

The ART of

Blinky Bill





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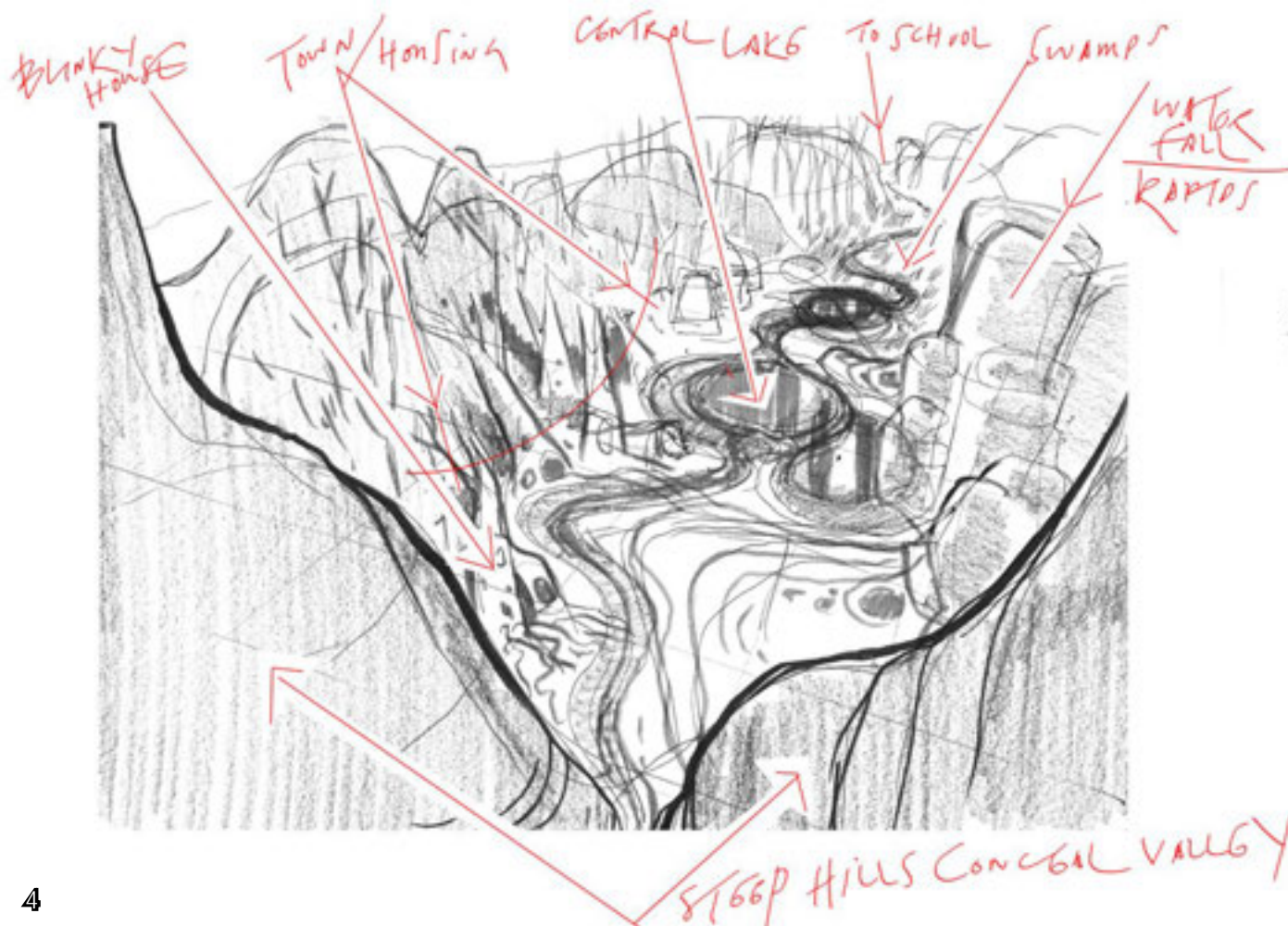
Early Greenpatch Concept

GreenPatch

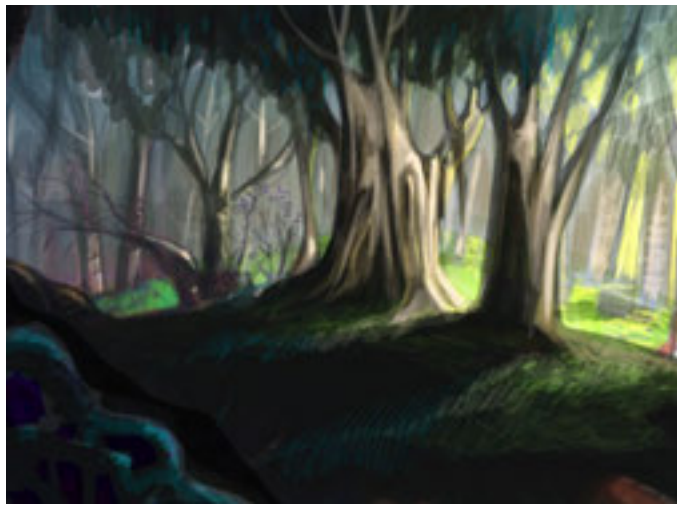
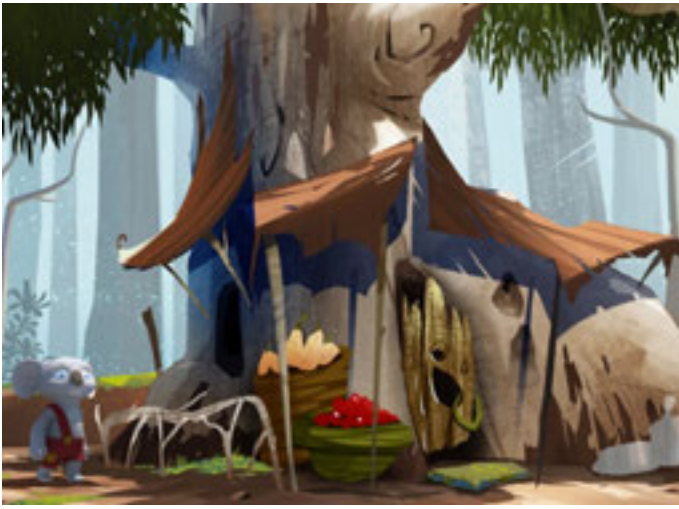
In Greenpatch we wanted to create an intimate, hidden world. We sourced various locations around Australia and felt that Greenpatch was more in the world of the deeper regions of the Blue Mountains, with the isolation of Wilpena Pound in the Flinders Ranges.



Early Greenpatch Housing Concept



Greenpatch Town Centre Concepts



Tree Concept Art

We looked deeper into additional sources like the Red River Gums, made famous by Hans Heysen, as well as the micro detail of the banks of the Lower Murray.



