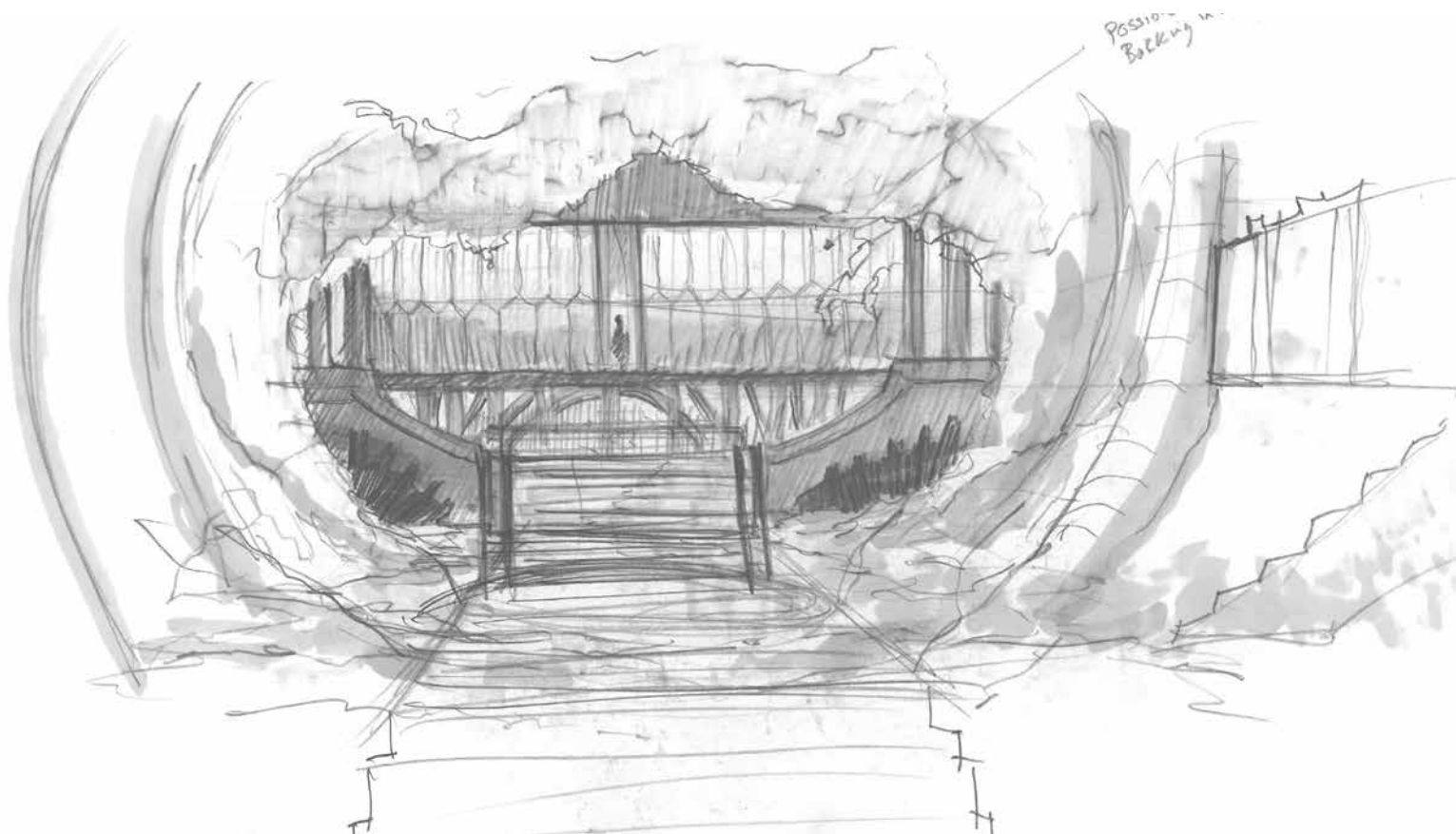
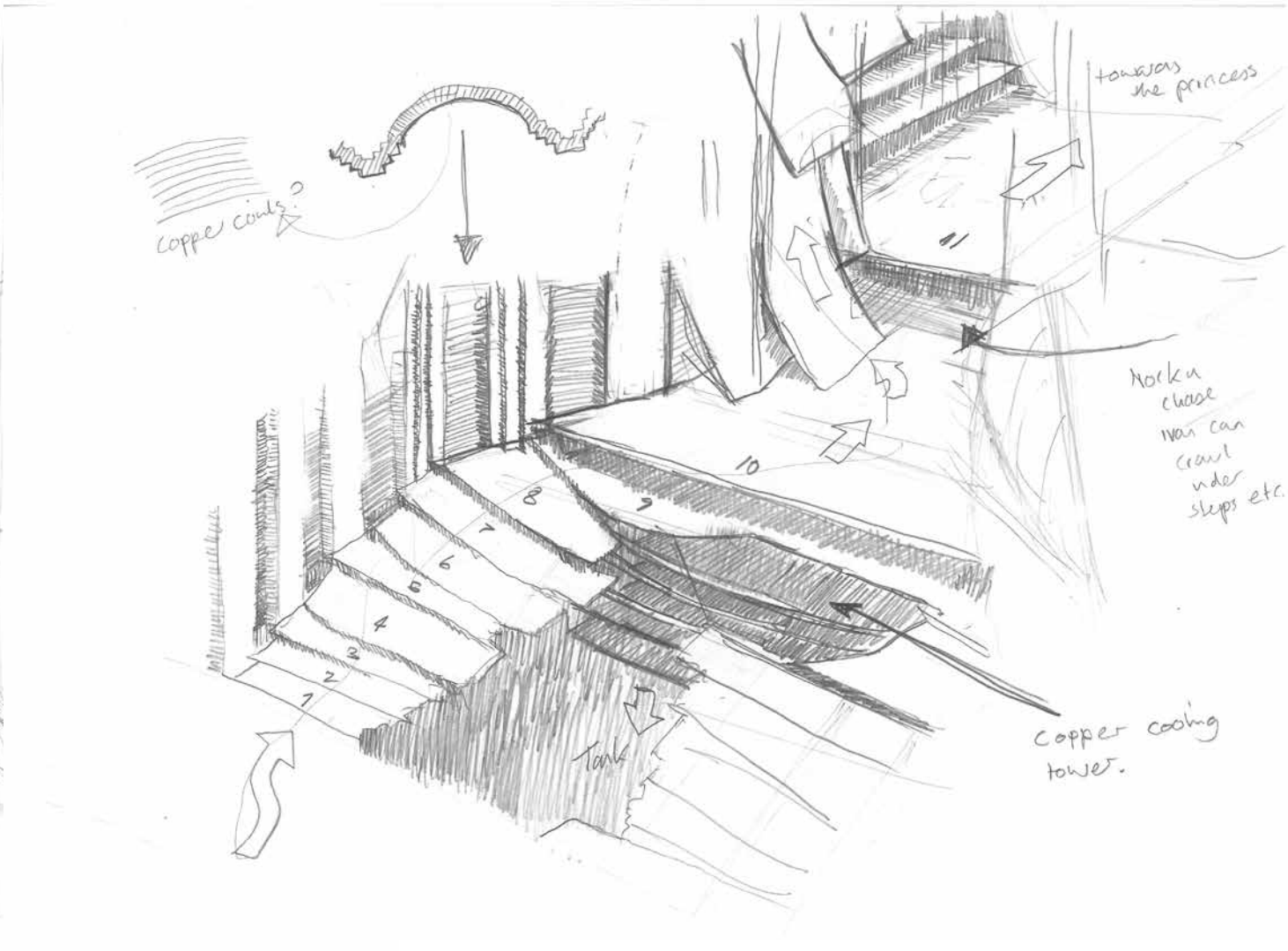
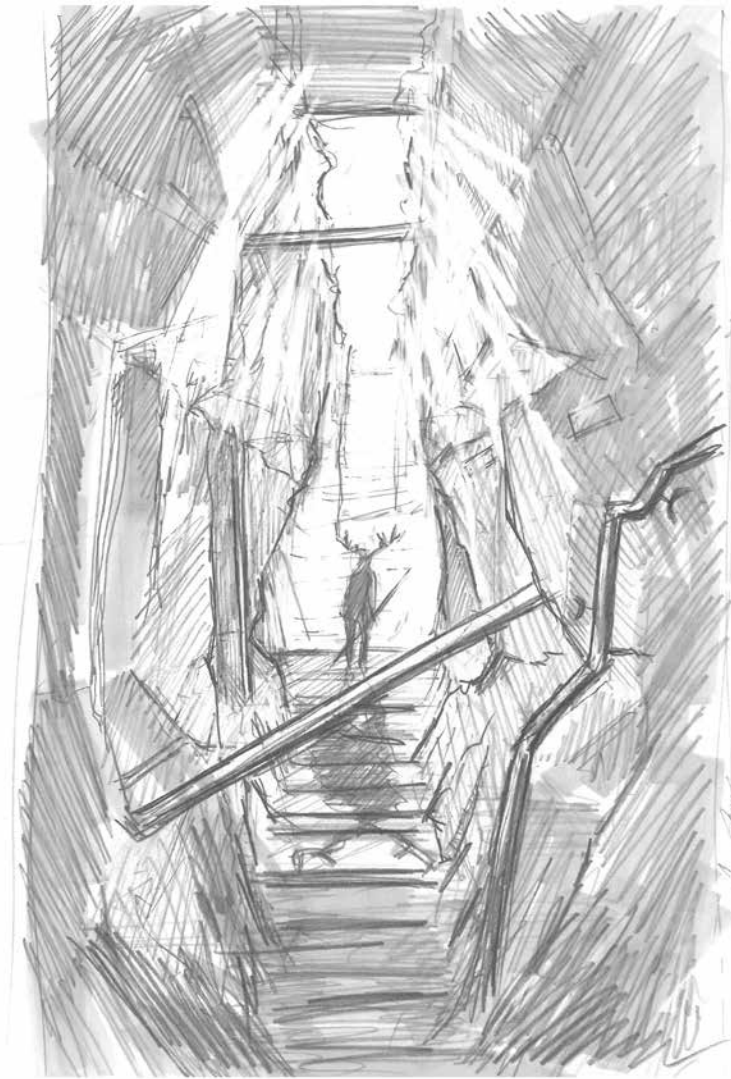
The Norka, Kings city, initial concepts



