

**The Academy of Performing arts in Prague**

**Theatre Faculty**

**Department of Scenography**

**Stage design Film and Television.**

**Evaluation of the supervisor of the master's thesis.**

Author:  
**Kumi Kawatani**

**The artistic concept of the film "The Eyes Of The Dragon"**

**according to part of Stephen King's novel "The Eyes Of The Dragon",**

**Ways of bringing reality to set design of dark fantasy films.**

Thesis advisor:

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Kumi Kawatuni, student of master level of stage design - film and television program is presenting her master's thesis: artistic concept of the film: " The Eyes Of The Dragon", based on the parts of Stephen King 's novel and as the part of her thesis, she was also describing ways to bring reality into fantasy films on examples from world cinematography .

The assignment of this work took place in the autumn of 2019. The author worked with the script, which she transforms into the scene 's breakdown, this document was a starting point for her artistic concept.

The author prepared her concept alone, without any consultations with other professions of the film crew. Saying that, presented work Kumi Kawatuni's own visual concept. The theoretical part of the thesis is directly linked to the theme of this movie and deals with and the elements of real historical worlds in fantasy films.

The task of this thesis was creating visual concept of the movie. It was conceived as a search for artistic vision of the story, without specifying financial boundaries or any other technical limitations created by production process as filming locations for example. Visual concept should be processed in the way, that it will create an essential base of communication between production designer and director, with the fact that it can serve as a base for meetings with producers and other key members of the film crew.

The story is taking place in a fictional country, which is as per book developed to the similar level as middle-age Europe. Author Kumi Kawatuni is working with historical references very freely and she is combining medieval spaces with the details, which evoked later periods as mid 19<sup>th</sup> century for example. We can say, the author is using the architecture and material culture of Europe from 14<sup>th</sup> to 19<sup>th</sup> century as a starting points for her artistic visions. I think, this is the correct direction to create specific fantasy world. Kumi Kawatuni has collected a large amount of visual references and defined style, overall look and colour scheme of the whole film project.

The work contains a list of exteriors and interiors based on breakdown of the script. The most important sets are then processed in the form of coloured perspective designs. The author used the combination of bird perspectives and axonometries to explain each space and series of perspective sketches and designs. Several scenes are also presented in the form of storyboards, which show how sets could be used for storytelling.

This presentation is showing how production designer can communicate with other members of the film crew, as director, cinematographer, and producers. Based on these artworks, design of the film could be discussed. The budgets and the technical solutions to individual sets. Numbers of environments are designed and as an exterior construction or a significant modification of reality. Because this is a very artistically demanding film, several sets must be solved using computer-generated images CGI.

Kumi Kawatuni, work on her thesis continuously and single-mindedly from the start.

I recommend this master 's thesis for defence.

prof. Ondřej Nekvasil