Bridge Concept Art



Blinky Enters Greenpatch



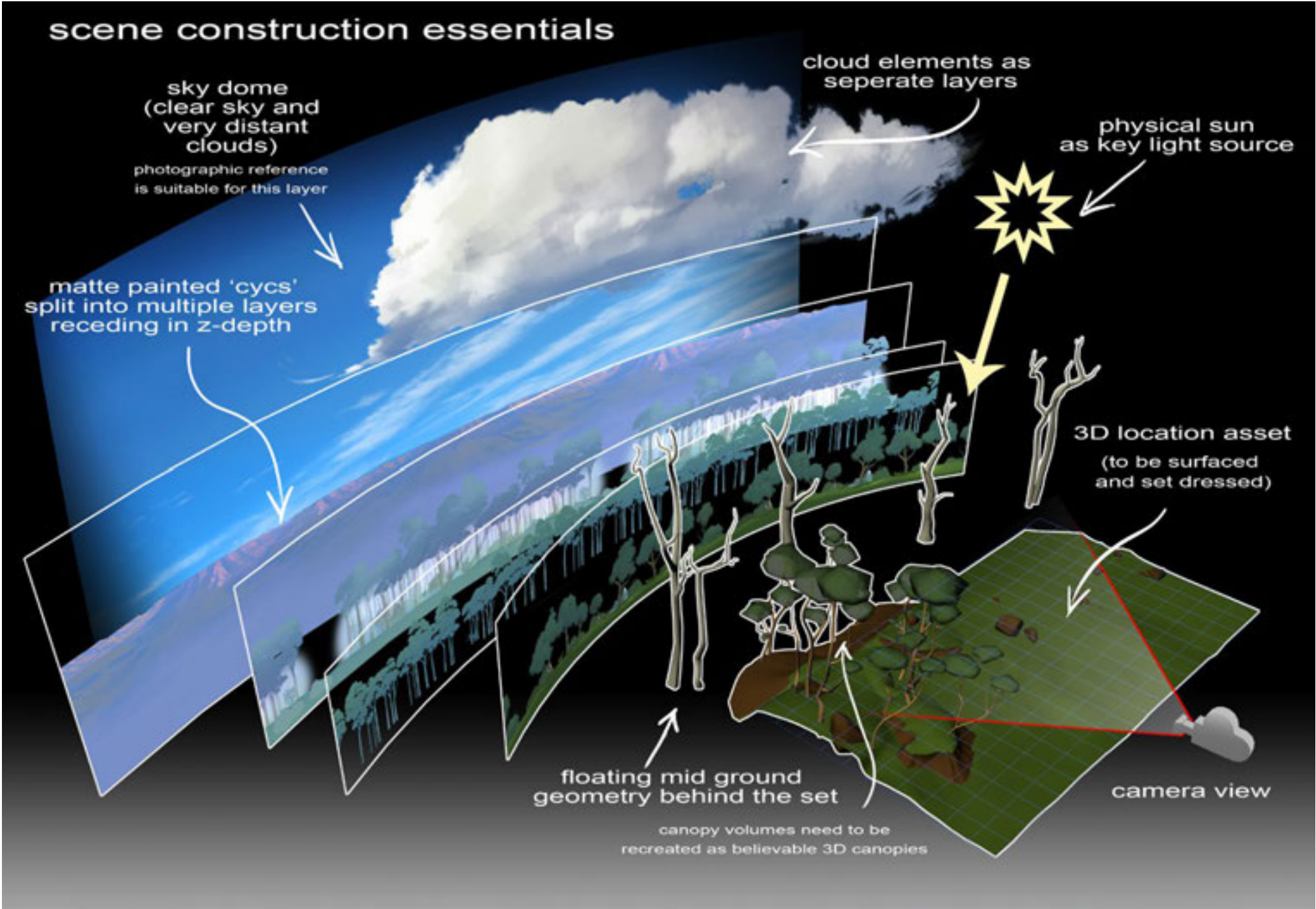
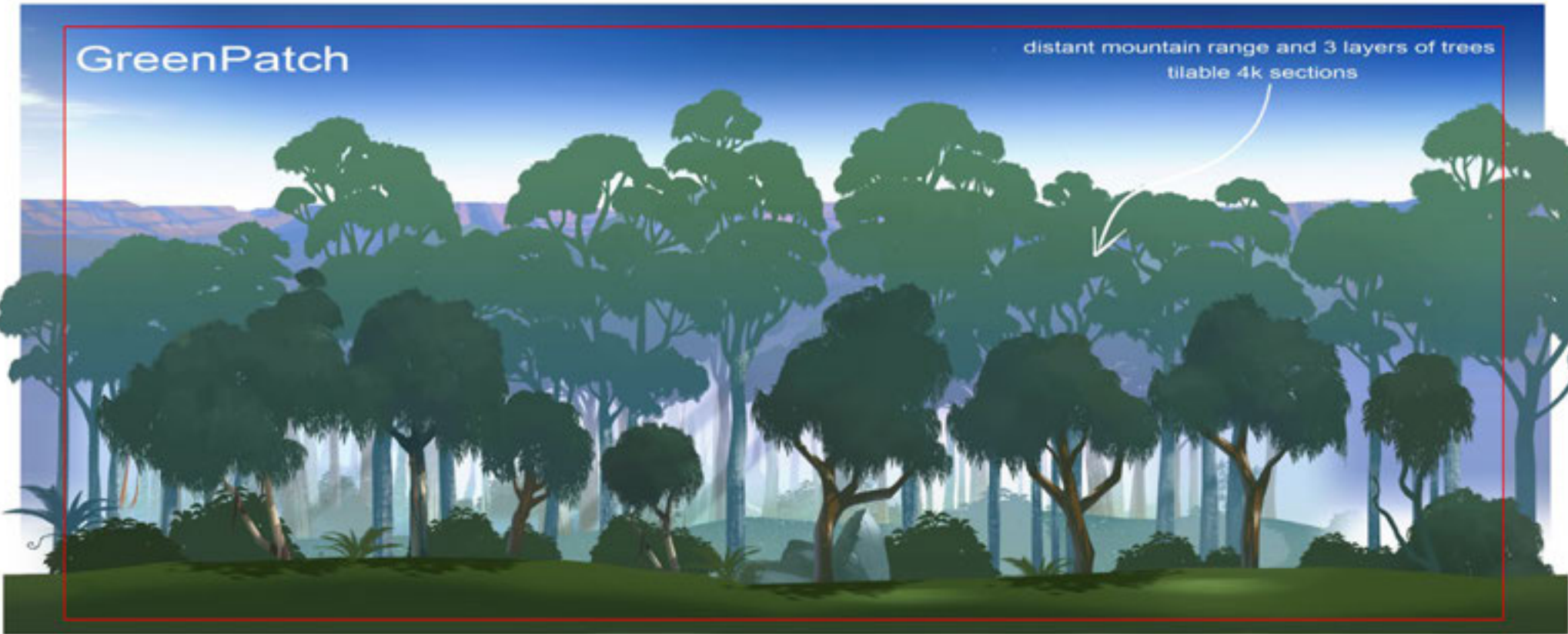
Streetlighting

These elements combined would then give us a sharp contrast to the vastness of the Outback to which Blinky Bill would later travel to. What remained would then be the caricature of these elements and create an architecture that you would believe to have been created by its inhabitants.



Matte Painting Environments

There are a number of specific environments and vistas that require a more customised treatment such as the open desert, greenpatch, and Rocky Canyon.



