

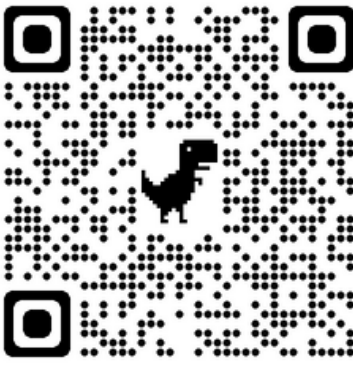


Portfolio

CONCEPT ART. DRAUGHTING. STORYBOARDING. MODEL MAKING. PROP DESIGN.



Jessica  Hemstock
ART DEPARTMENT




About Me.

I'm Jess and my passion is production design. Im an extremely enthusiastic and creative person, I practice draughting, Model Making, concept art and much more, all physically and digitally. I have studied Design for Film and Television at Nottingham Trent University. I aspire to be working freelance within the art departments. I hope you enjoy looking through my hearts work on this page.



Contact Me.



Email
jessica.hemstock@hotmail.com

Social Media
[in](#) [@](#)

First NameLast Name

Email *

Message

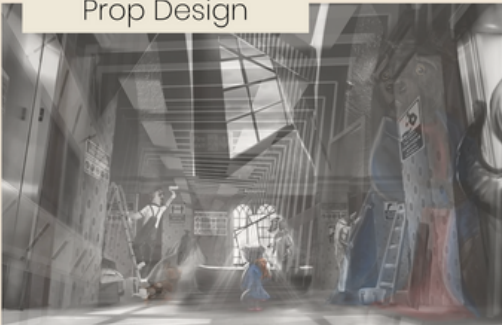
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Concept Art
Technical Drawing
Storyboards
Model Making
Prop Design




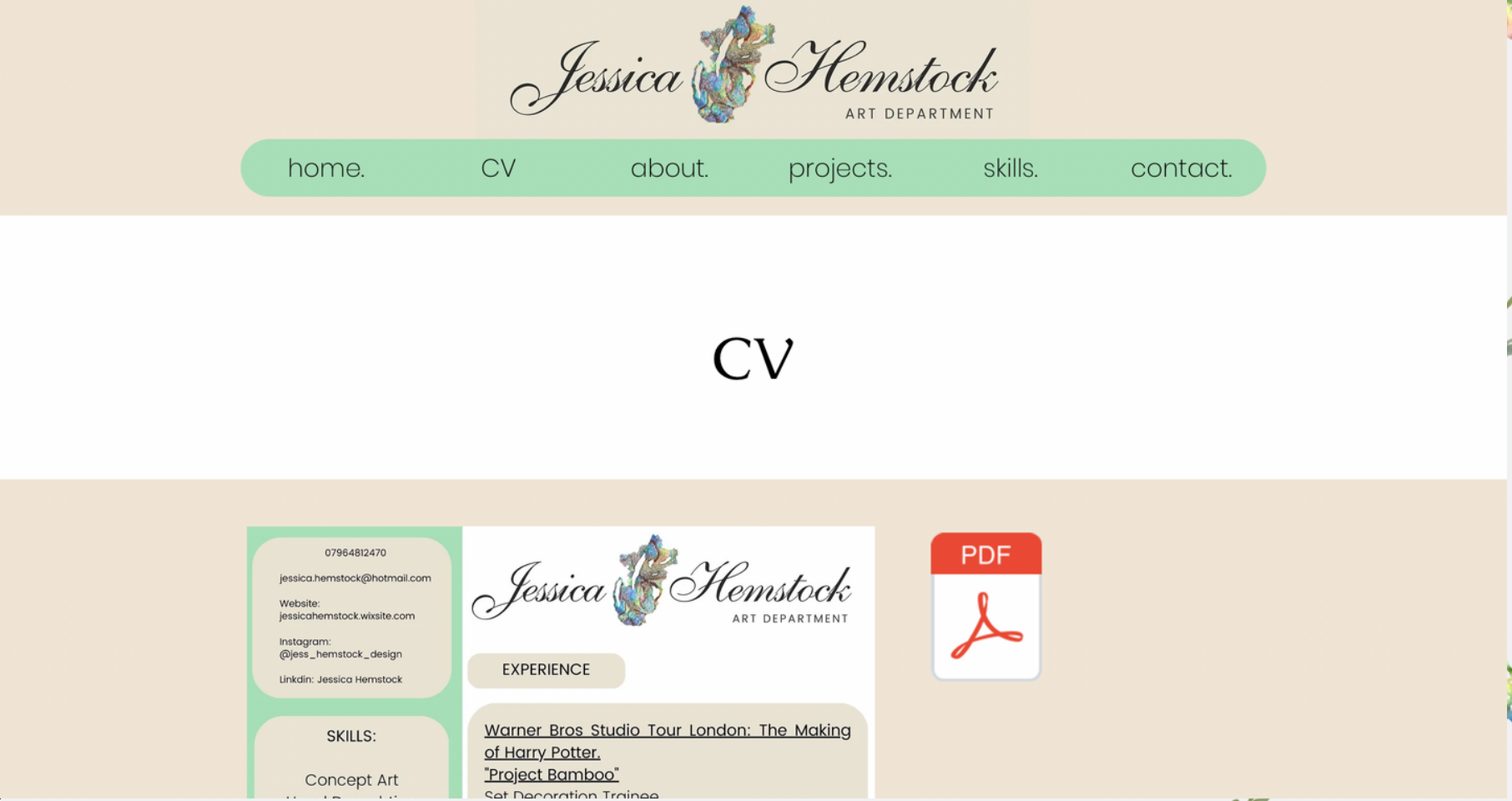
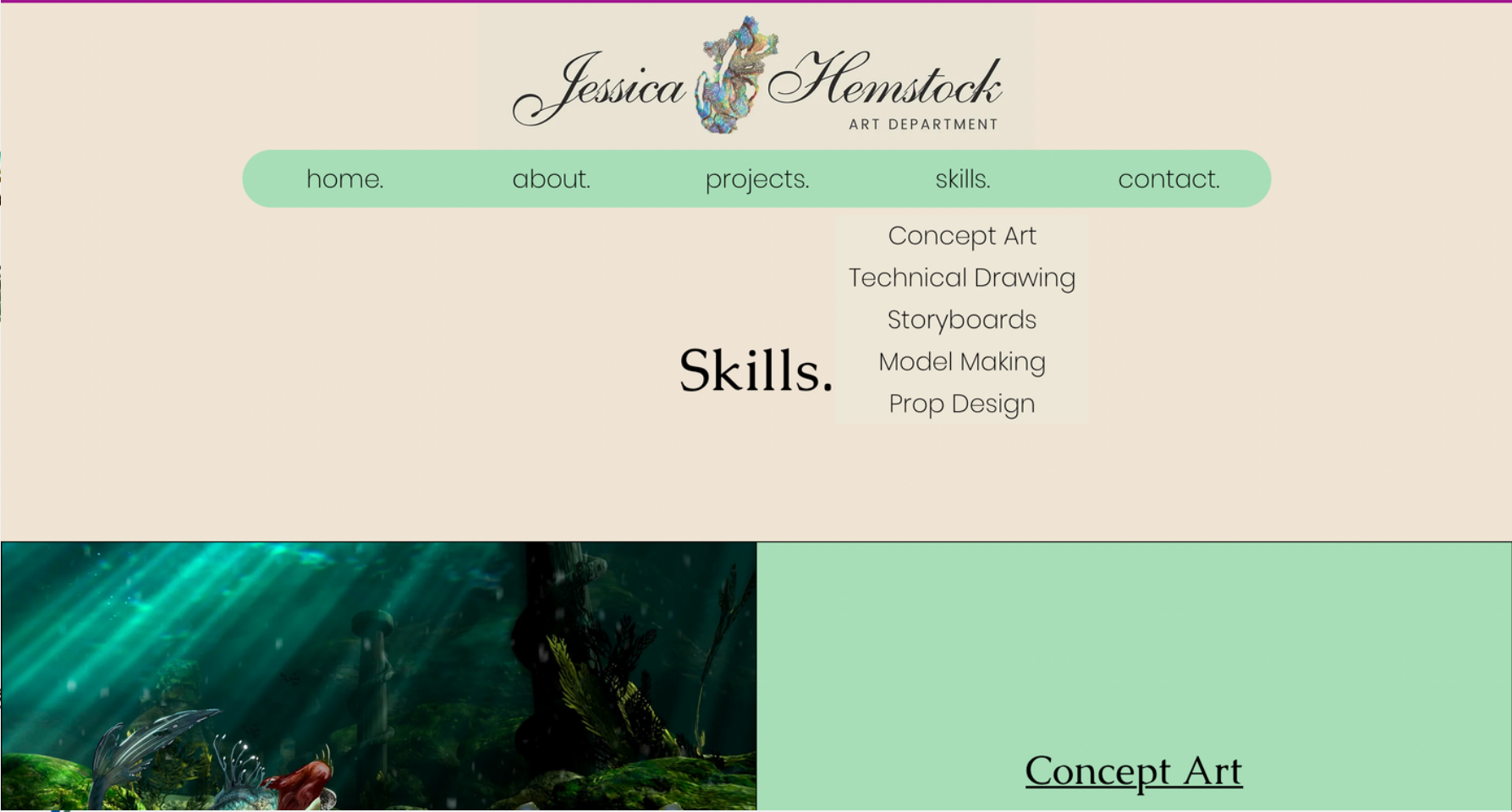
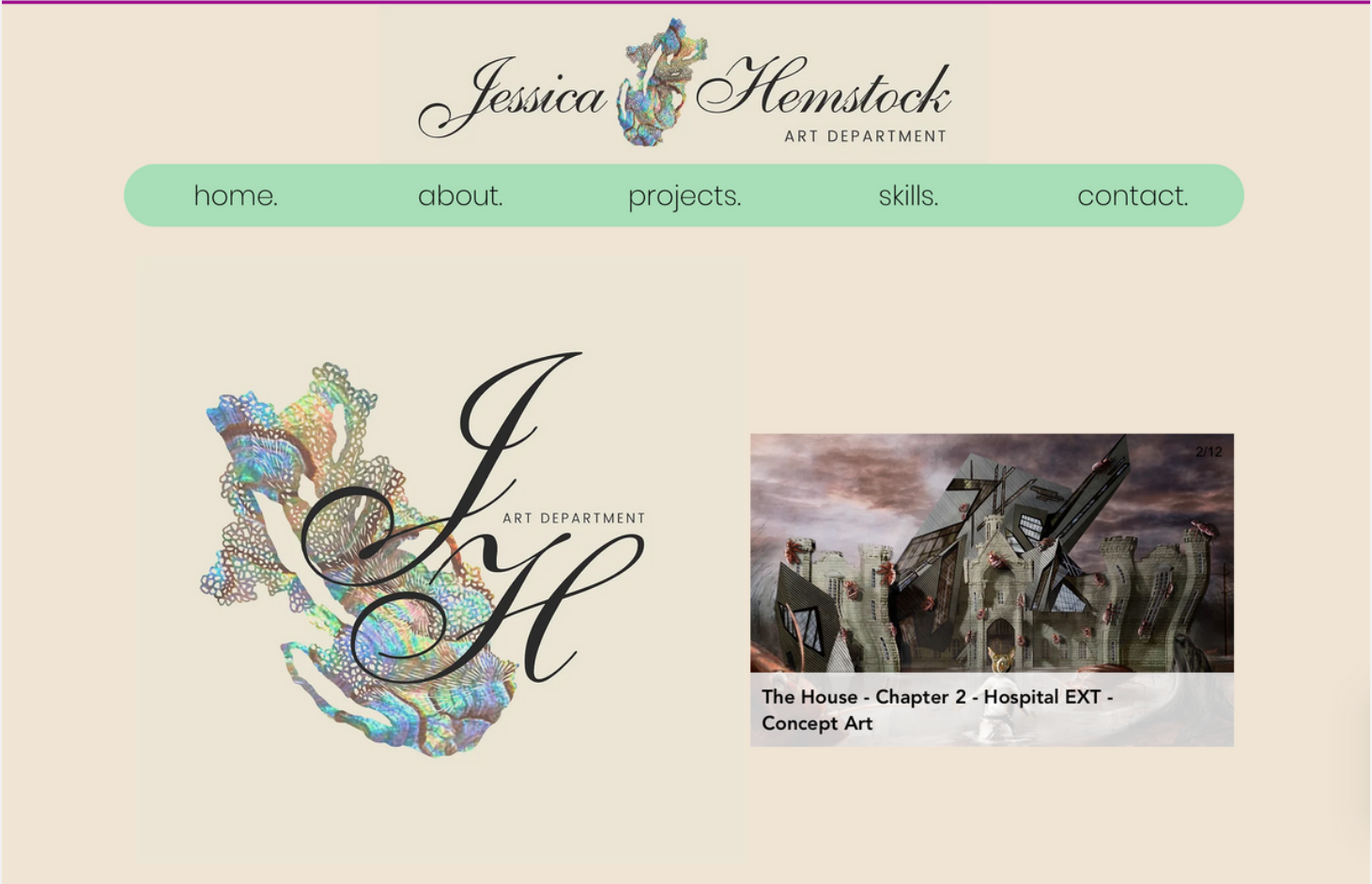
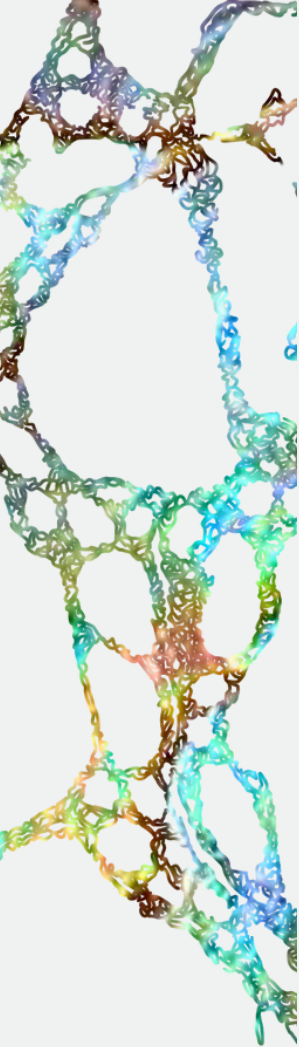
home.about.projects.skills.contact.

Part of Your World
The House
Carcass

Projects

The projects below were all completed as part of my degree in 'Design for Film and Television' at Nottingham Trent University.



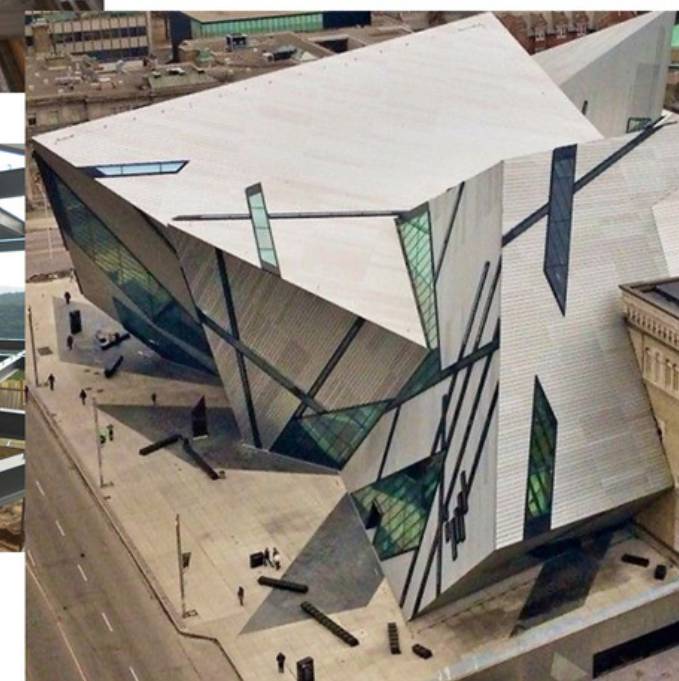
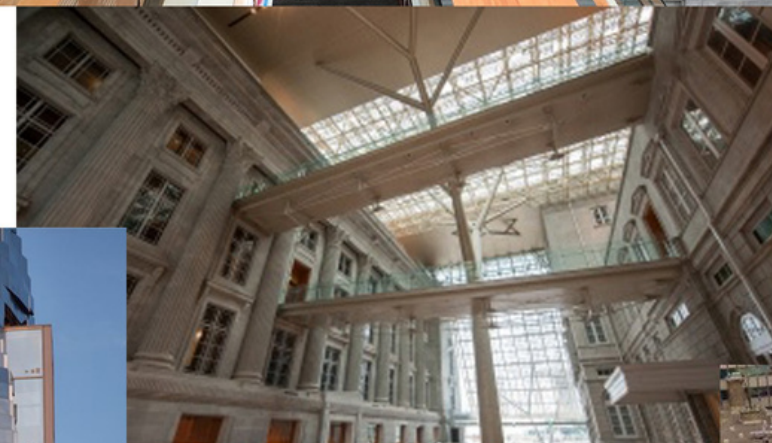


THE HOUSE

A reimagining of the 2022 Netflix Stop-motion exploring three different stories that all evolve around the same Hospital Building. Over time the building distorts and extends to evoke the anxiety felt within. My version explores issues around covid 19, mental health and nursing.



THE HOUSE



Moodboard - Deconstructivist Building

THE HOUSE



Hospital Foyer INT Chapter I - Visual



THE HOUSE



Twisted Corridor Hospital INT Chapter I - Visual

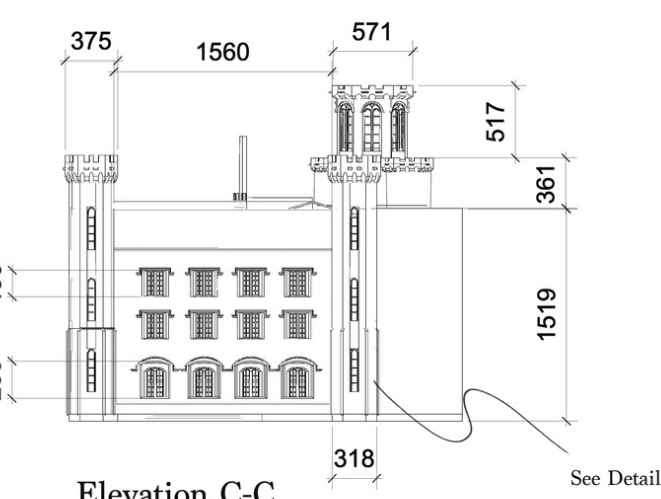
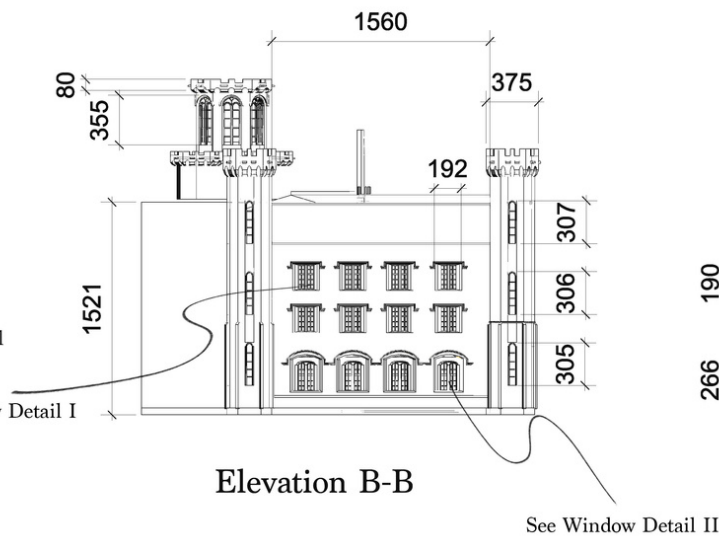
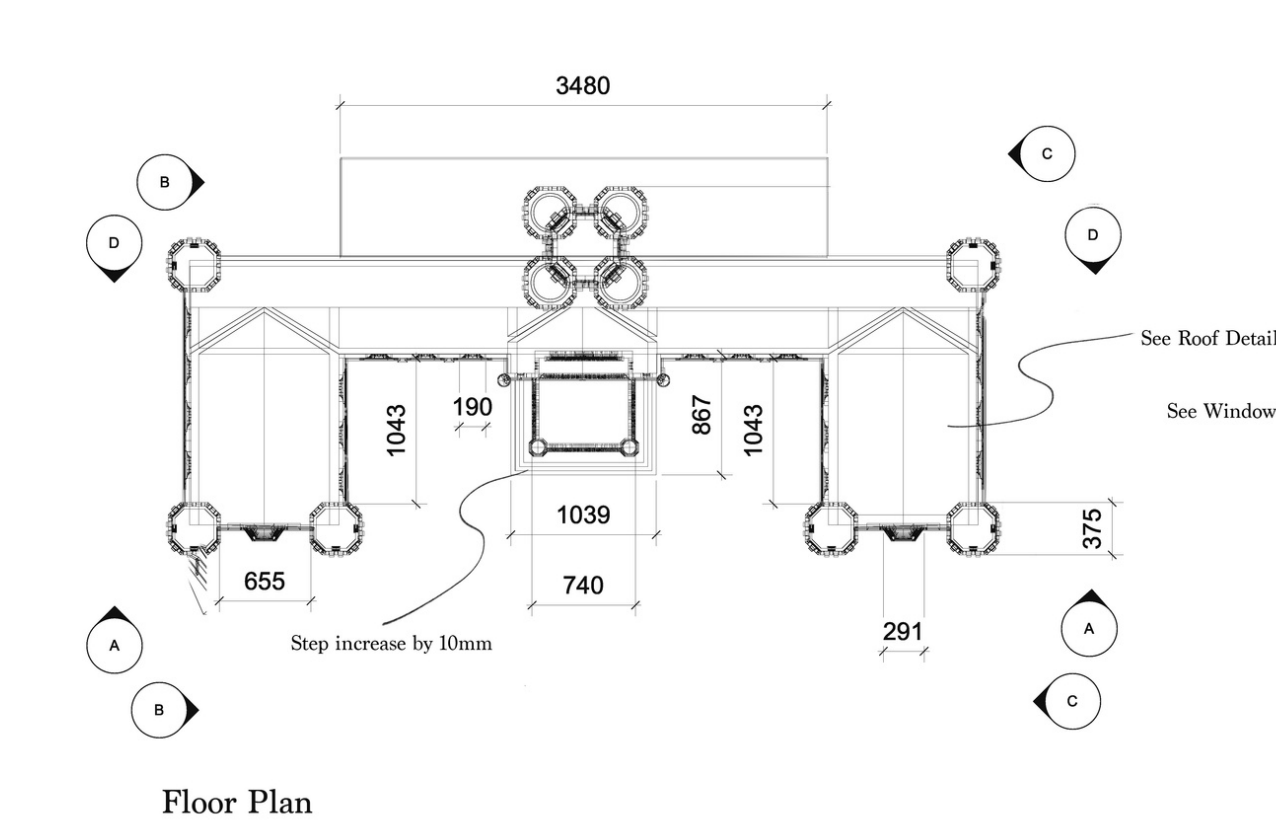
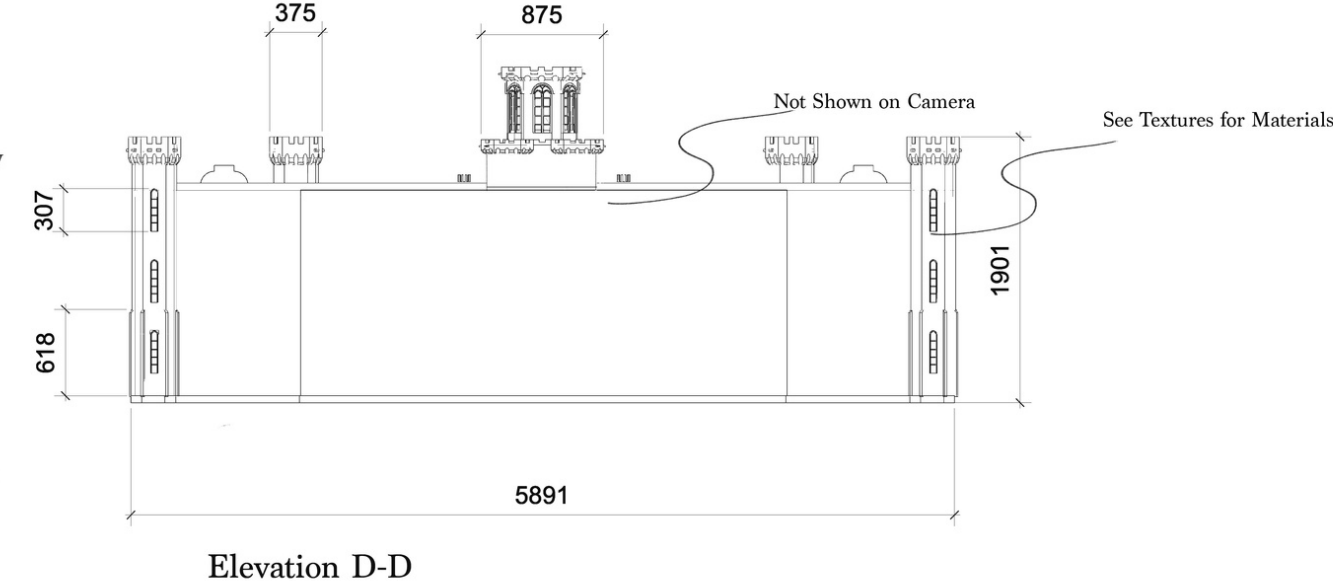
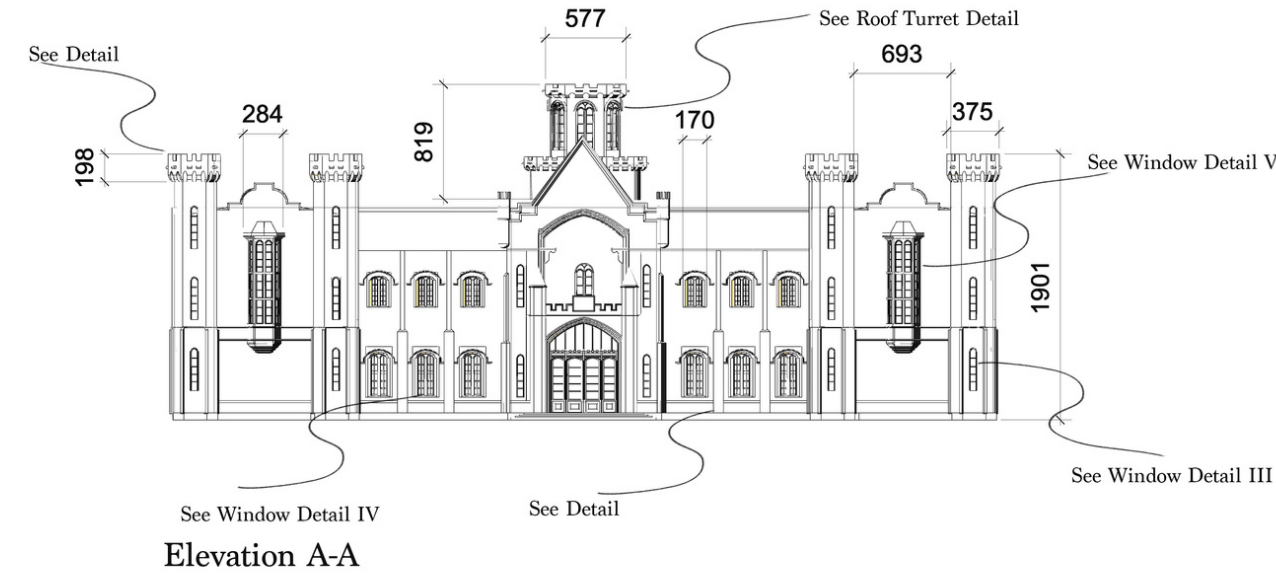


