

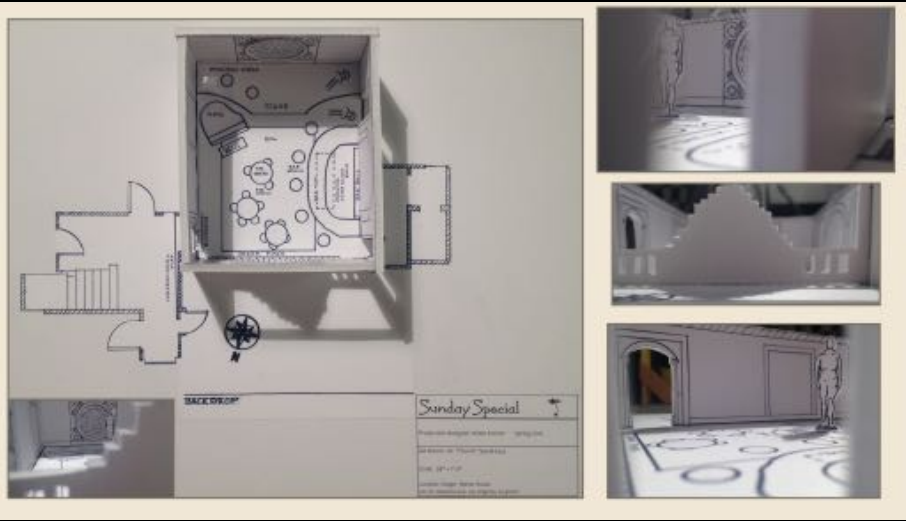
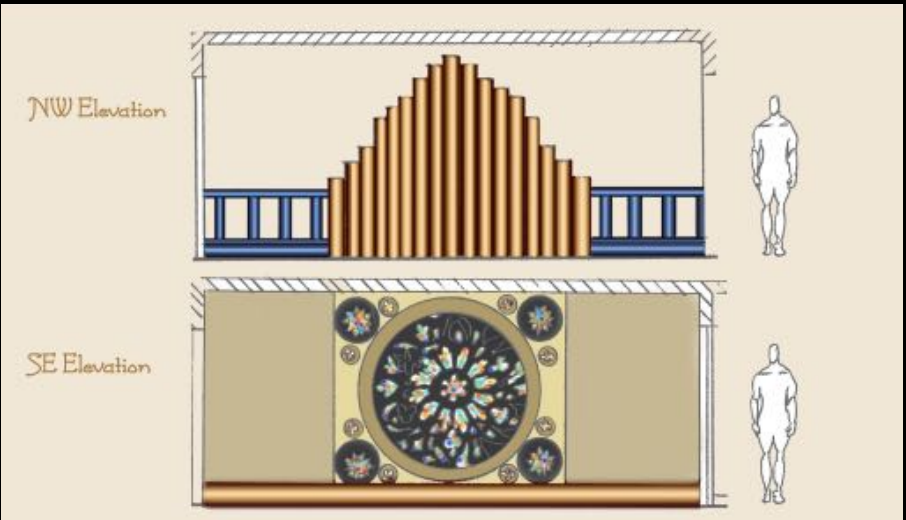


Adele Fenner

843-412-1436

adelerose@gmail.com

Adele Fenner



Ink & Photoshop

ART DIRECT THAT LOCATION - SPEAKEASY MIAMI 1926

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Film Still



Film Still



Film Still



Before



Before



After



After

ROSIE REED THE BANDIT QUEEN - 35MM SHORT FILM

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Reference: Sheffy Bleier,
Garden Of Organs



Process



Still



Process



Camera test



Process



Still

FOR FLORA - SHORT FILM

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Pen & Ink Sketch

Flat Preparation

FOR FLORA - SHORT FILM

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Before



Before



Before



Before



After



After



After



After



Set Still

FOR FLORA - SHORT FILM

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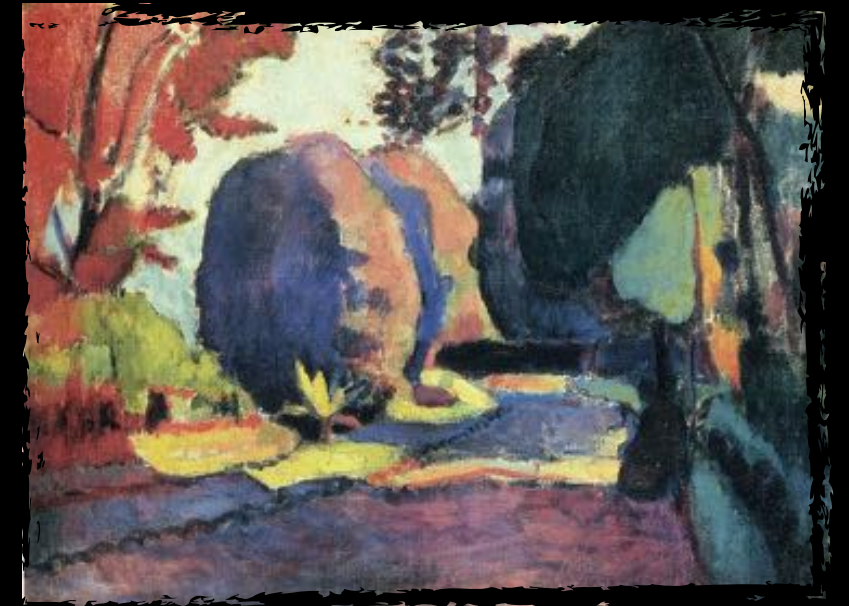
OUR MAIN PEOPLE