HomeTree



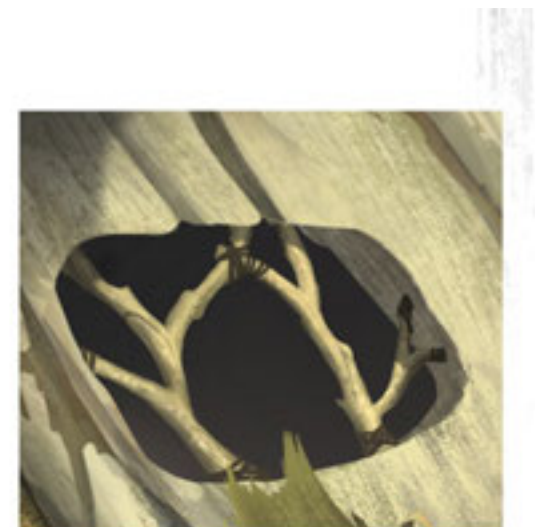
Early Hometree Concept Art



Hometree Exterior Concept



Hometree/Greenpatch Concept



Window Concepts

The heart of Greenpatch is Blinky Bill's Hometree, where both Blinky and his mother live. Our back story dictates that, when Blinky's parents first discovered Greenpatch, they were particularly attracted to the beauty of this magnificent tree.

Coincidentally, it was already hollowed out enough to inhabit and with a bit of hard work, the couple continued to sculpt the interior of the tree, creating a multi-level abode (of course, only as high as a koala could reach!)



Blinky Scale Reference

Blinky at Hometree

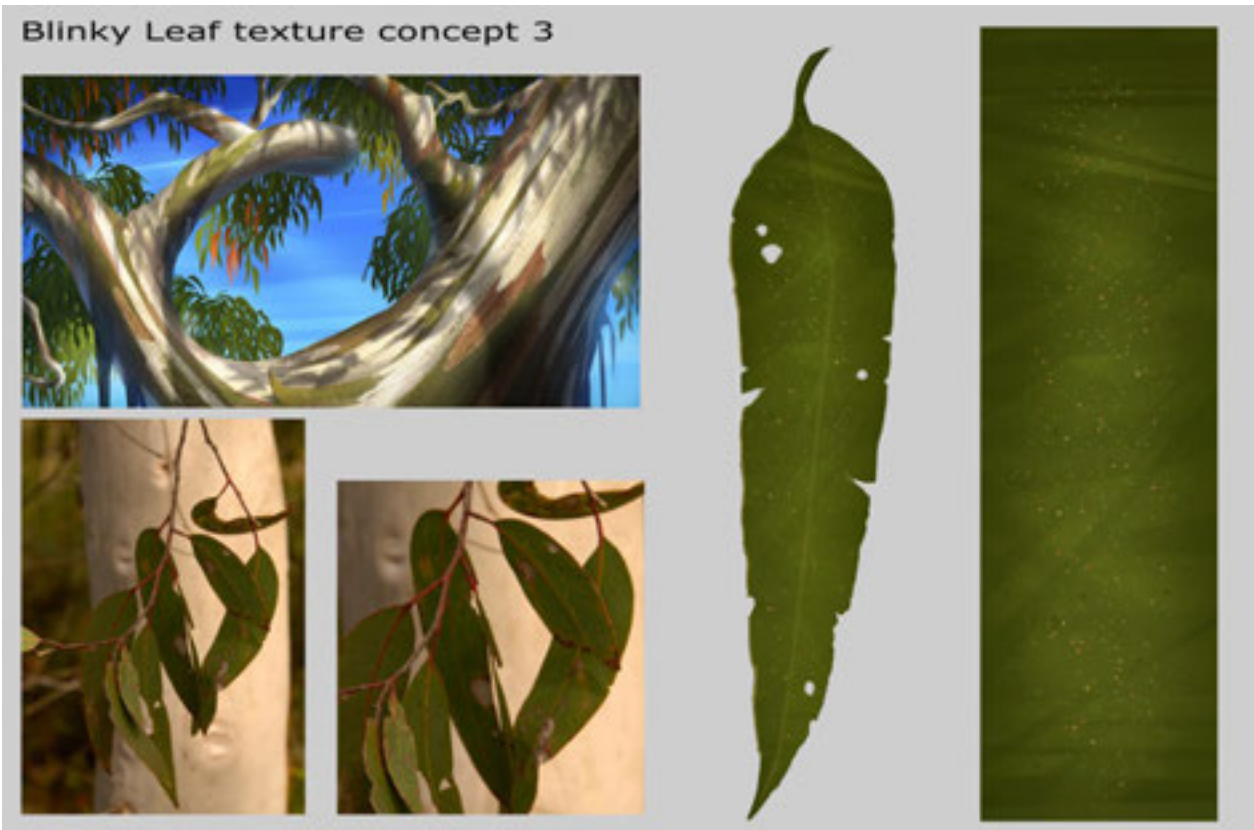


Hometree Door Detail

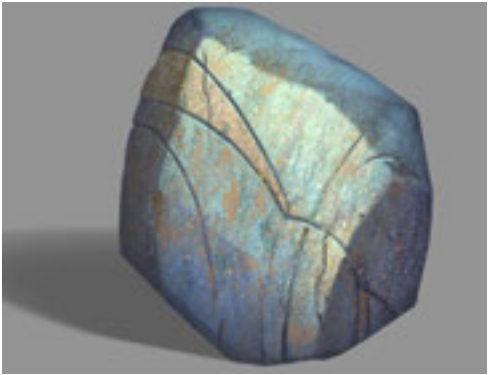
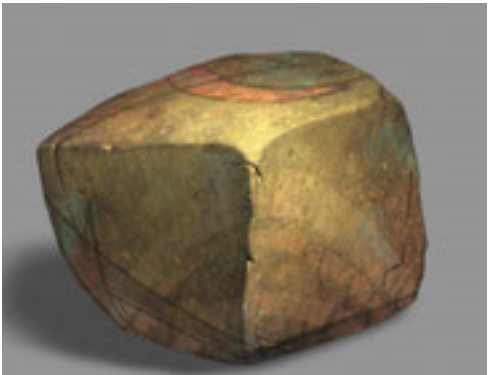