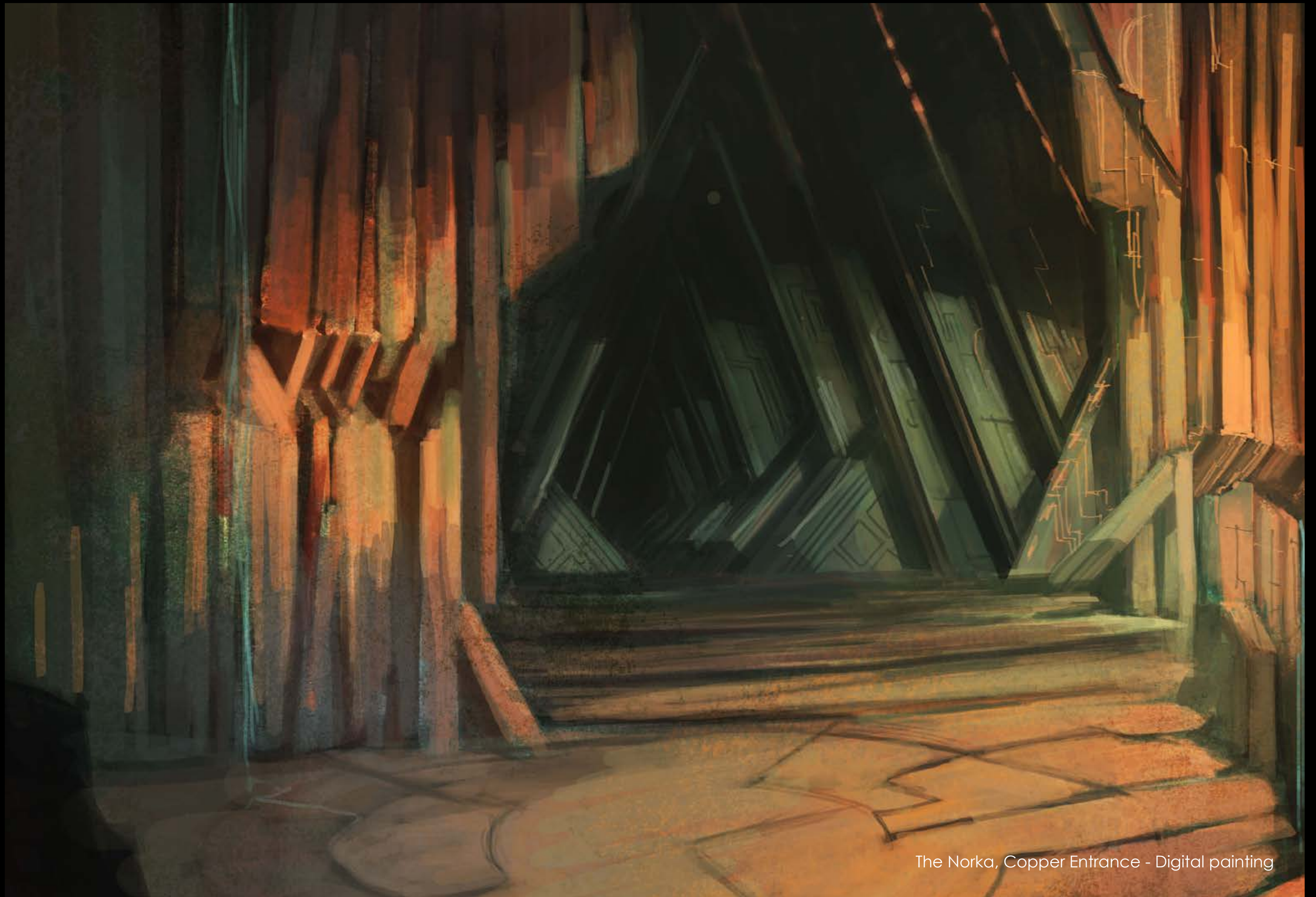
The Norka, Concept sketches



The Norka, Concept sketches

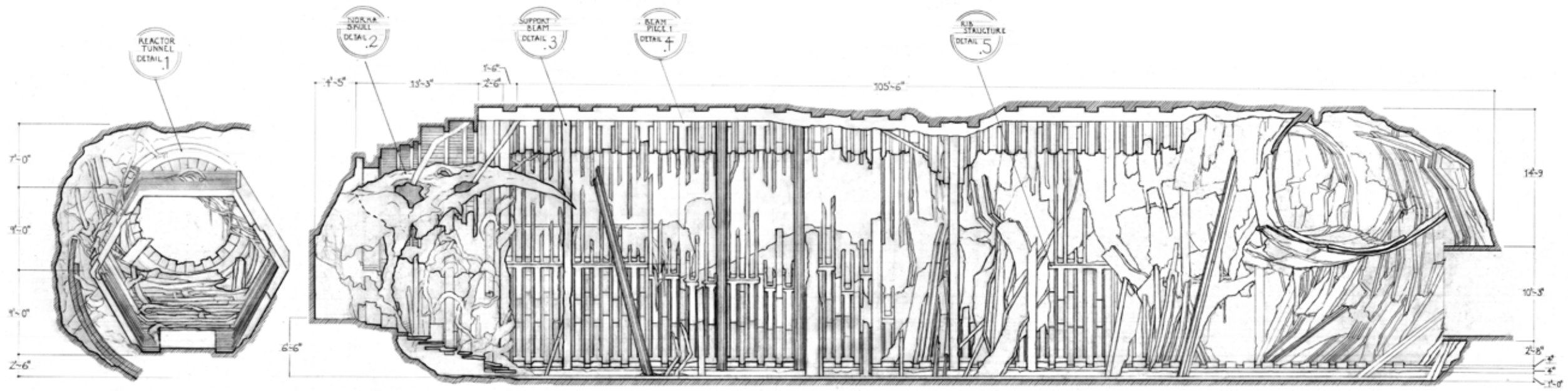


The Norka, Concept sketches

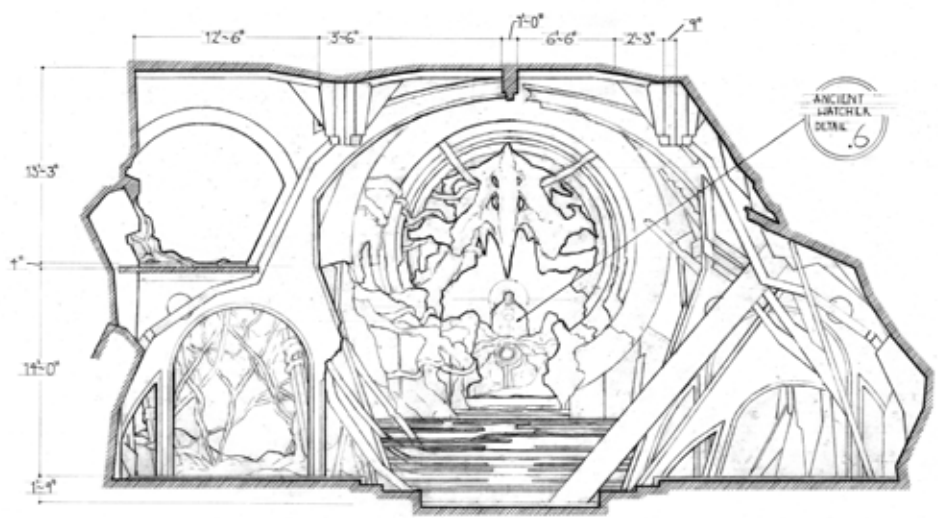


The Norka, Copper Entrance - Digital painting

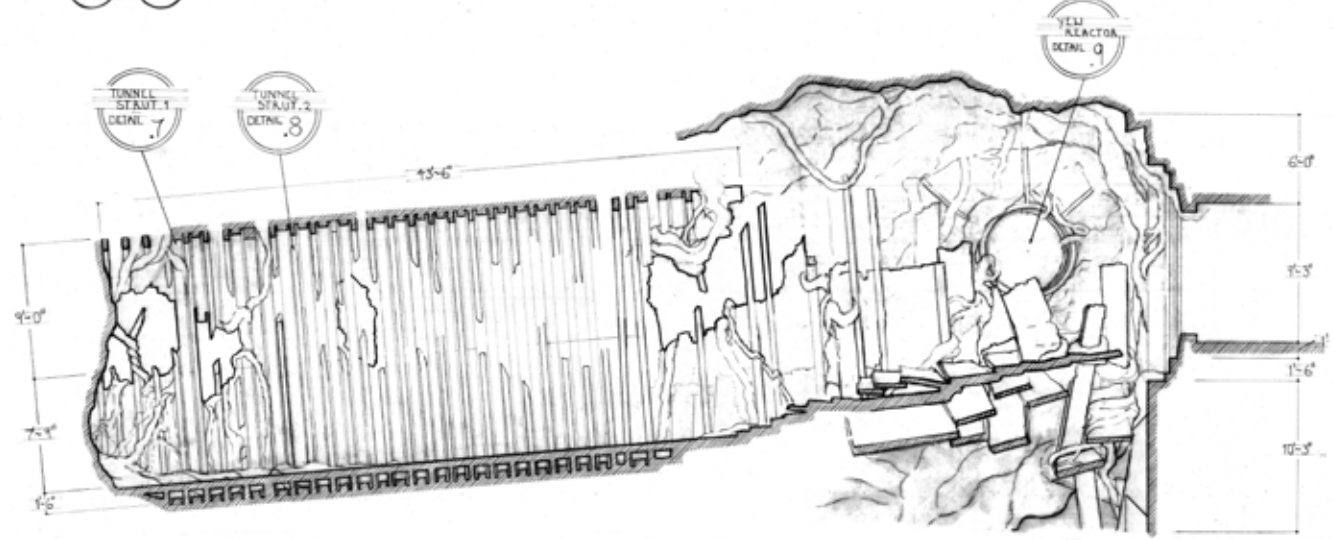
'THE NORKA' INT COPPER PALACE 1/4"~1' ELEVATIONS.



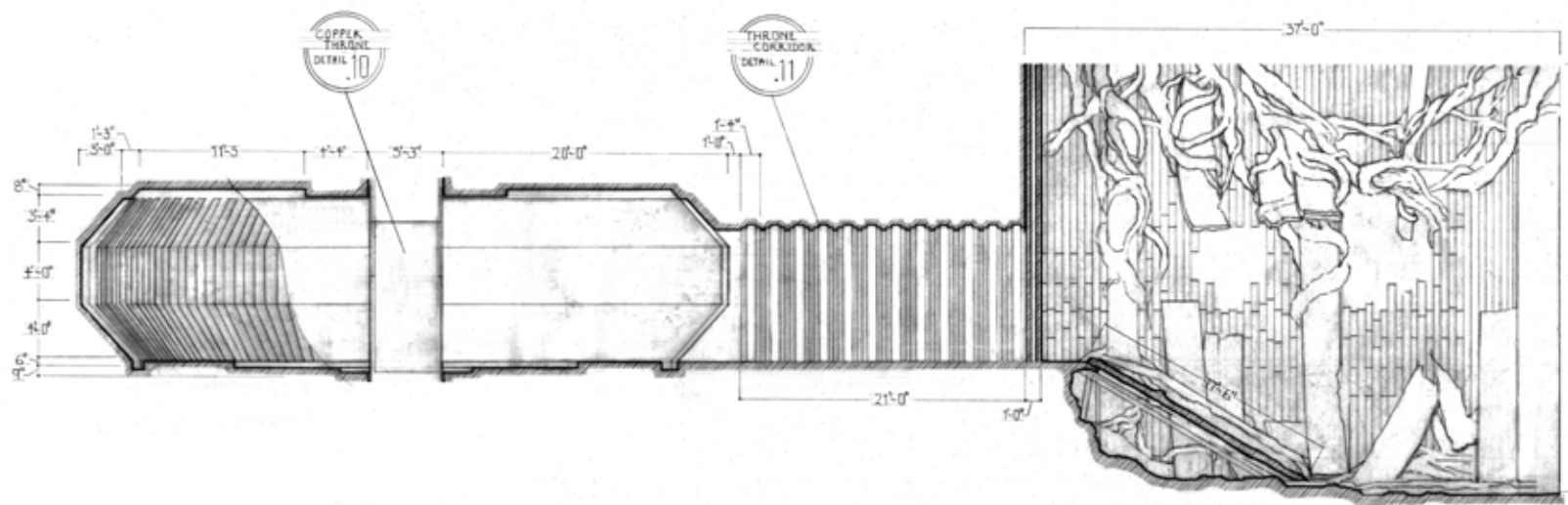
A A



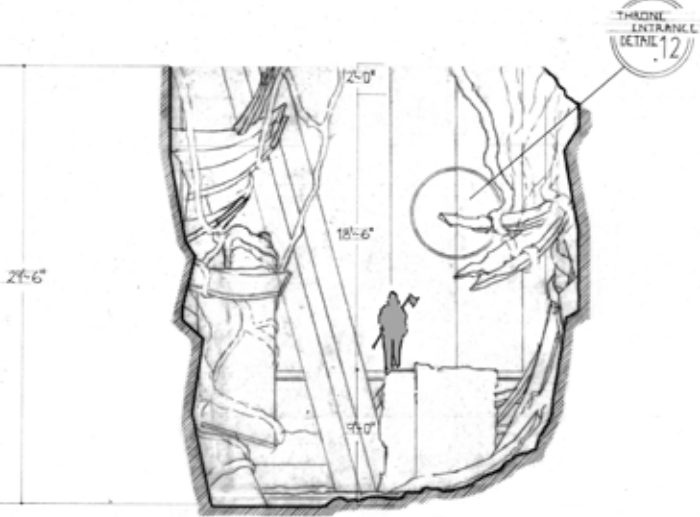
B B



C C



D D



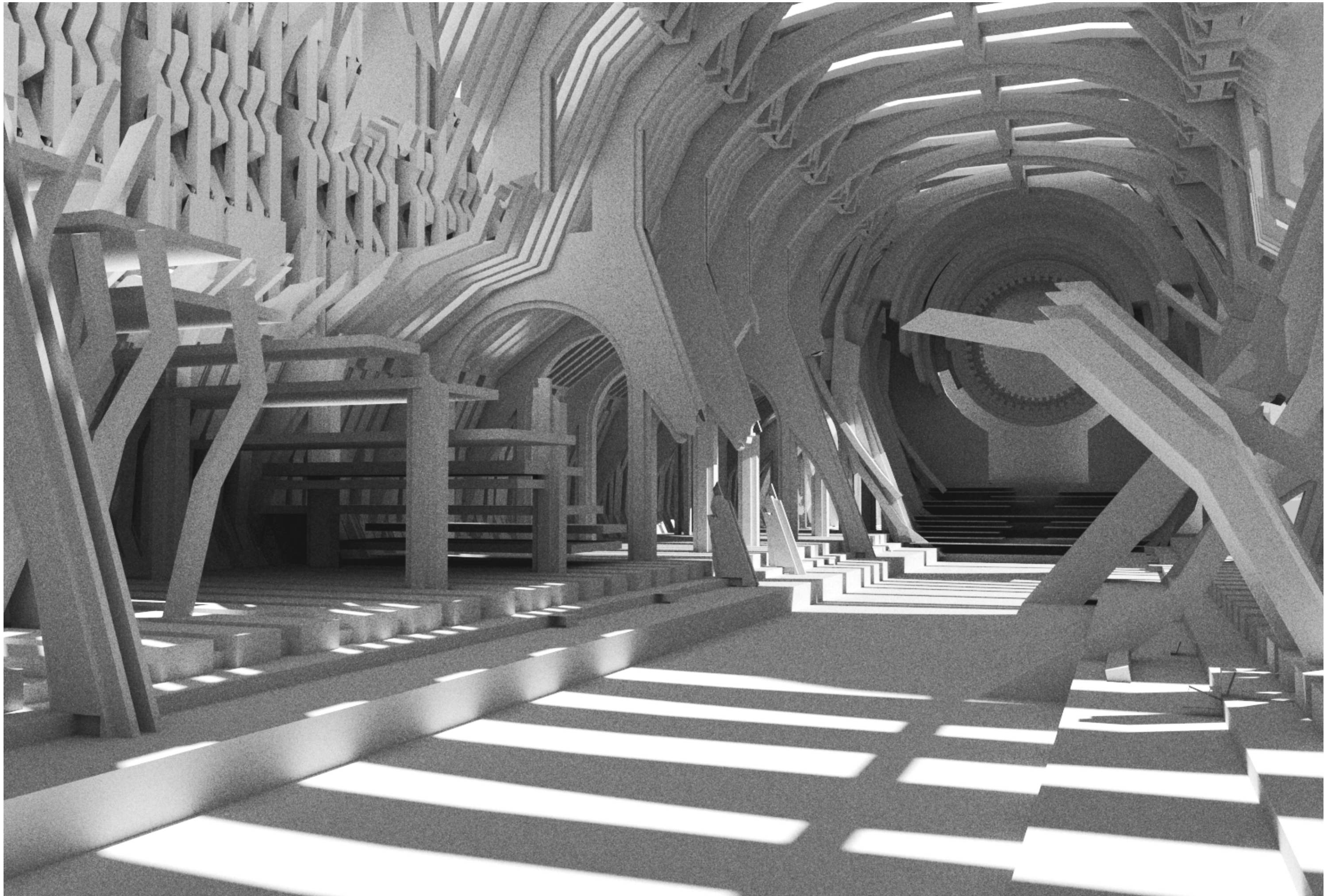
E E

TITLE:		Prod. No.
Production Co.		
Director		
SET:		SET NO.
Created By:	Art Dept.	
Designed By:	Art Director	
Constructed:	Production	
Painted:	Special FX	
Approved:	Masterworks	
DETAIL:		