THE HOUSE - CHAPTER I: PRE EXTENSION. EXT. THE HOSPITAL - 1:25

Materials and Textures:

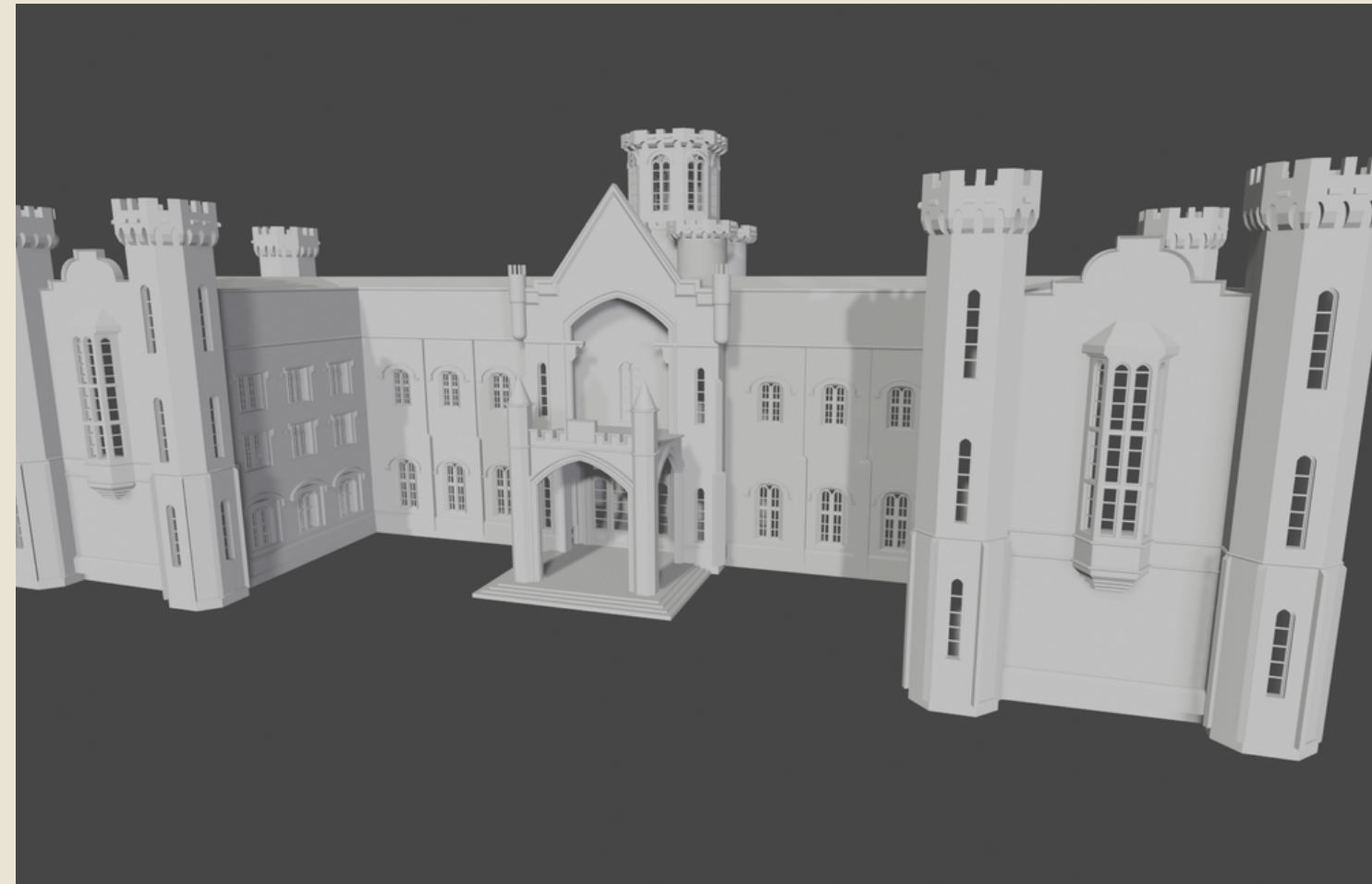
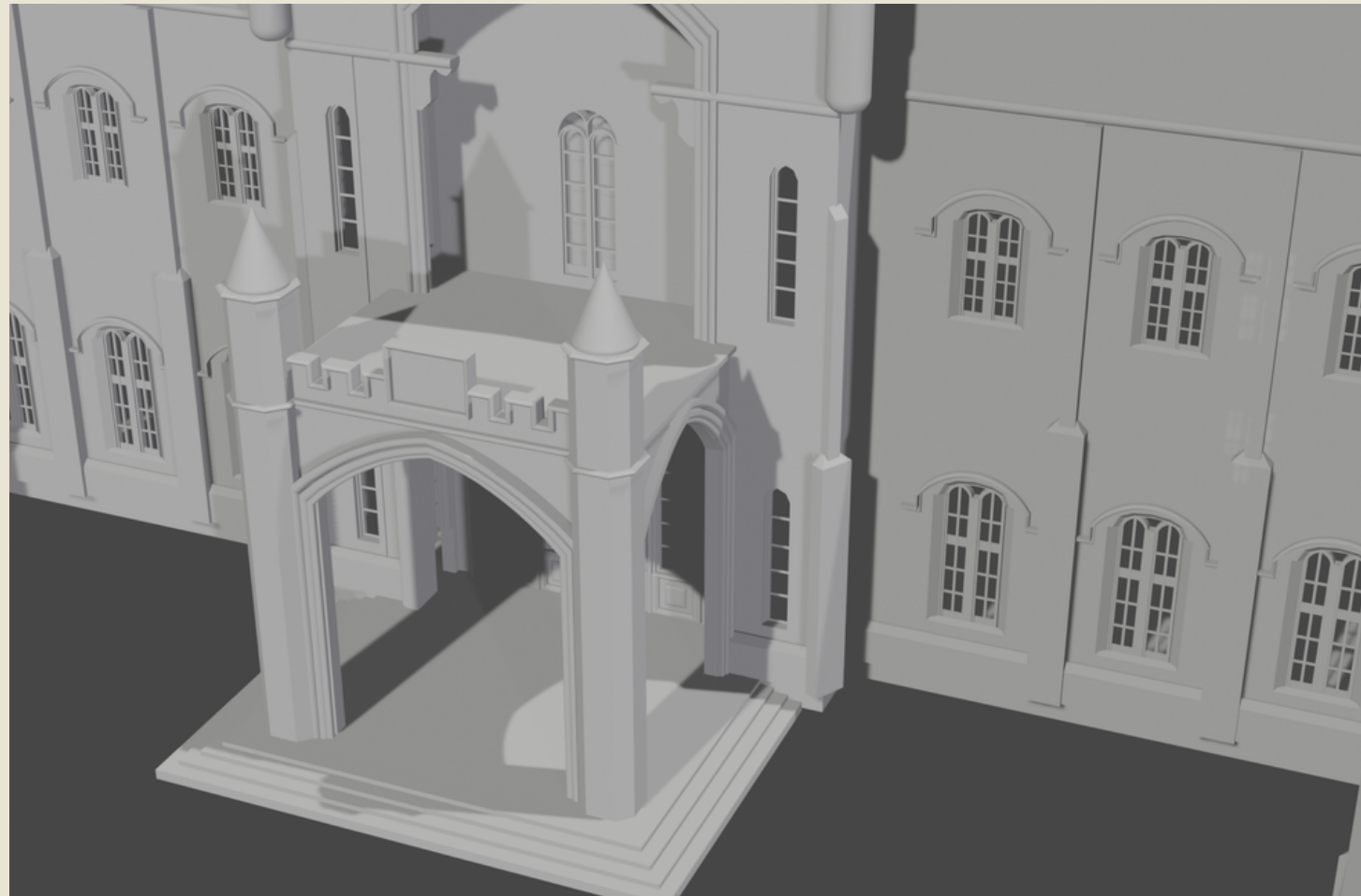
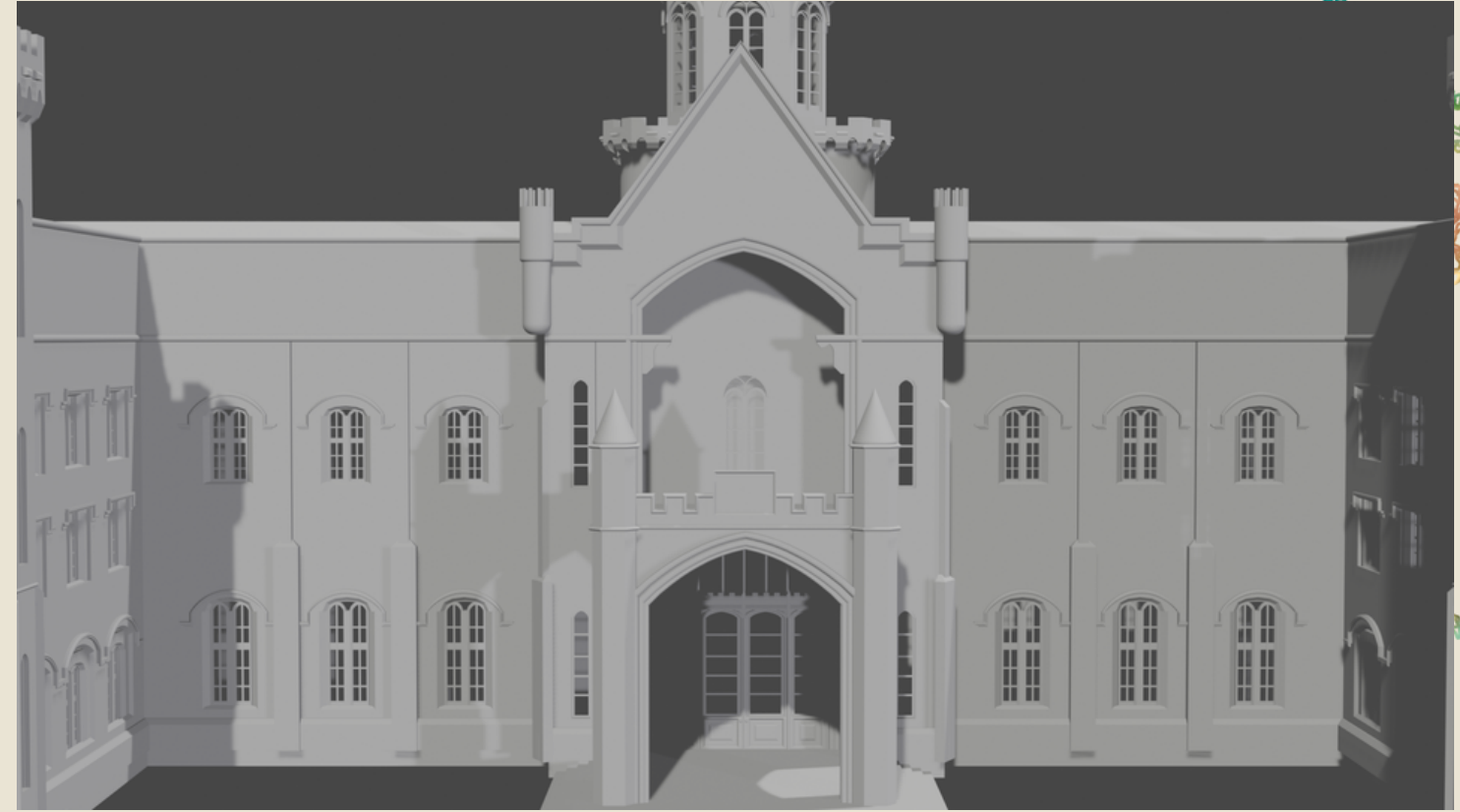
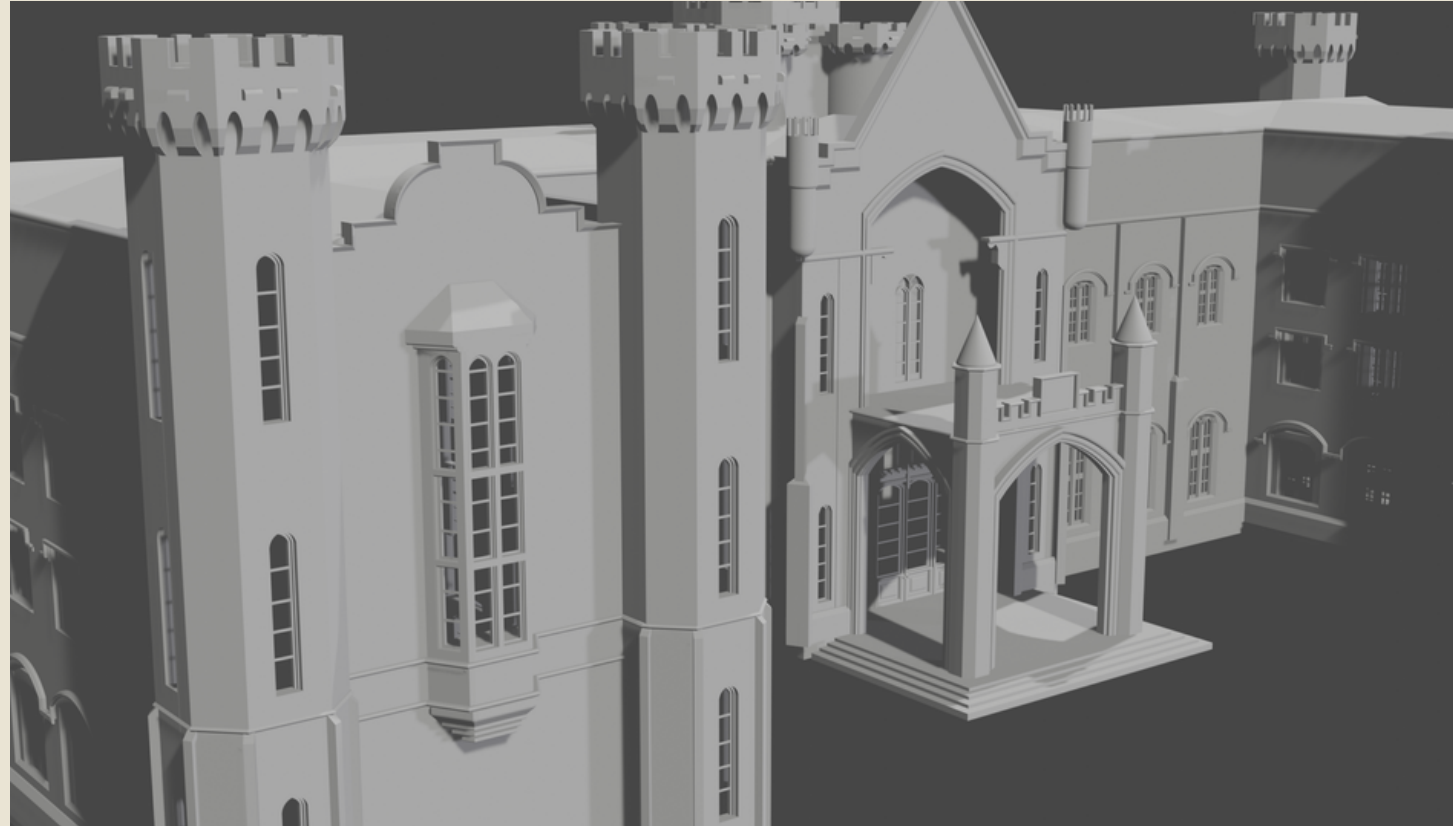


Notes:
Sandstone brick- to be moulded from fibreglass and painted and textured.
Castle Windows and door windows to be clear perspective not reflective.
Back View will not be shot
This set to be used at the start of Chapter I before Steel extension.



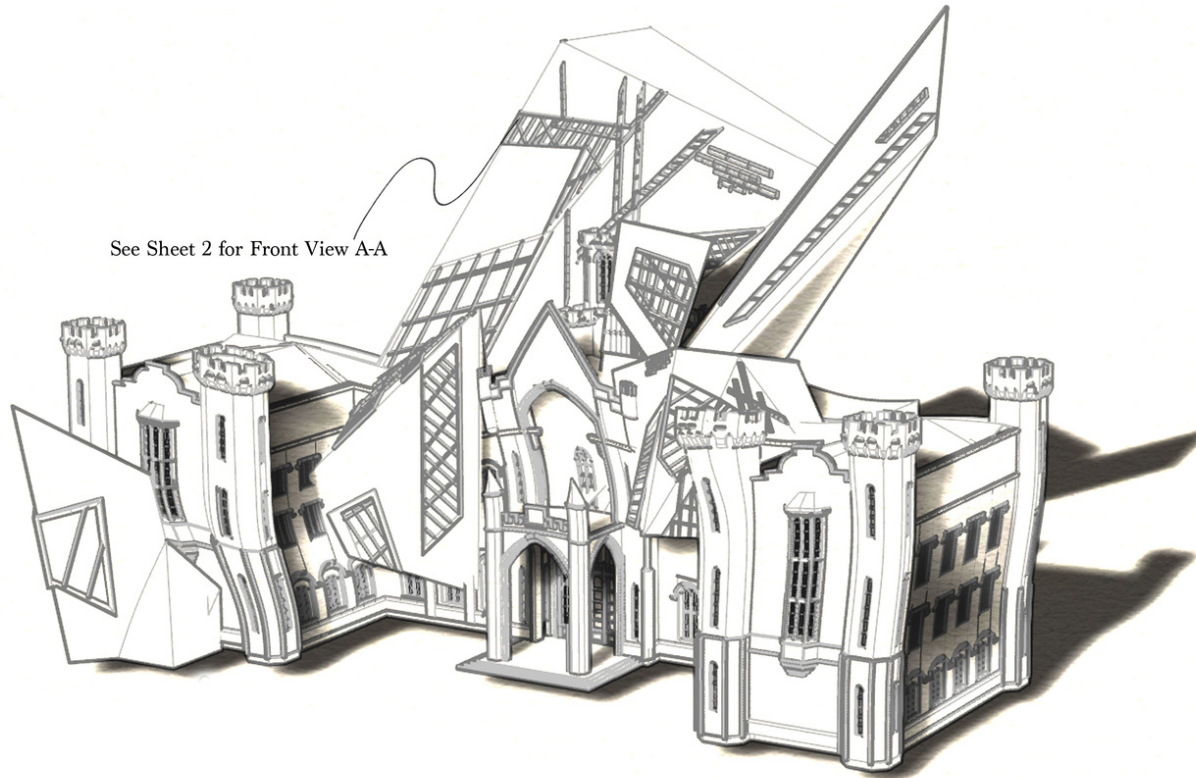
THE HOUSE	
Set: Chapter I: Pre Extension The Hospital EXT	Date : 07/02/2023
	Scale : 1:25
Drawn By JESS HEMSTOCK	Sheet 1