Hanging Bark Concepts

gReenPaTch TextURes



Leaves Photo Reference & Concept



Rock Concepts



Spinifex Photo Reference & Concept

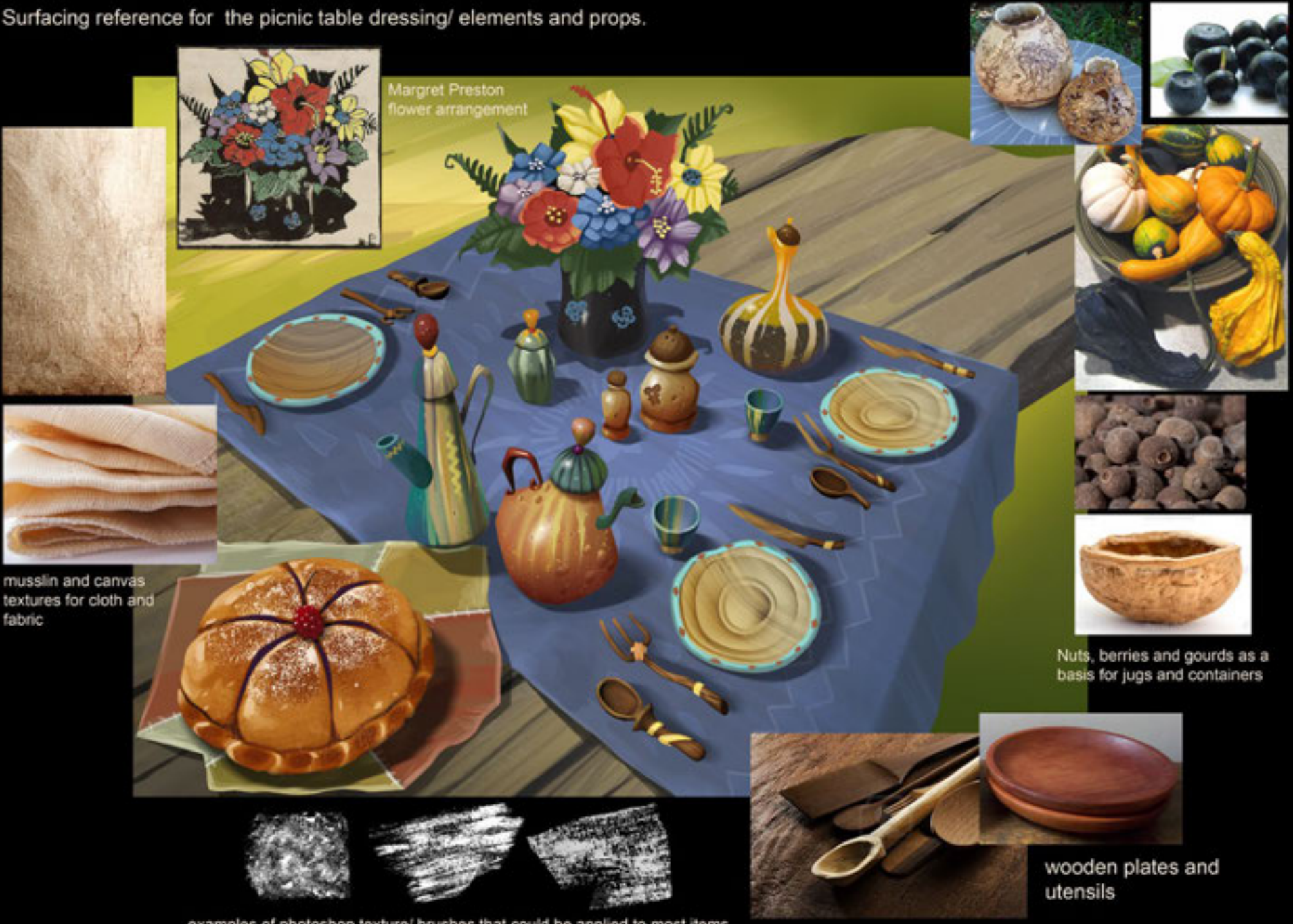


Spinifex 2

Spinifex 3

eGreenPatch HomeWares

Surfacing reference for the picnic table dressing/ elements and props.