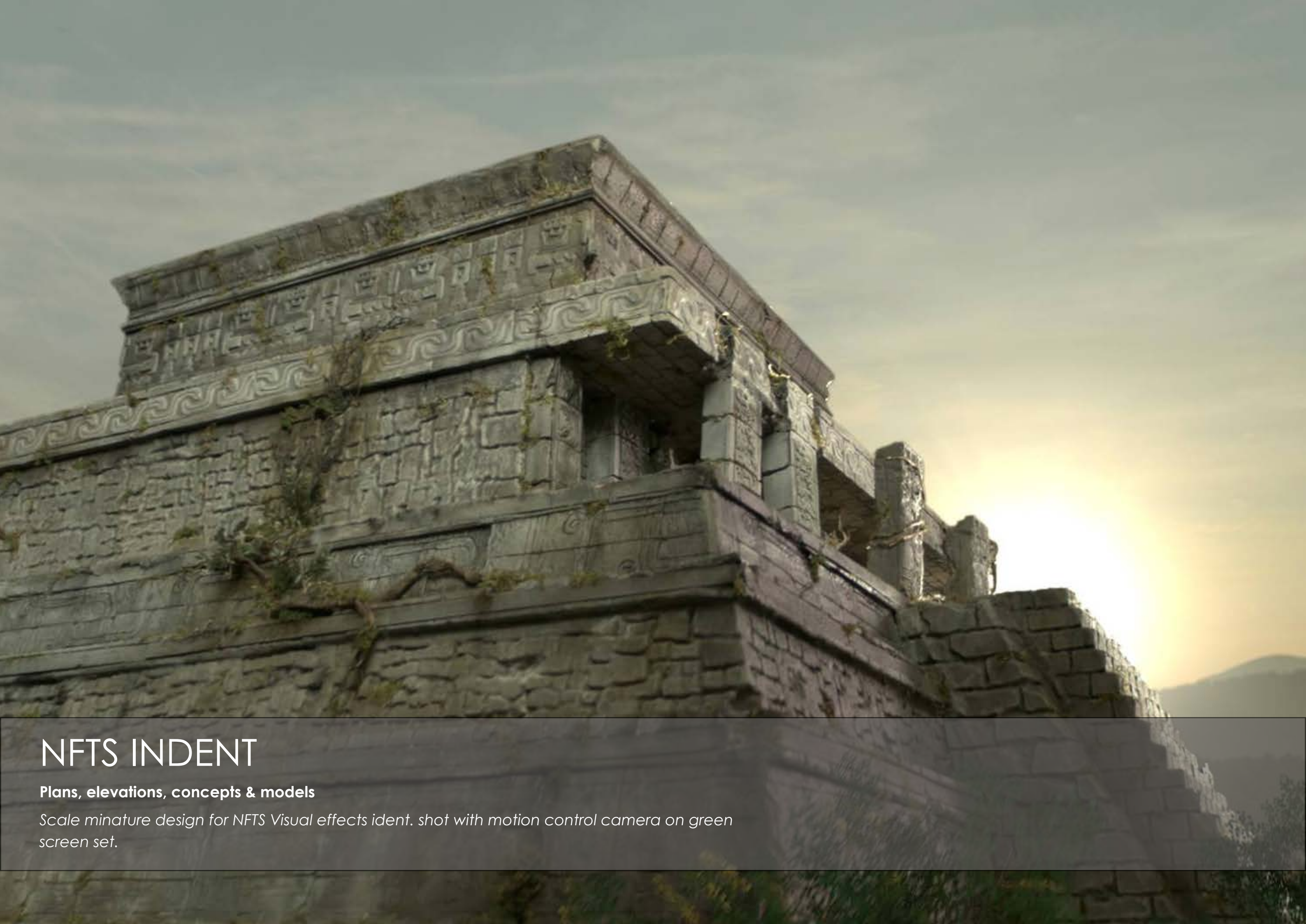
The Norka, 1/4" to 1' elevations



The Norka- Digital paintings



The Norka, Sketchup Model

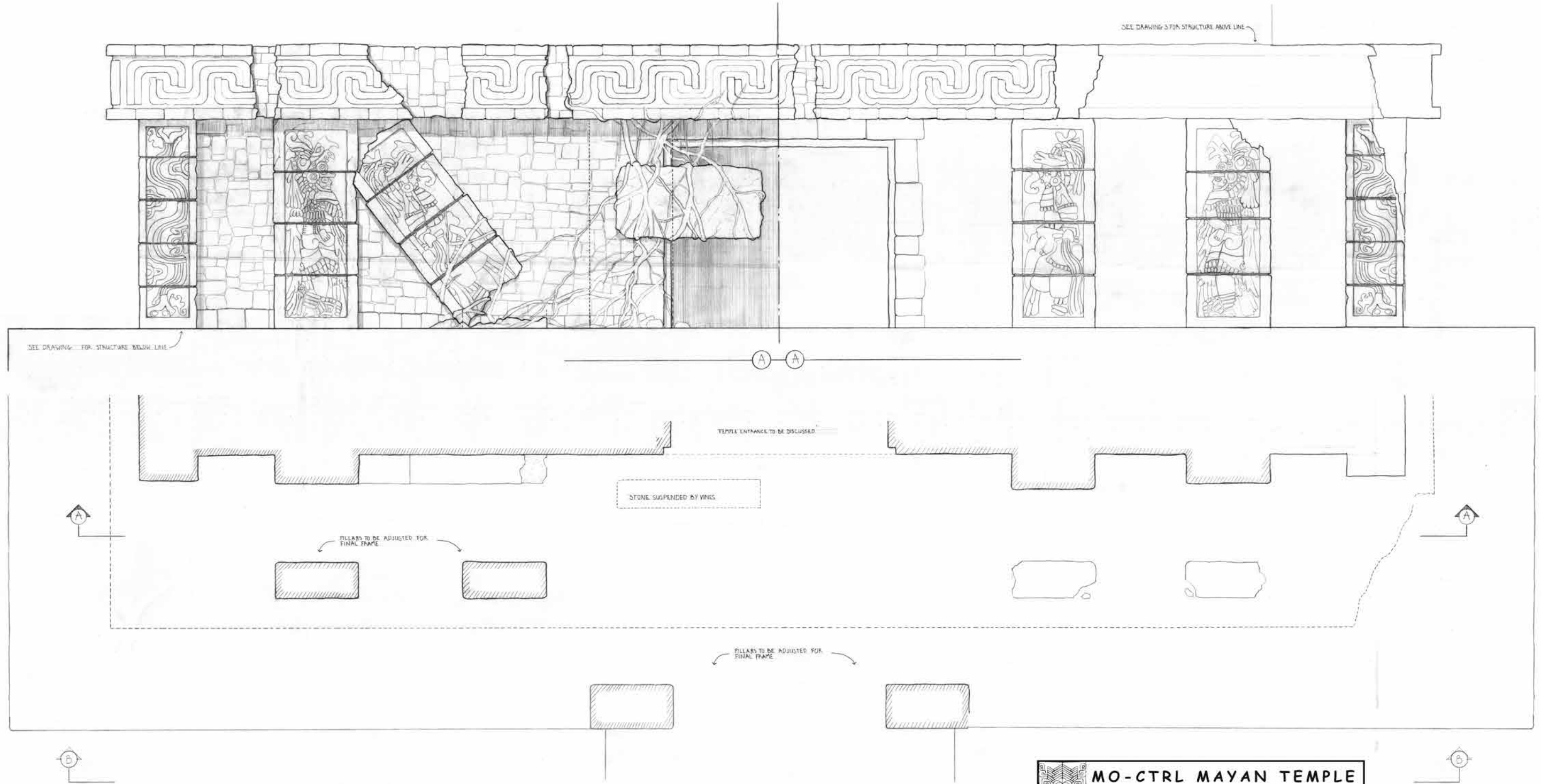


NFTS INDENT

Plans, elevations, concepts & models

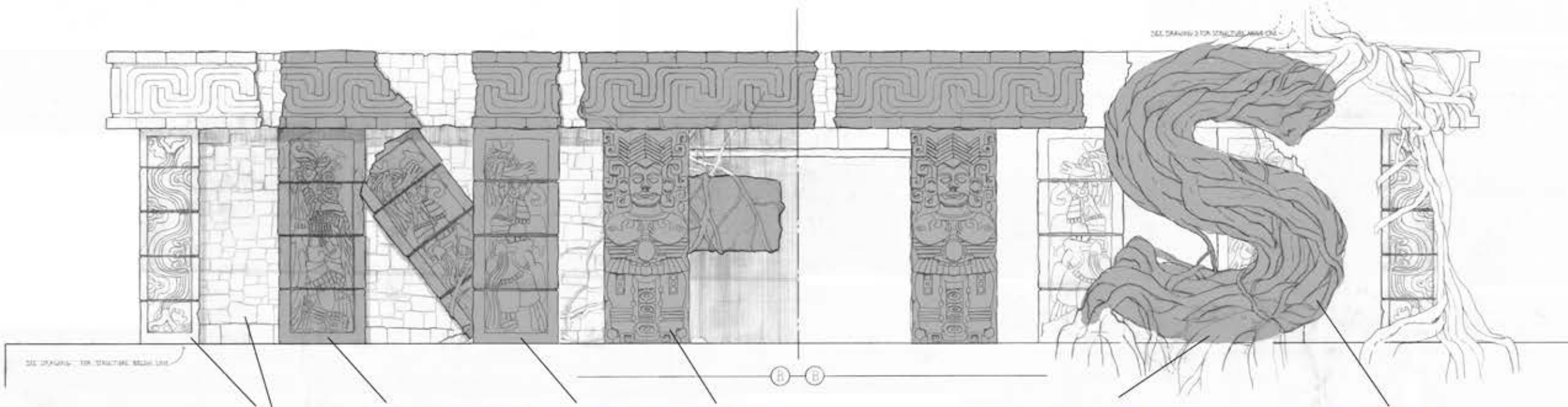
Scale miniature design for NFTS Visual effects ident. shot with motion control camera on green screen set.

MO-CTRL MAYAN TEMPLE - MID DETAIL ② FULL SIZE



MO-CTRL MAYAN TEMPLE
SET: MAYAN TEMPLE MINITURE
SCALE: FULL SIZE
DETAIL NO: 2
DATE: 07/04/17
DESIGN BY: IAN J CROSSLAND &
ROSALIND GRÉGOIRE
DRAWING BY: IAN J CROSSLAND

MO-CTRL MAYAN TEMPLE - MID DETAIL ② FULL SIZE



MO-CTRL MAYAN TEMPLE
SET: MAYAN TEMPLE MINATURE
SCALE: FULL SIZE
DETAIL NO: 2
DATE: 07/04/17
DESIGN BY: IAN J CROSSLAND & ROSALIND GRÉGOIRE
DRAWING BY: IAN J CROSSLAND



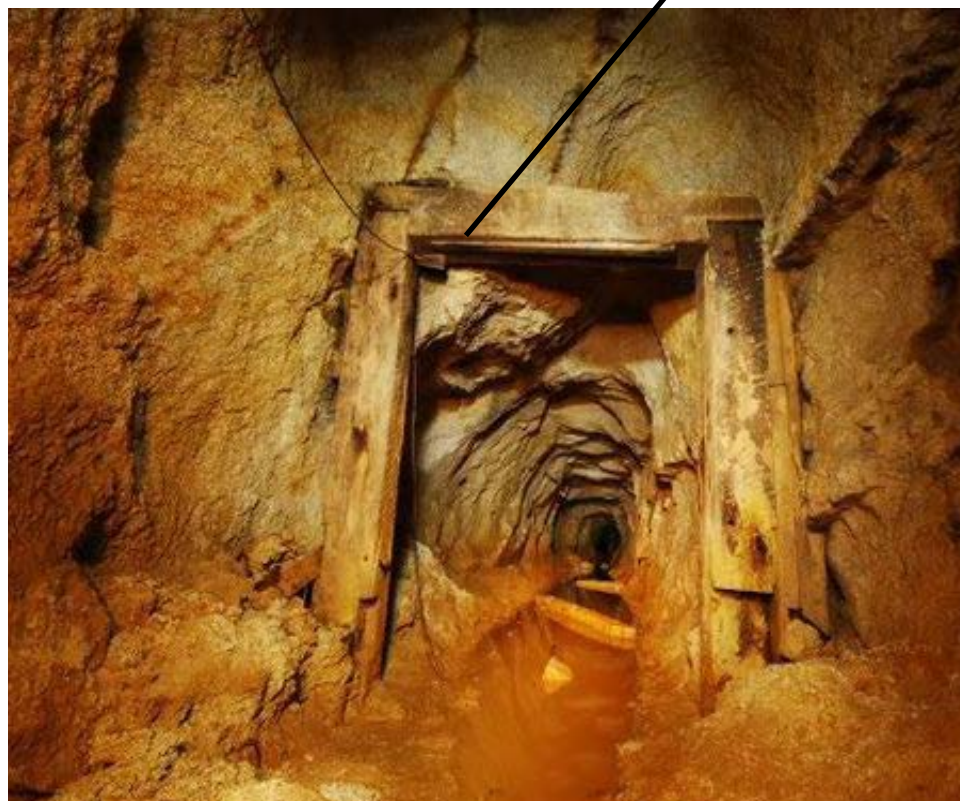
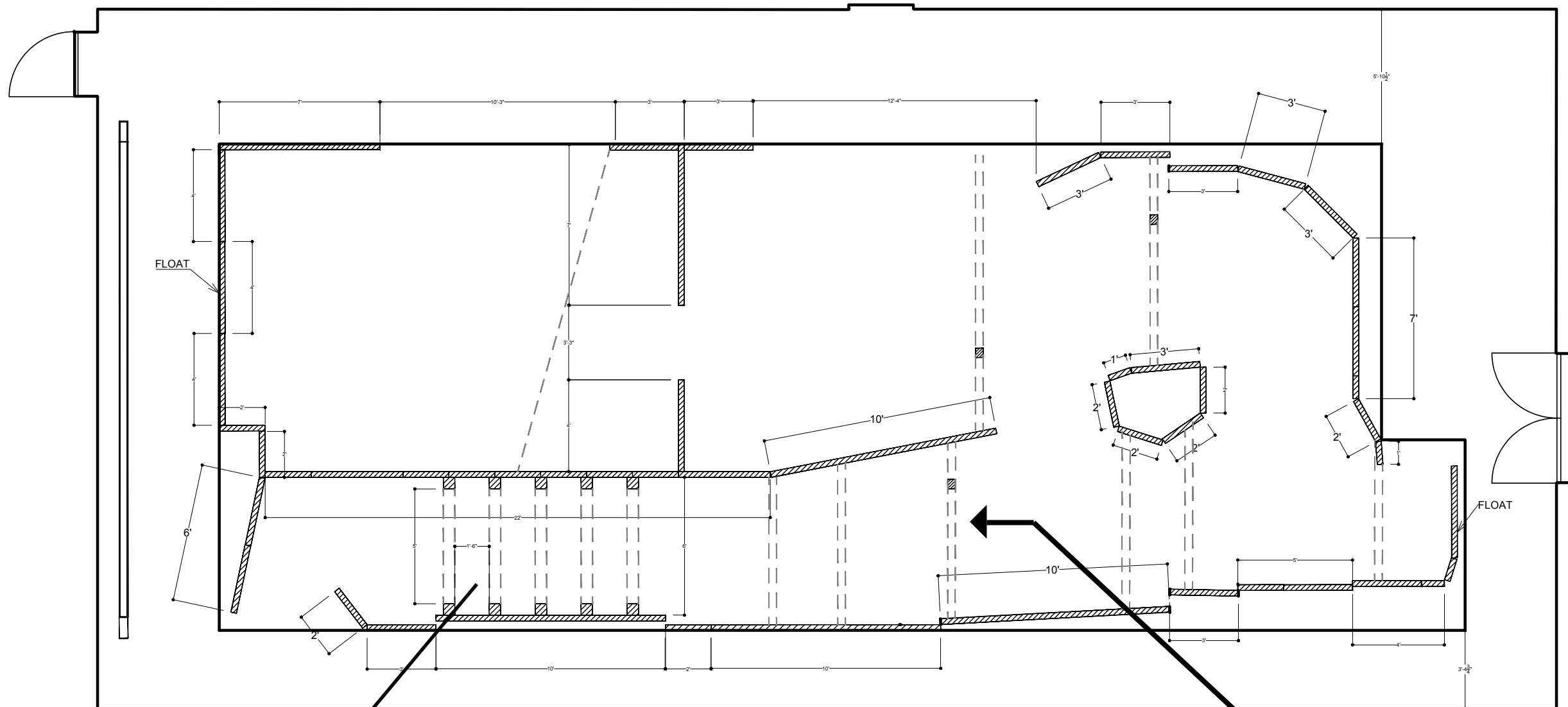