TONE / MOOD



OVERALL COLOR & TEXTURE



the-luxembourg-gardens- henri
matisse



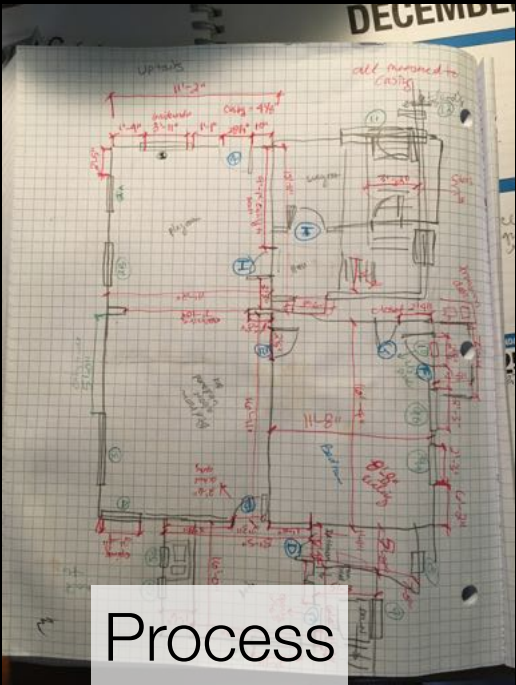
GOOD PEOPLE - SHORT FILM



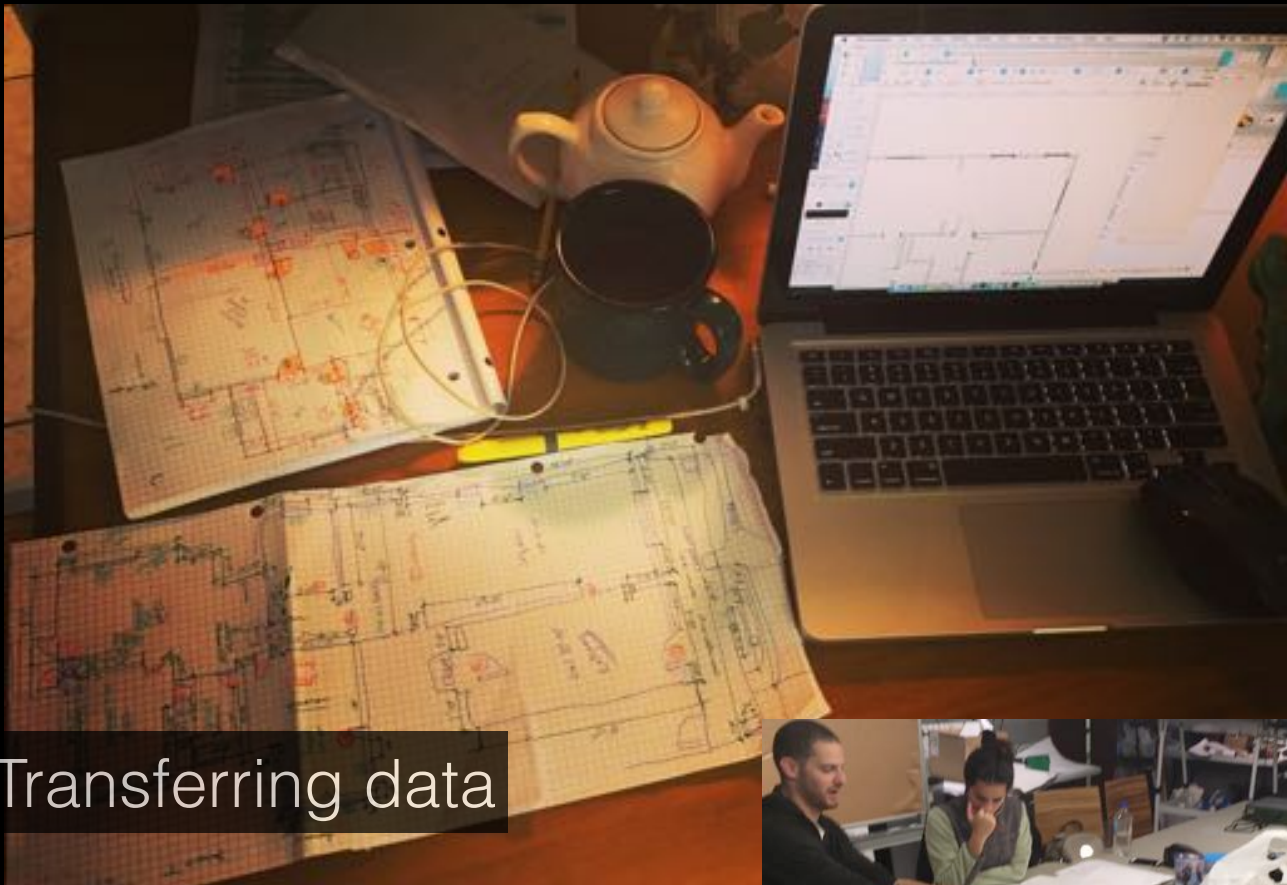
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Field measurements



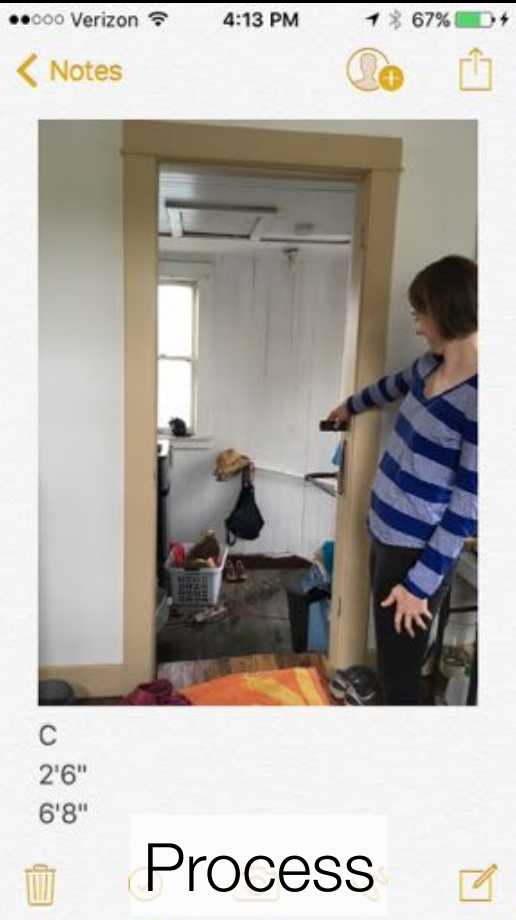
Process



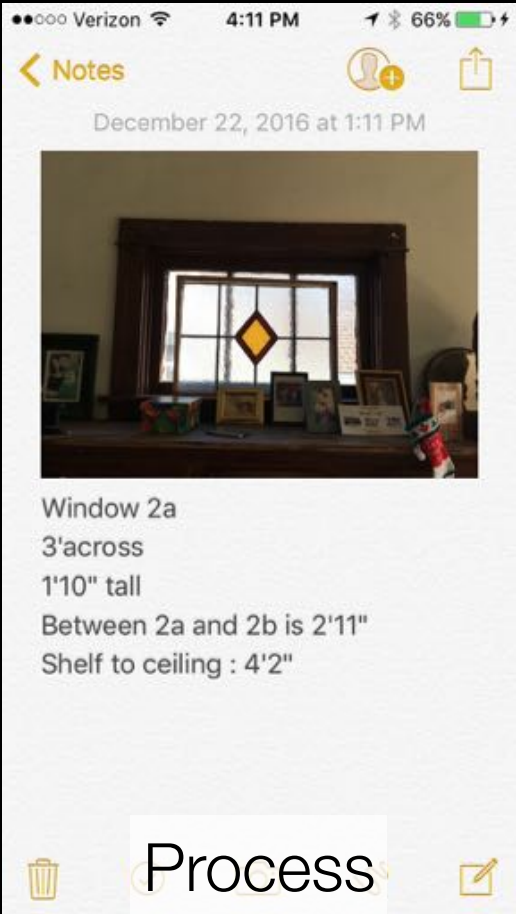
Transferring data



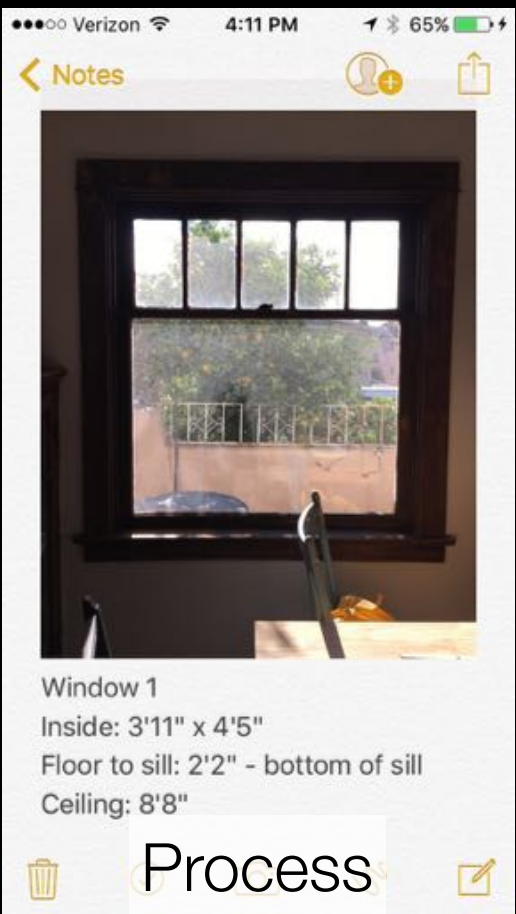
Director, Editor, & DP working with plans