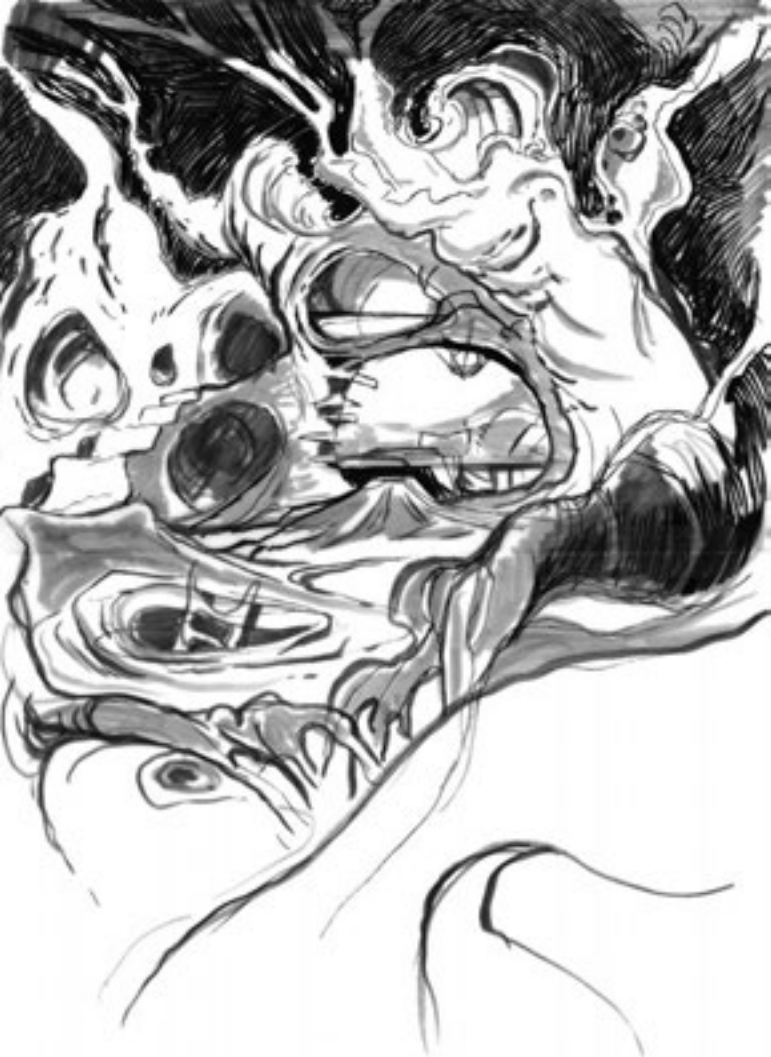
Picnic Table Concept



Blinky's Tea Set



Tea Set Modelling Reference

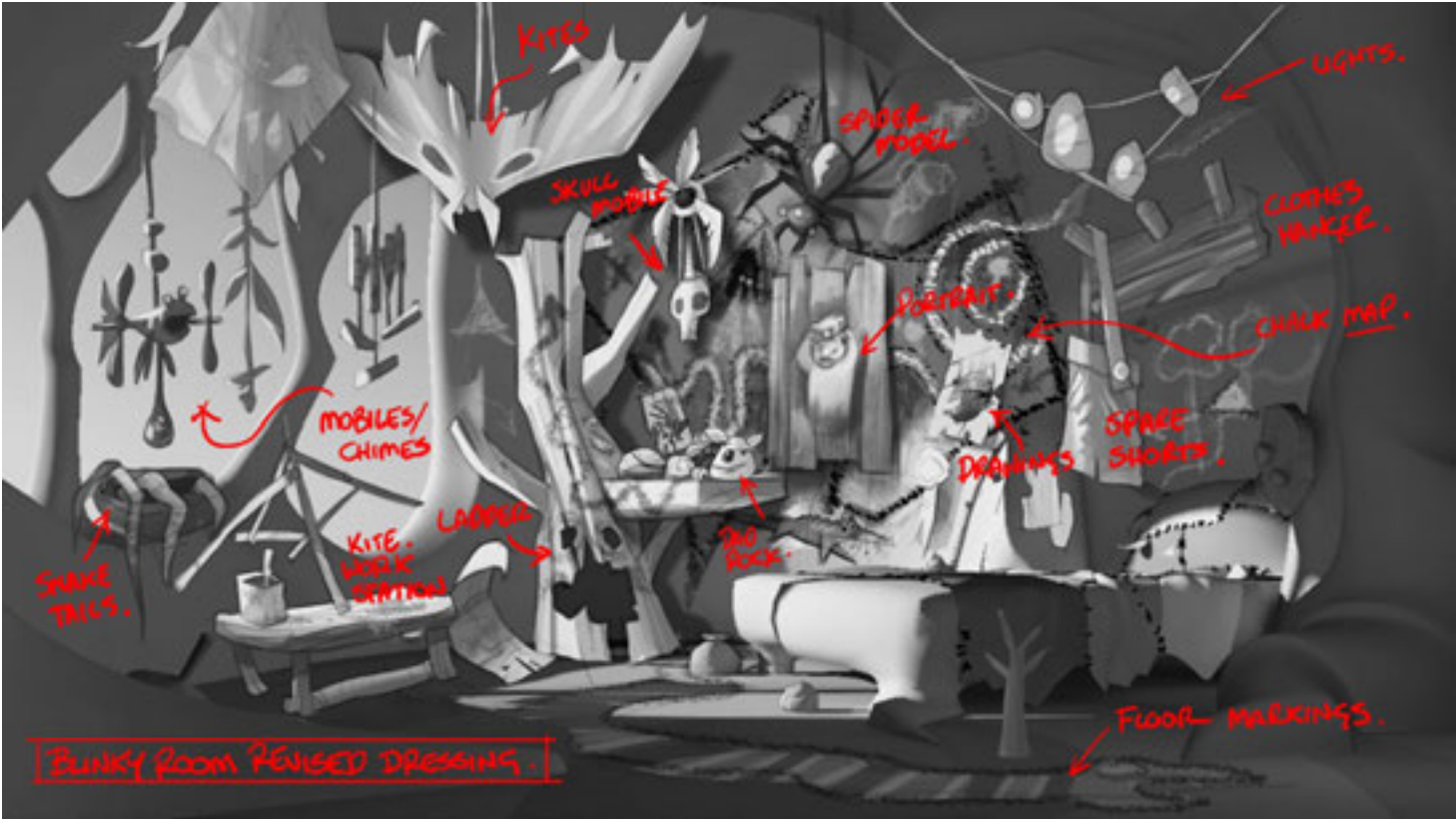


Bedroom Concept

BeDRoom

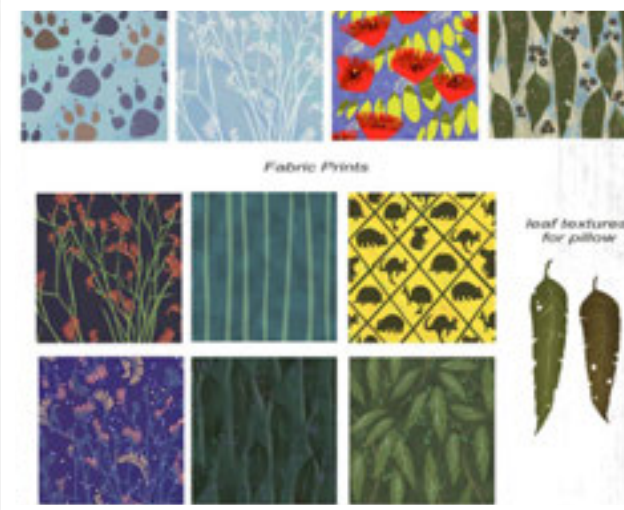
Blinky Bill’s inner sanctum. This is where he connects with his inner feelings and the history with his missing father. Items here include his prized rock collection, treasures brought back from his father’s Outback journeys and an impressive collection of differently designed kites.

Mind you, mostly are souvenirs of past experiments with flight, something his father - in all of his adventures - never did.



Bedroom Set Dressing Concept

Hanging dutifully from the window are a series of wind-chime alarms that will alert him to the presence of the hot desert wind, which mythically signals change.