THE QUARRY

Plans, elevations, concepts, models, graphics, set construction & standby

Supernatural thriller following a married couple as they descend into their own personal hell. As production designer I designed and built a cave and photography darkroom on set



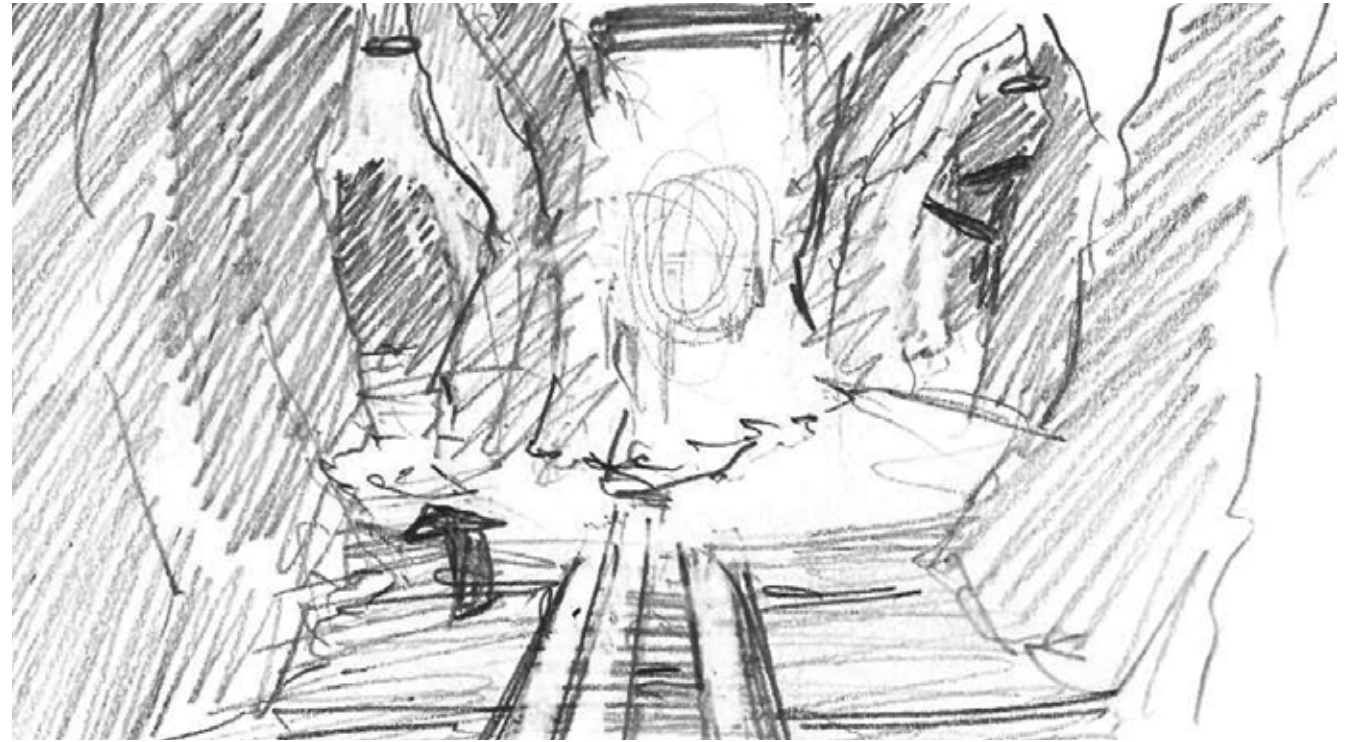
The Quarry, reference

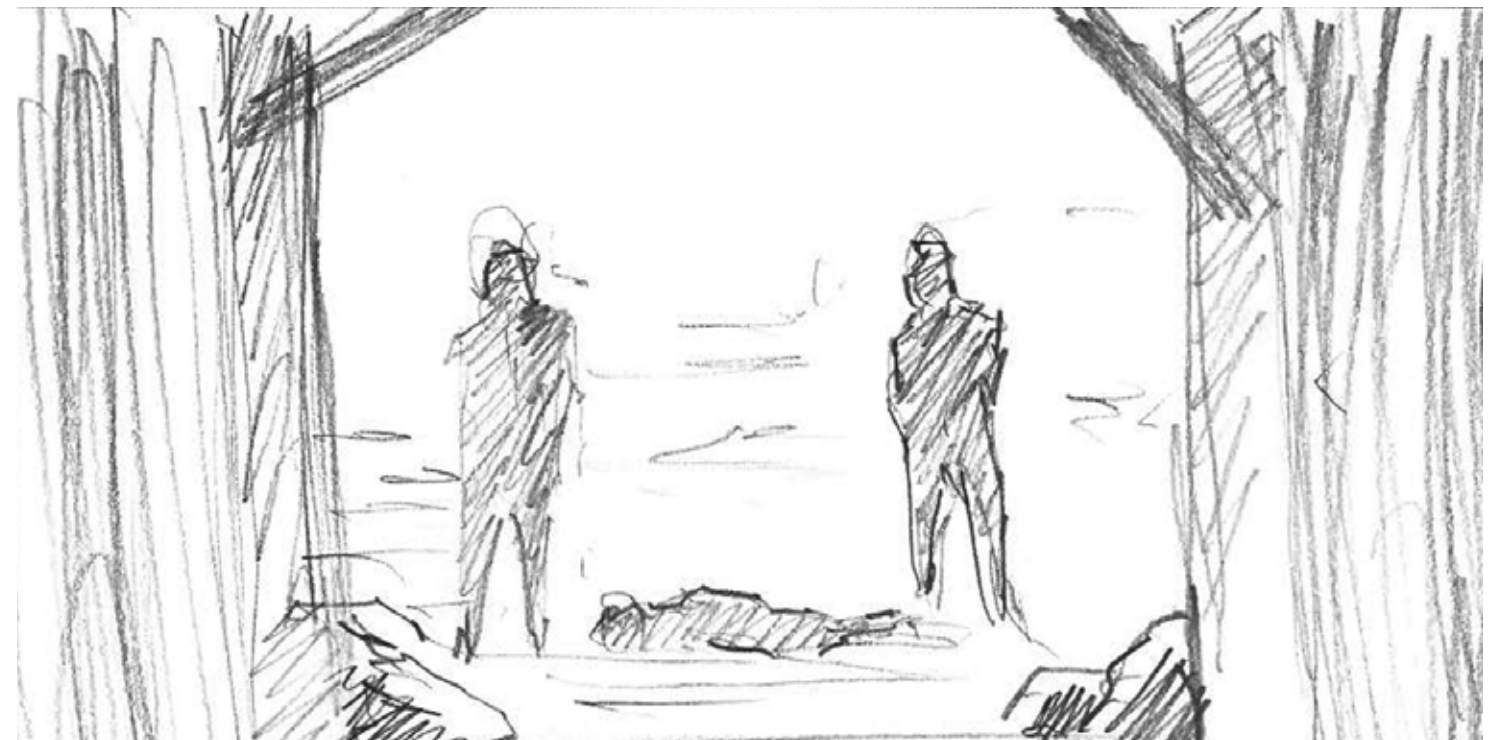


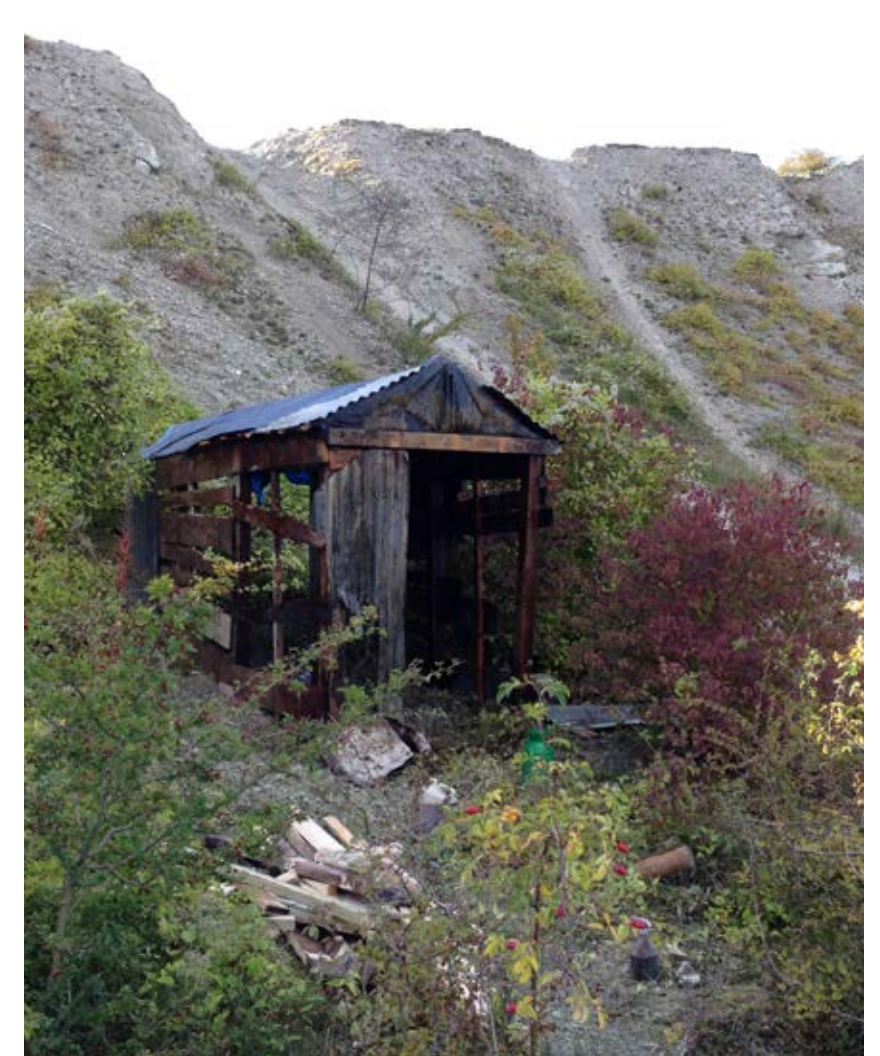
The Quarry, reference



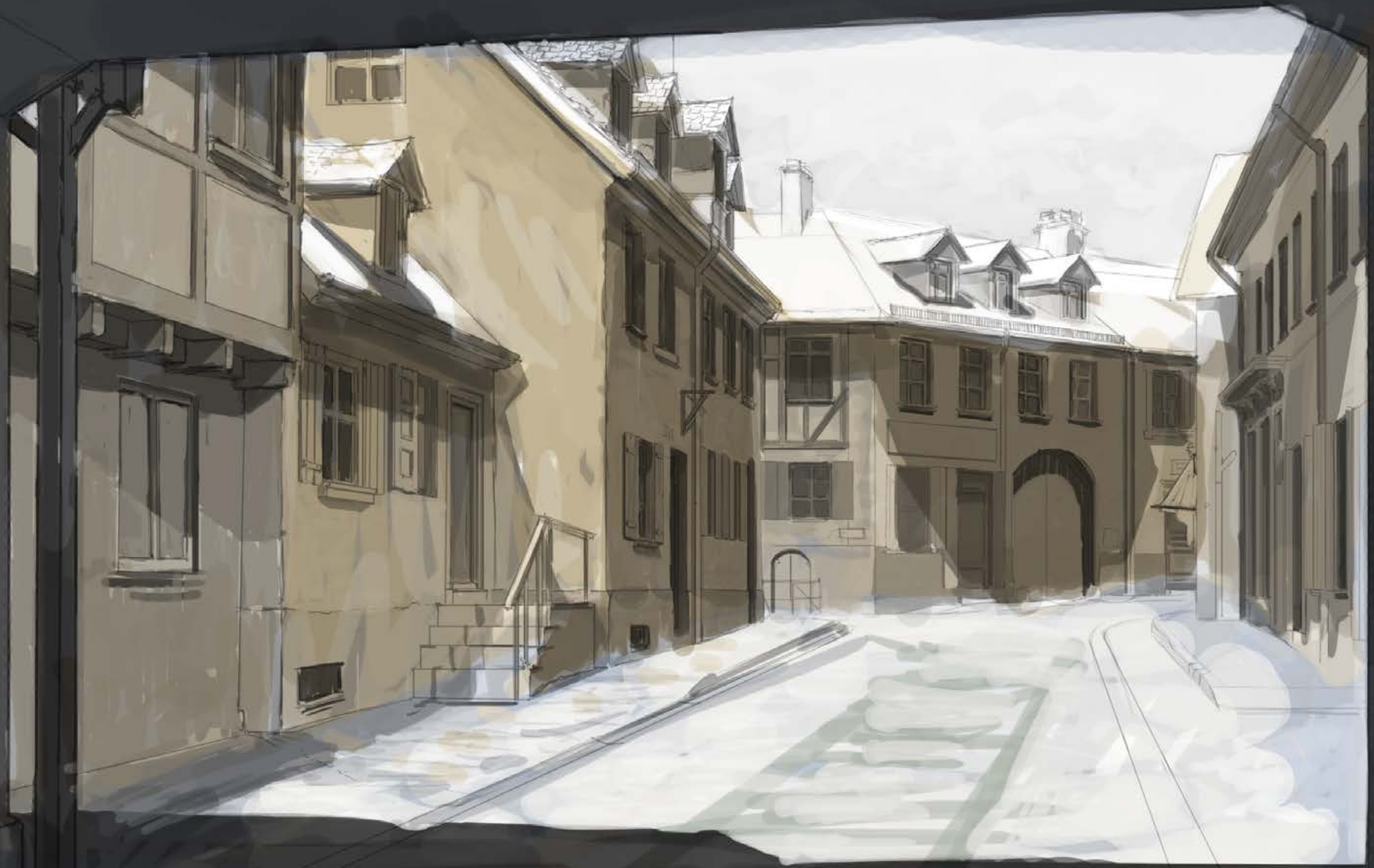
The Quarry, reference







The Quarry, set build



THE BOOK THIEF

Plans, elevations, concepts, model & details

Film architecture project. Plans, elevations, concepts and details designed for exterior Himmel street & interior 33 Himmel street.