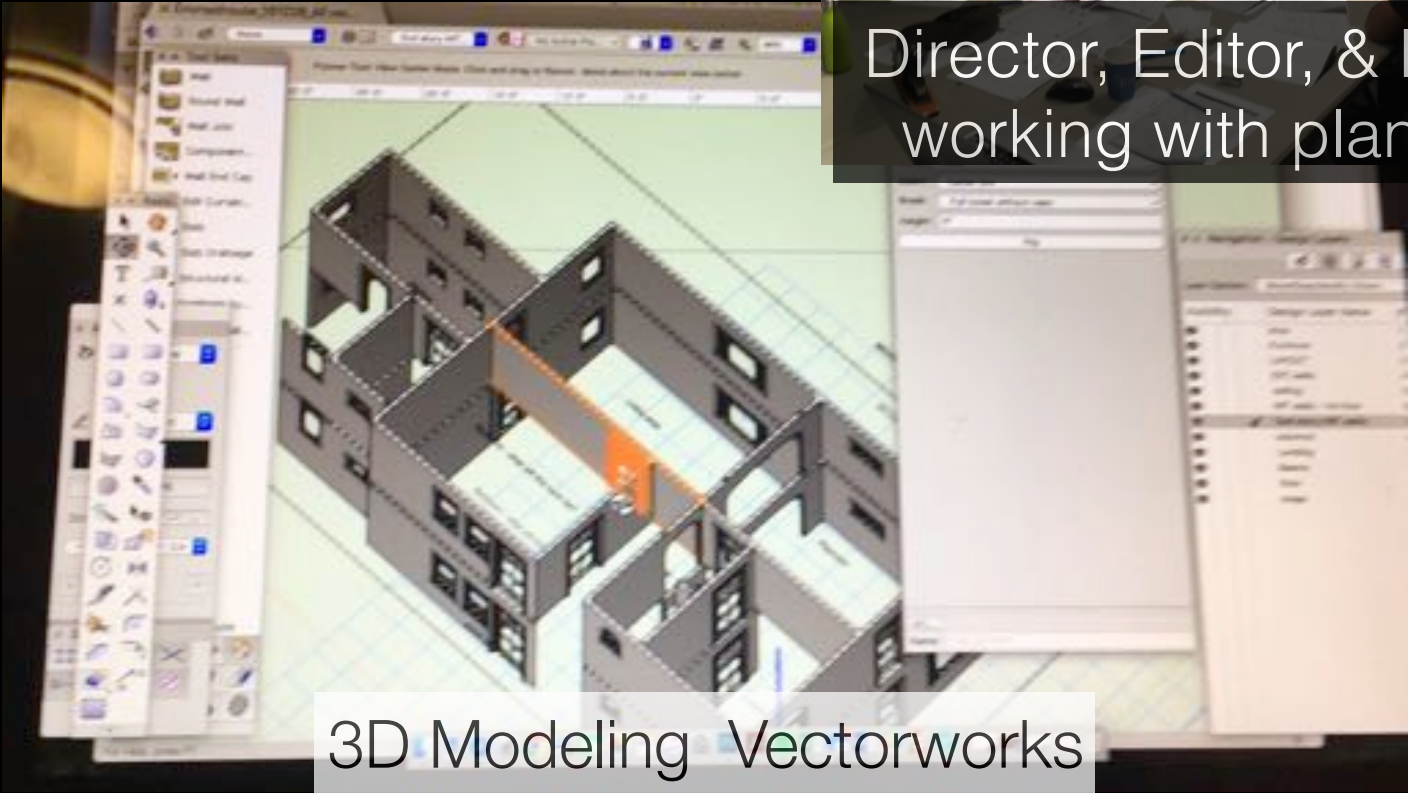
Process



Process



Process



3D Modeling Vectorworks

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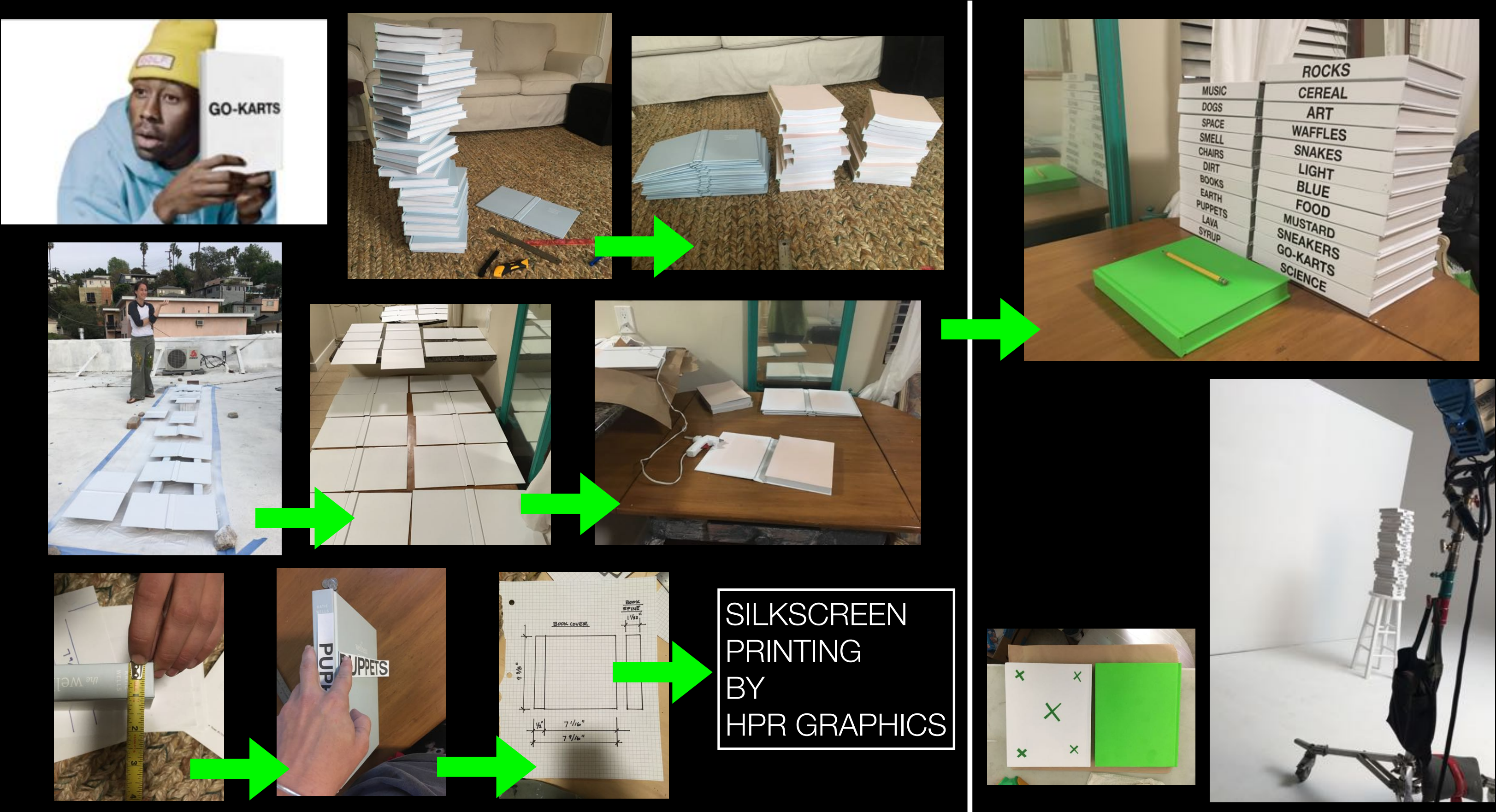