THE HOUSE

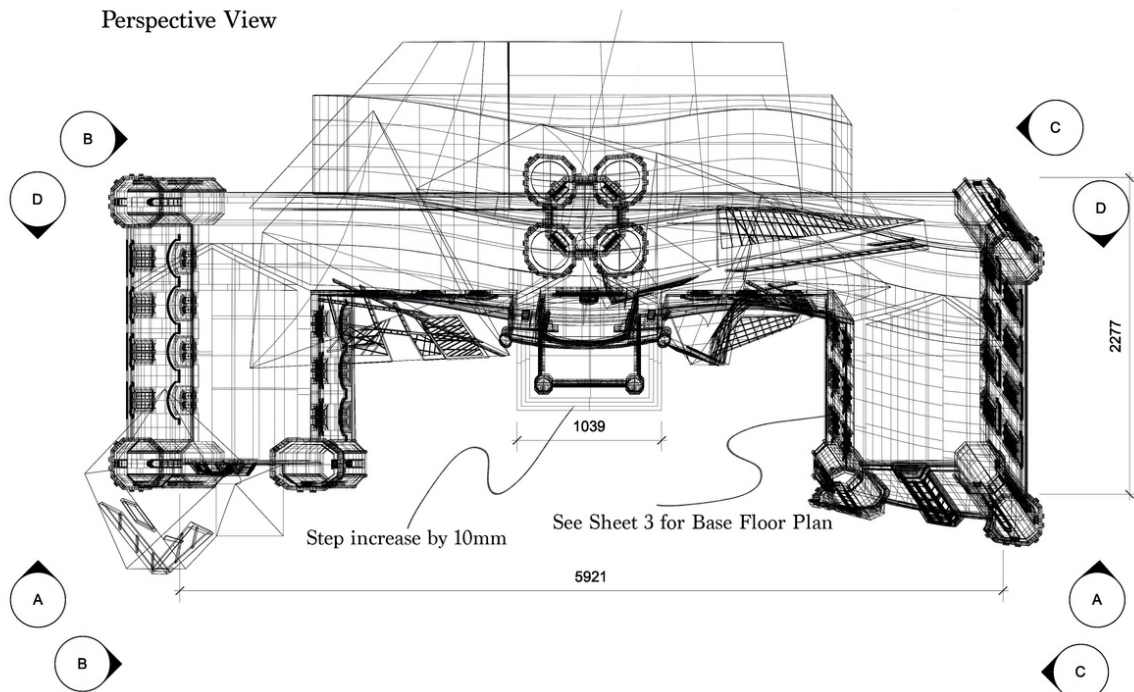


Hospital EXT Pre- Construction - Digital Model

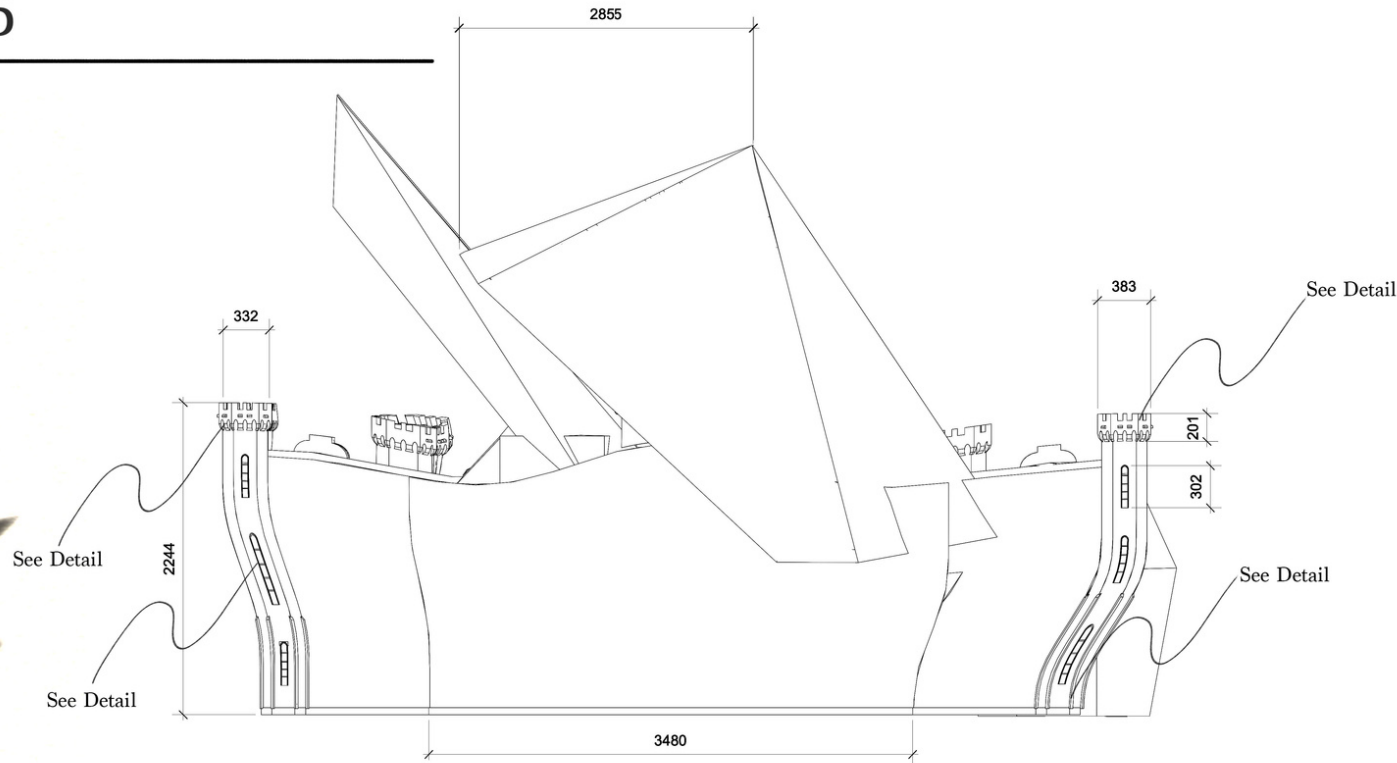
THE HOUSE - EXT. THE HOSPITAL - 1:25



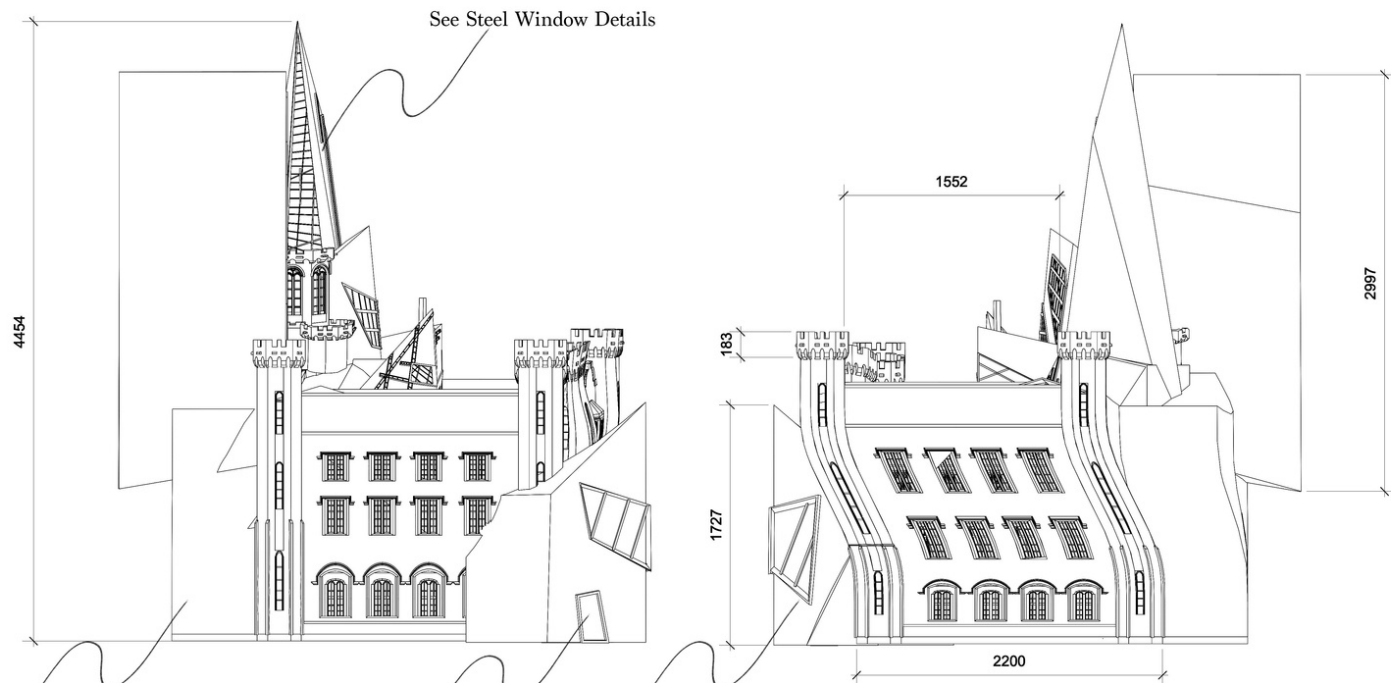
Perspective View



Floor Plan - Showing Distortion



Elevation D-D



Not Shown on Camera

Elevation B-B

See Door Detail

See Textures

Elevation C-C

Notes:

- Sandstone brick- to be moulded from fibreglass and painted and textured.
- Mirrored Perspex for Silver structures windows.
- Metal extensions to be moulded from fibreglass including corrugated surface, painted with metallic silver.
- Castle Windows and door windows to be clear perspective not reflective.
- Back View will not be shot, back constructed to hold weight of largest metal shard.

Materials and Textures:



THE HOUSE

Set: The Hospital EXT

Date : 07/02/2023

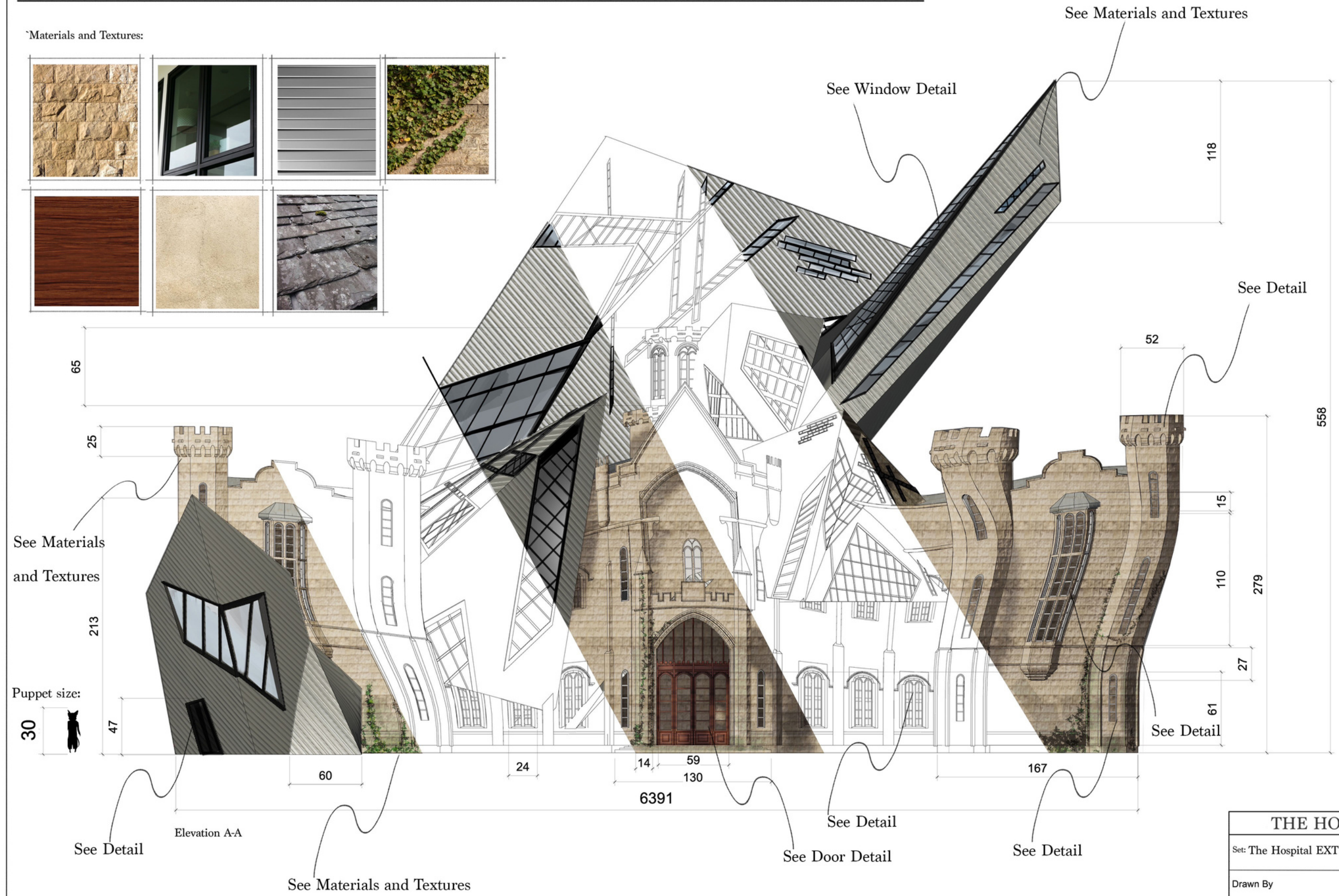
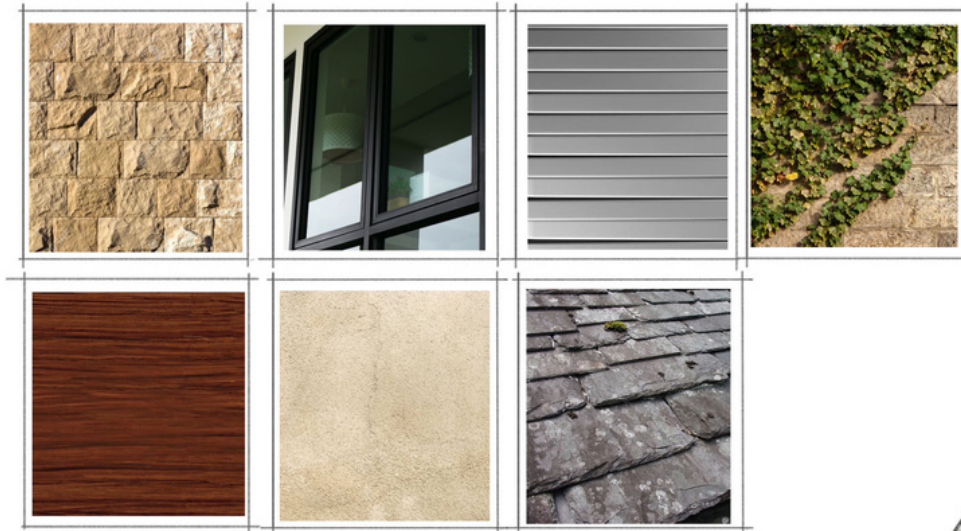
Scale : 1:25

Drawn By
JESS HEMSTOCK

Sheet 1
OF
3

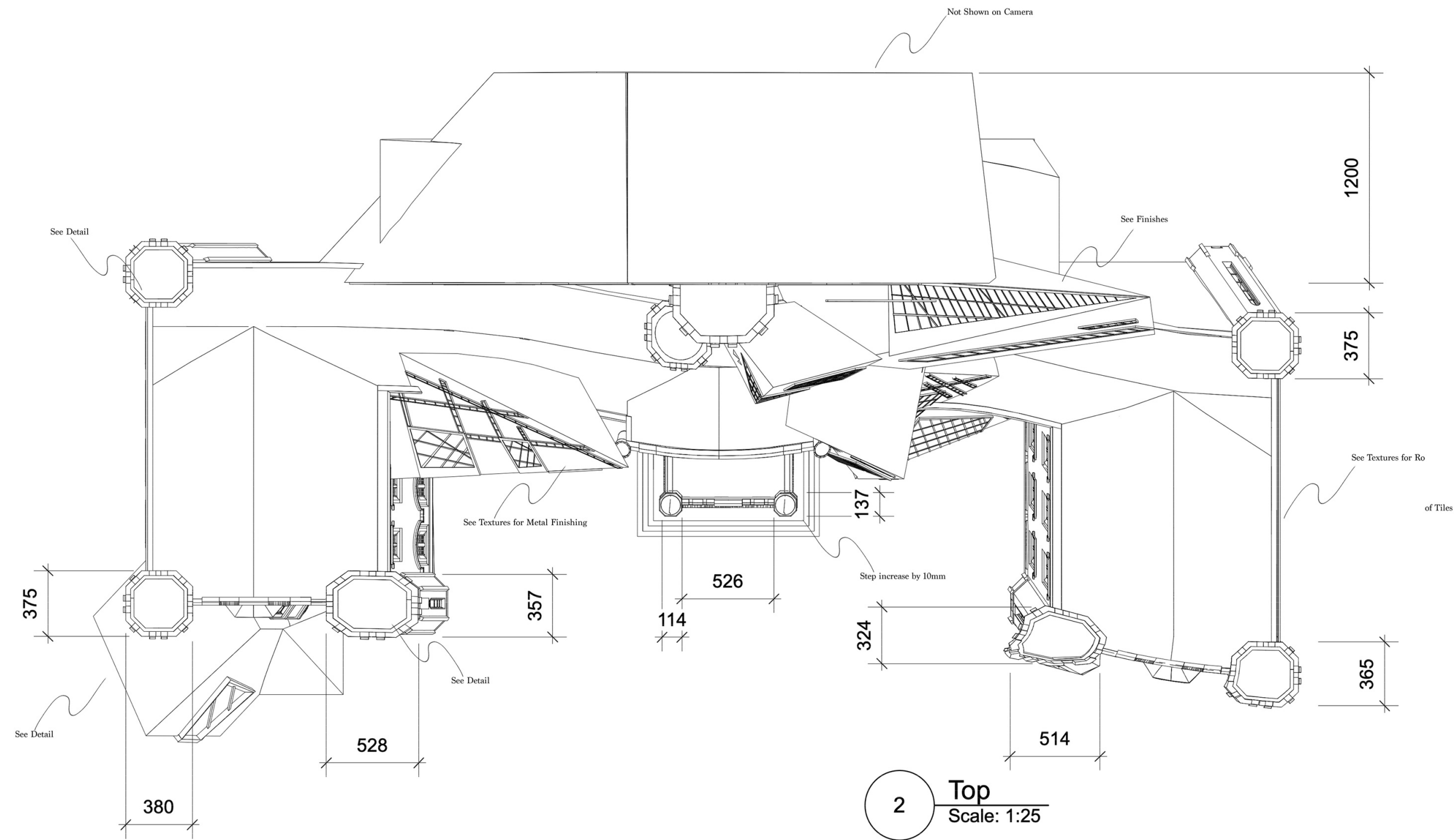
THE HOUSE - EXT. THE HOSPITAL - FRONT VIEW 1:8

Materials and Textures:

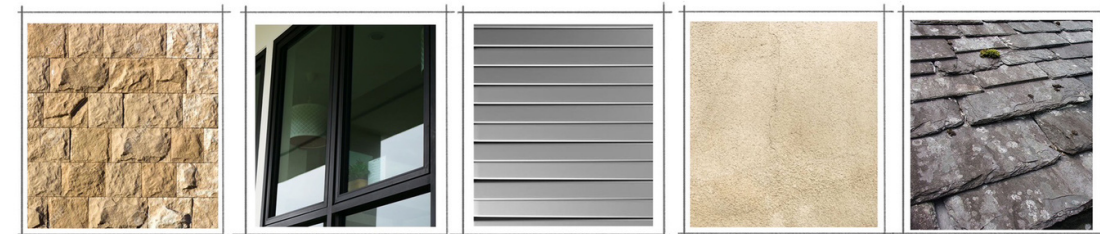


THE HOUSE	
Set: The Hospital EXT	Date : 07/02/2023 Scale : 1:8
Drawn By JESS HEMSTOCK	2 OF 3

THE HOUSE - EXT. THE HOSPITAL - FRONT VIEW 1:8

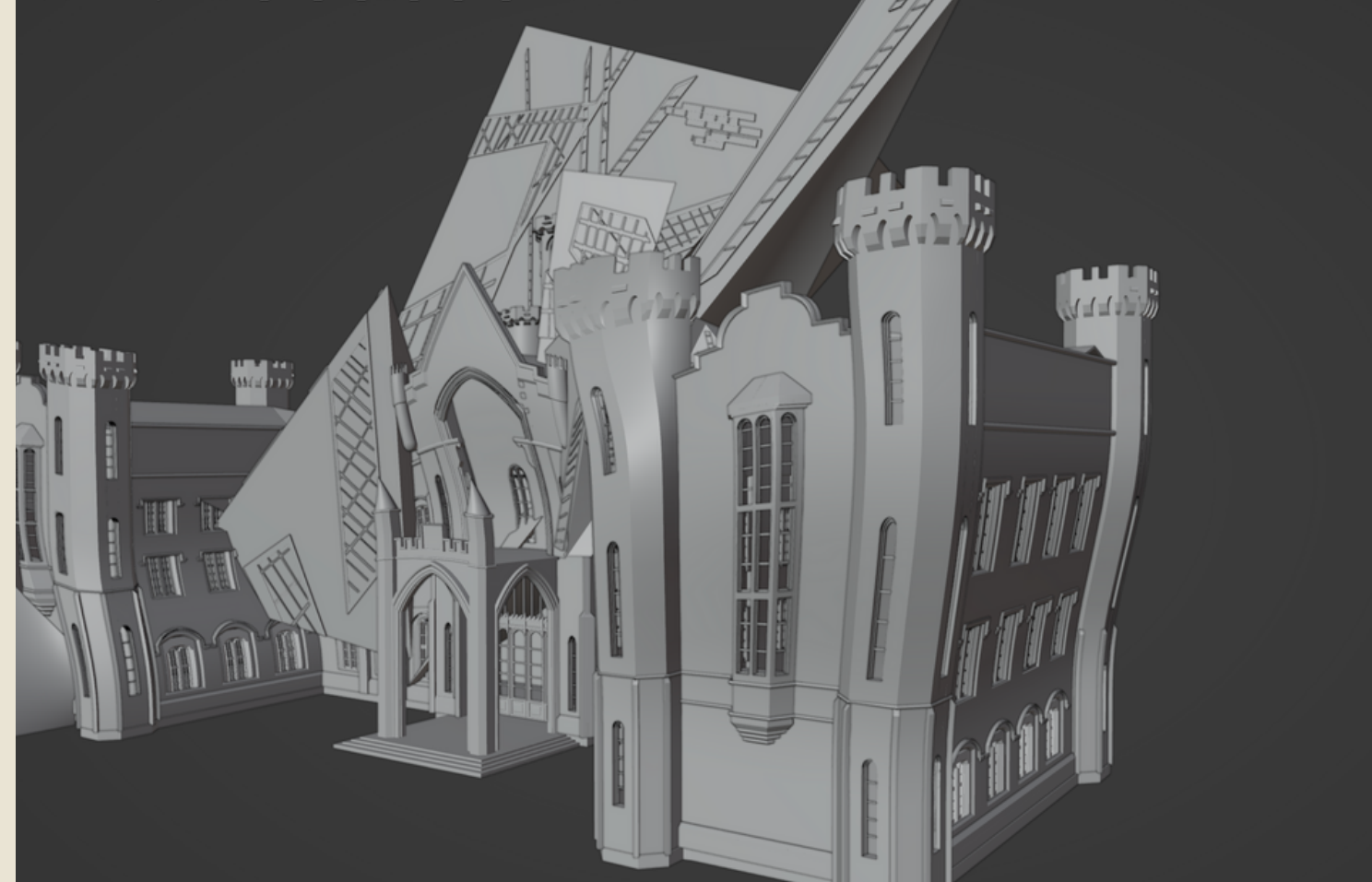
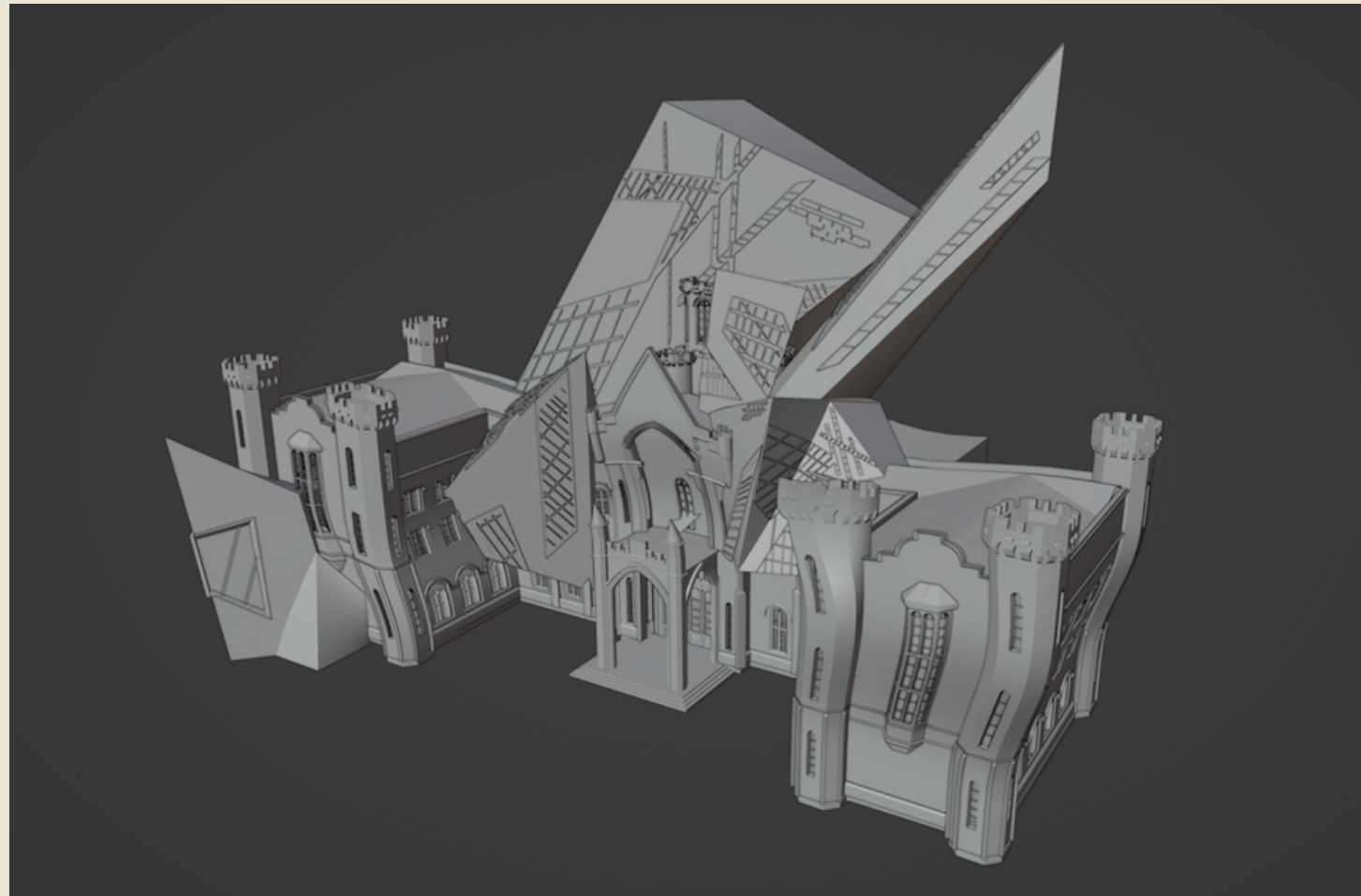
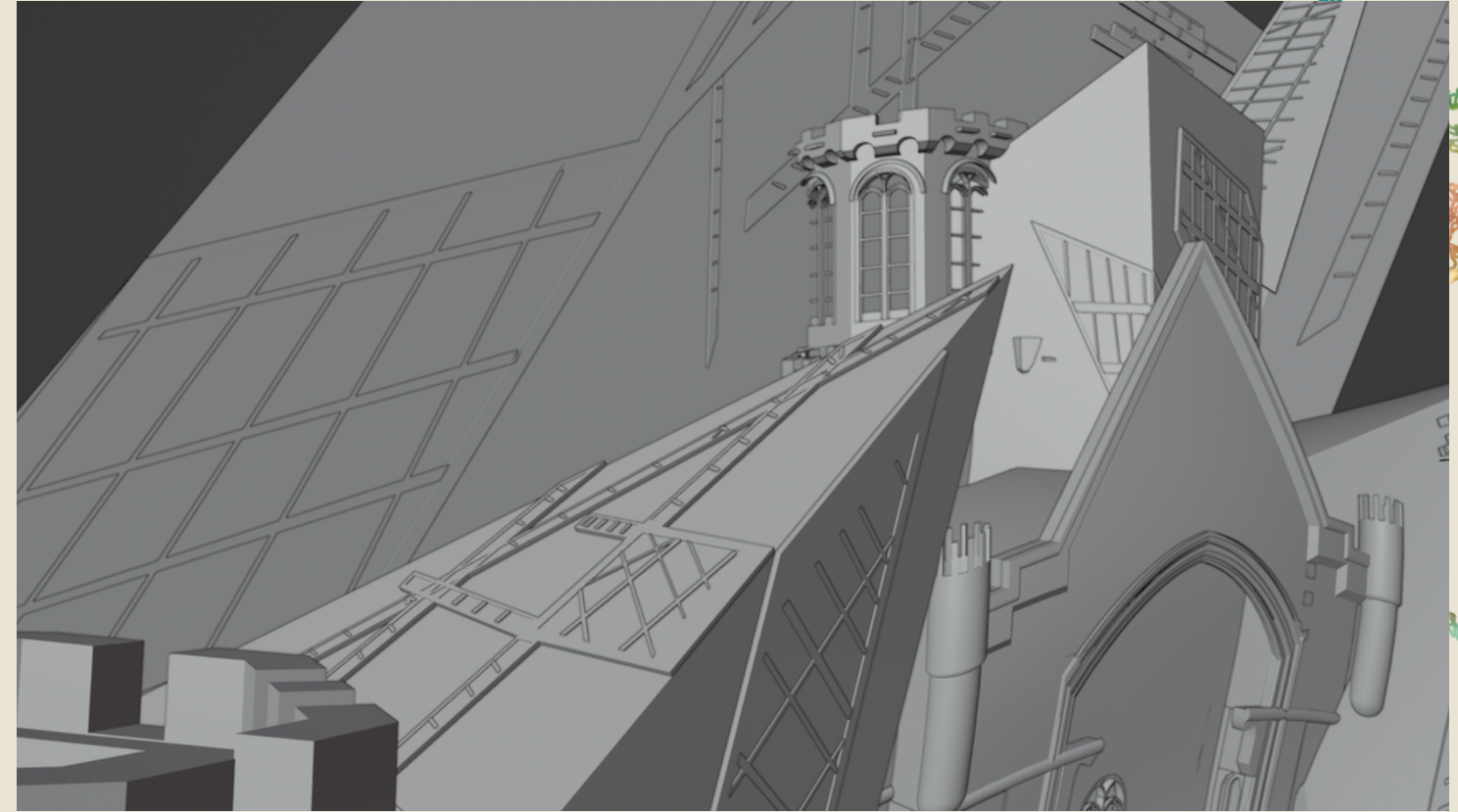
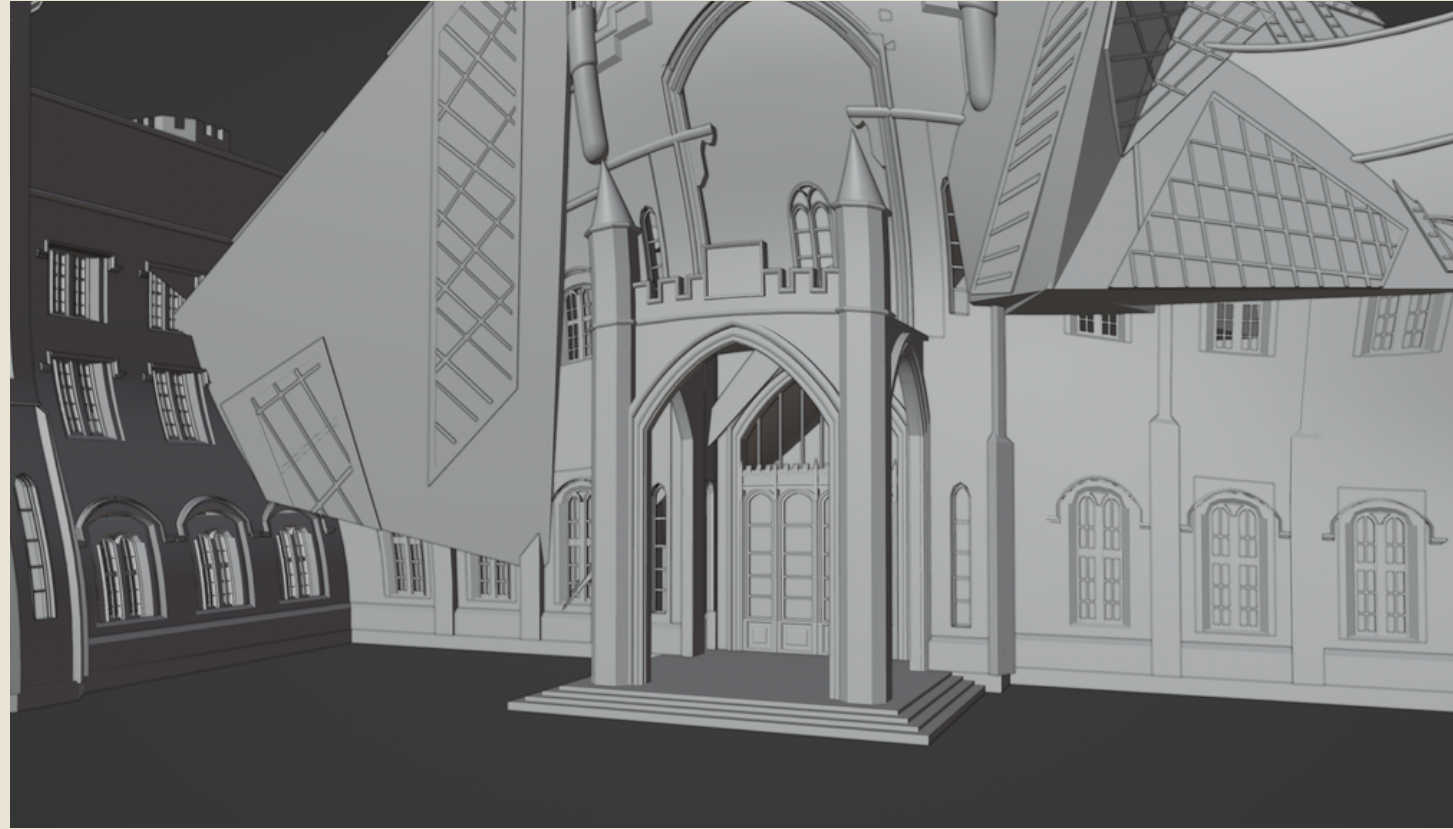