"THE BOOK THIEF" - INT./EXT. HIMMEL STREET 1/4"=1"



ELEVATION A A



ELEVATION B B



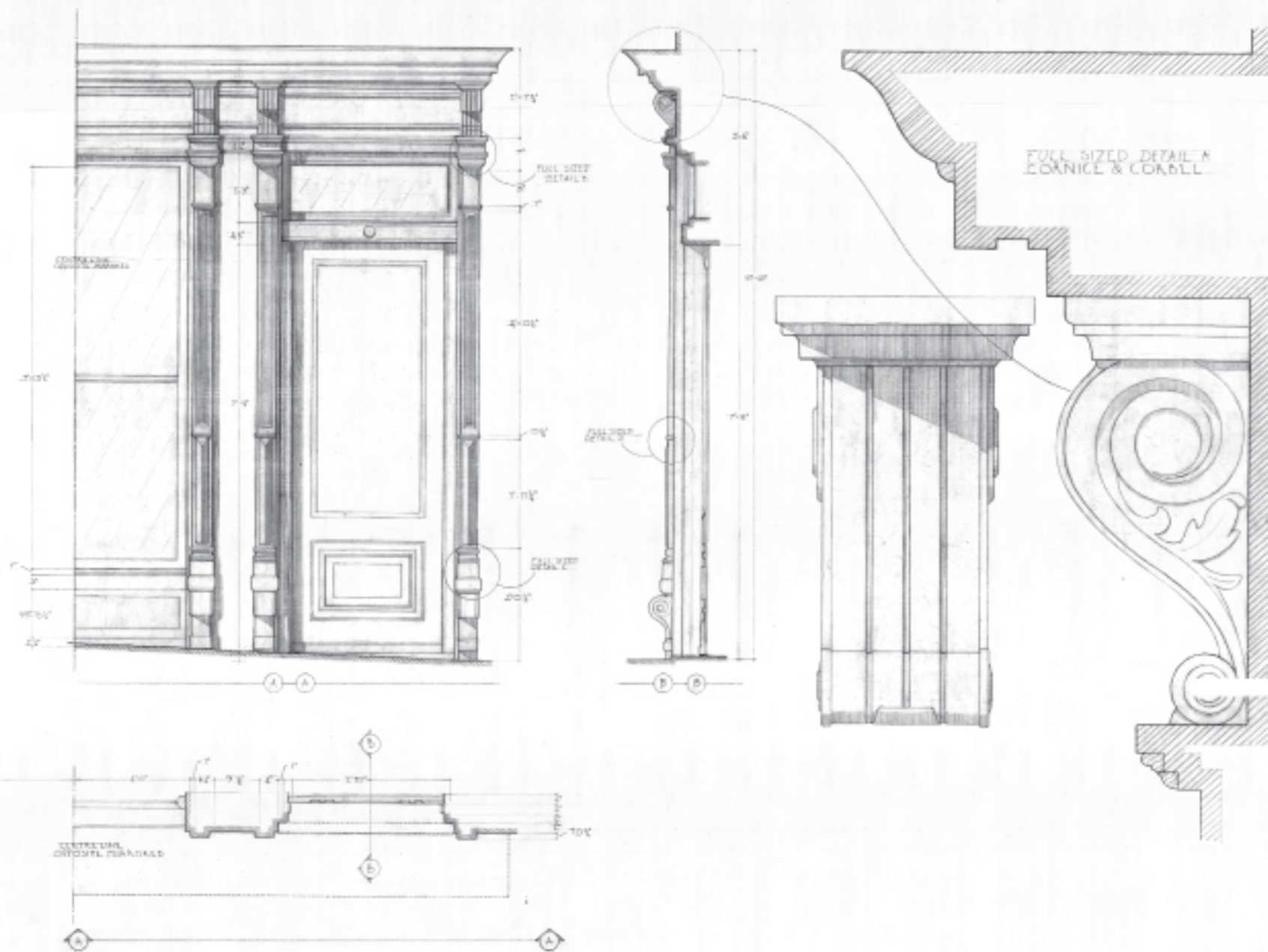
ELEVATION C C

TITLE: The Book Thief	
Production Co.	Prod No.
Director:	
SET: Himmel Street	SET NO. /
Drawn By: Ian Crossland	
Date Drawn:	
Carpenters:	Art Dept:
Plasterers:	Set Decorator:
Painters:	Props:
Riggers:	Special FX:
Loc Managers:	Metalworkers:
DETAIL:	

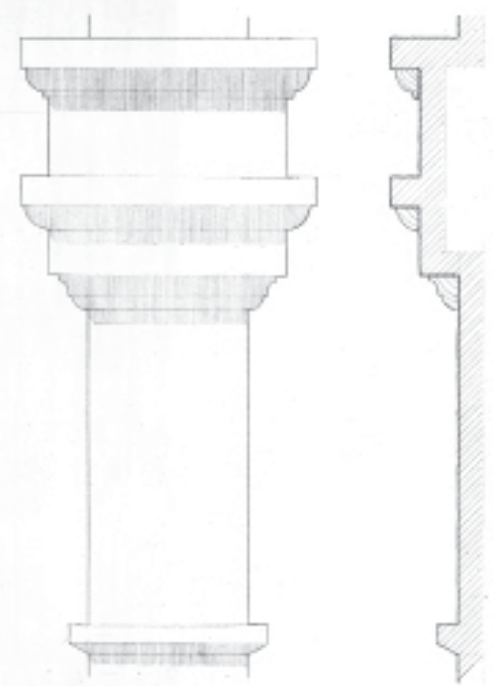


The Book Thief, Sketchup model and references

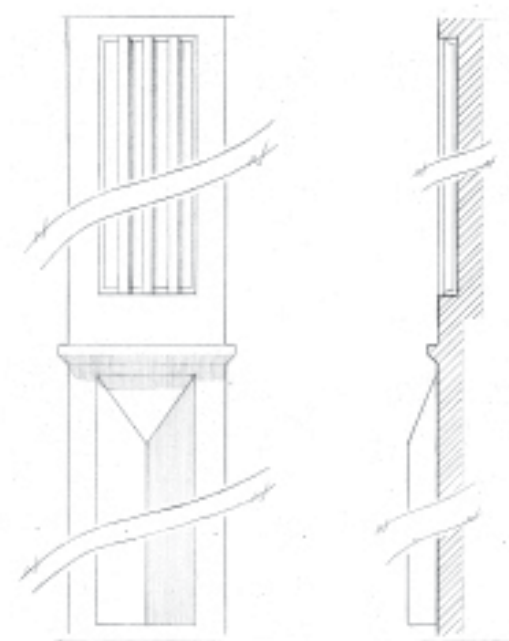
THE BOOK THIEF. DETAIL 21 SHOP FRONT. 1 1/2" = 1'



FULL SIZED DETAIL B



FULL SIZED DETAIL D



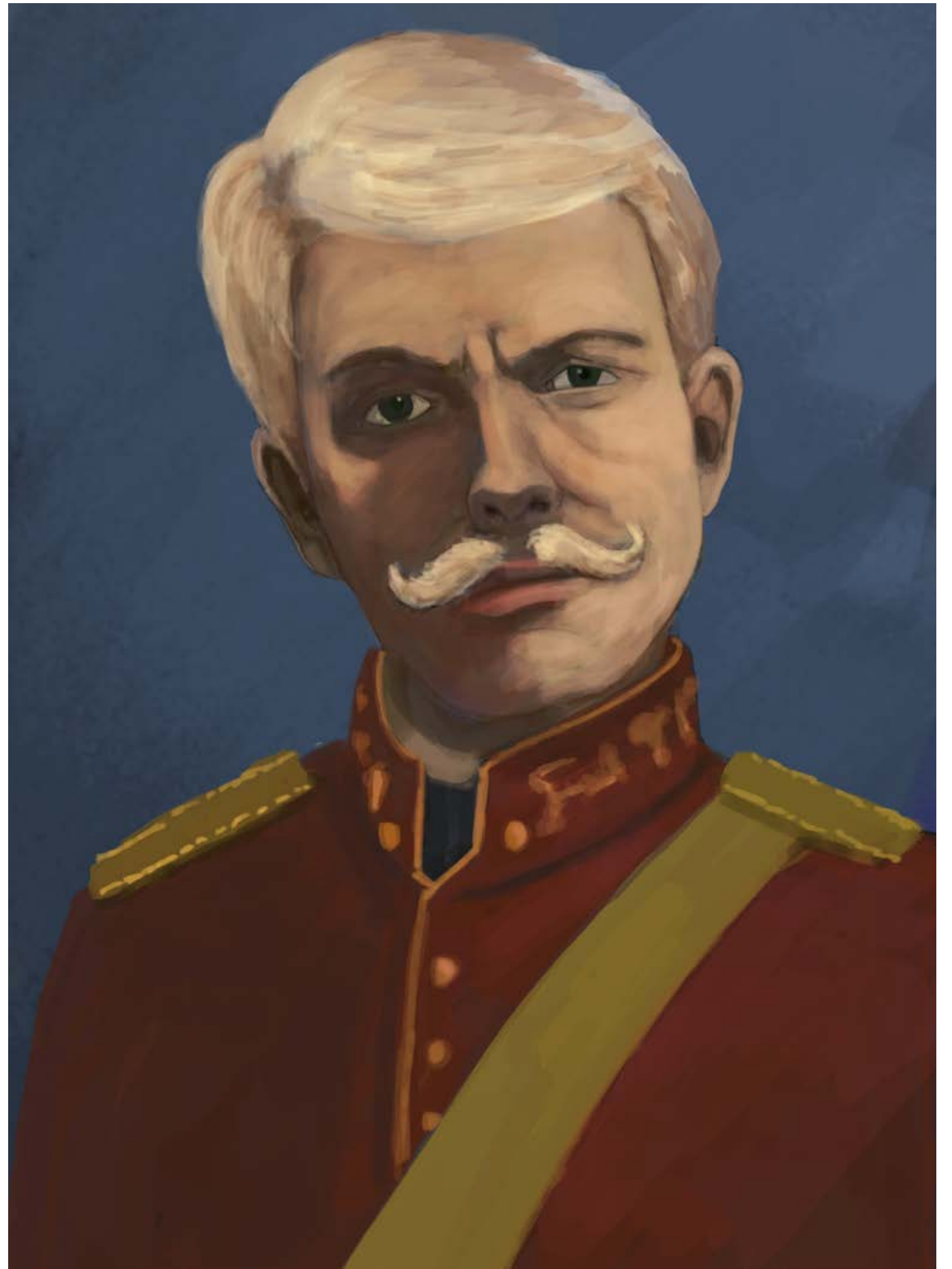
TITLE: The Book Thief	
Author:	
Architect:	
Client:	
Location:	
Scale:	
Material:	
Color:	
Notes:	
DATE:	



THE GRAND MISSION

Concepts, graphics, UI, game assets and design

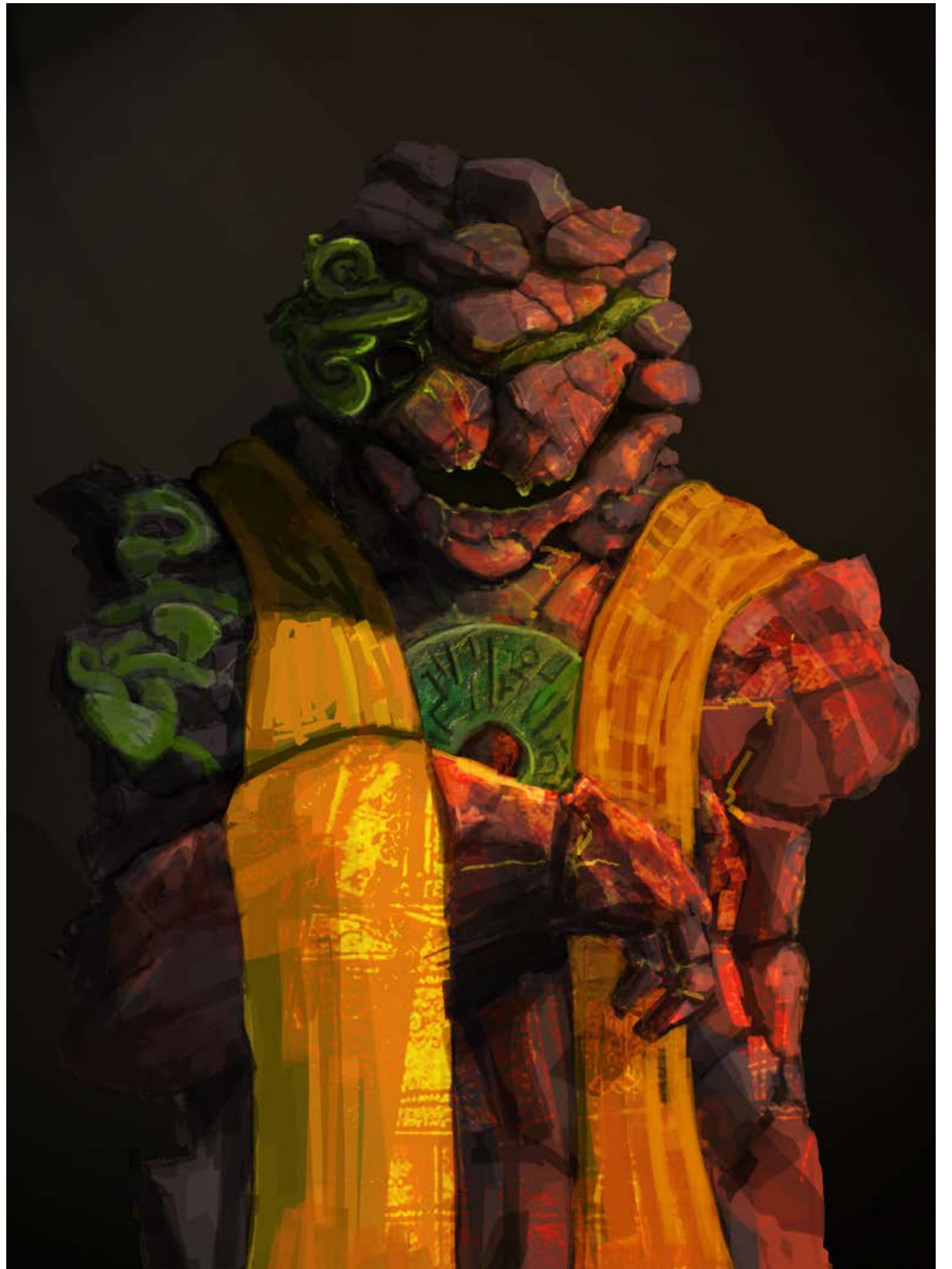
NFTS grad game. As designer I create concepts, splashscreens, 3d assets and level design.