GOOD PEOPLE - SHORT FILM

Adele Fenner



GOOD PEOPLE - SHORT FILM



NUTS & BOLTS I CUSTOM BOOK SET PROCESS

Adele Fenner



Reference
Memphis Design



LITTLE POT SHOP OF HORRORS



Pen & Ink + Photoshop

LITTLE POT SHOP OF HORRORS



Pen & Ink + Photoshop

LITTLE POT SHOP OF HORRORS

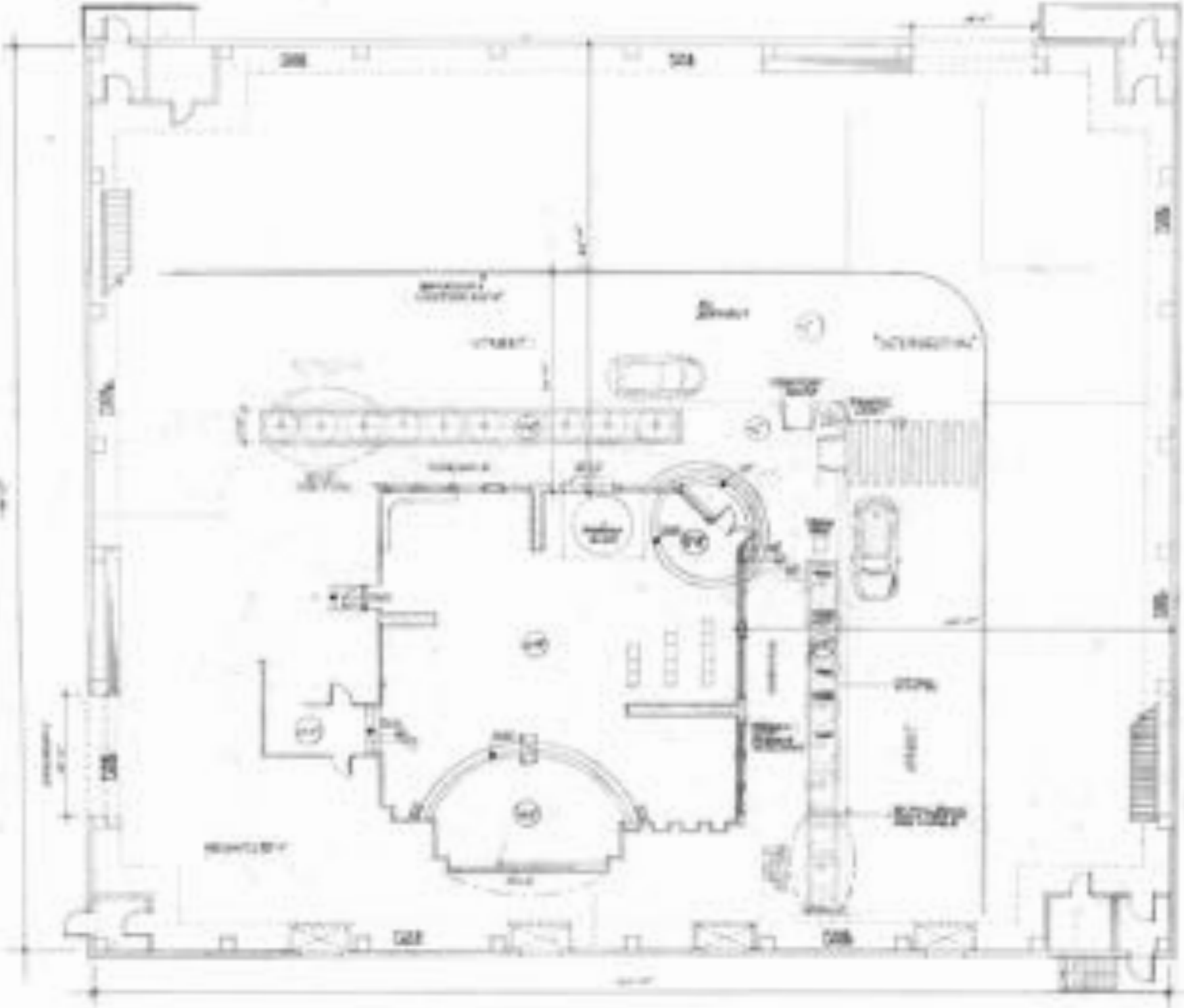
Adele Fenner