Materials, Textures and Finishes:



THE HOUSE	
Front view	Date : 07/02/2023
Set: THE HOUSE HOSPITAL	Scale : 1:8
Director :	3 OF 3
Designer : Jessica Hemstock	
Revisions :	

THE HOUSE



THE HOUSE



Hospital EXT - Rendered 3D Model

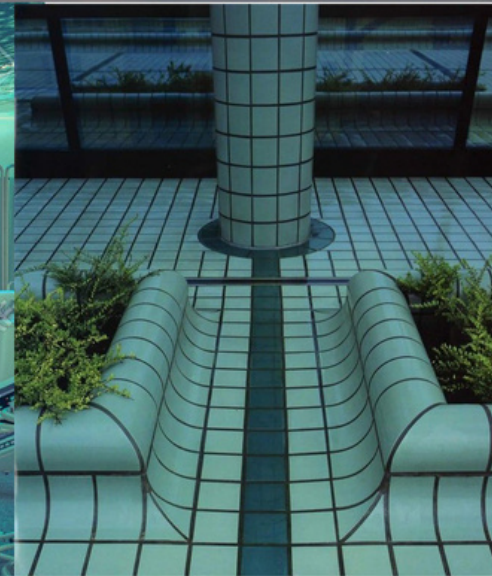
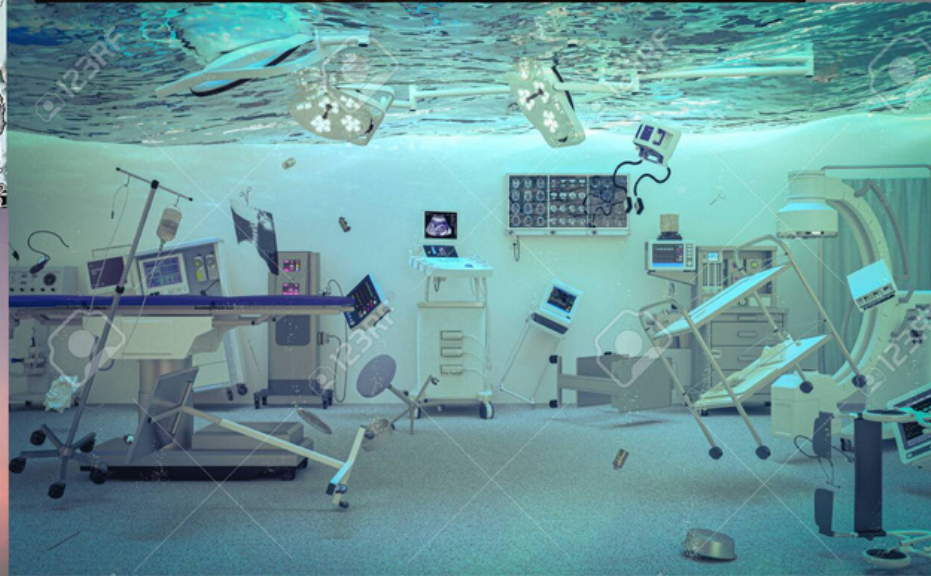
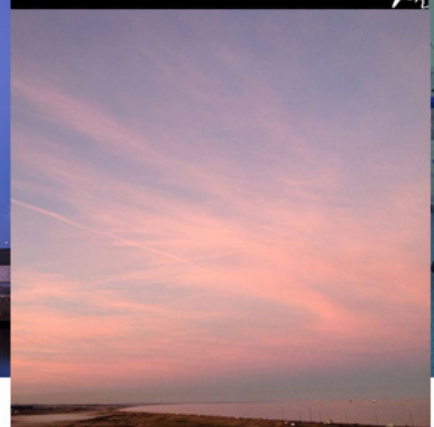
THE HOUSE



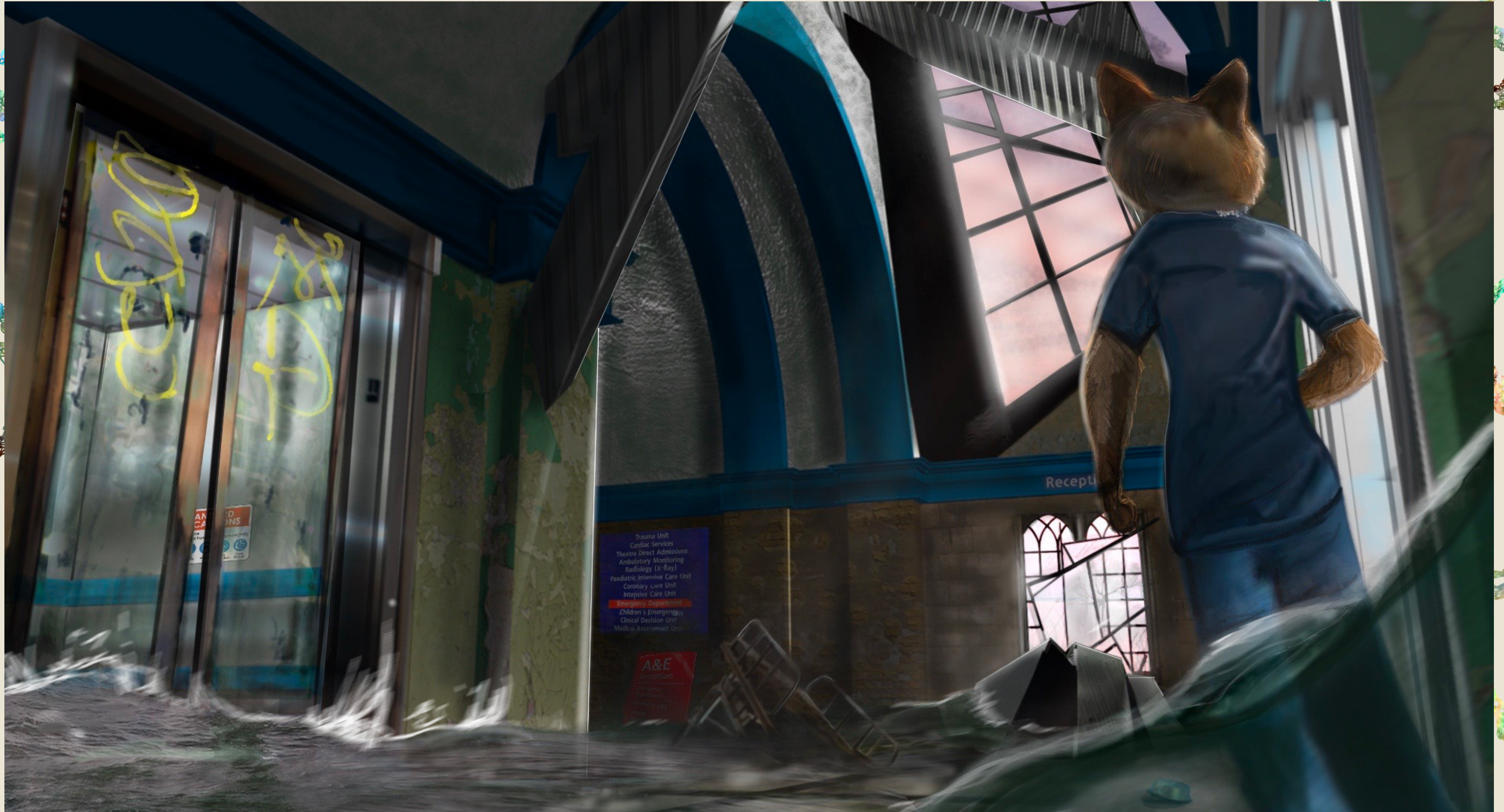
THE HOUSE



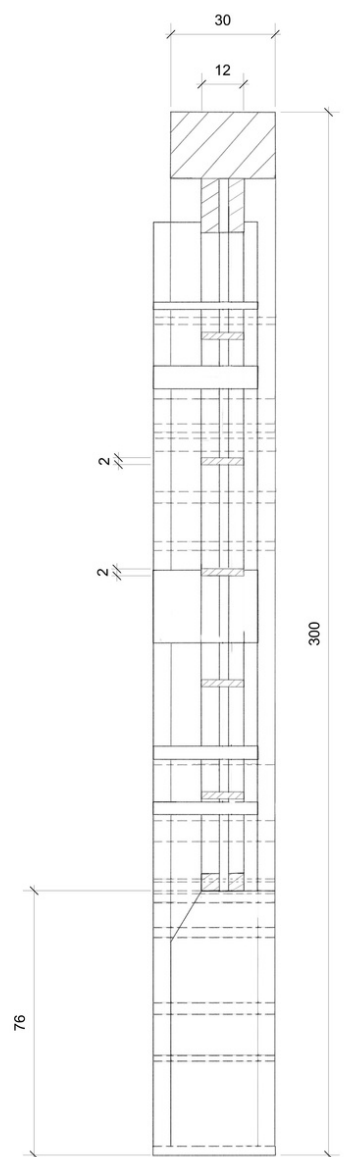
THE HOUSE



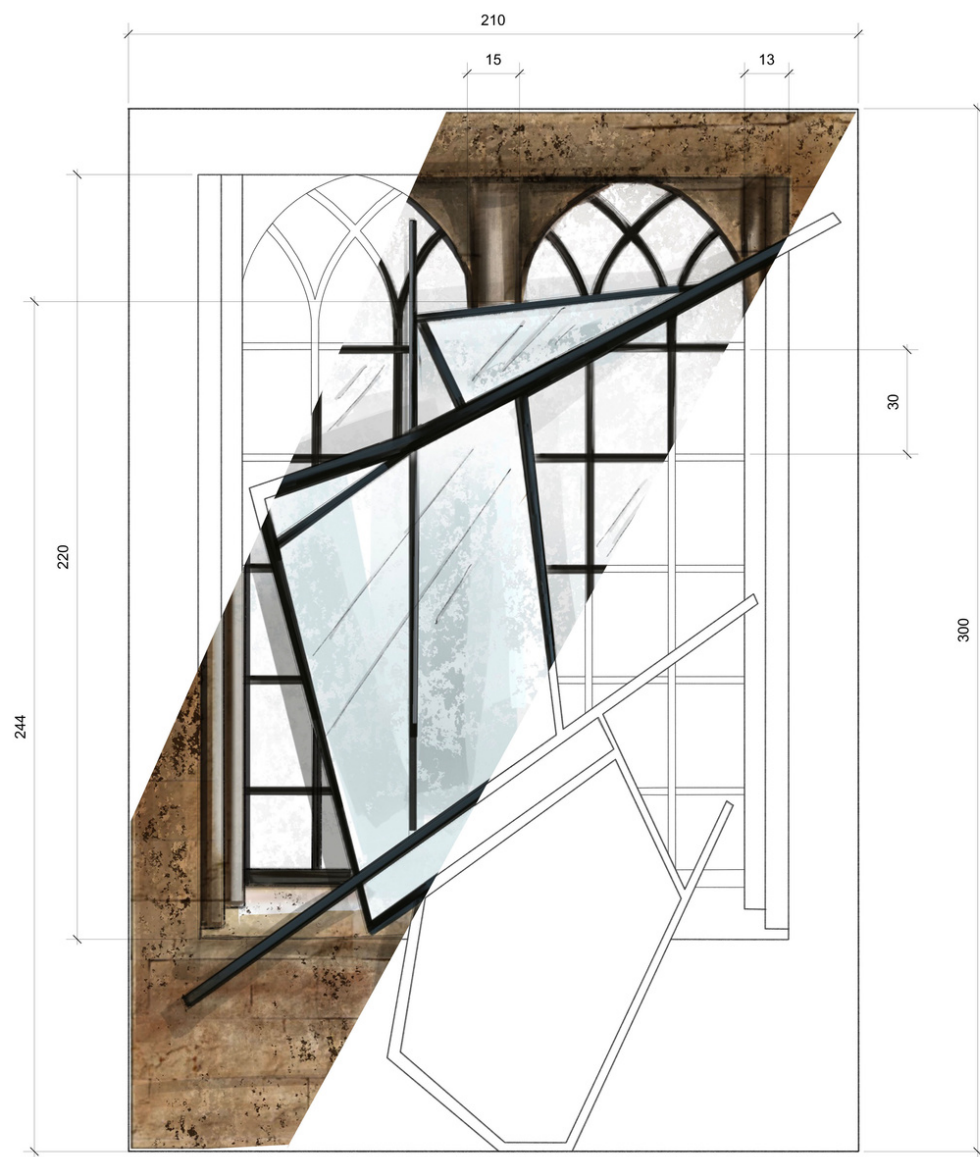
THE HOUSE



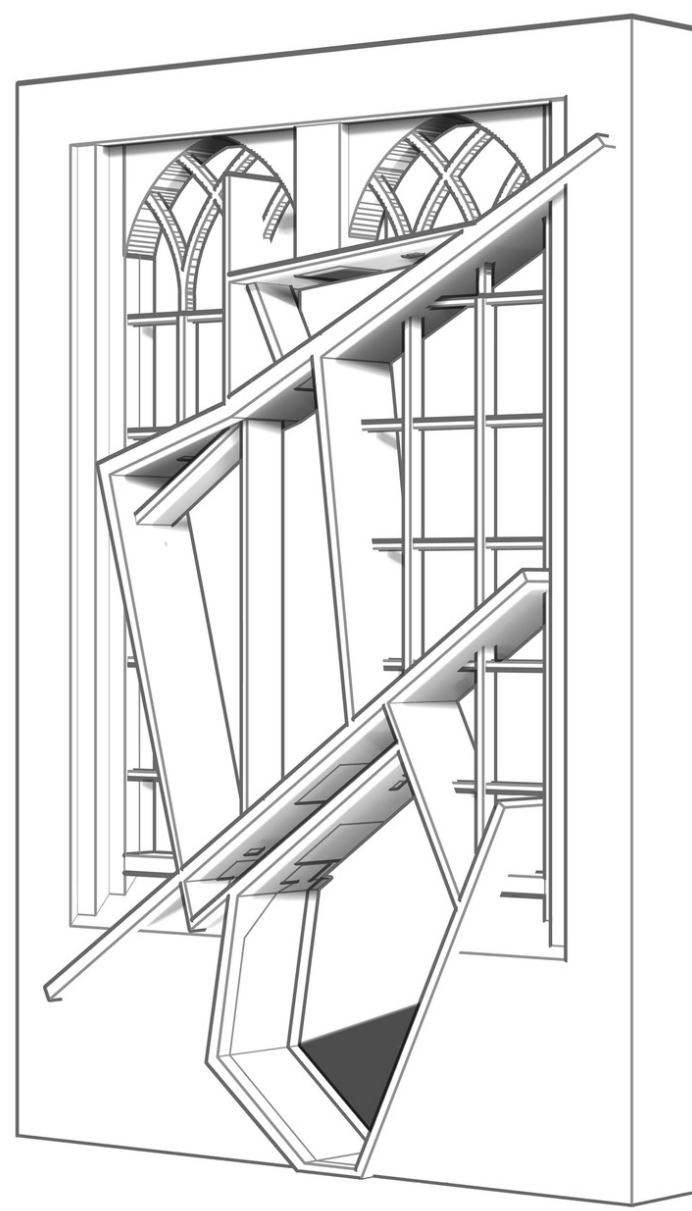
THE HOUSE - FOYER WINDOW DETAIL



3 Right Section
Scale: Actual Size



2 Front
Scale: Actual Size



Front

Deconstructivist window intersected into Gothic style window. Gaps filled with tinted 3mm perspex.

Materials:

Mdf for sandstone wall, textured and painted.

3mm Perspex for glass, Tinted for Shard window.

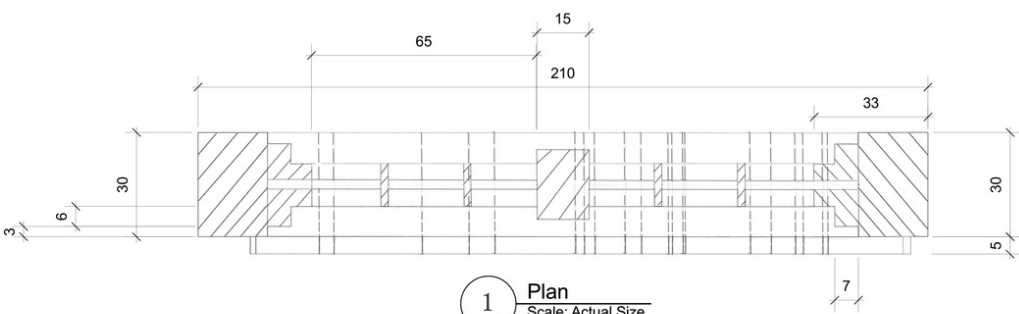
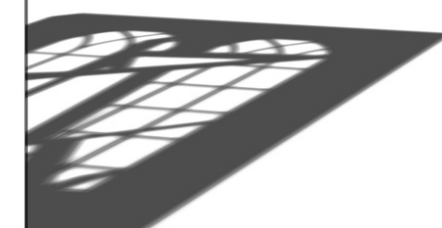
Gothic Black Leading - wicker sticks painted and textures.

Section

Dashed lines indicate where window cuts through the other.

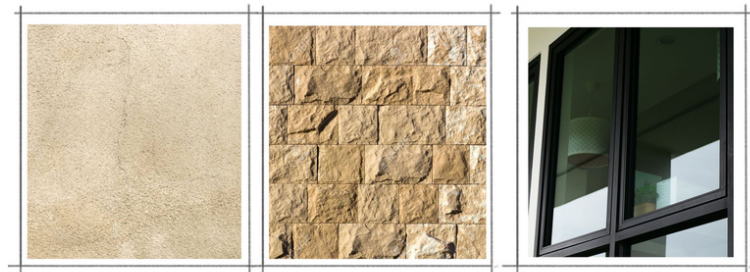
Front edge chamfered, intersecting with supporting frame.

Deconstructivist section sticks out further than the rest of the window.



1 Plan
Scale: Actual Size

Textures:



Show Name		
THE HOUSE		
Reference	Drawn By	Date
	JESS HEMSTOCK	08/02/2023
CAD File Name		
FOYER WINDOW DETAIL		



THE HOUSE



CHAPTER I: VENTILATION HELMET DESIGN

Notes:

For Cover - Thin Clear Plastic - Pool Ring Material.

Removable cover to place puppet head inside.

Pipe length dependant on Ventilation Machine Detail.

Blue base - Resin 3D Printed - textured to be scratched blue plastic. Grey vent attachment on back.



Part of Your World

A live action adaptation of Disney "Twisted Tales" Novel "Part of Your World – What if Ursula was never defeated?". It is set 5 years after "The Little Mermaid". Ariel is the voiceless queen of Atlantica and Ursula runs Prince Eric's kingdom on land. The Story follows Ariel's adventure to finally defeat the sea witch and free her father and her prince from the enchantment.