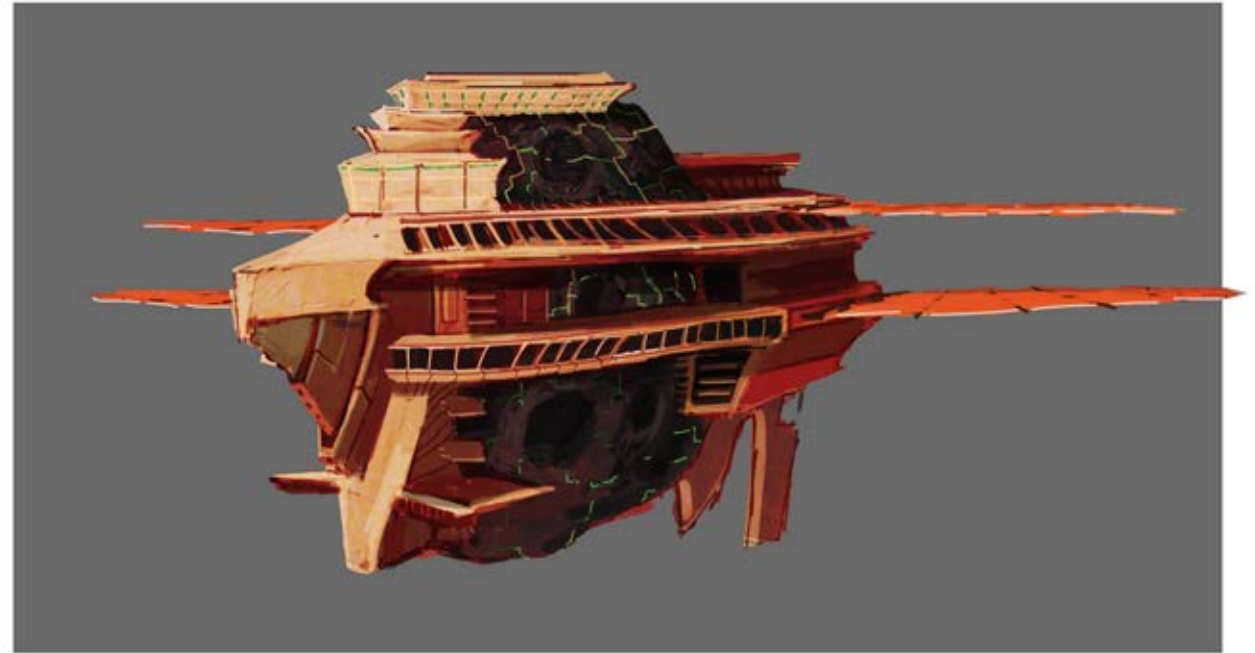
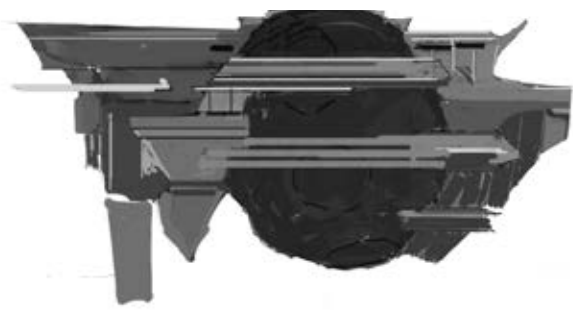
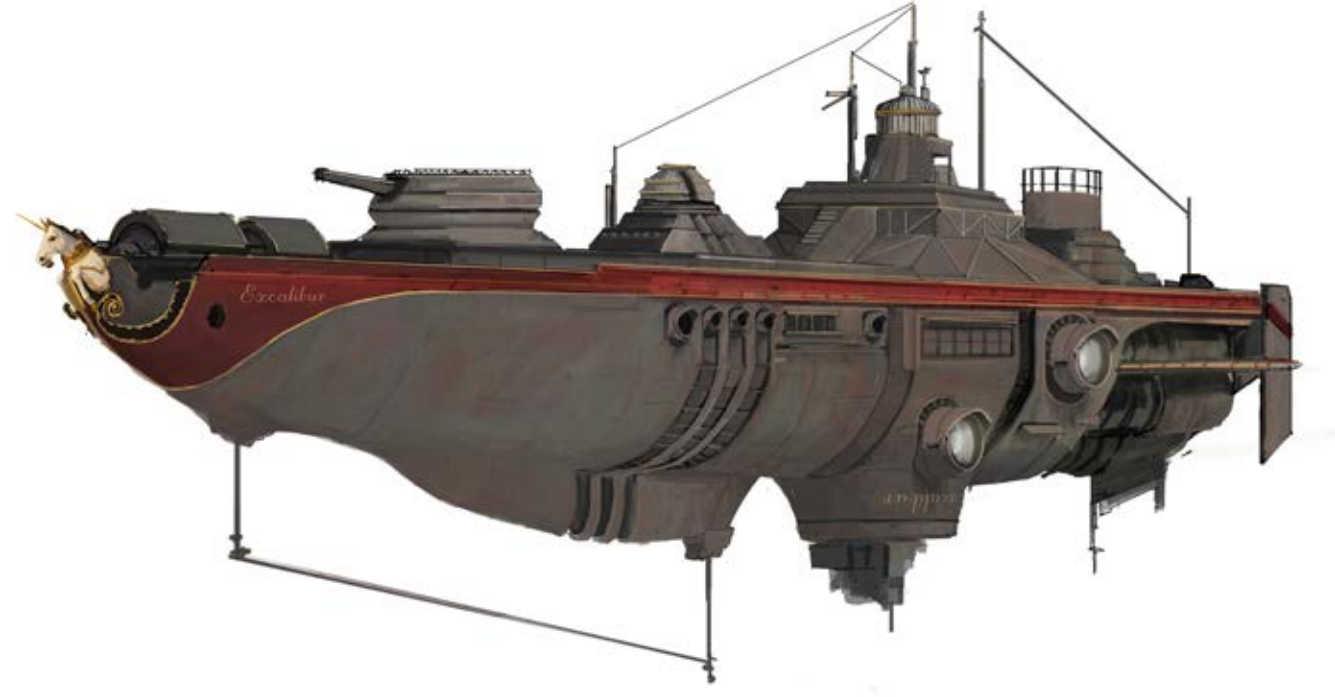
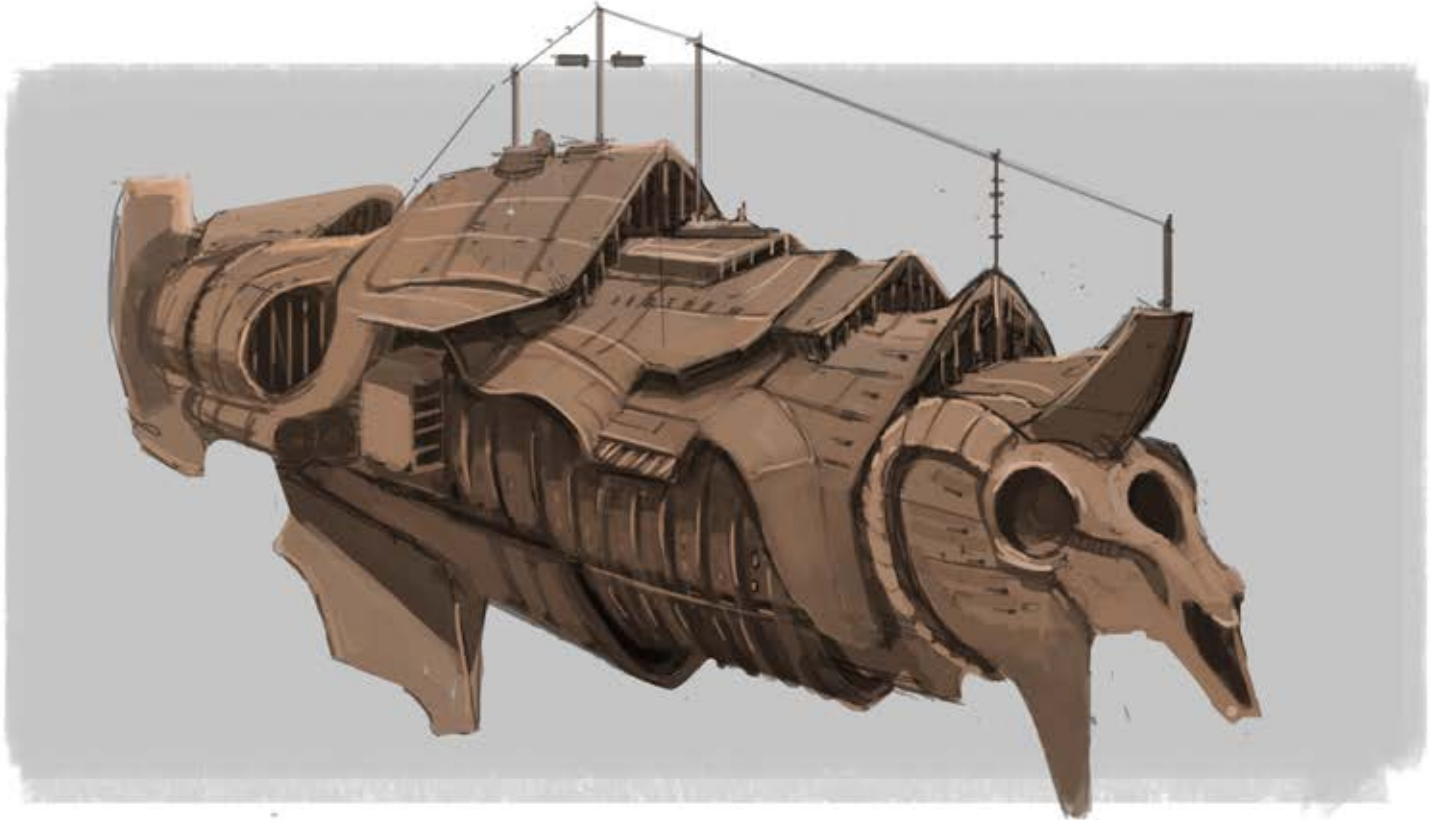
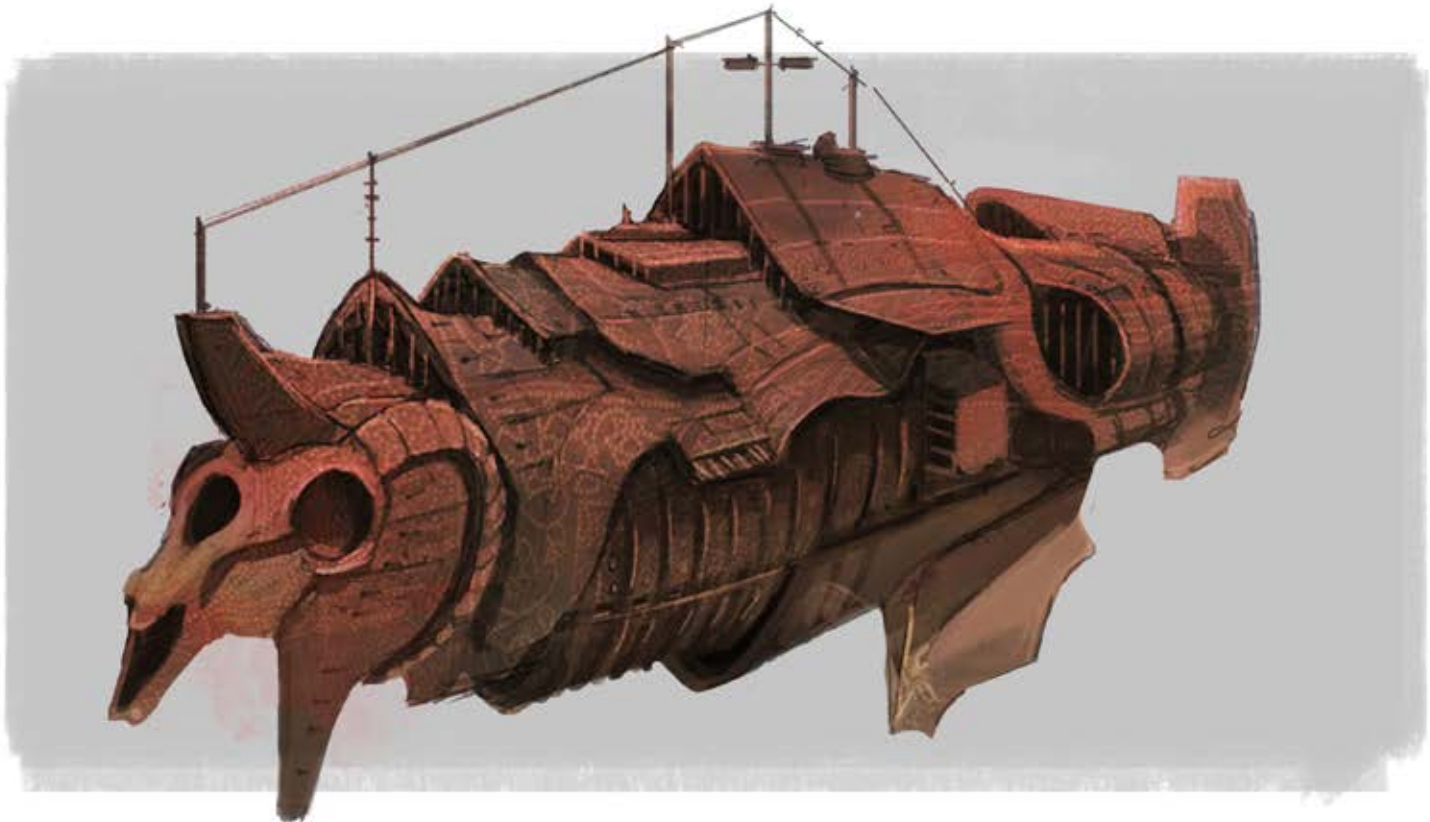
The Grand Mission, human character concepts