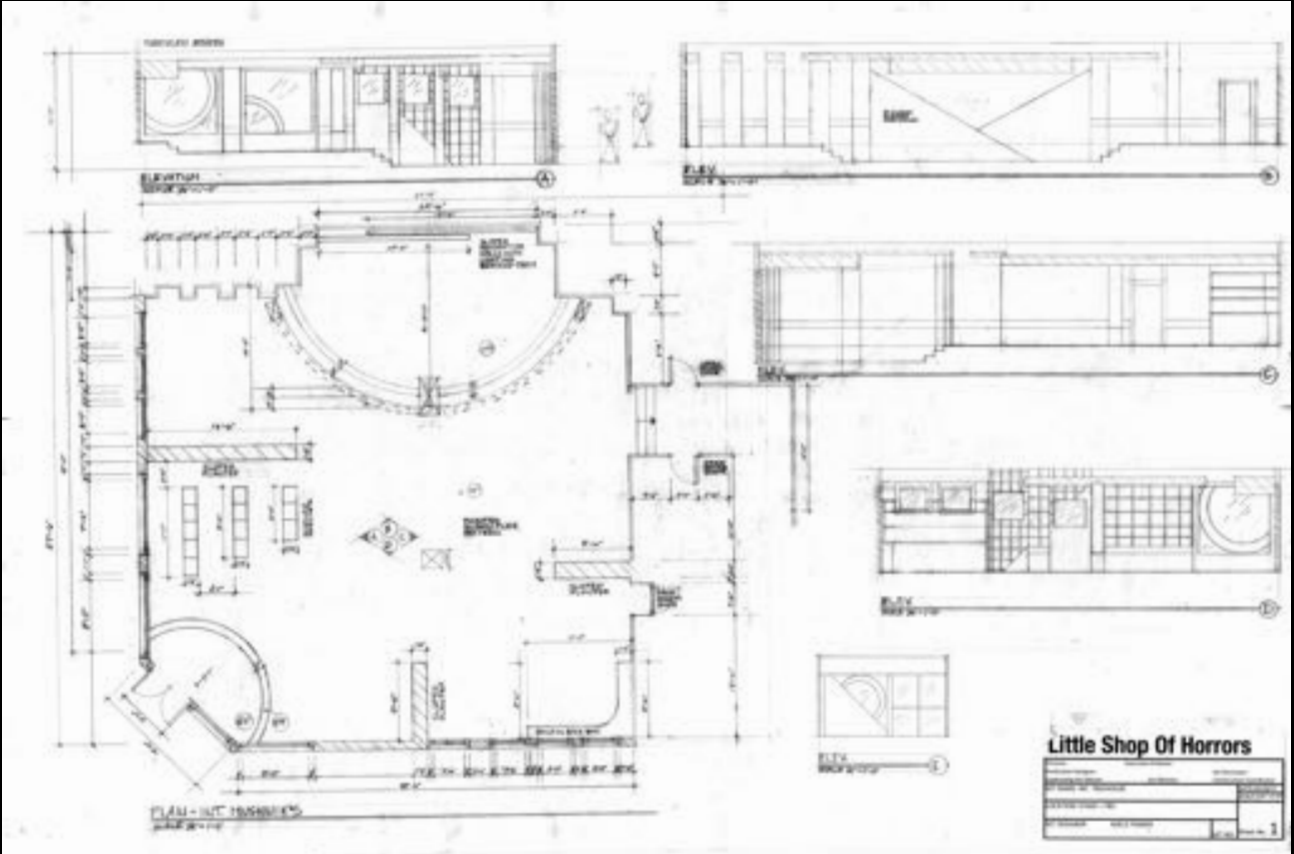
Pen & Ink + Photoshop

LITTLE POT SHOP OF HORRORS

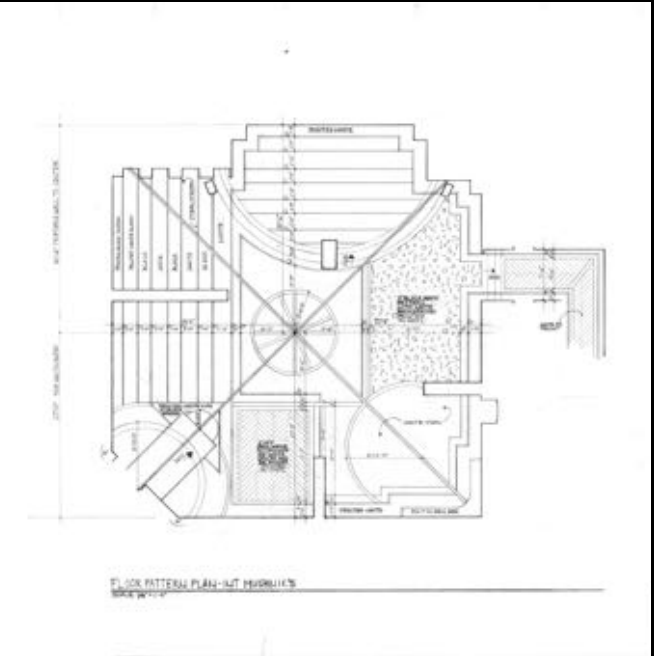




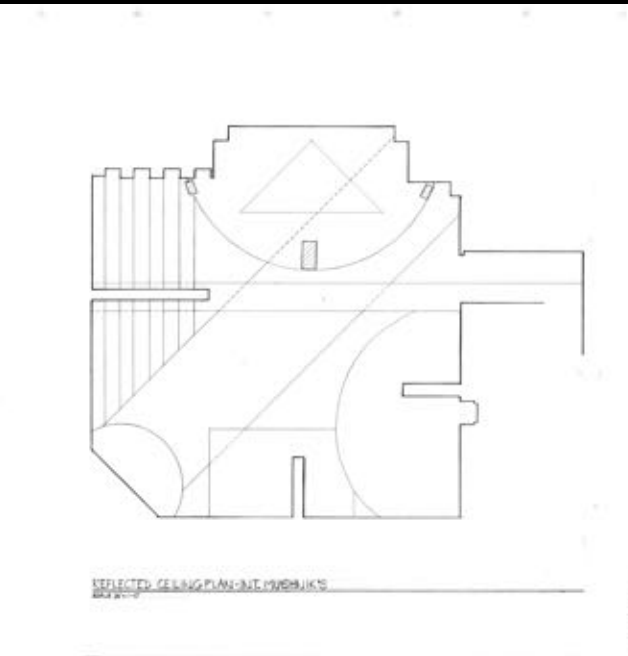
STAGE PLAN - LITTLE SHOP OF HORRORS - KENNER & S.
SCALE: 1/8" = 1'-0"



Little Shop Of Horrors
K. Fenner
1/8" = 1'-0"



STAGE PLAN - LITTLE SHOP OF HORRORS - KENNER & S.
SCALE: 1/8" = 1'-0"