Bedroom Surfacing & Texture References



Blinky's Bedroom Door



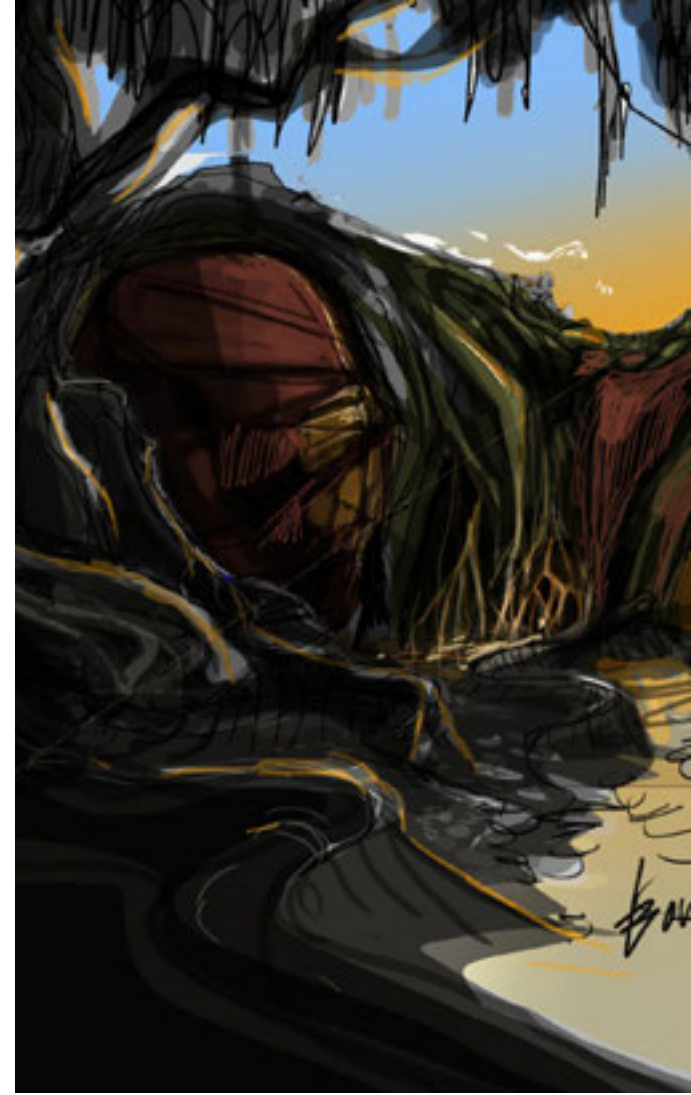
Blinky's Bedroom Interior 3D Paint Over



Inspirational Reference

BOUNDARY entrance

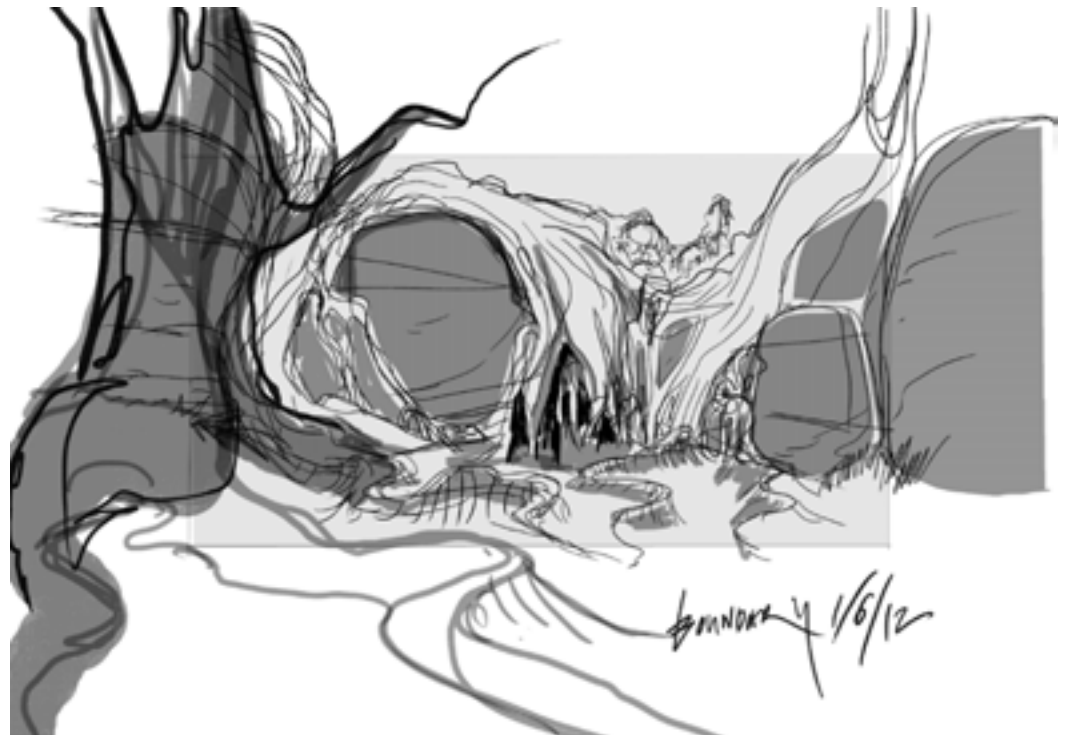
Inspired by the mythical ruins of Angkor Wat and Inca temples, the purpose of the Boundary Entrance was to reflect the flavours of these influences and speak to Blinky's own recent history.



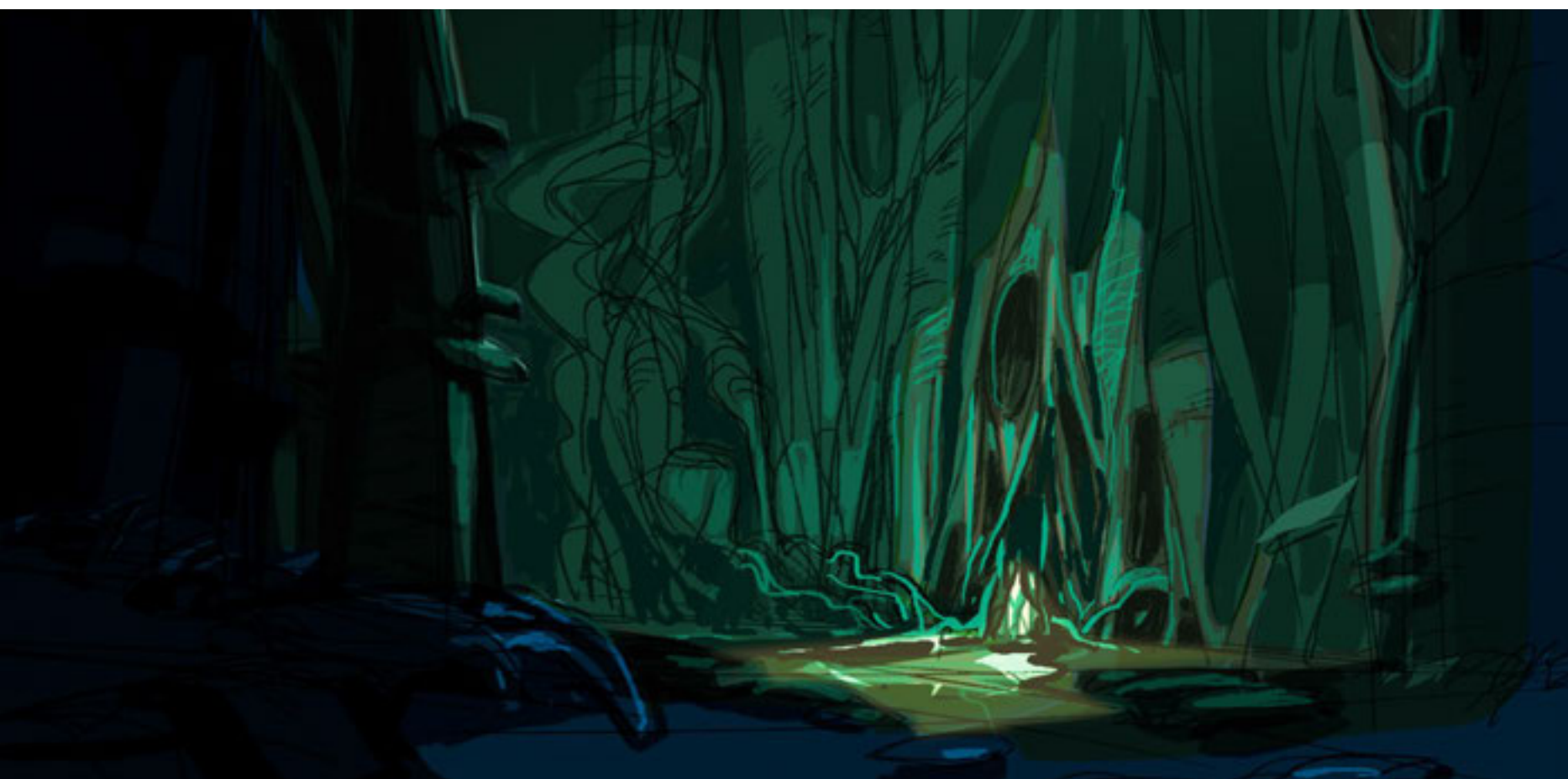
Boundary Entrance Concept

This is the threshold to the outer world - a secret place in the outer regions of Greenpatch, deep in the rainforest where nobody goes.

A rampant curtain fig tree spreads its tangled roots between gigantic sandstone boulders.