The Grand Mission, Rahmer concept

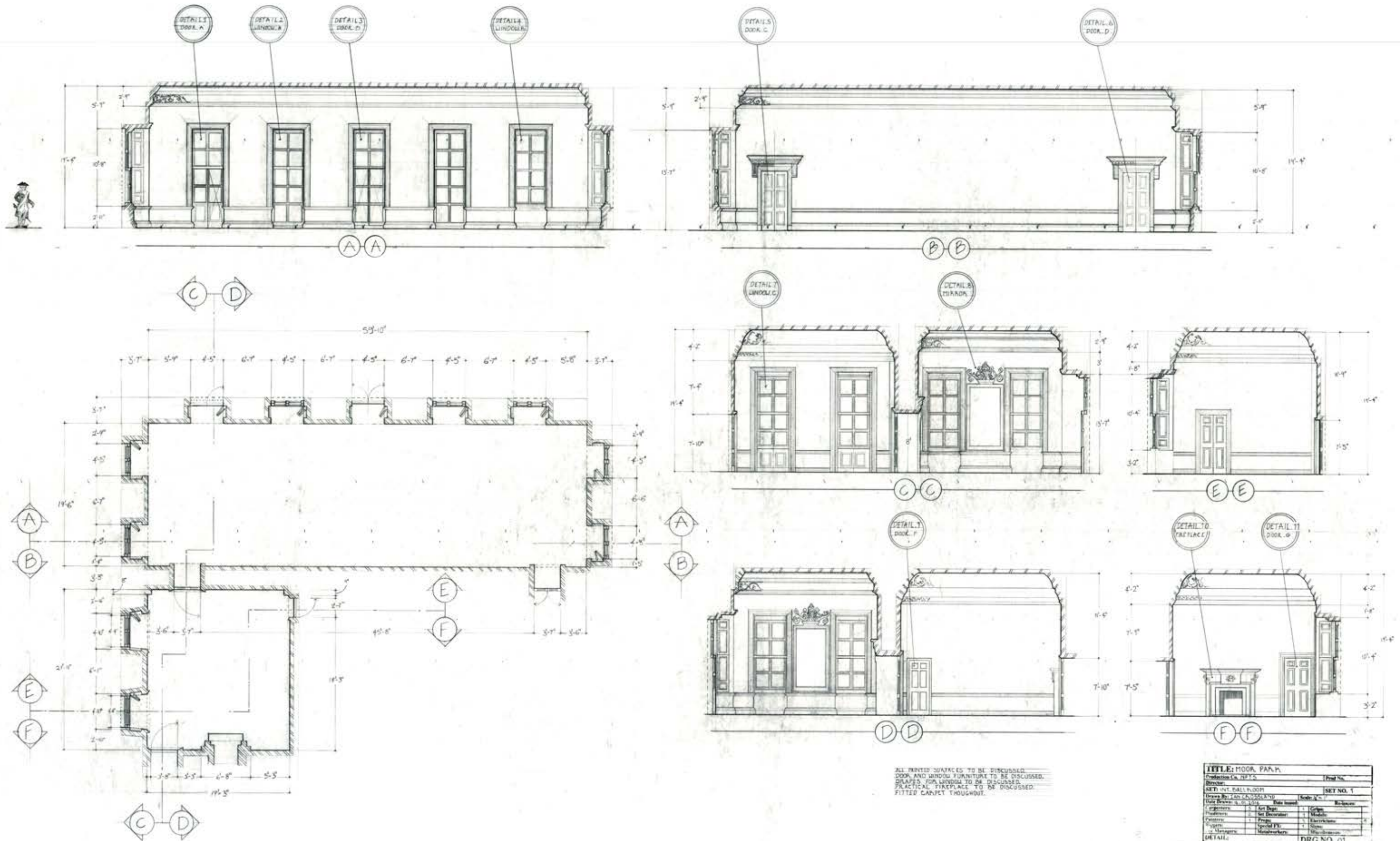


The Grand Mission, Ishturi concept



The Grand Mission, Ship concepts

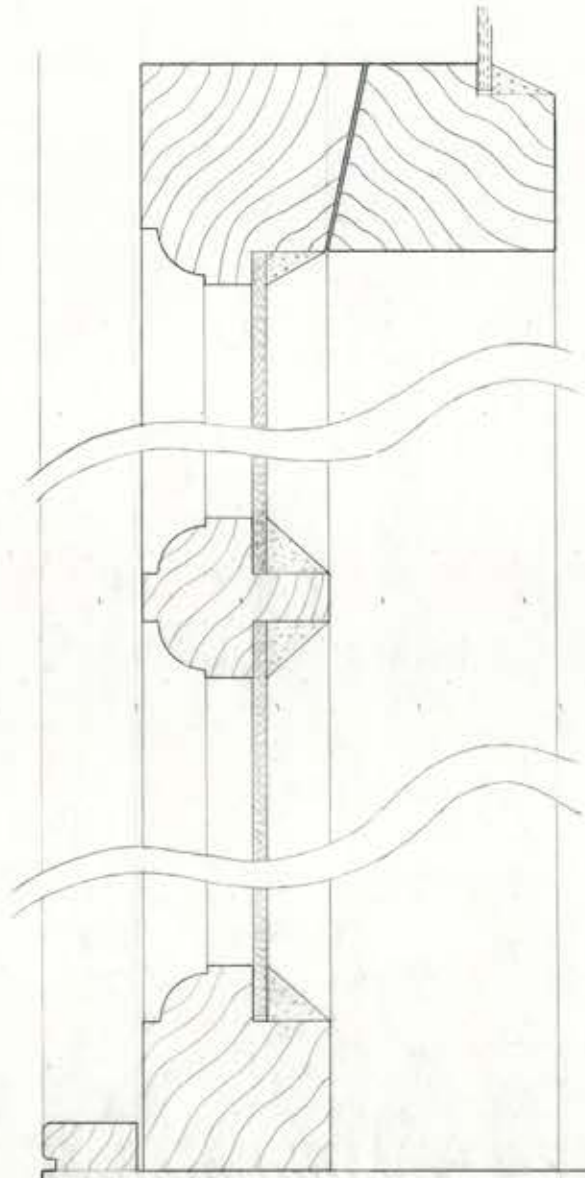
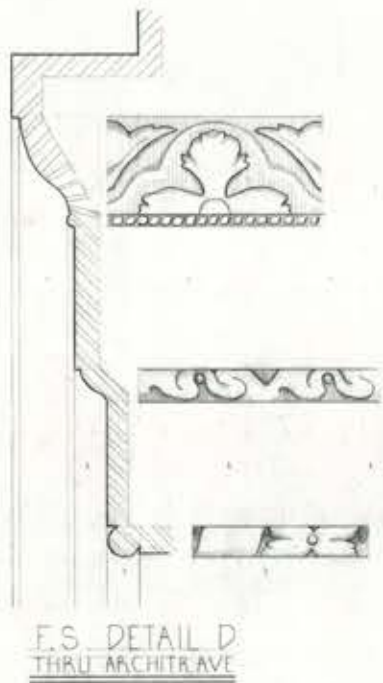
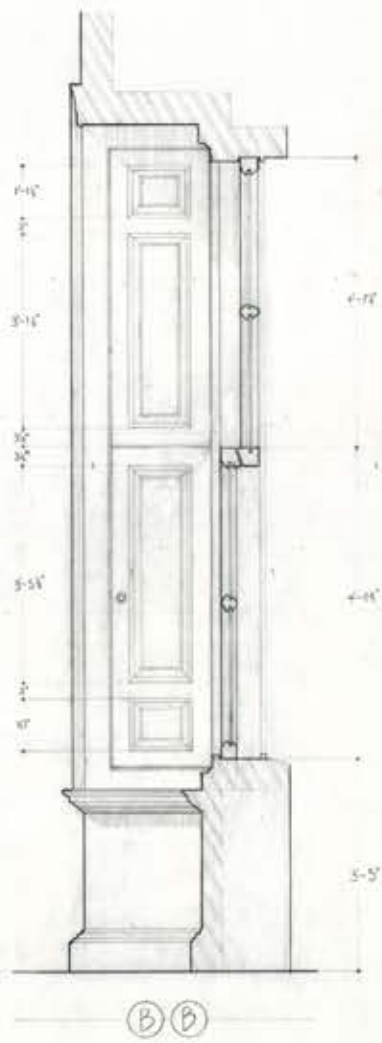
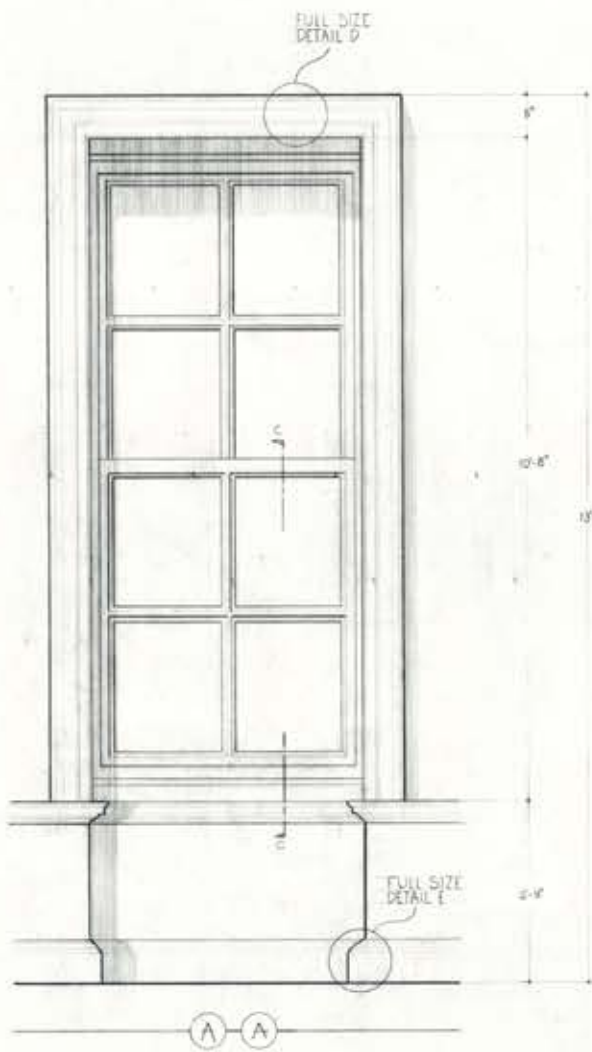
MOOR PARK SURVEY. INT. BALLROOM. PLANS & ELEVATIONS. SCALE 1/4" ~ 1"