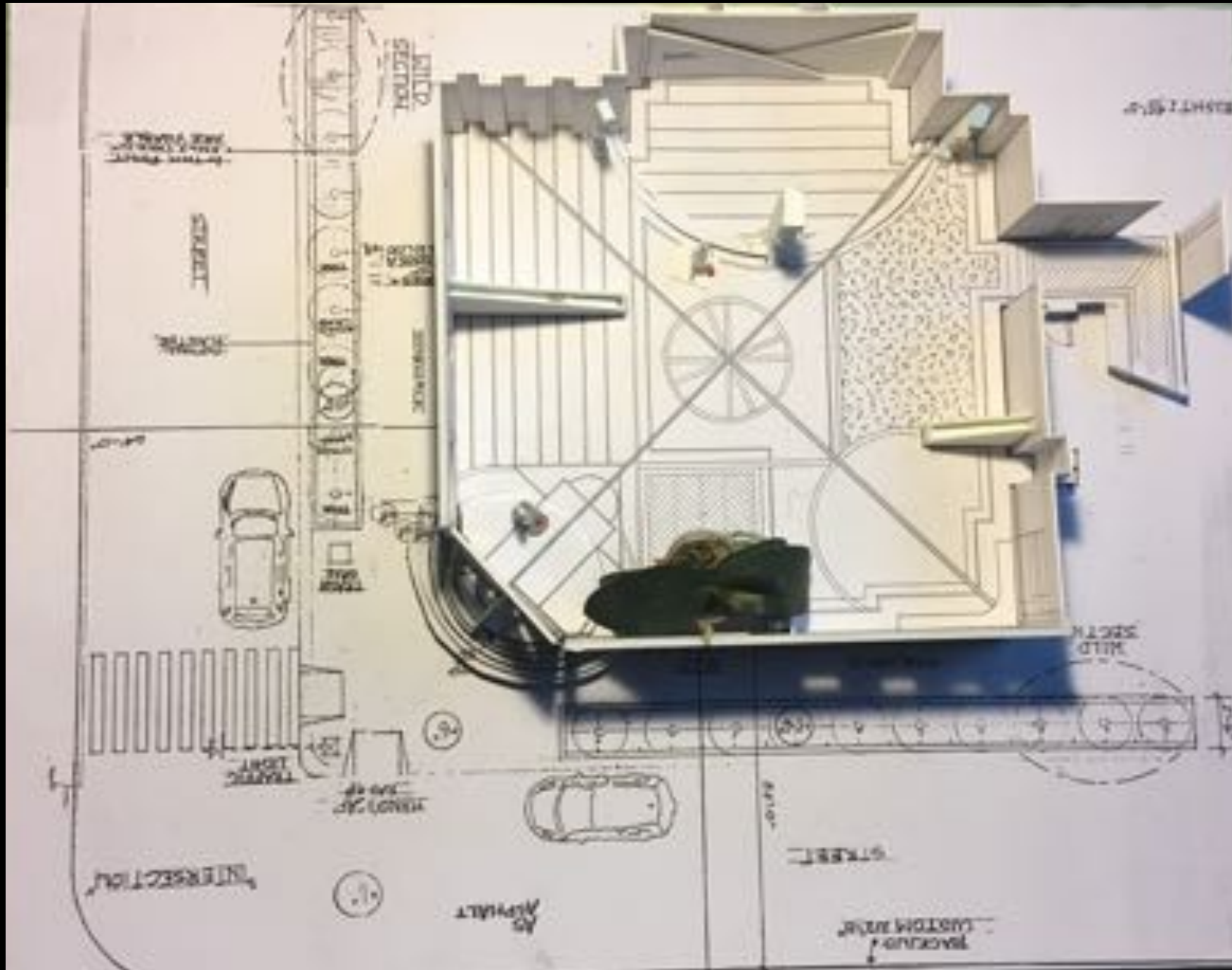


STAGE PLAN - LITTLE SHOP OF HORRORS - KENNER & S.
SCALE: 1/8" = 1'-0"

Hand Drafted

Adele Fenner

White model - Overhead



White model - Isometric

LITTLE POT SHOP OF HORRORS

Adele Fenner

Mississippi late 1970's

Vietnam Water vet, Stephen Simmons must deal with a war of a different sort between his son and their friends, and a rival group of children. He also must deal with his own personal and employment problems that have resulted from his Vietnam experiences.



Interior Inspiration elements and shape

The People / Costume



MOOD / TONE

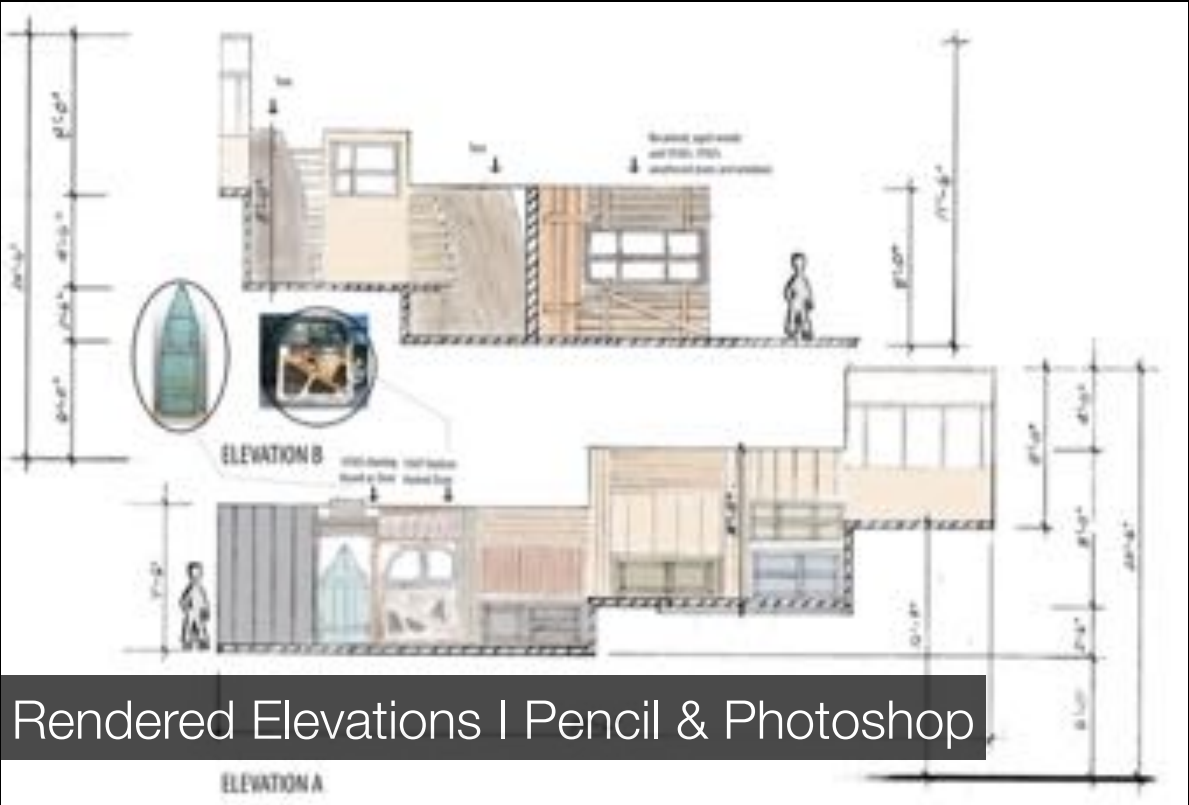
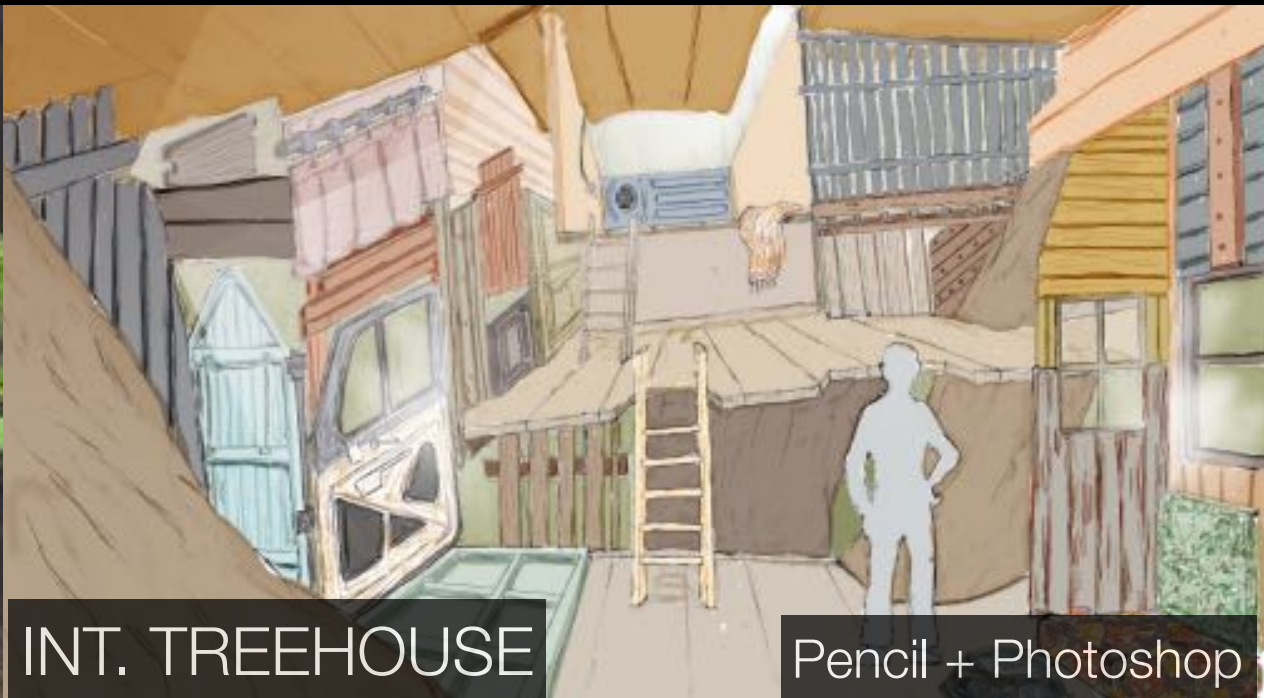