Boundary Entrance Early Sketch

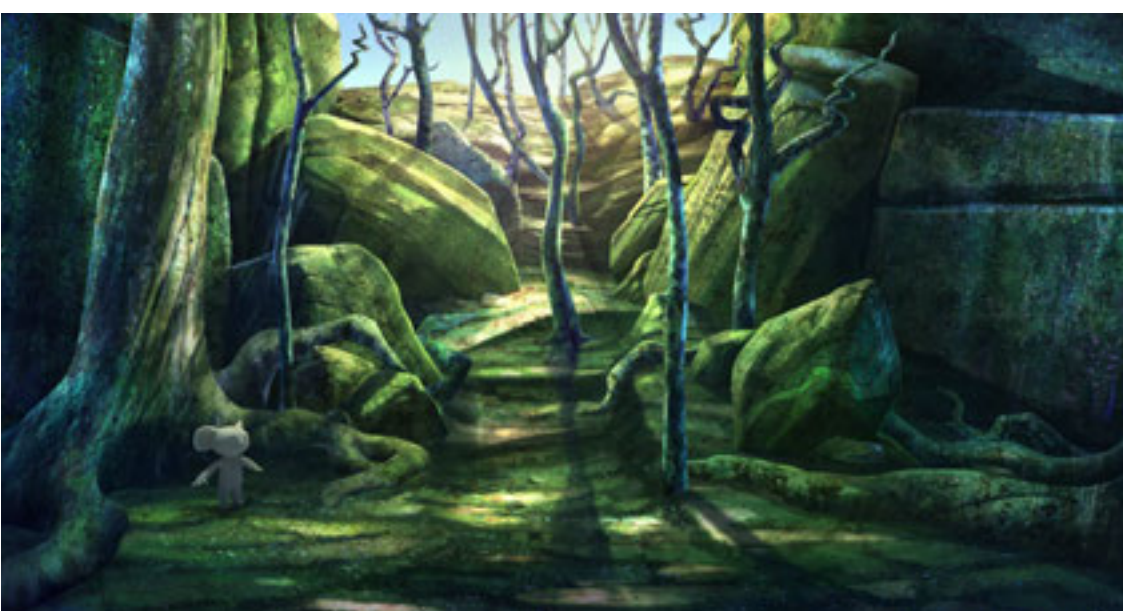


Boundary Colour Concept

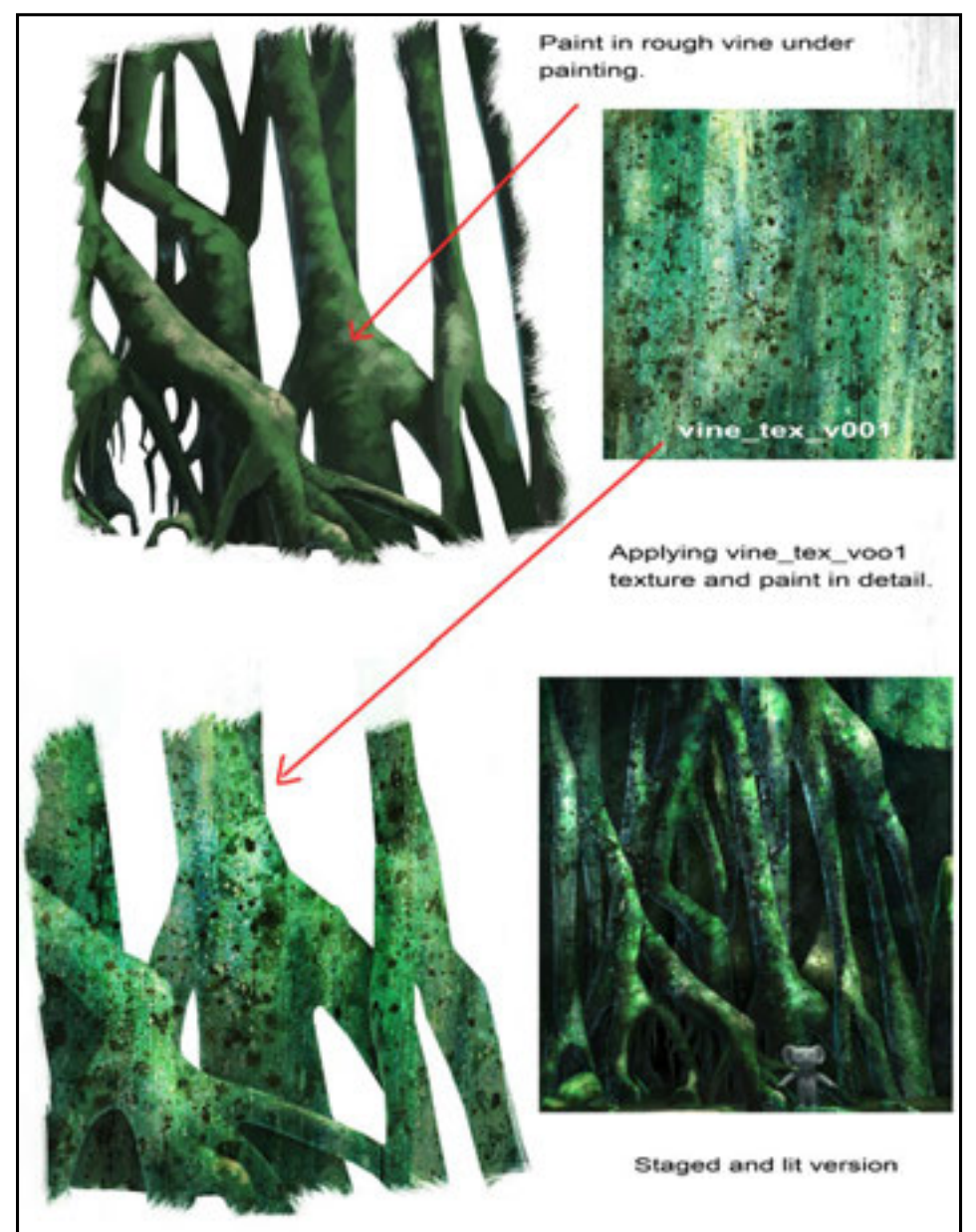


Blinky Entering the Boundary

Concealed within the roots is a portal; a tunnel to the deserts beyond. The moss covered roots are in many way, a reflection of Blinky's life branching out in new directions. Passing through the entrance is also reflective of an initiation into adult koala-hood - the integral turning point in his epic journey.



Texture References

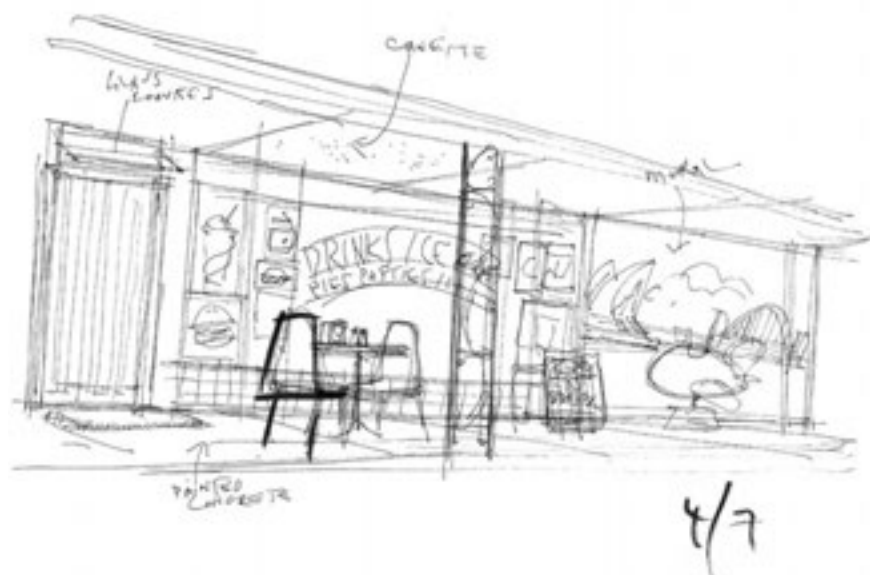
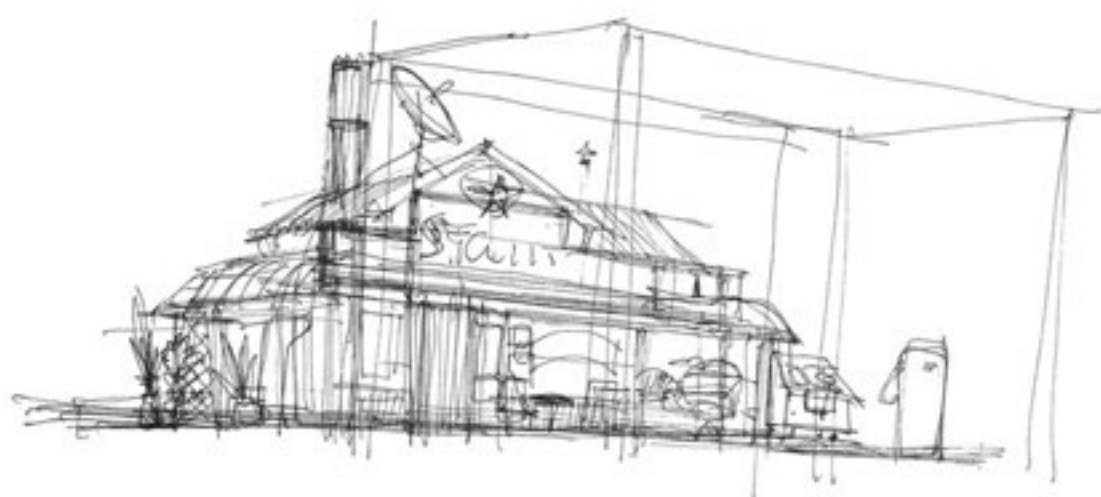