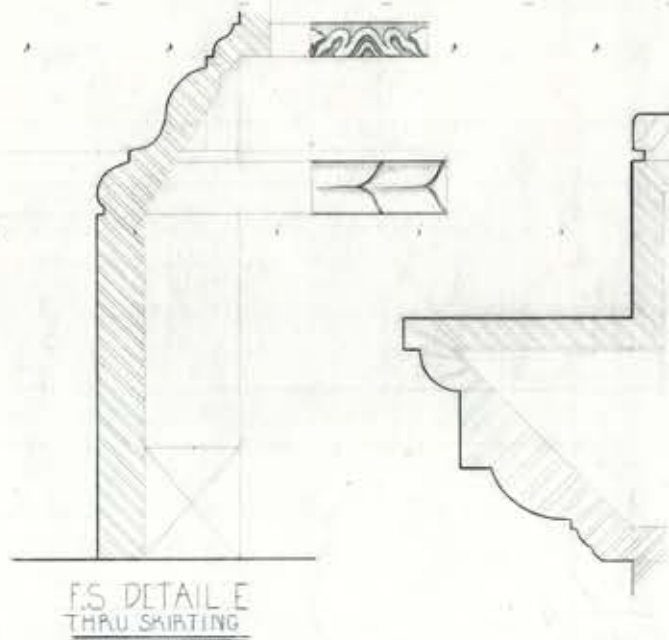
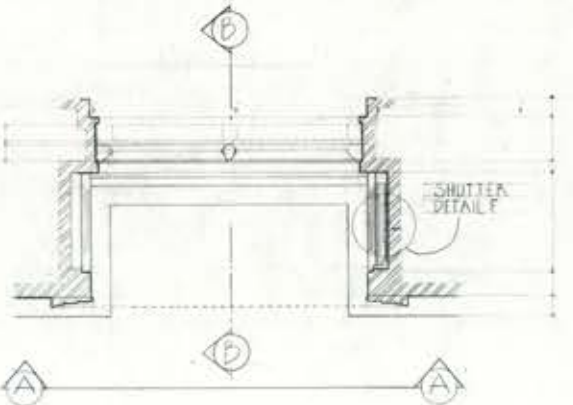
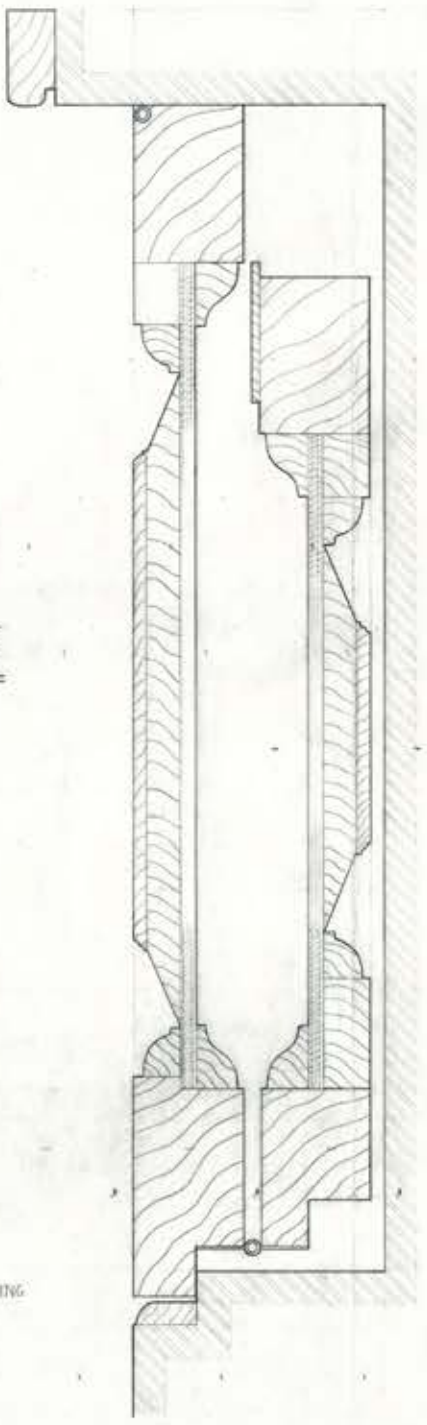
ALL FINISH SURFACES TO BE DISCUSSED.
 DOOR AND WINDOW FURNITURE TO BE DISCUSSED.
 DRAPES FOR WINDOWS TO BE DISCUSSED.
 PRACTICAL FIREPLACE TO BE DISCUSSED.
 FITTED CARPET THROUGHOUT.

TITLE: MOOR, P.A.P.		Drawn By	Scale
Production Co. 127 S.		1/4" = 1'	
Director		Checked	
SET: INT. BALL ROOM		SET NO. 1	
Drawn By: G. S. GILBERT	Date Issued	Revisions	
Engineers	Art Dept.	1	Grills
Architects	Est. Department	1	Models
Contractors	Paint Dept.	1	Electricals
Plumbers	Special Fin.	1	Structures
Roofers	Millwrights	1	Manufacturers
DETAIL:	DRG. NO. 01		

MOOR PARK SURVEY. DETAIL OF WINDOW B
 SCALE 1/2" = 1'



F.S. DETAIL F SHUTTER



F.S. SECTION C THRU WINDOW & DADO

PAINTED FINISHED THROUGHOUT.
 SEE ART DIRECTOR FOR PICTURE KEYS,
 INCLUDING ARCHITRAVE, DADO & SILLING
 DETAIL.

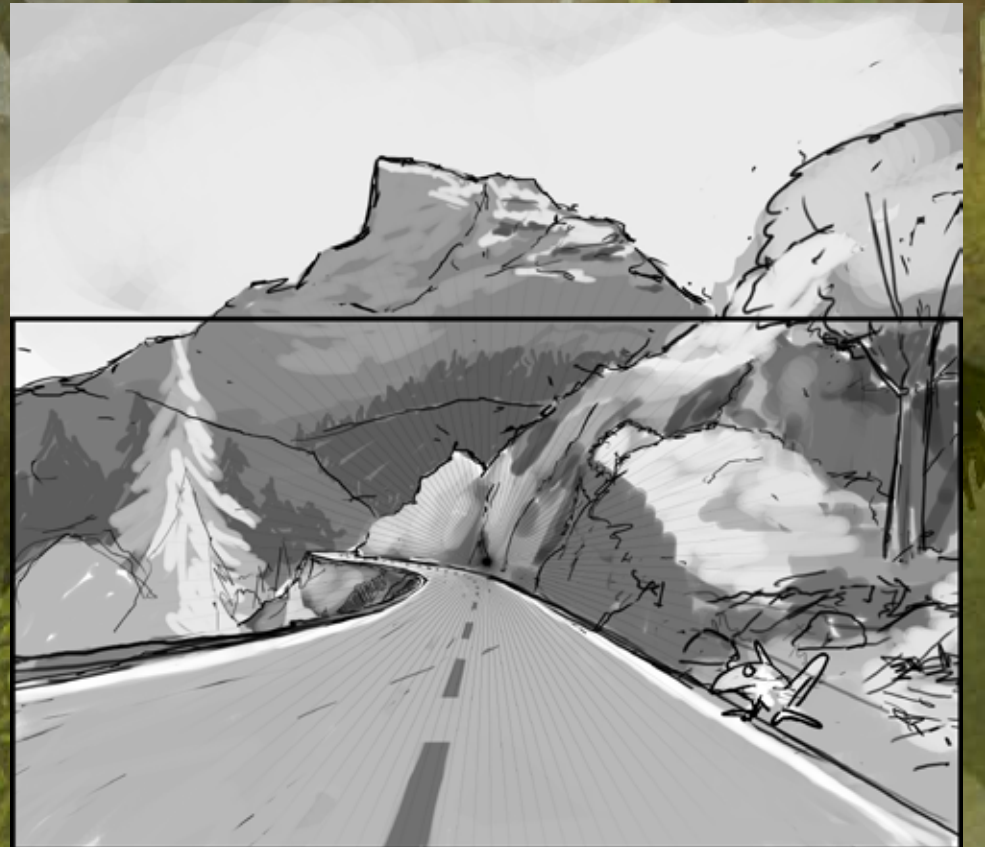
TITLE: MOOR PARK MANSION		Proj. No.
Prepared by: [Name]		SET NO. 1
Drawn by: [Name]	Scale: 1/2" = 1'	Revised:
Checked by: [Name]	Bill of Materials	Order
Designed by: [Name]	Art Director	Model
Constructed by: [Name]	Set Decorator	Construction
Painted by: [Name]	Painter	Light
Managed by: [Name]	Special FX	Music
Manufactured by: [Name]	Manufacturers	Materials
17 EAST DETAIL & WINDOW B		DRG. NO. 02



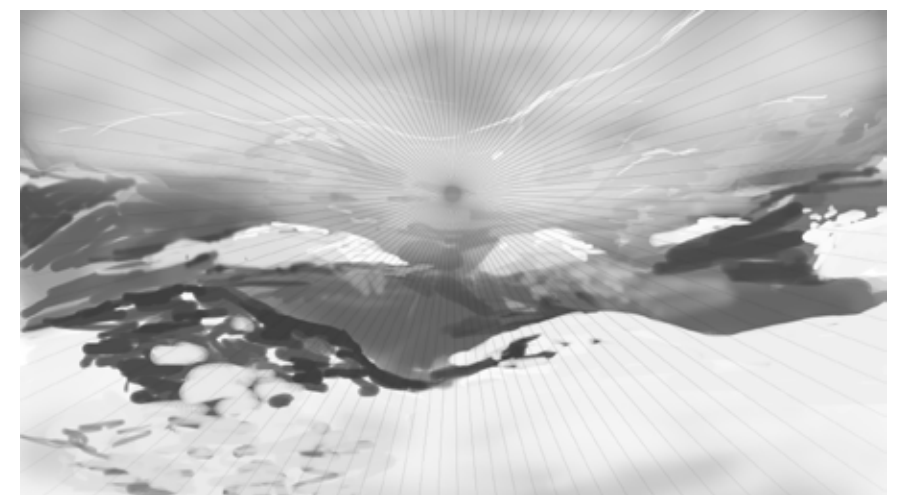
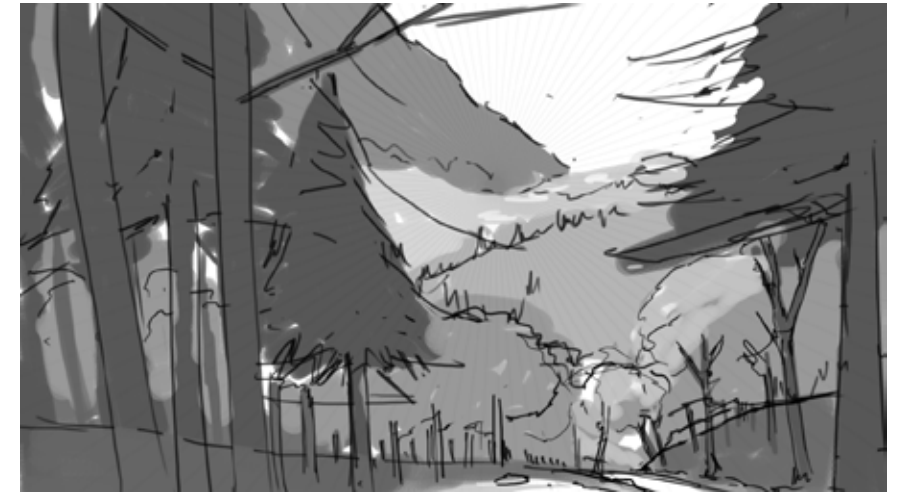
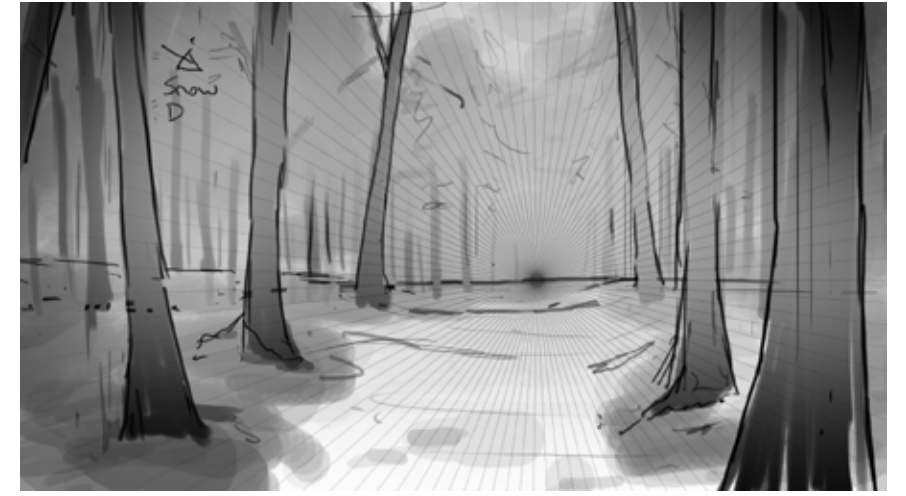
CAMPING - ANIMATION

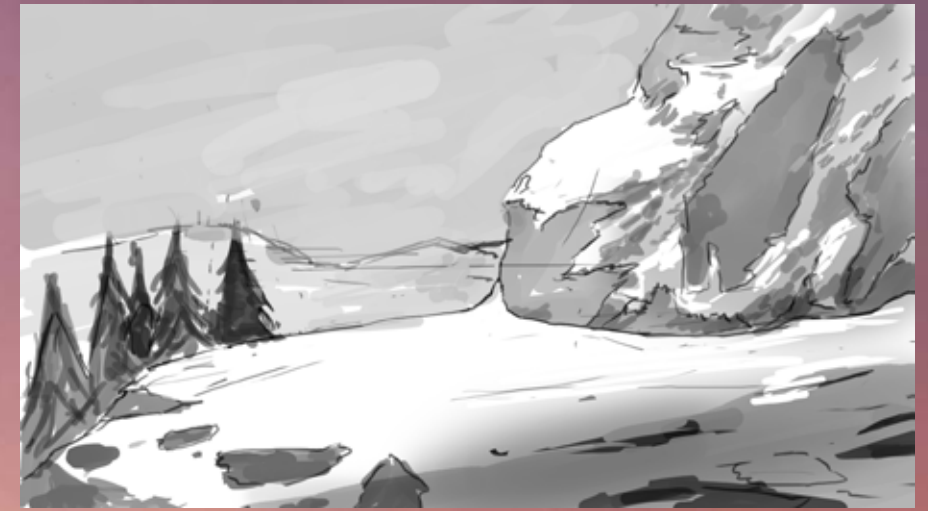
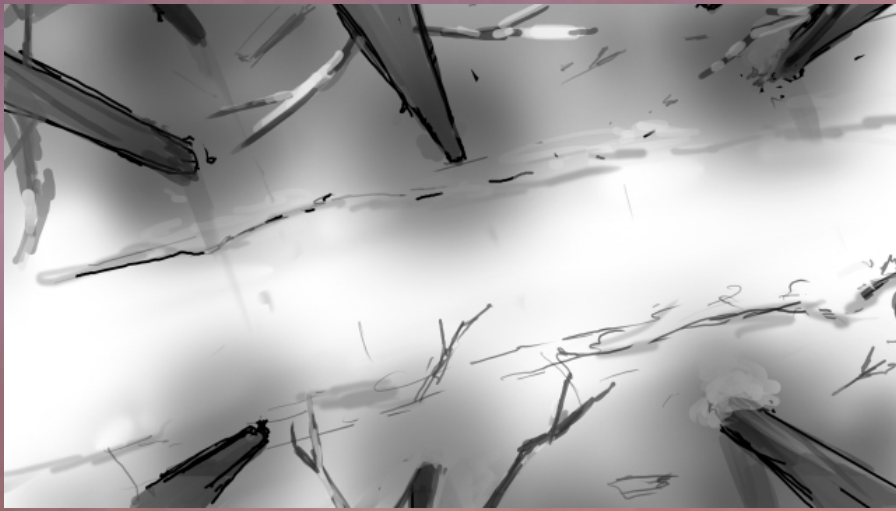
Production design, layouts & background artist

Camping is a story of a father and sons bound as they face the elements. Using digital and traditional techniques I created the aesthetic and animation backgrounds.











TAKE ONE PAINTING

Plans, elevations, details & set build

Set build based on dutch painting "paying the hostess"