Reclaimed junkyard materials

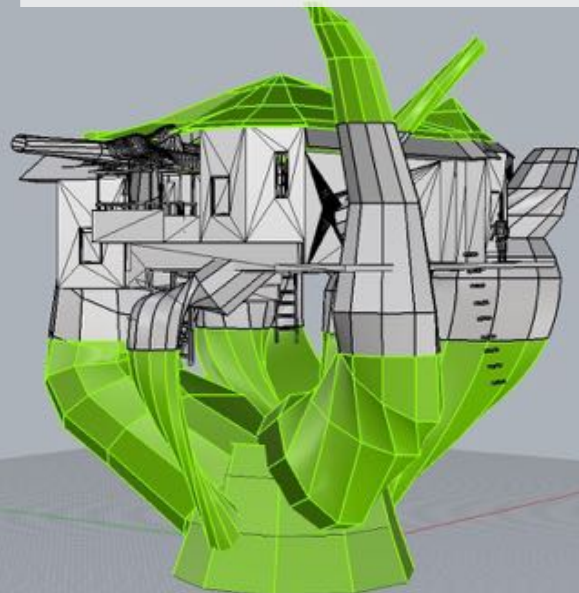


Texture

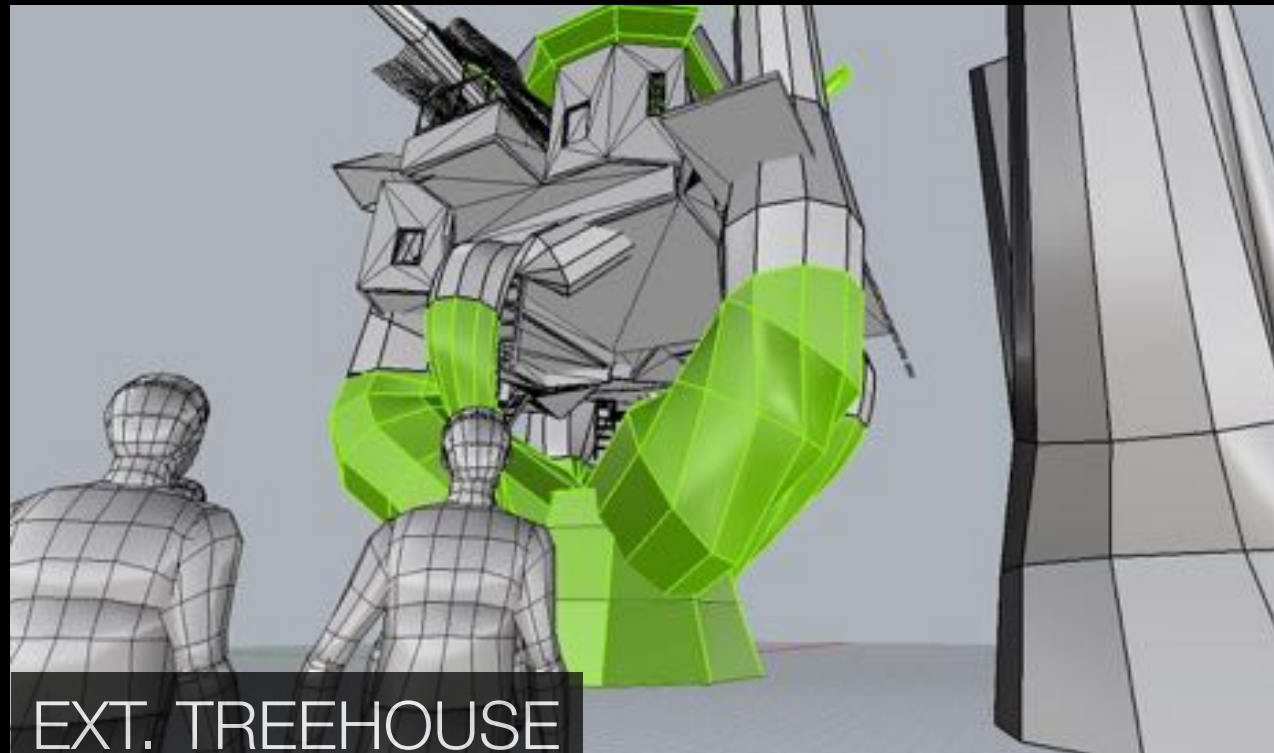
THE WAR



 = SET EXTENSION



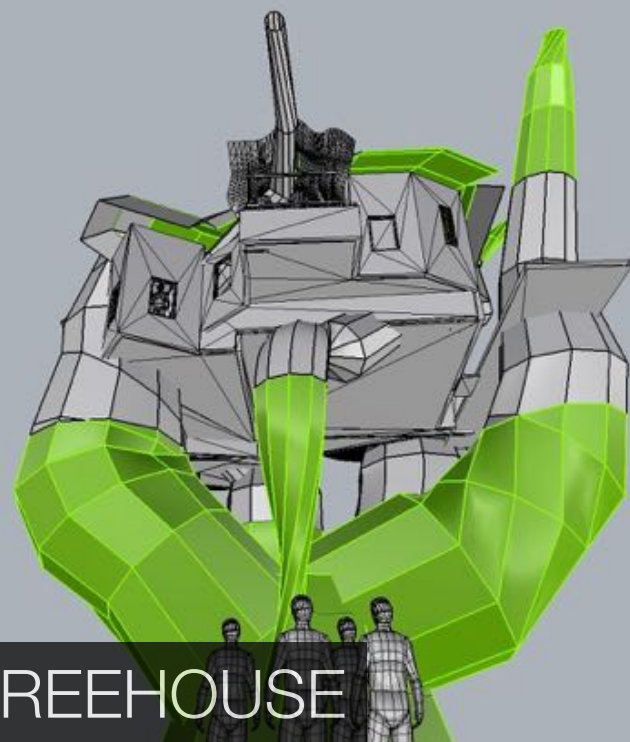
EXT. TREEHOUSE



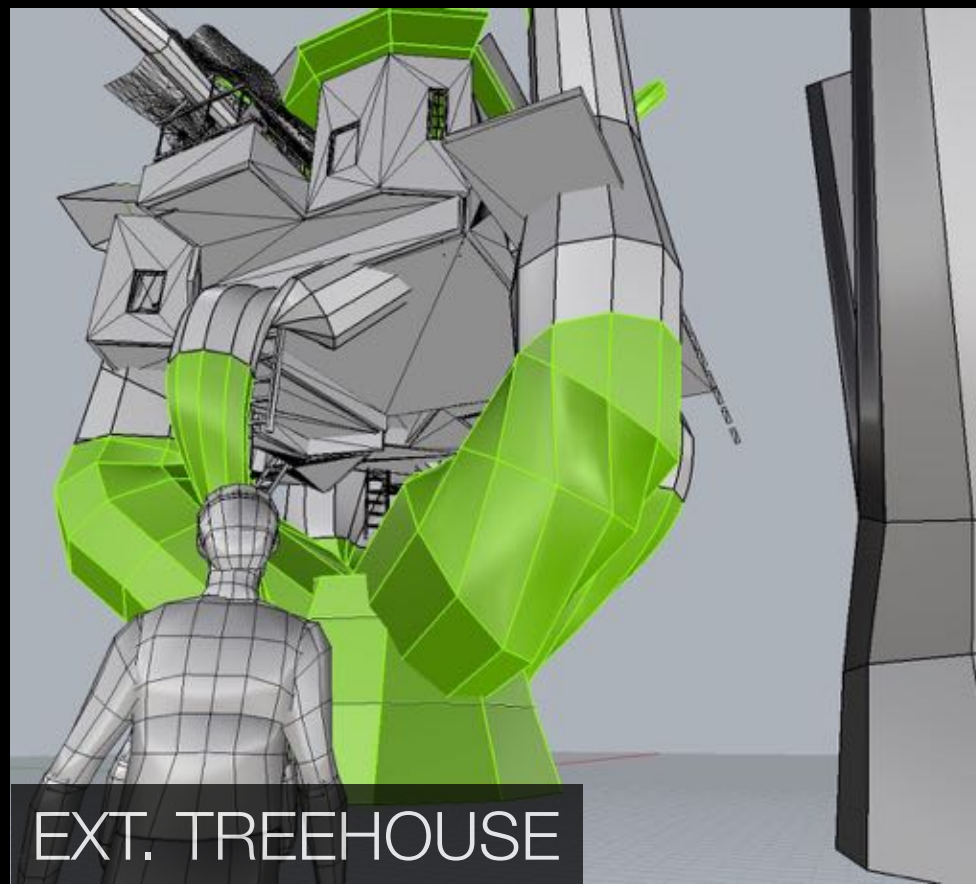
EXT. TREEHOUSE



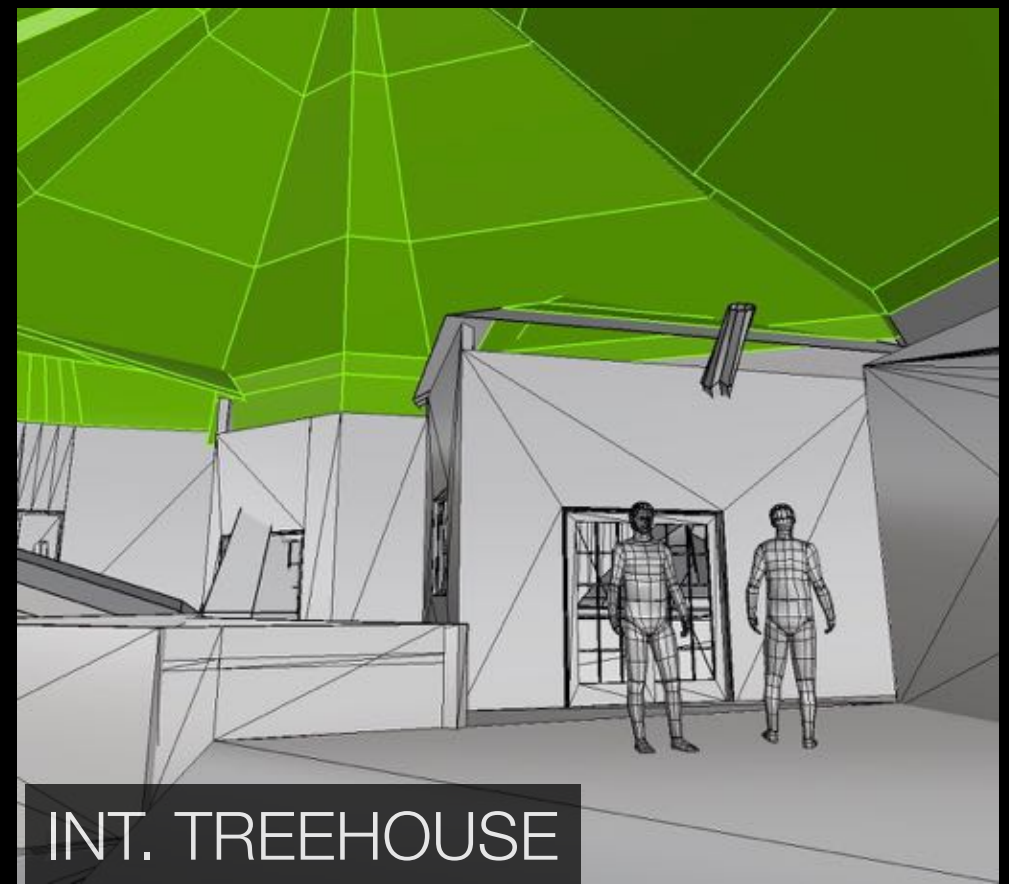
INT. TREEHOUSE



EXT. TREEHOUSE



EXT. TREEHOUSE



INT. TREEHOUSE



ELEVATION

ELEVATION

Adele Fenner

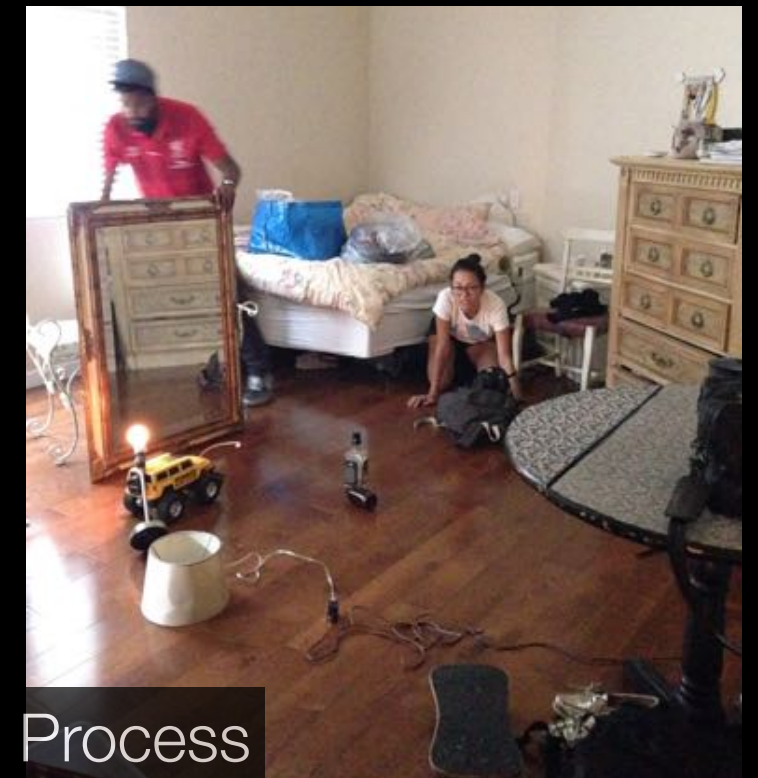


3 DPs and 1 Designer were given a prompt and 3 hours to create that story in one frame

Prompt: Look at the mess these kids of mine made. I just screamed at them, I'm out of control. I really scared them and I hate myself for doing that. I'm such a bad parent some days. I need to go find them now. . They are great kids. Wow, this is hard work.



Detail



Process

STORY WITHIN A FRAME Designer & DP Collaborative Challenge