Part of Four World



Atlantica Castle EXT - Visual

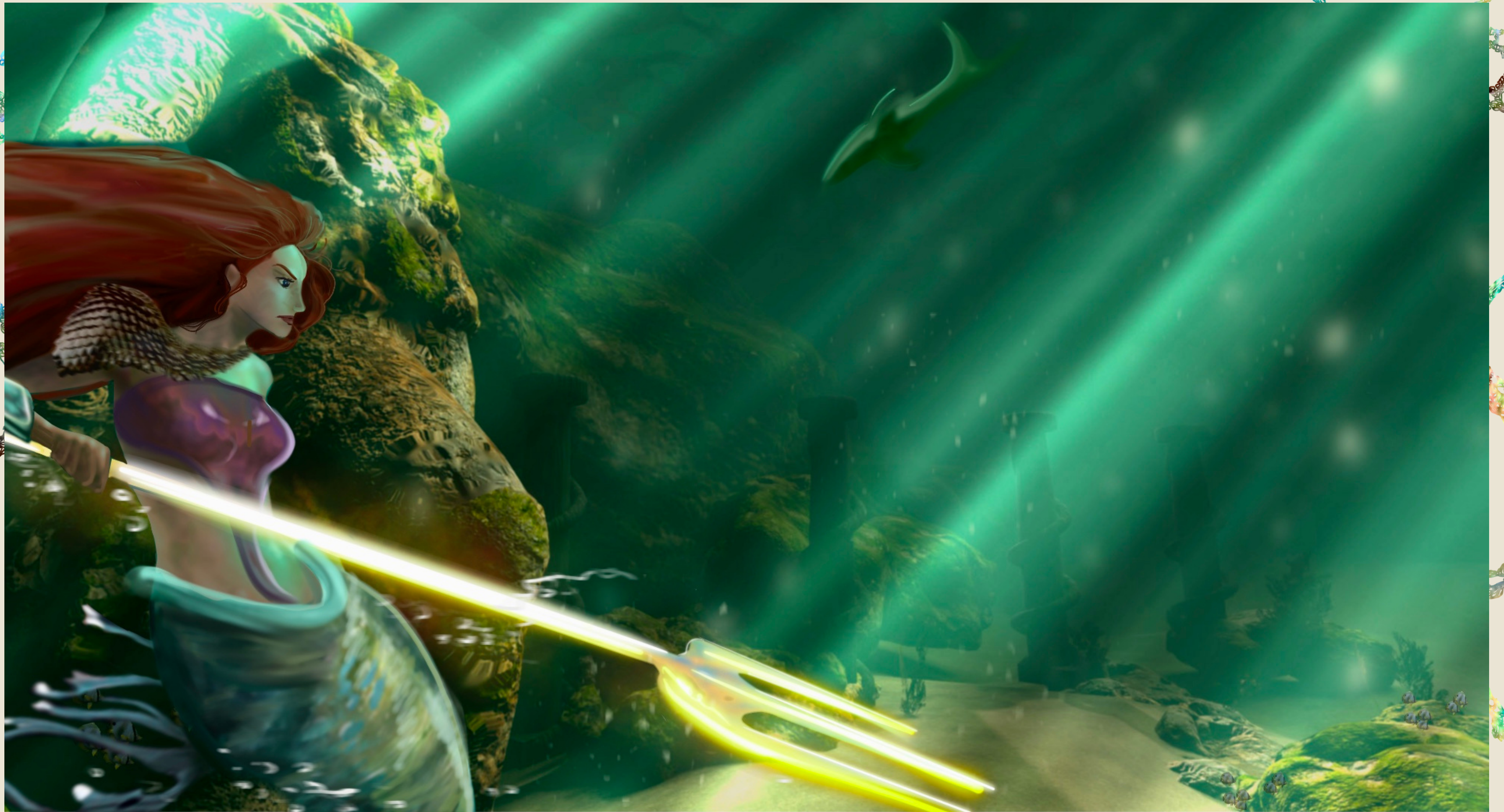


Part of Four World



Atlantica Outskirts – Visual

Part of Four World



Atlantica Outskirts - Visual

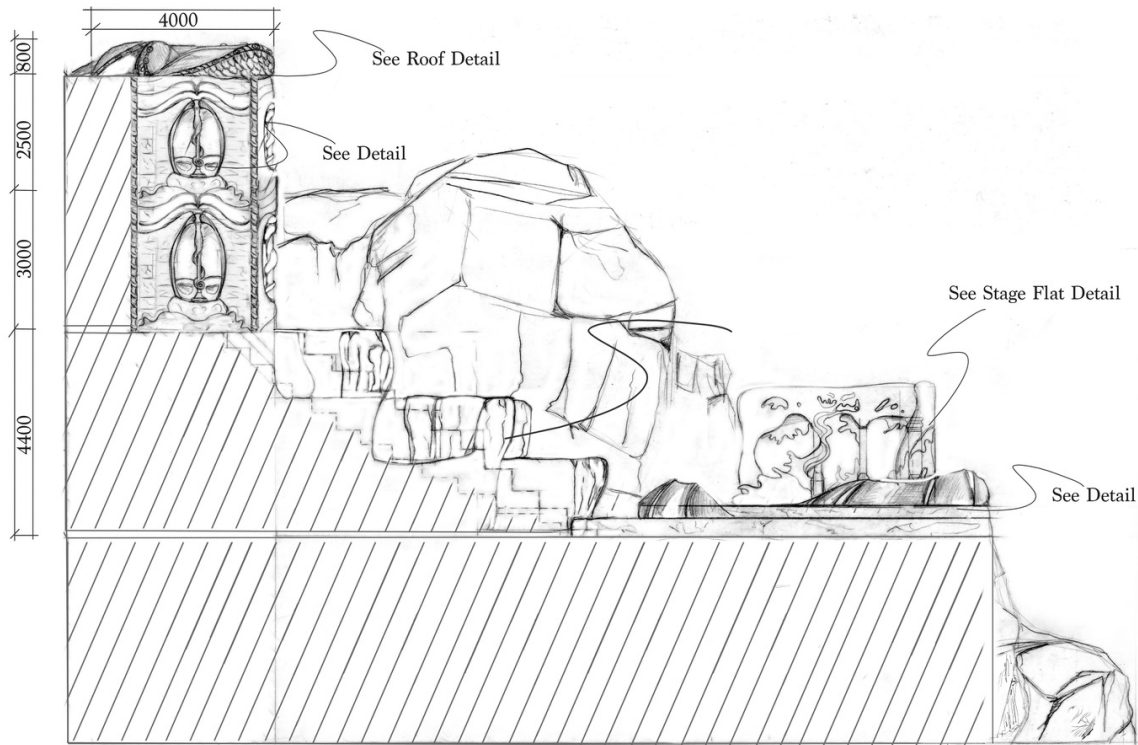


Part of Four World

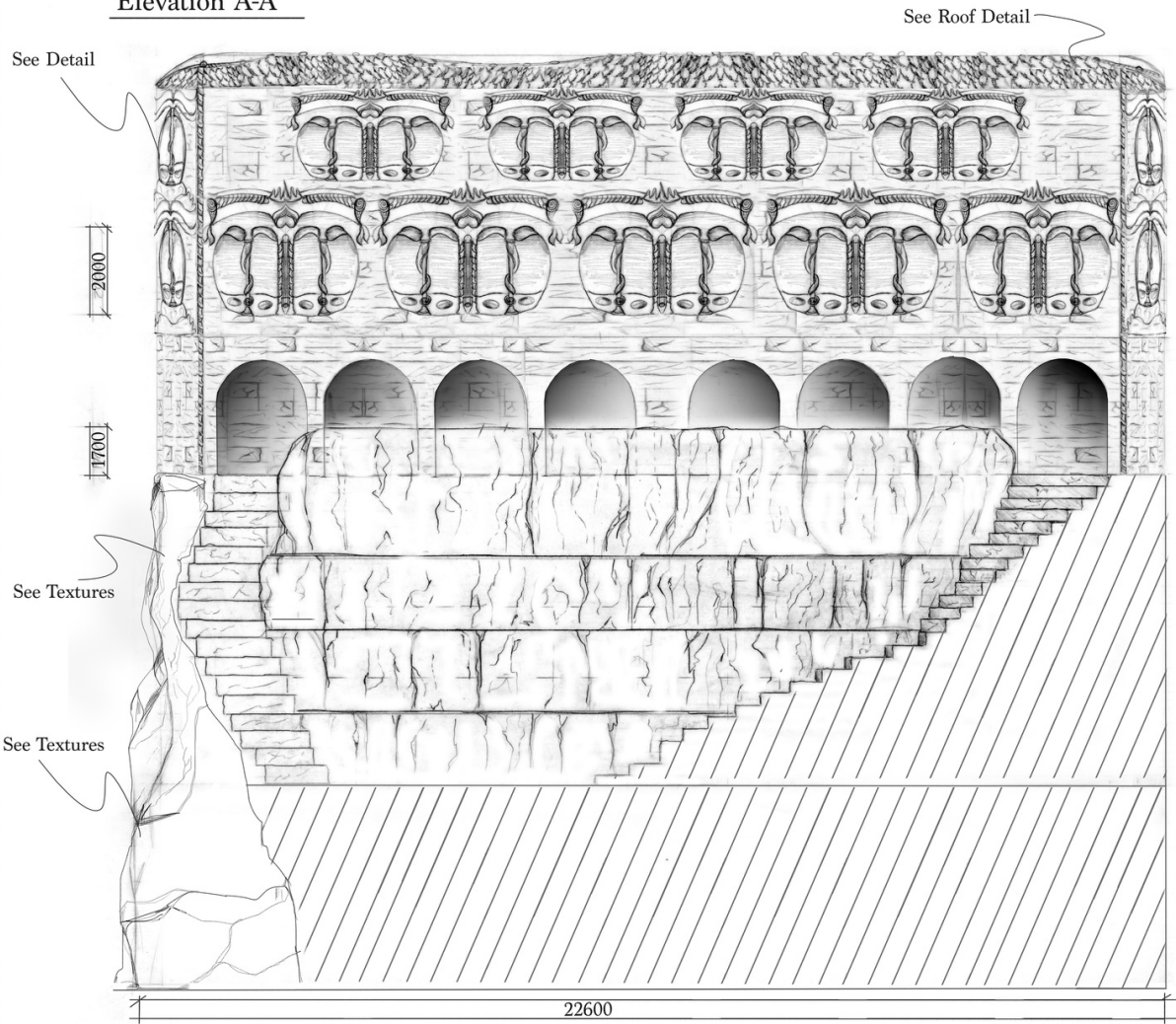


Mood Board for Amphitheatre Set

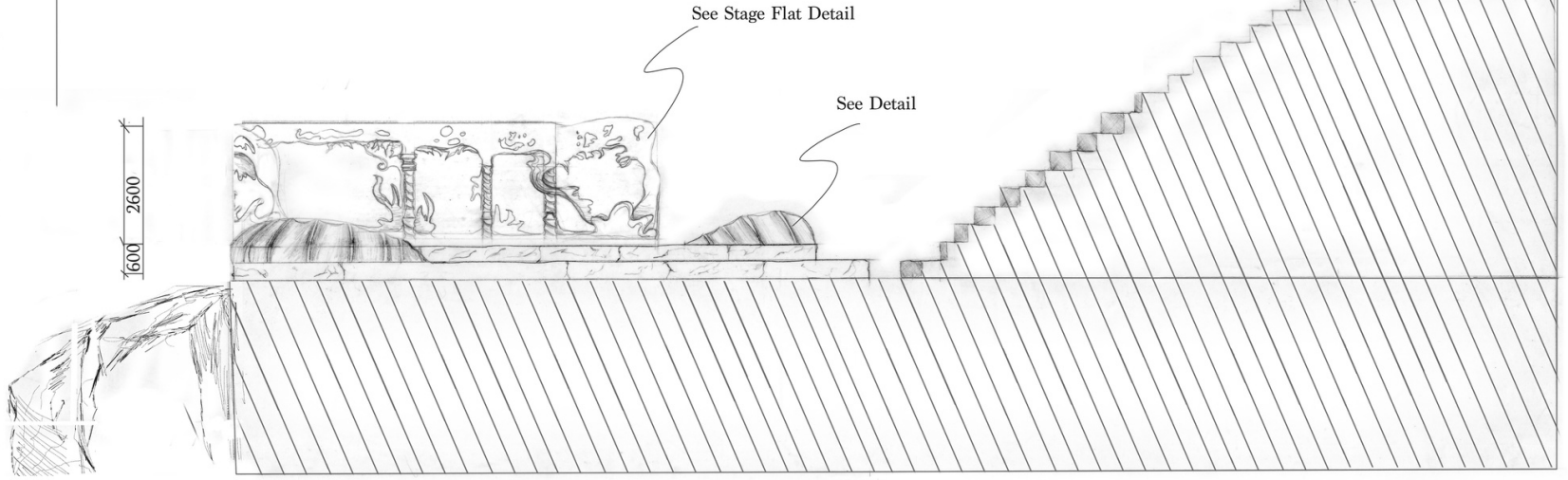
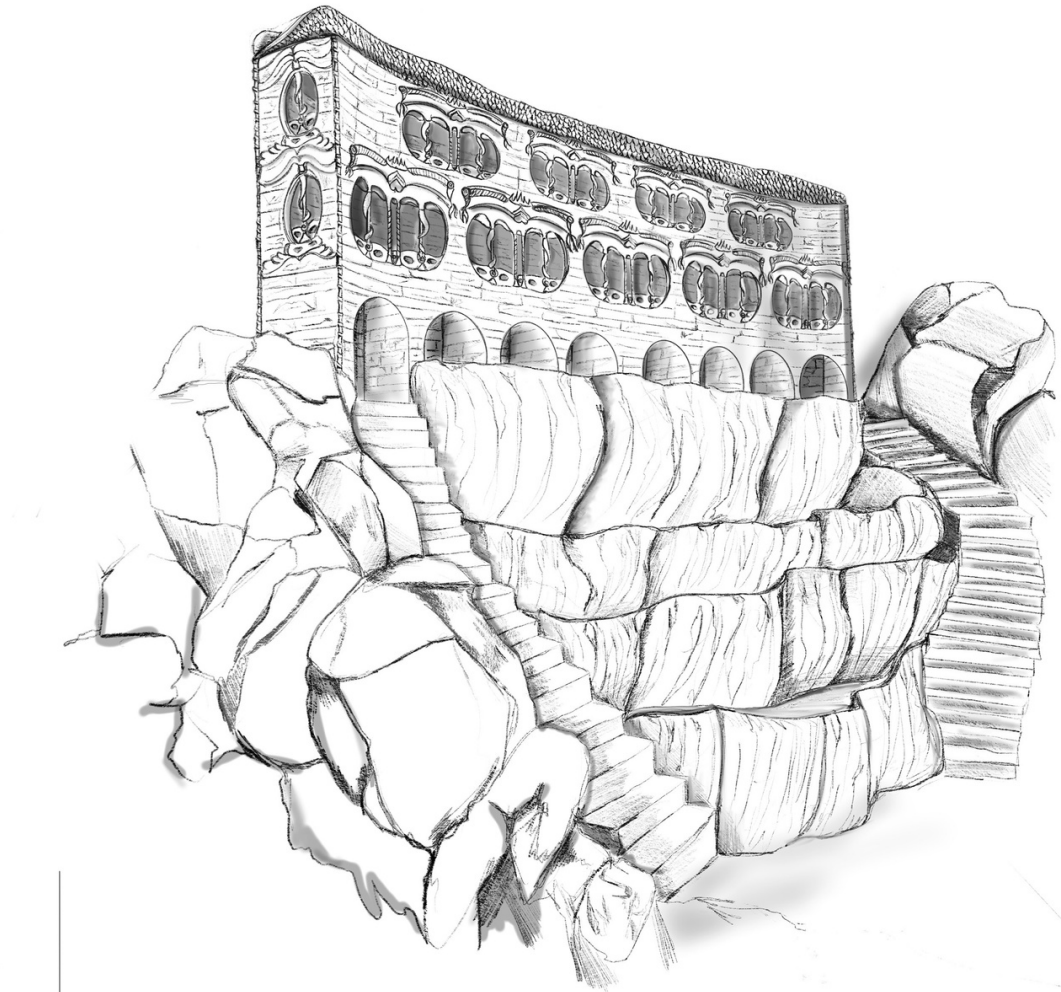
PART OF YOUR WORLD - EXT AMPHITHEATRE - 1.50



Elevation A-A

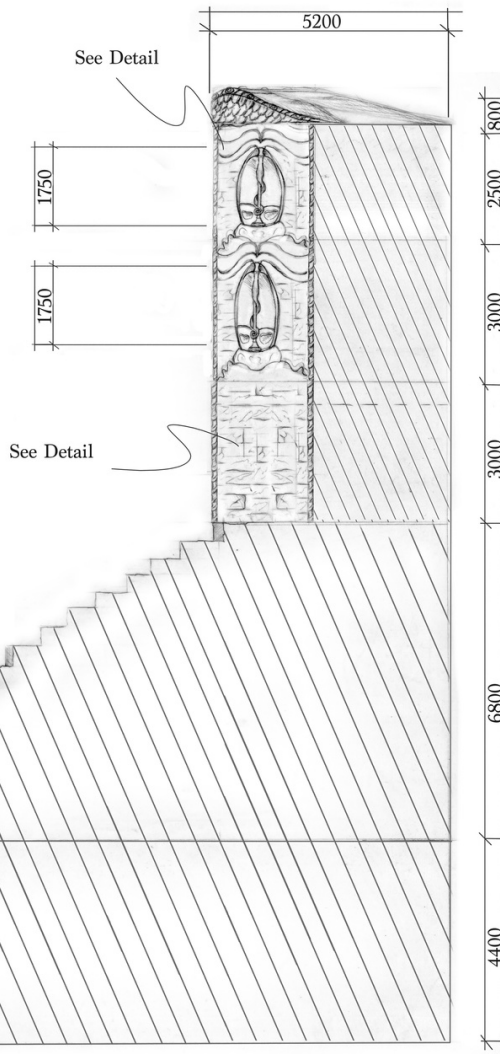
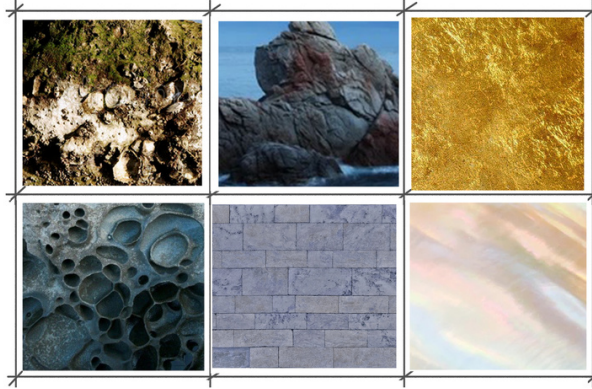


Elevation B-B



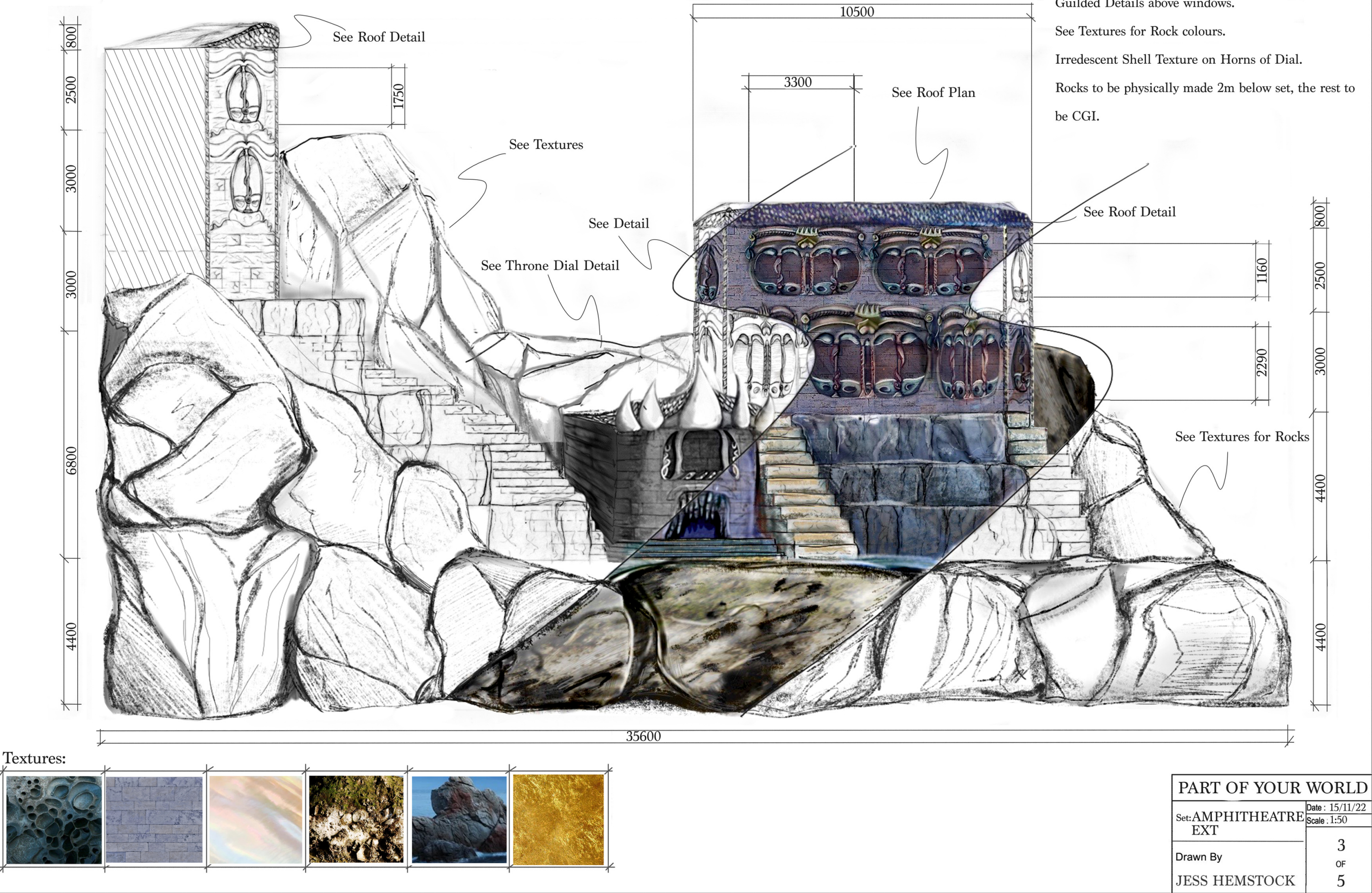
Elevation D-D

Textures and Finishes:

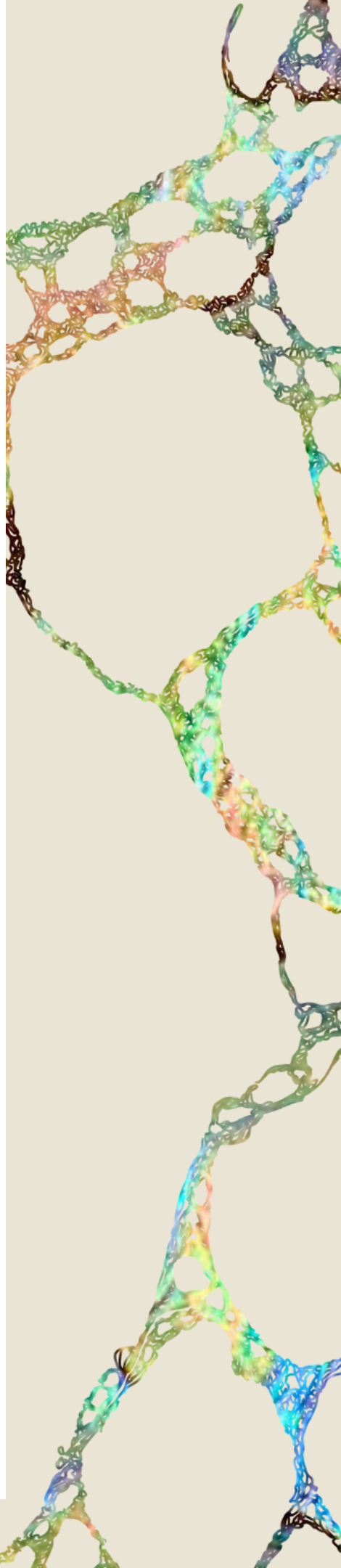


PART OF YOUR WORLD	
Set: AMPHITHEATRE EXT	Date: 15/11/22 Scale: 1:50
Drawn By JESS HEMSTOCK	2 OF 5

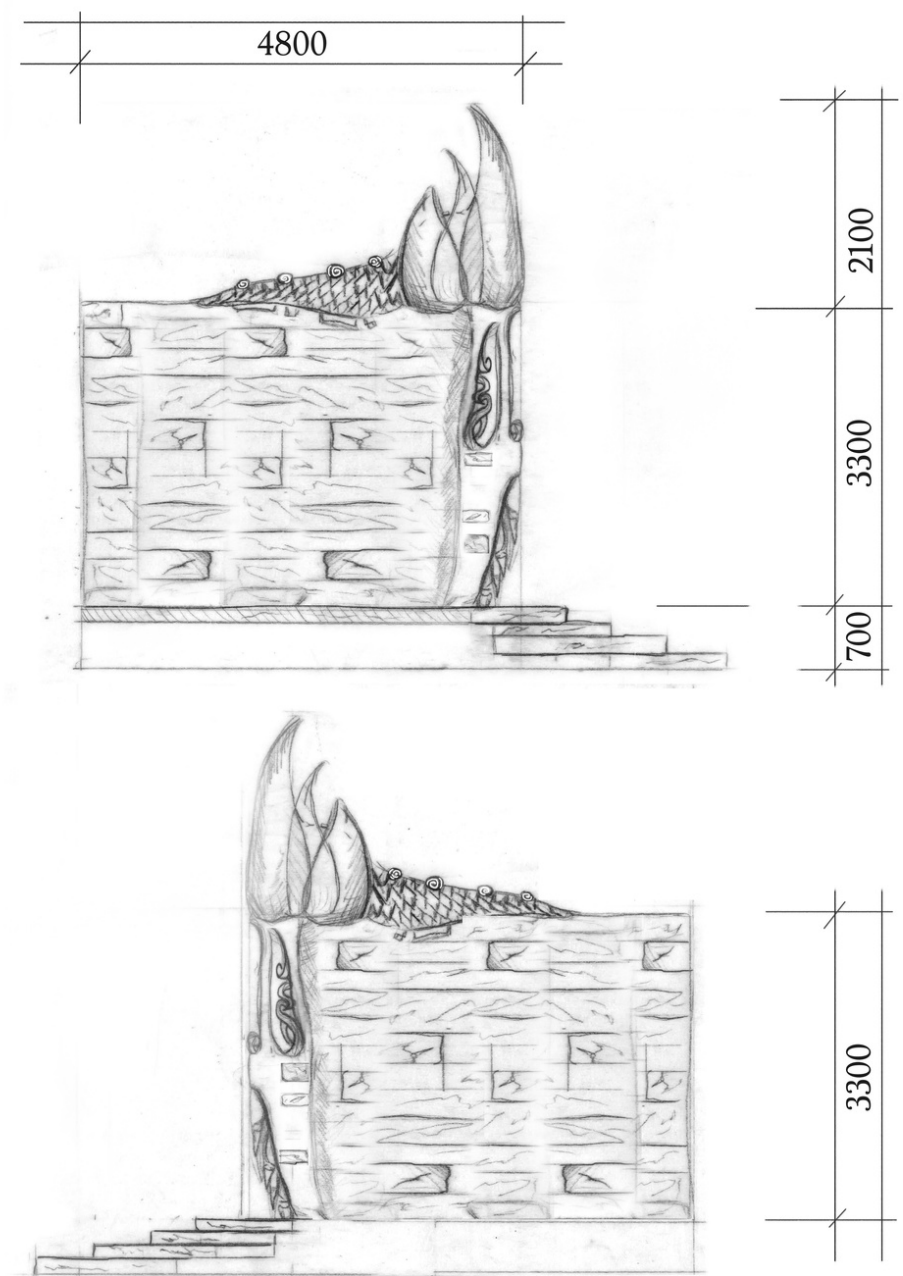
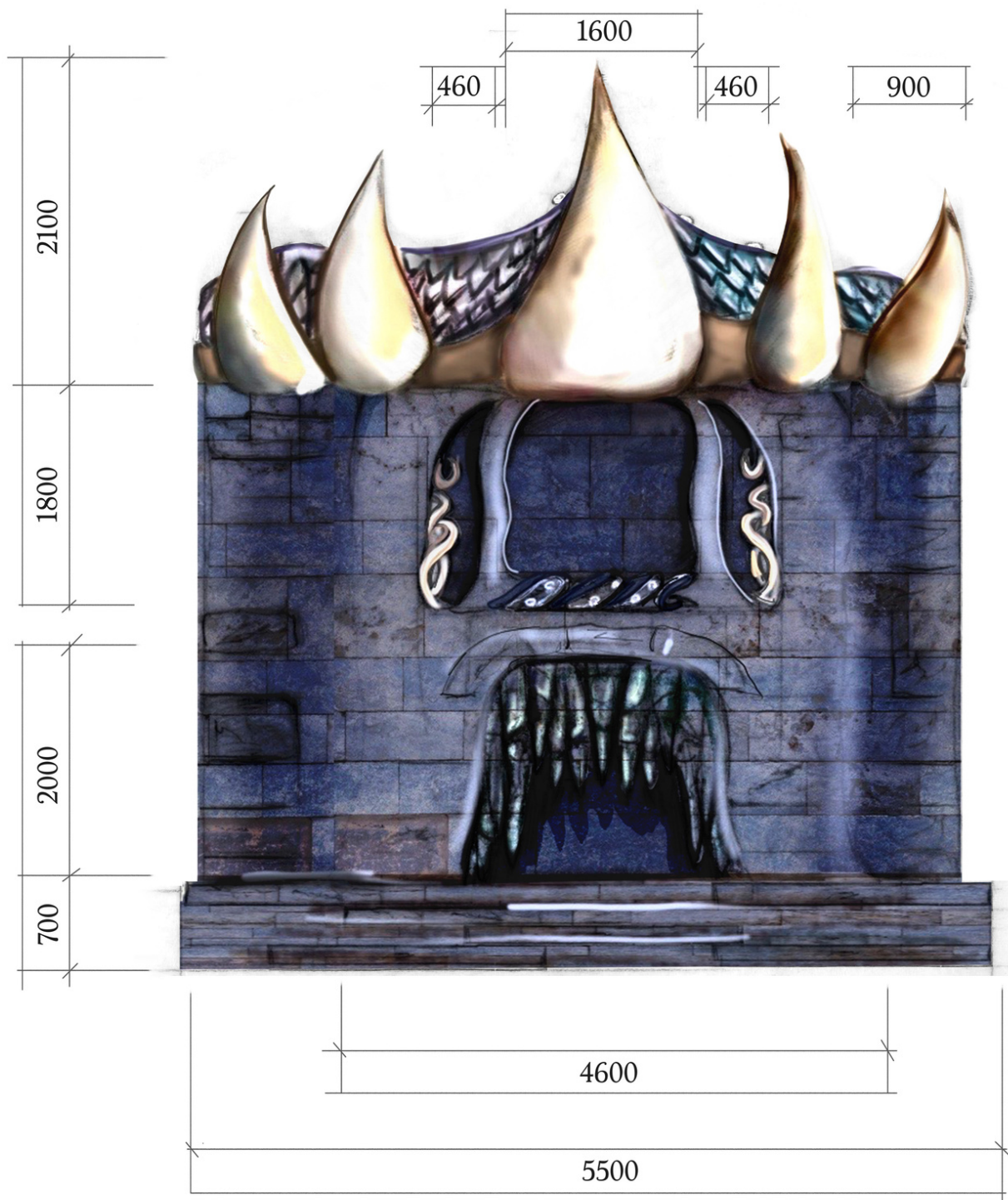
PART OF YOUR WORLD - EXT AMPHITHEATRE - 1.50



Amphitheatre EXT - Technical Drawing



PART OF YOUR WORLD - EXT AMPHITHEATRE - Stage Flat Extended Elevation - 1.50



Notes:

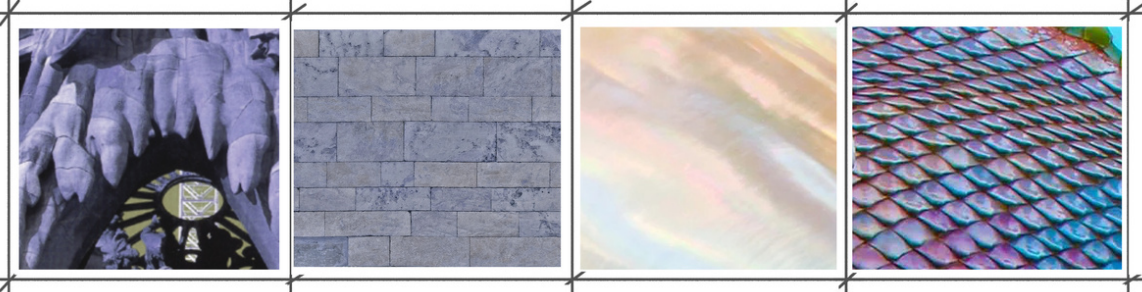
Dressing - Flame Torches, Thrones, Drapes.

Painter Notes:

See Textures for colours and Finishes.

Irridescent Paint for Shell Material Finish

Textures:



PART OF YOUR WORLD

Set: AMPHITHEATRE
EXT

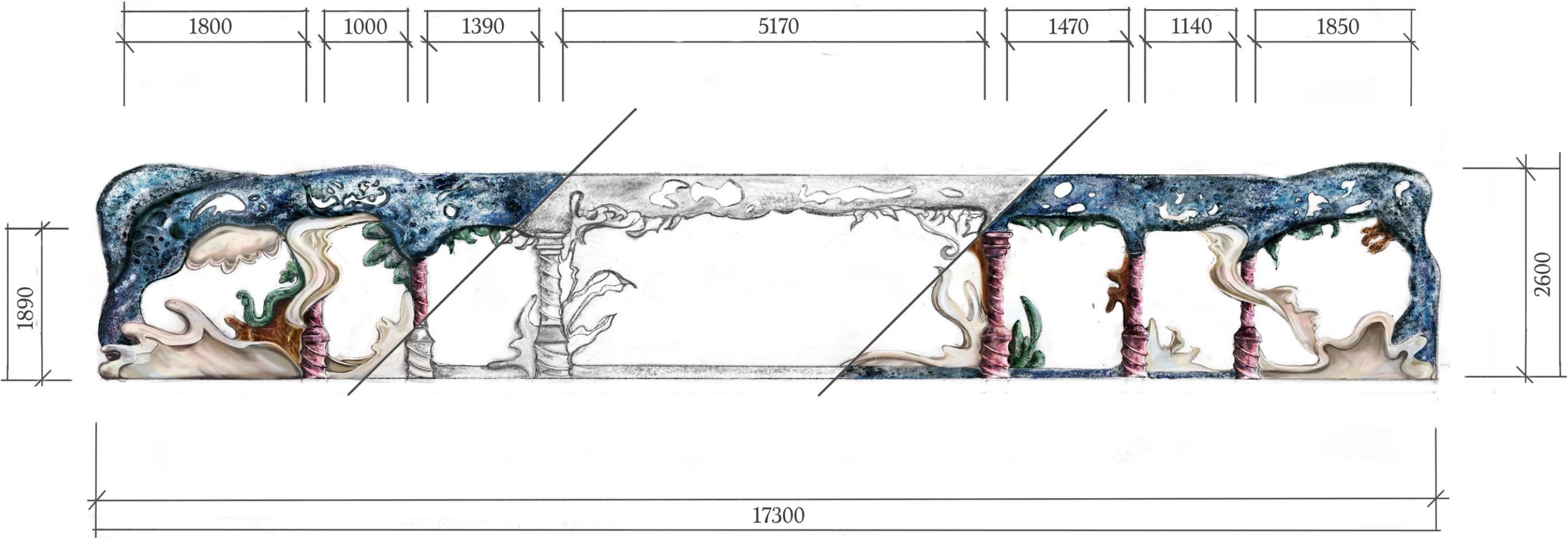
Date : 15/11/22

Scale : 1:50

Drawn By
JESS HEMSTOCK

4
OF
5

PART OF YOUR WORLD - EXT AMPHITHEATRE - Stage Flat Extended Elevation - 1.50



Notes:

See Texturs for Colours and Finishes.

See Floor Plan for Top View.

Painters Notes:

Stone detailed with erosion spots.

Shell Details to be finished with pearlscent paint.

Coral and Starfish Details to be added/coloured
as seen in Textures.

Textures and Finishes:



PART OF YOUR WORLD

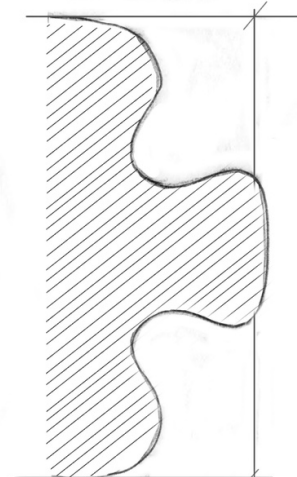
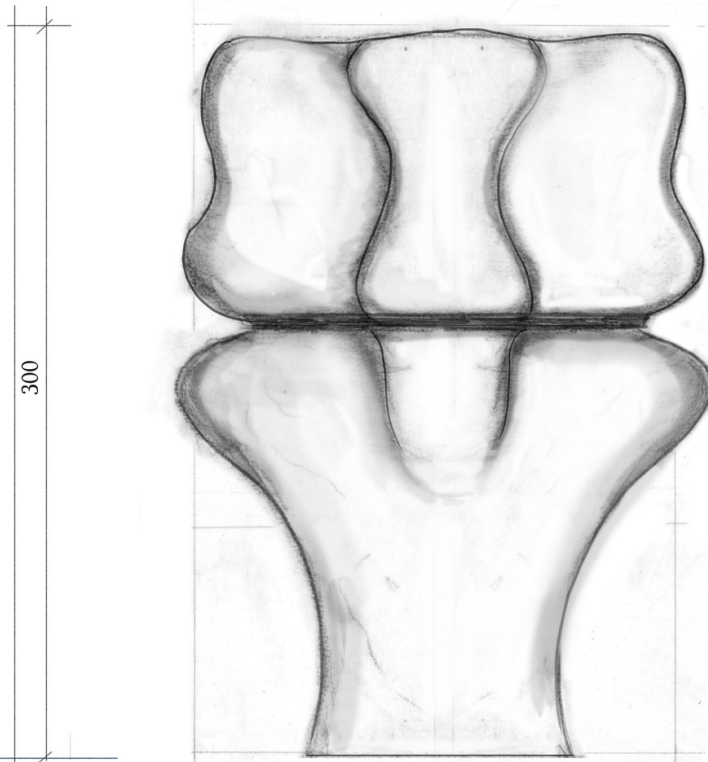
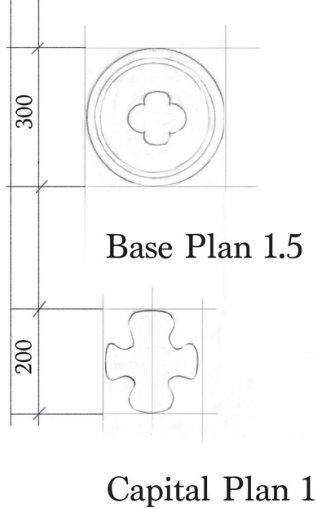
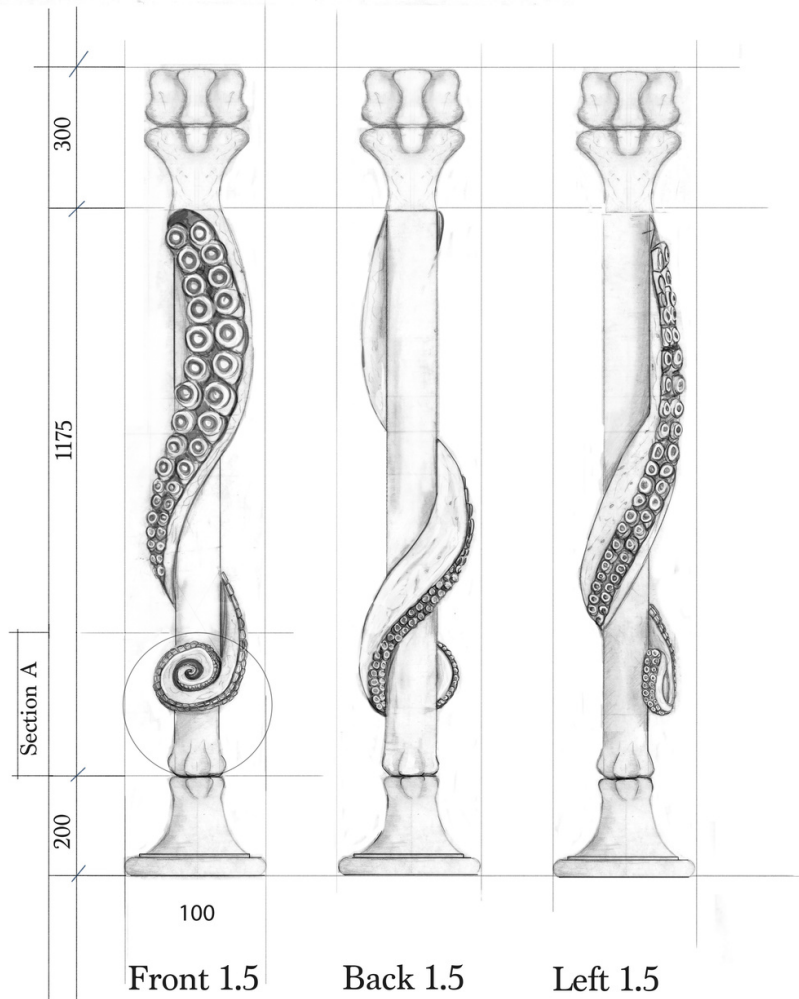
Set: AMPHITHEATRE
EXT

Date : 15/11/22
Scale : 1:50

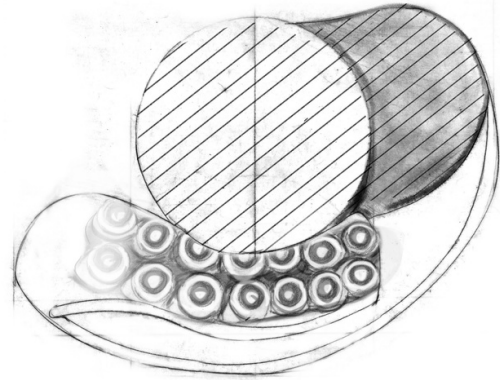
Drawn By
JESS HEMSTOCK

5
OF
5

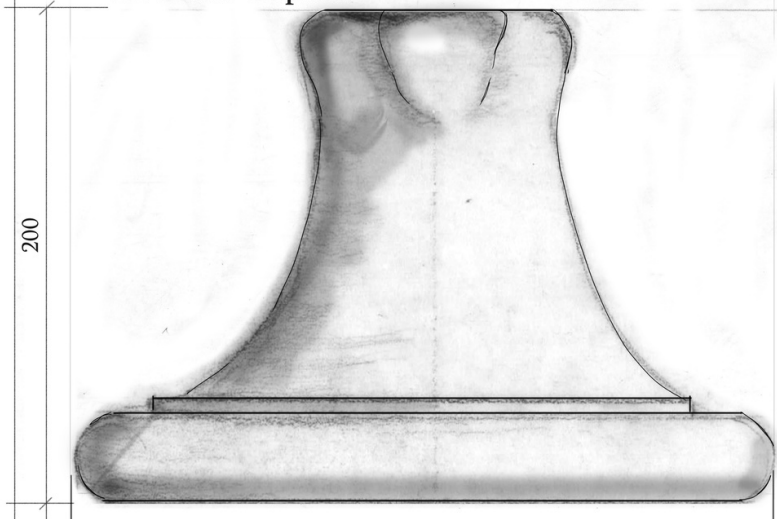
PART OF YOUR WORLD - EXT AMPHITHEATRE - COLUMN DETAIL - SCALE 1.1, 1.5



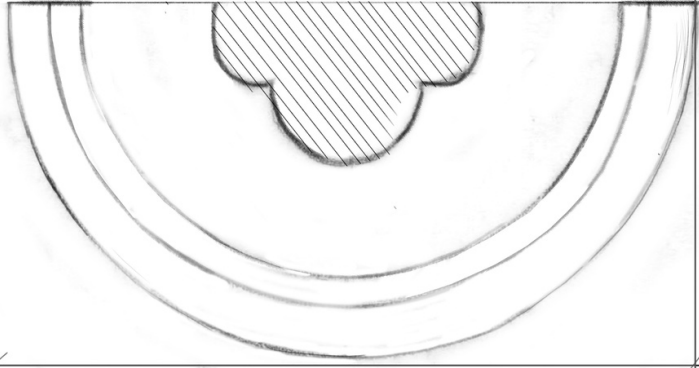
1.1 Scale Capital Section



Section A Cut- Through



1.1 Scale Base



1.1 Scale Base Section

Construction Notes:

Column to be apart of Amphitheatre Windows.

See Amphitheatre set drawings.

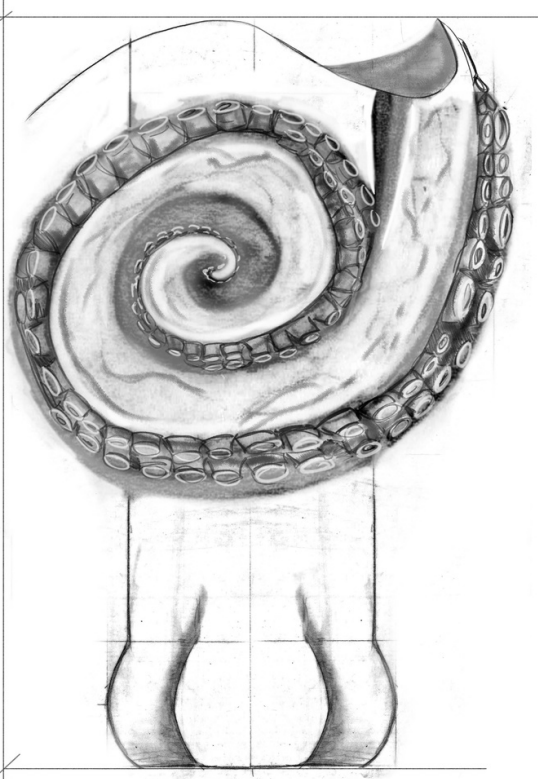
Fibreglass moulded, painted and textured to appear as purple/blue coloured sandstone.

34 to be made.

(see textures for colour and carving relief.)

Can be slightly distressed.

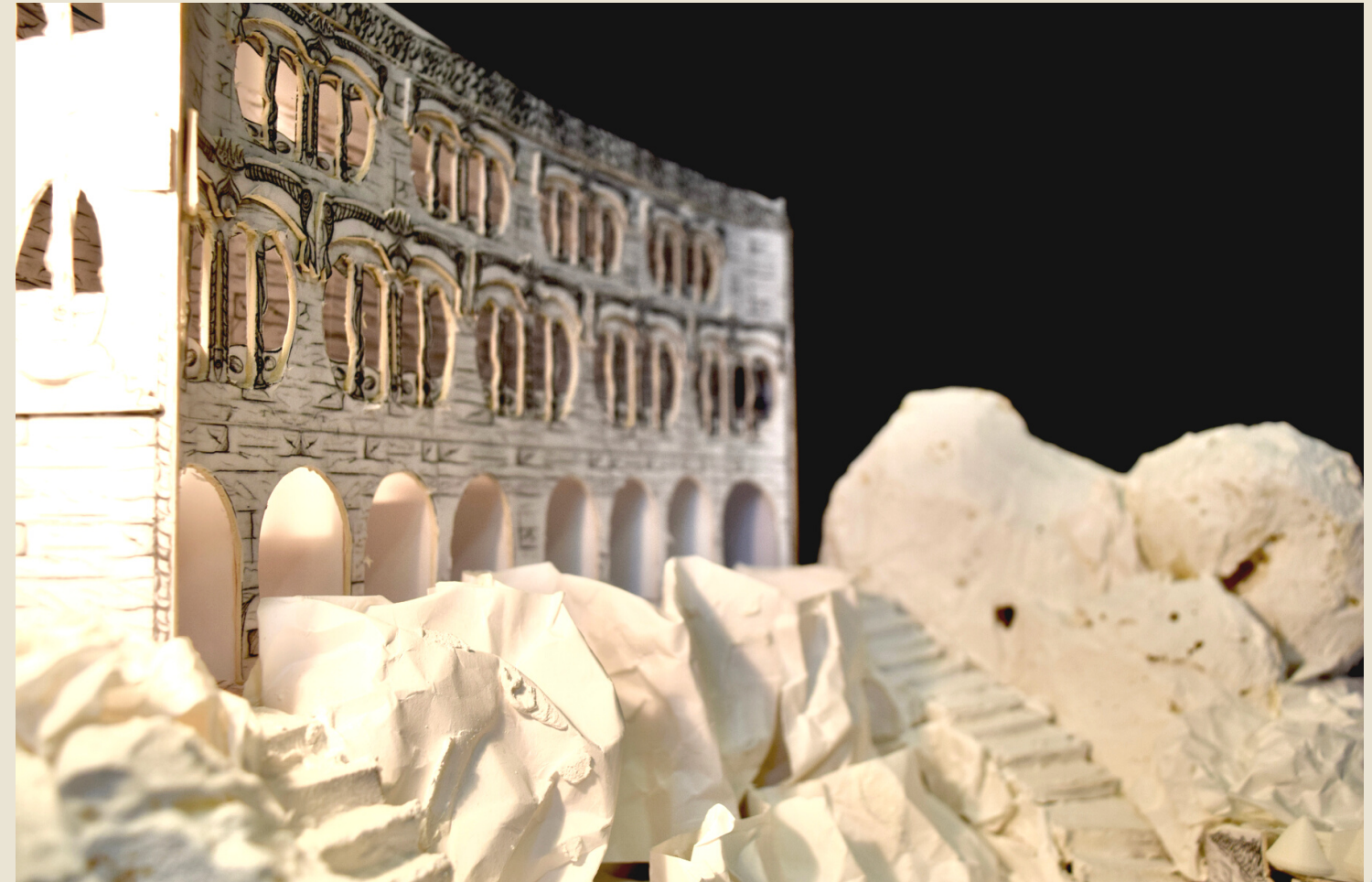
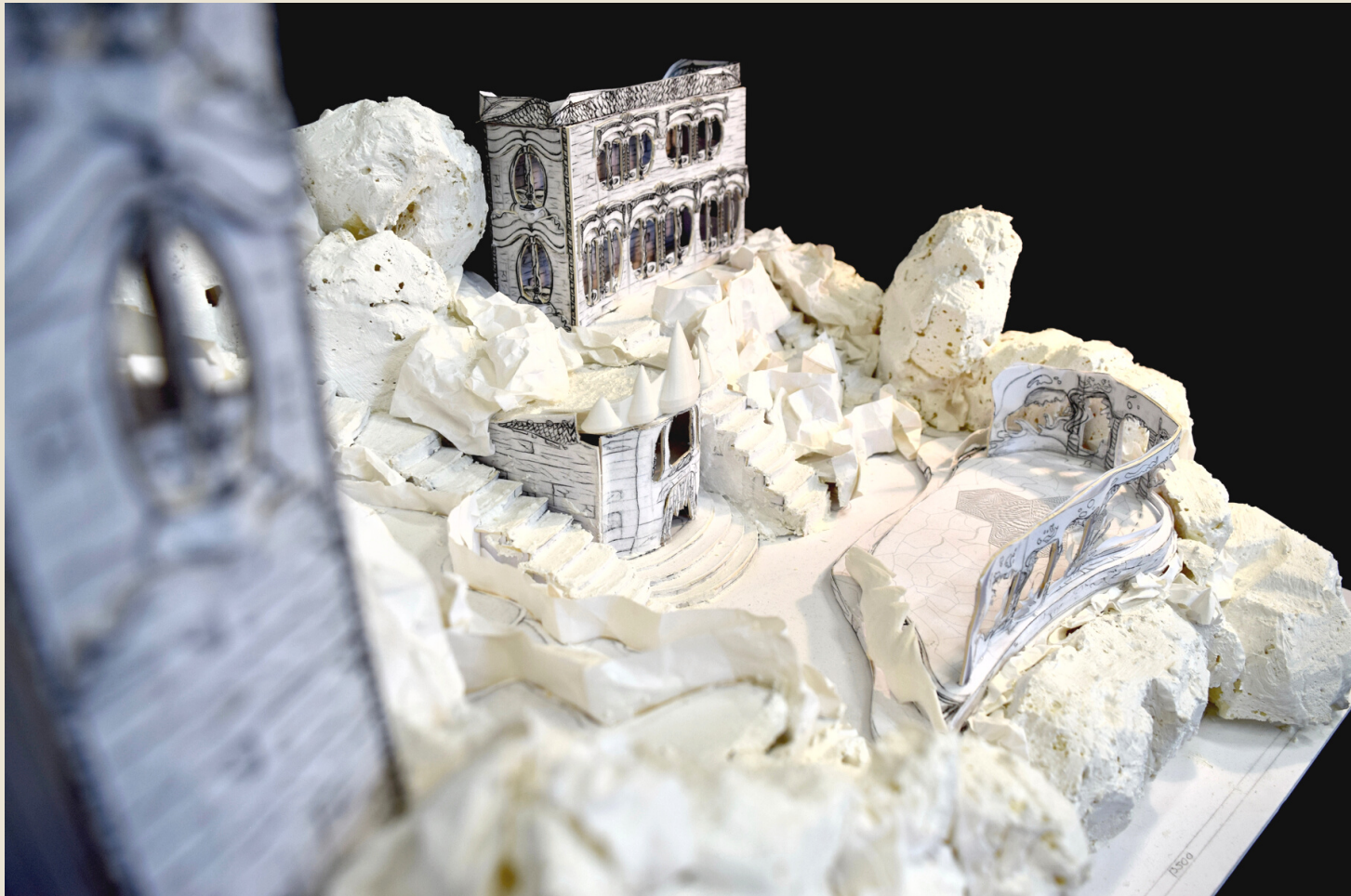
Blended into surrouding walls.



Section A

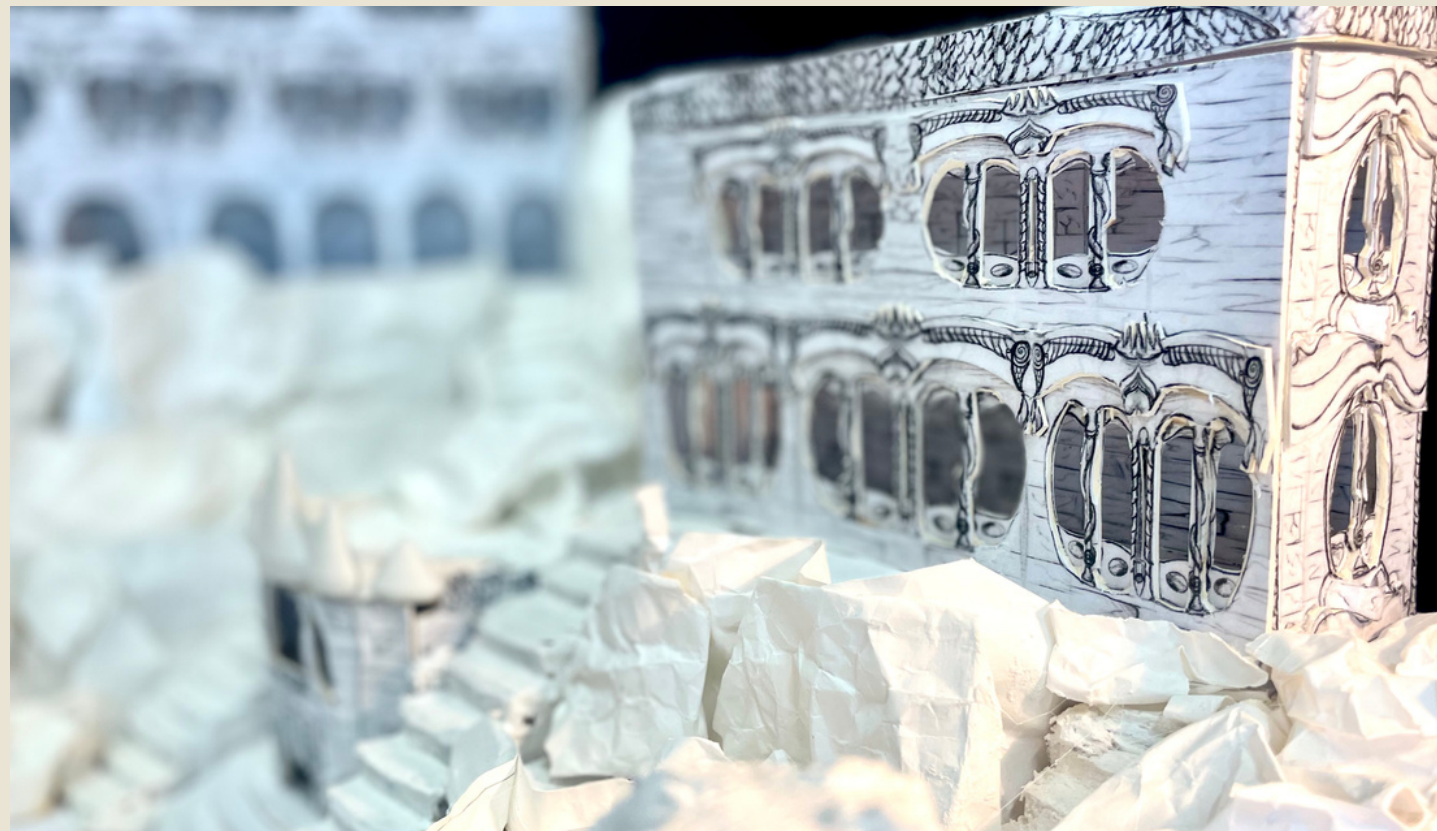
PART OF YOUR WORLD		
Detail - Column for Windows		
Set: AMPHITHEATRE EXT	Date : 27/04/23	Part of Your World
	Scale : 1.5, 1.1	
Drawn By JESS HEMSTOCK		

Part of Four World



Amphitheatre - 1.50 White Card Model

Part of Four World



Amphitheatre - 1.50 White Card Model

Part of Four World

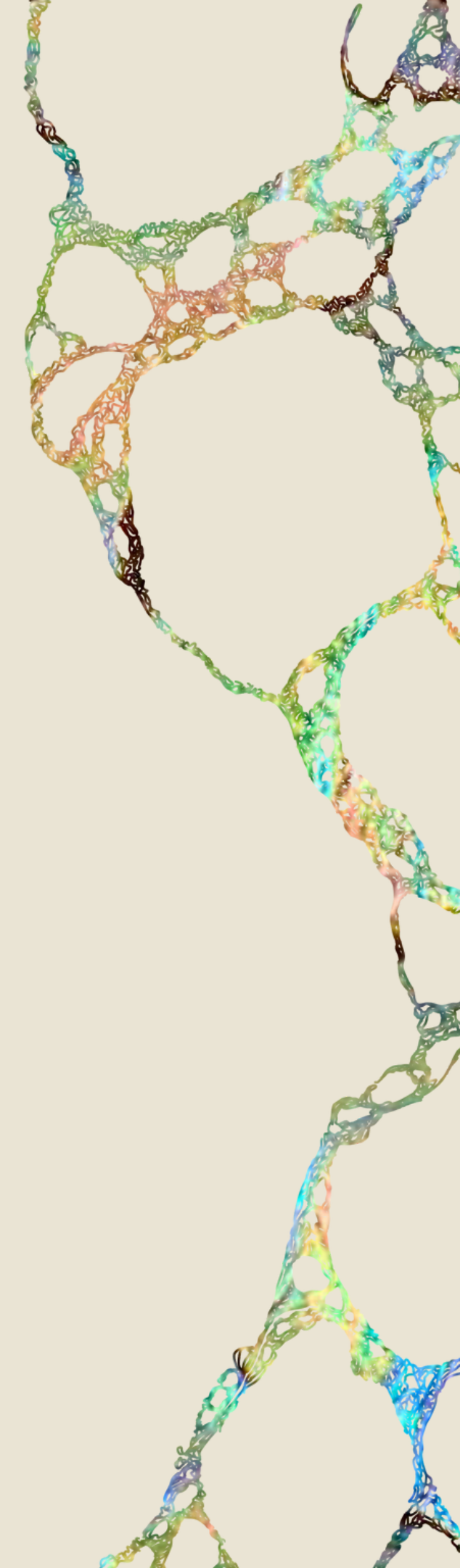


Amphitheatre EXT - Visual

Part of Four World

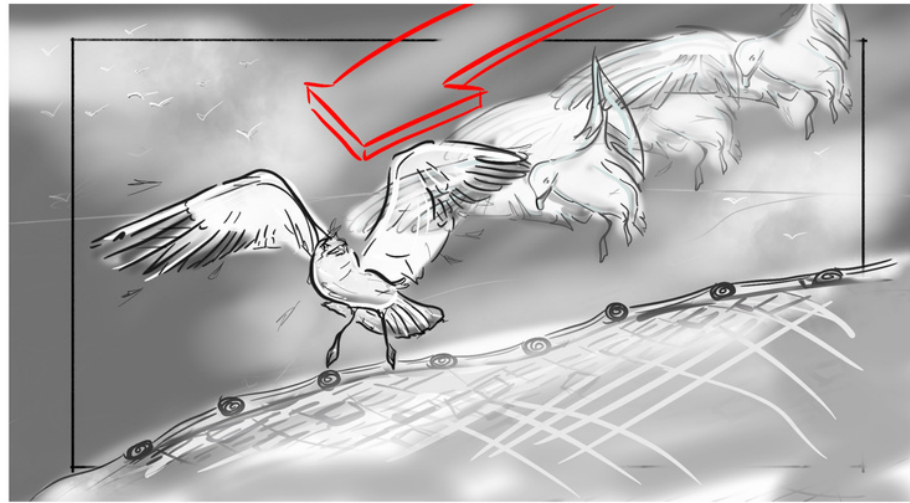


Amphitheatre EXT - Visual

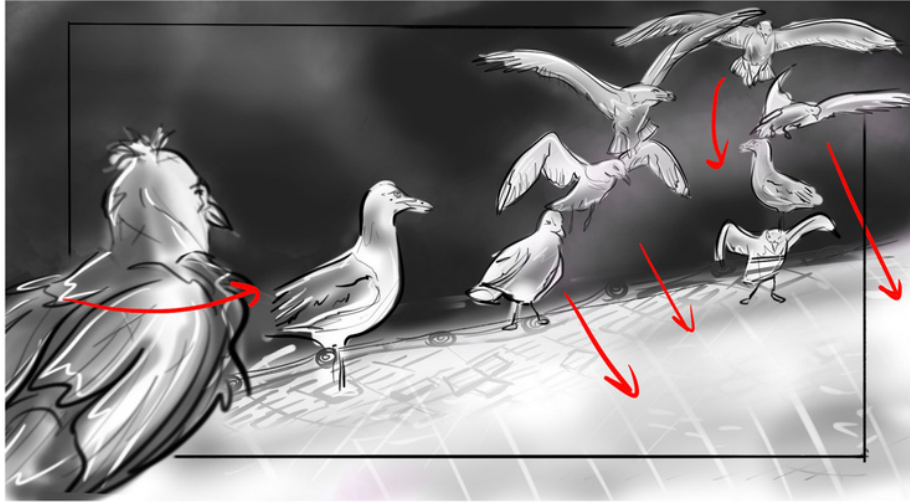


'La Sirenetta' Show Poster – Graphic Prop Design

Part of Four World



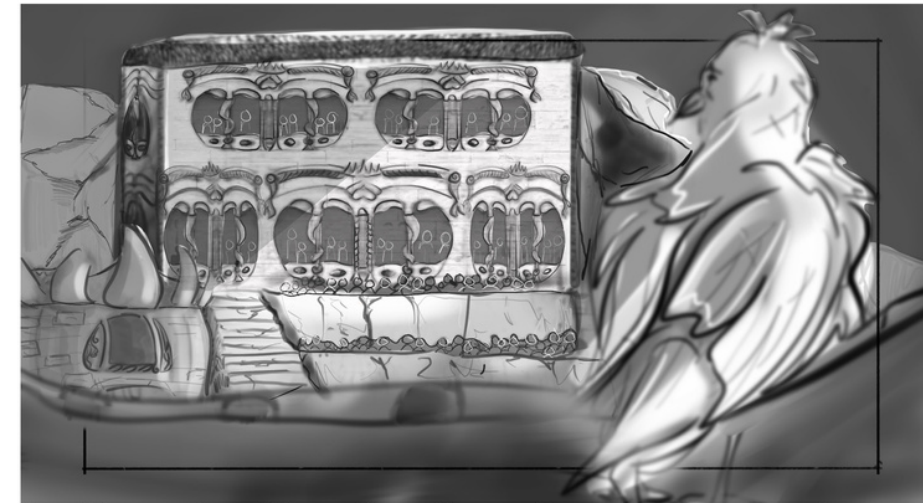
1 -Scuttle flies into shot as camera pans around to the back of him facing the viewing boxes.



3 - Over Shoulder Shot- Scuttle turns to see other gulls joining him on the roof.



5 - Low angle on Throne Dial, King and Queen walk into the light of the balcony.



2 - Over shoulder shot focussing on the stands as they fill up with people.



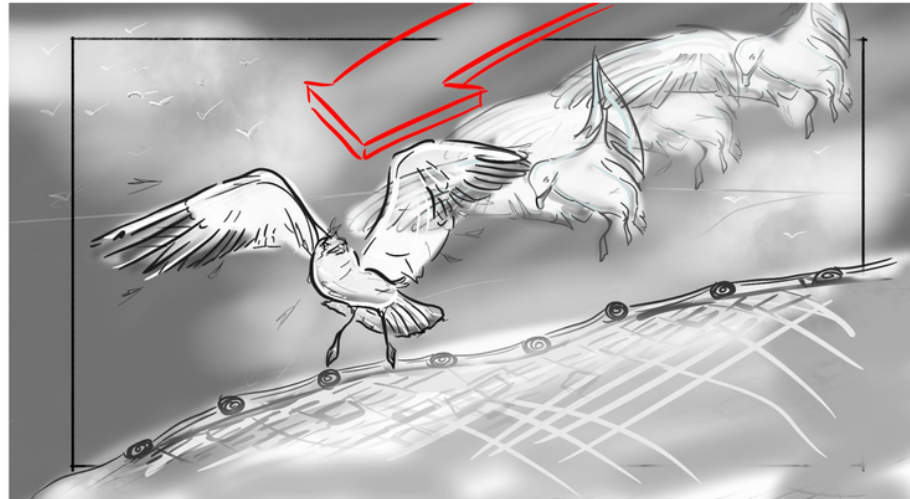
4 - Camera stays on guards lined up, watching the crowd.



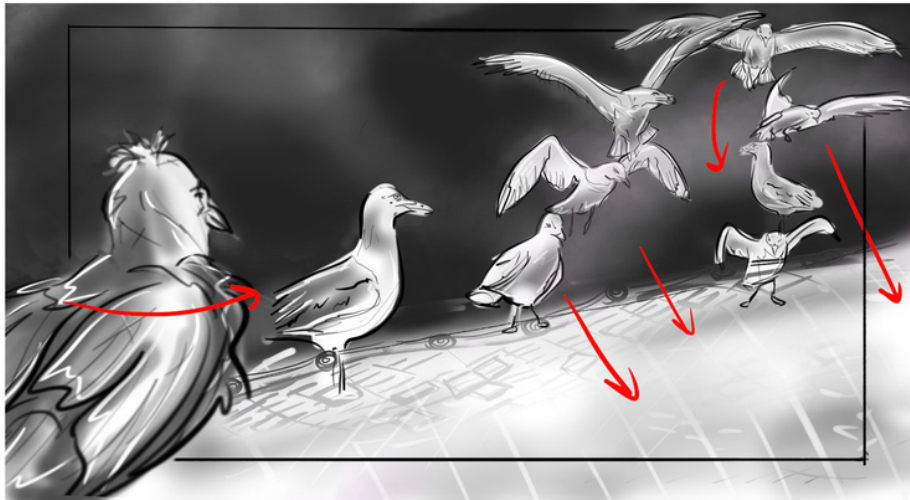
6 -Over shoulder shot- Ursula Steps foward whilst Eric stays back standing still, she waves out to the crowd.



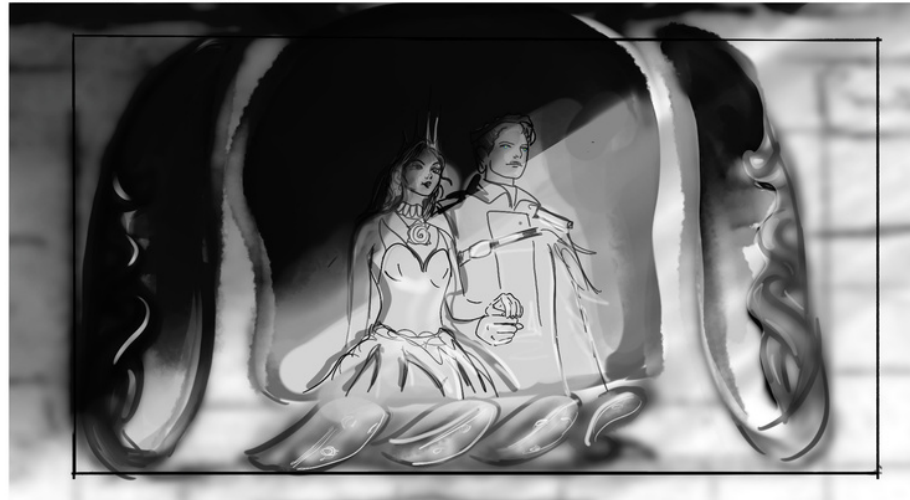
Part of Your World



1 - Scuttle flies into shot as camera pans around to the back of him facing the viewing boxes.



3 - Over Shoulder Shot- Scuttle turns to see other gulls joining him on the roof.



5 - Low angle on Throne Dial, King and Queen walk into the light of the balcony. down the stairs and onto the stage.



2 - Over shoulder shot focussing on the stands as they fill up with people.



4 - Camera stays on guards lined up, watching the crowd.



6 - Over shoulder shot- Ursula Steps forward whilst Eric stays back standing still, she waves out to the crowd.
the story he knows happened.



Part of Four World



Tirulia Castle and Market Port – Location Change Visual – Before



Part of Four World



Tirulia Castle and Market Port – Location Change Visual – Before



CARCASS

A short film project, set in a dystopian future where the anatomy can be altered.

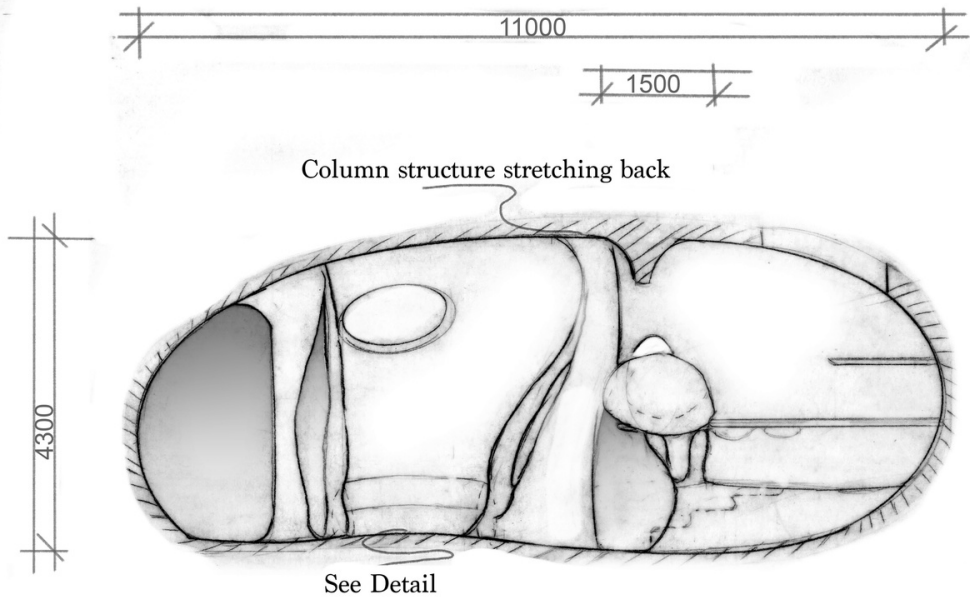
Lucy feels she doesn't fit within the lifeless dull society, she visits a reconstruction clinic to change her identity underneath her skin suit.



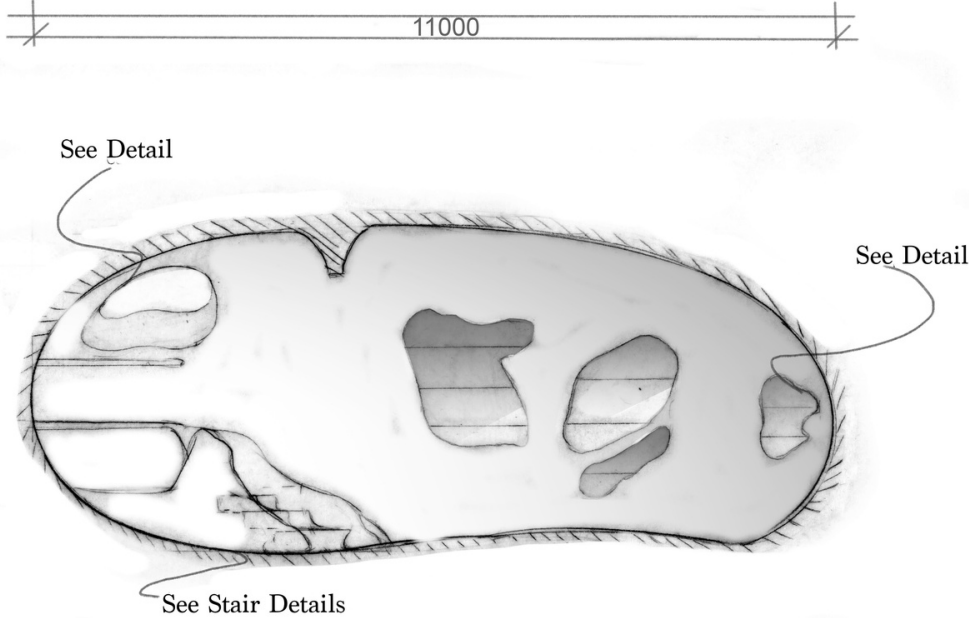


CARCASS - INT. THE GENDER PARLOUR - RECONSTRUCTION ROOM

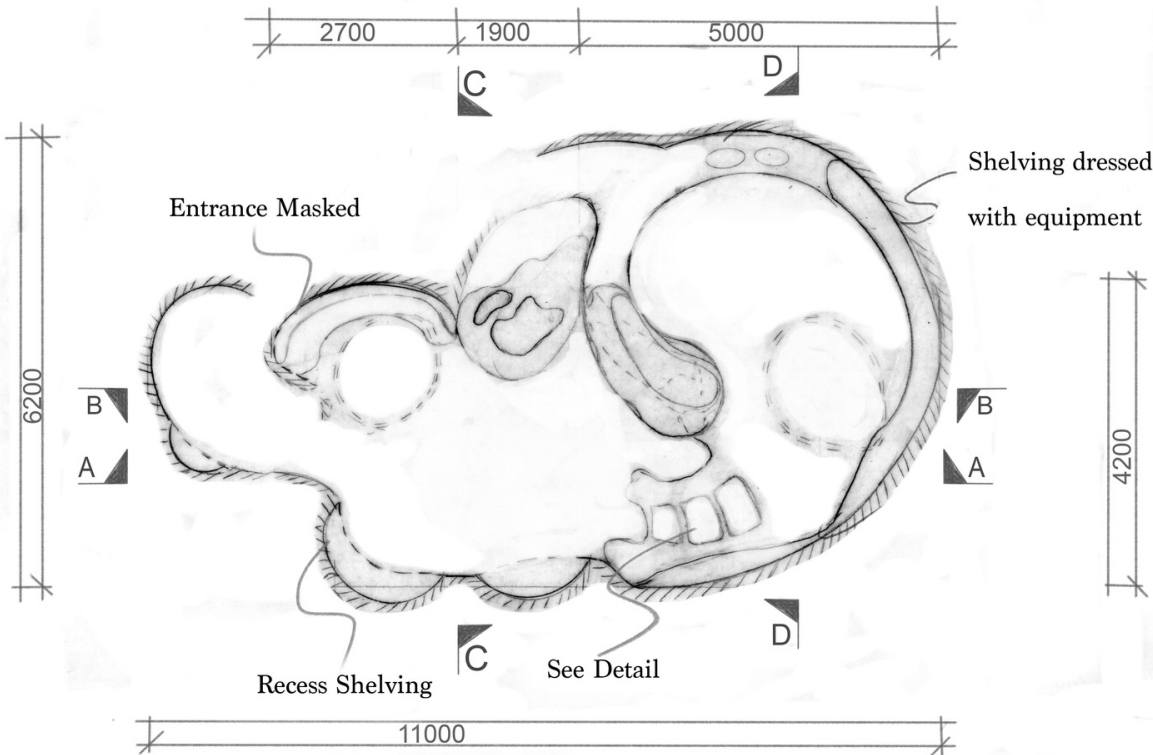
Textures:



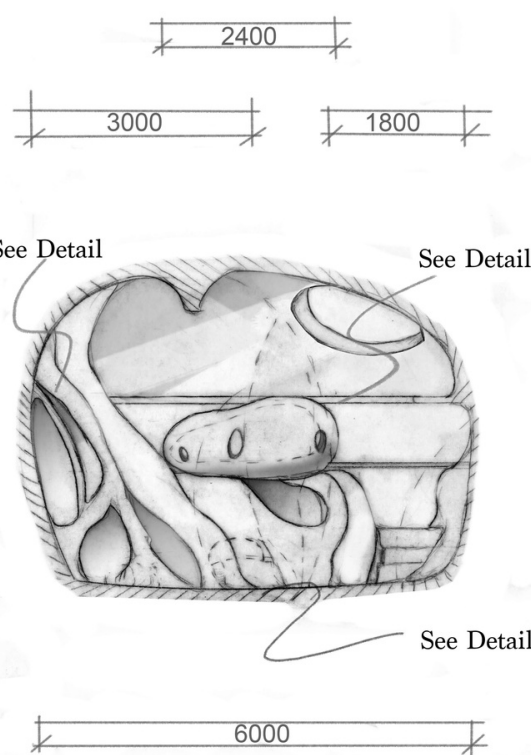
ELEVATION A-A



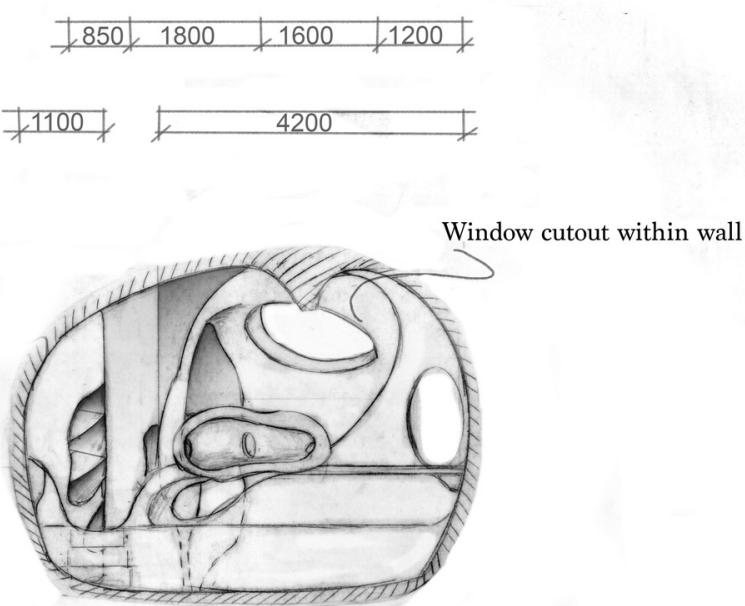
ELEVATION B-B



FLOOR PLAN



ELEVATION C-C



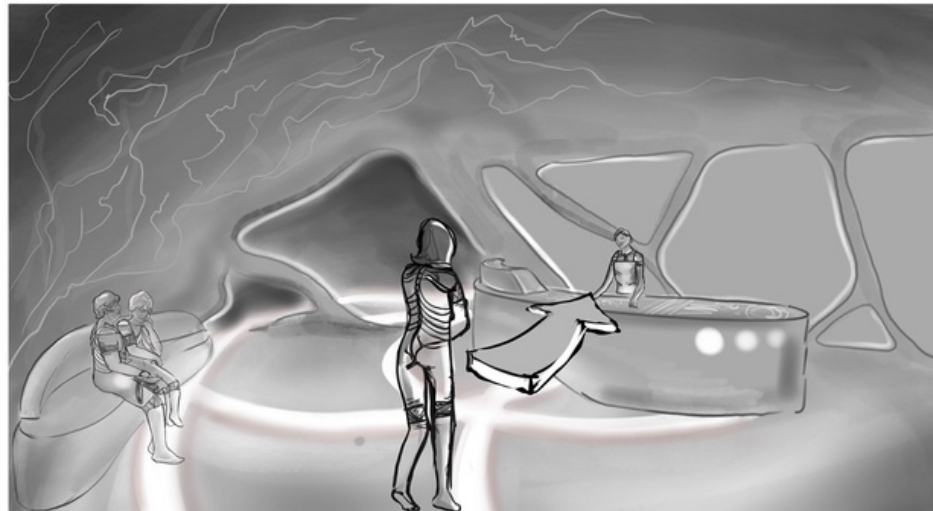
ELEVATION D-D

CARCASS	
Set: Gender Parlour INT Reconstruction Room	Date : 10/10/2022 Scale : 1:50
Drawn By JESS HEMSTOCK	Sheet 1

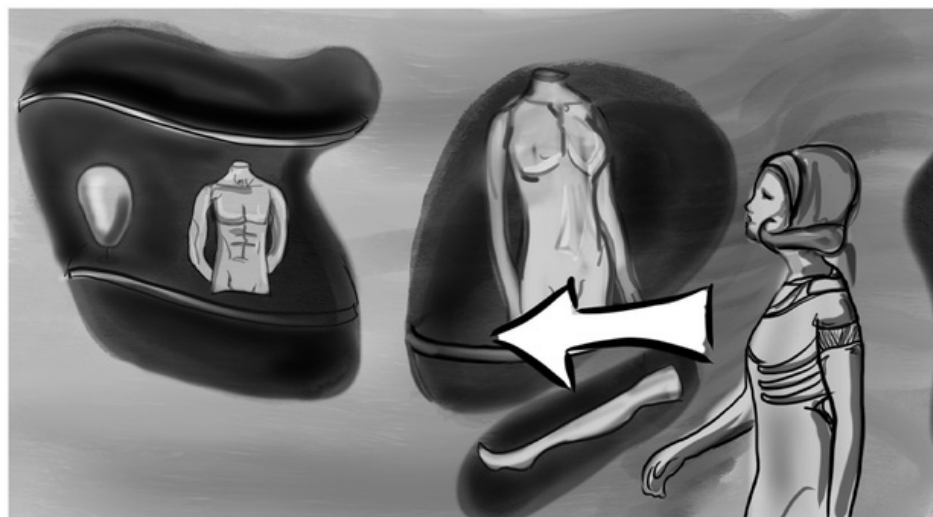
CARCASS



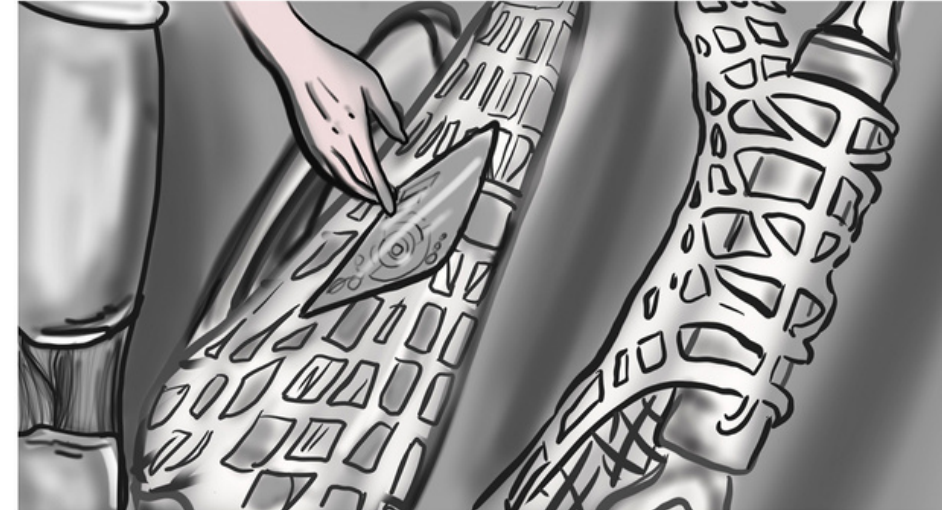
1 - Lucy pulls up to the centre of the frame on her bike. We see the EXT to the Gender Parlour surrounded by the red sand. Camera stays here until she enters through the tunnel-like entrance.



3 - Lucy enters the reception area. Camera follows in behind her.



5 - Tracking shot following Lucy as she walks past shelving displays, camera follows her all the way up the stairs.



2 - She leans the bike up against the wall in the dark entrance camera focusses on the touchpad that she taps to lock it up, she walks out the frame to the left.



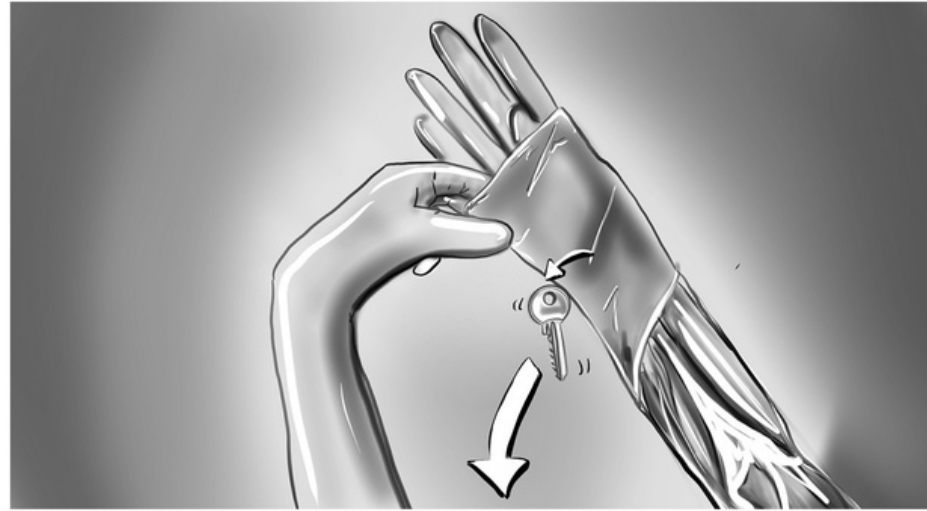
4 - Cut to Lucy entering the reconstruction room, camera follows her round the corner revealing the pod.



6 - Camera positioned behind Lucy captures the assistant enter, walking towards her.



CARCASS



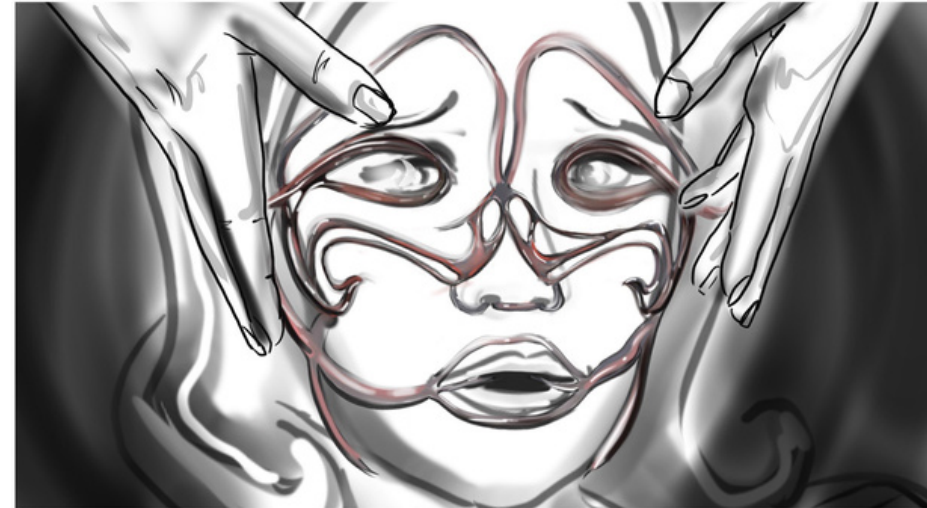
7 - Birds eye close up of Lucys hand, as she peels her skin suit sleeve off the silver keys falls down onto the floor near her feet.



8 - Camera follows the assistant hand from the floor and tilts up to Lucys face, displaying the key in front of her, the assistant hands it back to her .



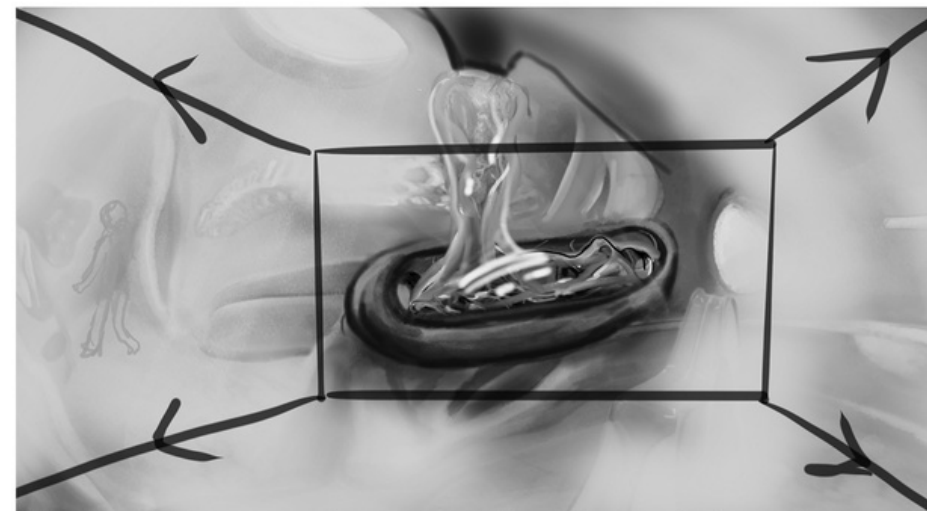
9 - Lucy climbs into the pod, the assistant begins attaching the tubes to her.



10 - Camera positions above Lucy lying down in the pod, as the assitant places the face protector onto her face.



11 - The pill is placed in Lucys mouth, after a few seconds the camera tilts up to her eyes roling back and pink smoke rising from her mouth.



12 - She rolls over as she passes out. a slimey substance is poured from above, the camera zooms out to see the now smokey room, the assistant is seen leaving in the left corner.



CARCASS

EYE AND BREATHING APPARATUS

FRONT:

SIDE:

Eye Protector

Modelled tightly
to face

SET - Gender Parlour INT
To be made to scale of
talents face.

Materials and Textures:
Glossy Plastic
Grey/Pink sheen

Tubes to go into mouth and up nose

Hooked around ear
for stability



Face Protector - Prop Design

CARCASS



Face Protector - Prop Make

CARCASS



Face Protector – Prop Make



CARCASS



INT Gender Parlour Reconstruction Room - Visual



The background features intricate, colorful lace-like patterns in the corners. The top-left pattern is a dense, multi-colored mesh. The top-right pattern is a more open, web-like structure. The bottom-left pattern is a smaller, more delicate lace. The bottom-right pattern is a long, flowing, and colorful lace-like structure.

Supporting Work

THE HOUSE



Character Designs - 'The House' -

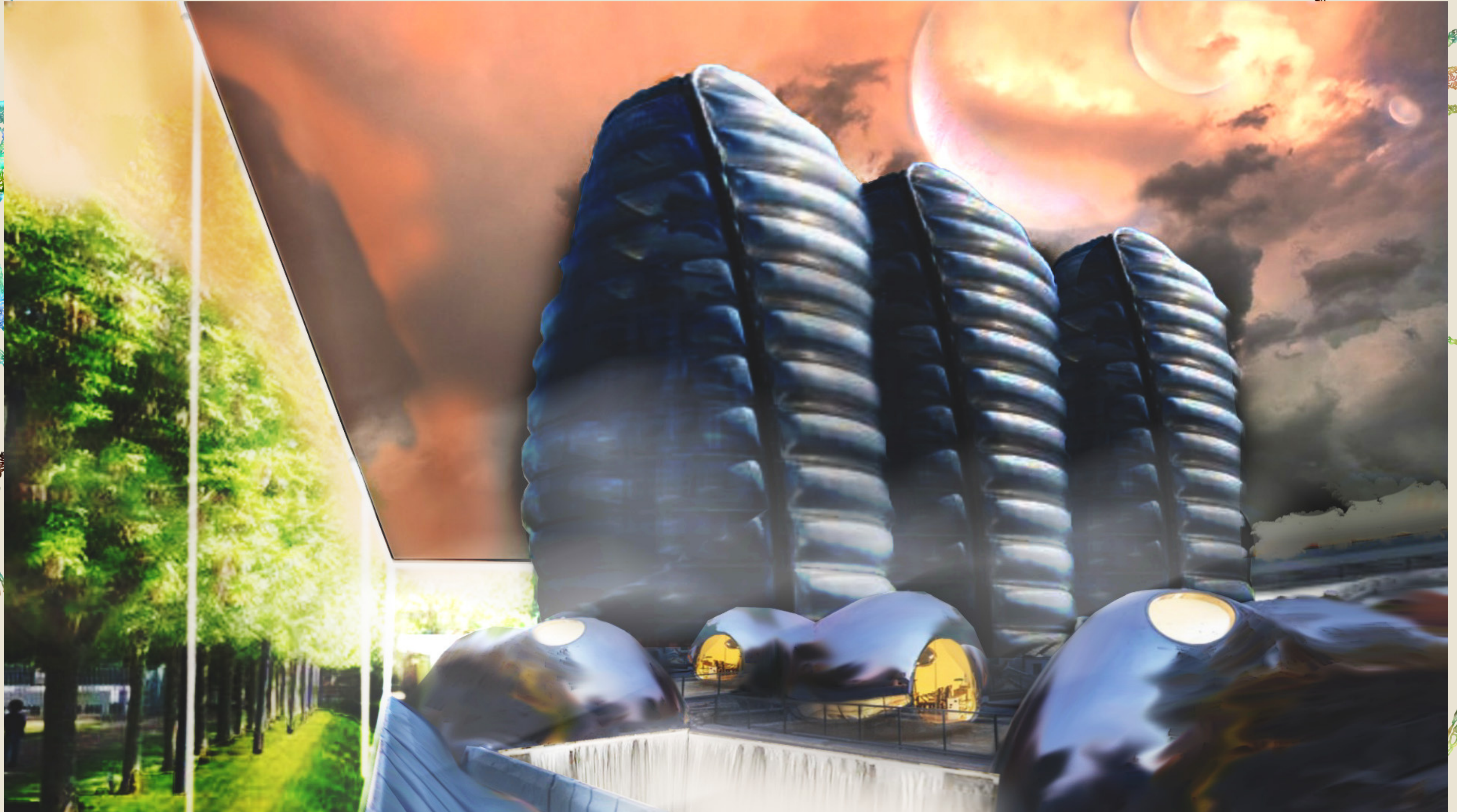


CARCASS



Lucy and Jims Flat EXT -Location Change Visual Before - Carcass

CARCASS



Lucy and Jims Flat EXT -Location Change Visual After - Carcass



CARCASS

Carcass - Art Dept Breakdown Designer: Jess Hemstock

Sc	INT/EXT	Location	Description	D/N	Actions Props	Graphics	Vehicles	Animals/SFX	NOTES	
1	INT	Sleep Pod	Lucy Sleeping	N						
2	EXT	Road	Shot of long road ending with a silver box revealing a solar system inside	D						
3	INT	Sleep Pod	Lucy wakes, tear runs down her cheek	N						
4	INT	Sleep Pod	She wakes and stretches, her bones popping	D						
5	Ext	Path	she notices a key on the floor and picks it up, it sinks into her body suit	D	Silver Key			key sinking into "skin"		
6	Ext	Communication Booth	Lucy goes to book an appointment then quickly disconnects from the attendants voice call when asked for personal details	D	Two ID cards, scrap of paper with number on, screen to tap					
7	INT	Jims Flat	Afternoon - jim watching TV , Lucy asks him for private time	D						
8	INT	Jims Bedroom	Minutes later, Lucy and Jim having "private time".	D	Blanket used to cover Lucy					
9	INT	Jims Flat	Evening - Lucy eating Carbo Slices, jim watches Tv with earplugs in he looks over and weeks to her and she leaves the room.	N	Dried Carboslices (dried Mango), earplugs.					
10	INT	Jims Flat	Moments later, lucy pulls out her device that projects a butterfly hologram and she watches it emerge from a cocoon.	N	Perscom (Mobile handheld device)			Butterfly Hologram		
11	INT	Stimulator Bar	Bar with no devices lit up, they meet friend Sara who complains the Bar is too quiet, Lucy and Jim enjoy it and islike her complaining. Lucy mentions she is dayreaming about a baby she saw, and Sara asked her if shes still having the dream about the silver box (Title sequence)	N	3 Sad looking drinks, Flatscreen panal on coffee table, Sara commdevice touch panal					



CARCASS

Production: Carcass

Production Designer: Jessica Hemstock

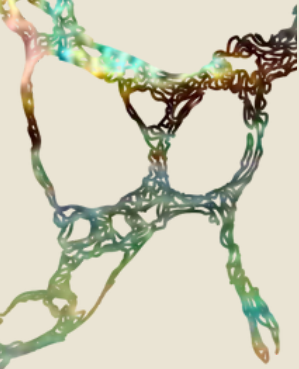
Location: Shepperton Studios, R Stage, Shepperton

ART DEPARTMENT PROPS AND DRESSING LIST:

(INT Gender Parlour – Reconstruction Room)

1. 4/off Skin Sleeves
2. 1/off silver key
3. 2/off Eye and Breathing Mask
4. Assorted mannequin parts for all shelves
5. 1/off Pink Pill
6. 1/off Tap for sink
7. 20/off storage bowls on shelves
8. 5/off tubes in Reconstruction Pod
9. 1/off Spine sculpture on wall.
10. 1/off Skin Chair
11. Assorted surgery tools





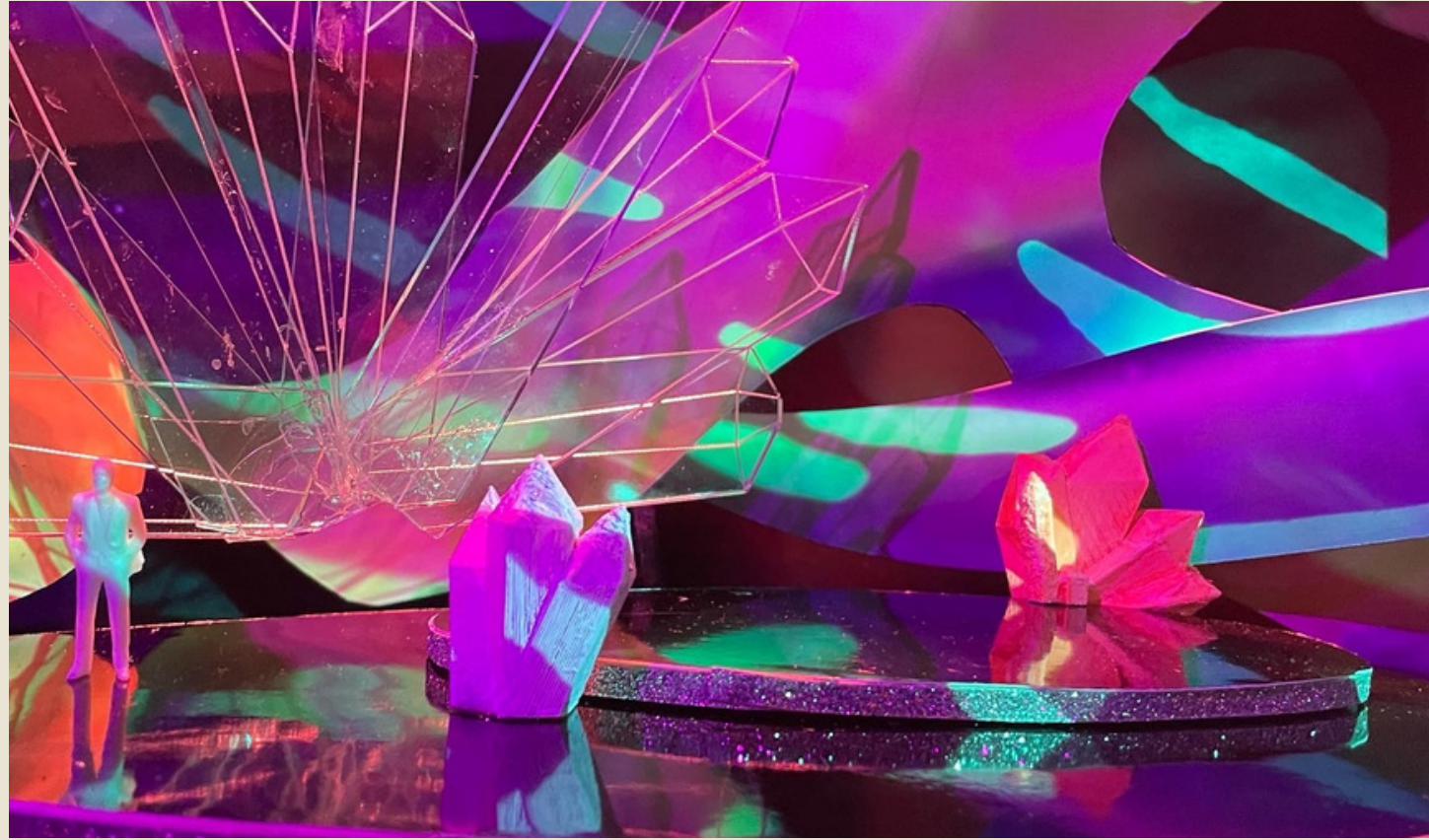
R STAGE DIMENSIONS	
STAGE LENGTH	= 121' 0" [36.9m]
STAGE WIDTH	= 83' 6" [25.5m]
GROUND FLOOR AREA	= 10,128 ft ² [941m ²]



PINEWOOD



Blood Wedding - 1.75 White Card Model



Back To The
Christmas
Music Future



Back to the Music Future - 1.50 Rendered Model



Dada Style Ink Painting and Photograph - Graphic Prop Make



Acrylic Painting