Surfacing Details



Inspirational References

Roadhouse



Early Sketch Art

Blinky's first encounter with the rampant consumerism of the human world. The building itself - a purchase by Italian migrants in the 1950's, repainted and renovated ad infinitum with all expense spared.

While it is a gateway to the deeper Outback, traffic and trade is minimal to nothing - mostly road trains and zoo keepers en route.

Roadhouse Concept Art





approx. position

Wall mural is painted onto concrete rendered wall.



Signage Concepts

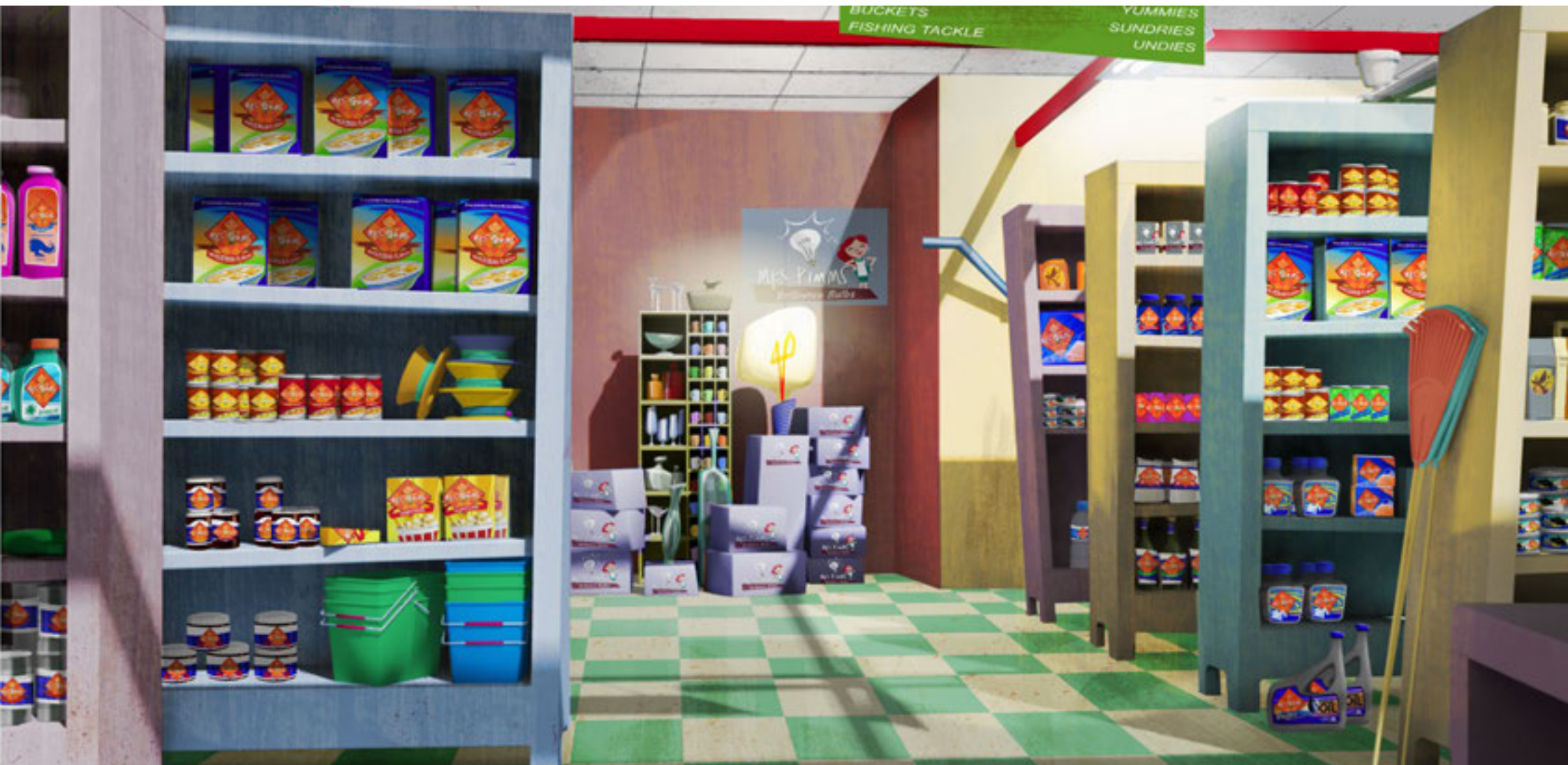




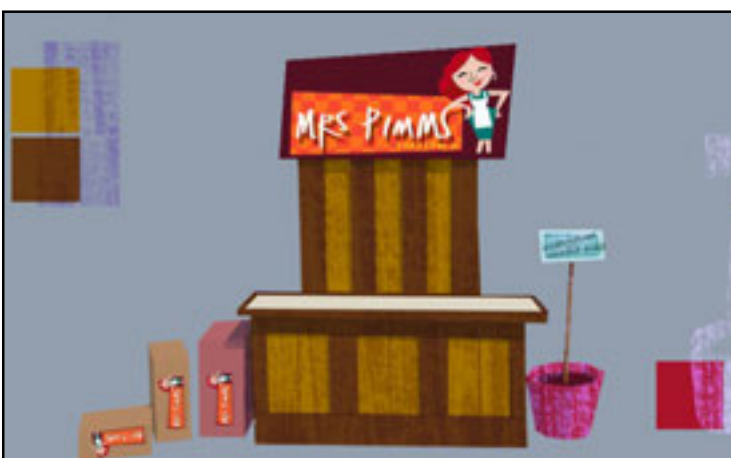
Roadhouse Interior Floorplan

As you would expect from its exterior facade, the interior is a hodge podge of salvaged and recycled shelving and cupboards, well stocked with the full range of Mrs. Pimm's products. You'll find everything from Lava Jelly to lipstick.

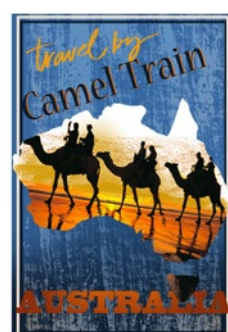
In the original books, Mrs. Pimm owned the store and in an effort to pay homage to this, we designed an entire range of product lines based on the eponymous store keeper. An example is during the hero candy moment, where we have used the exact candies that were featured in the original book.



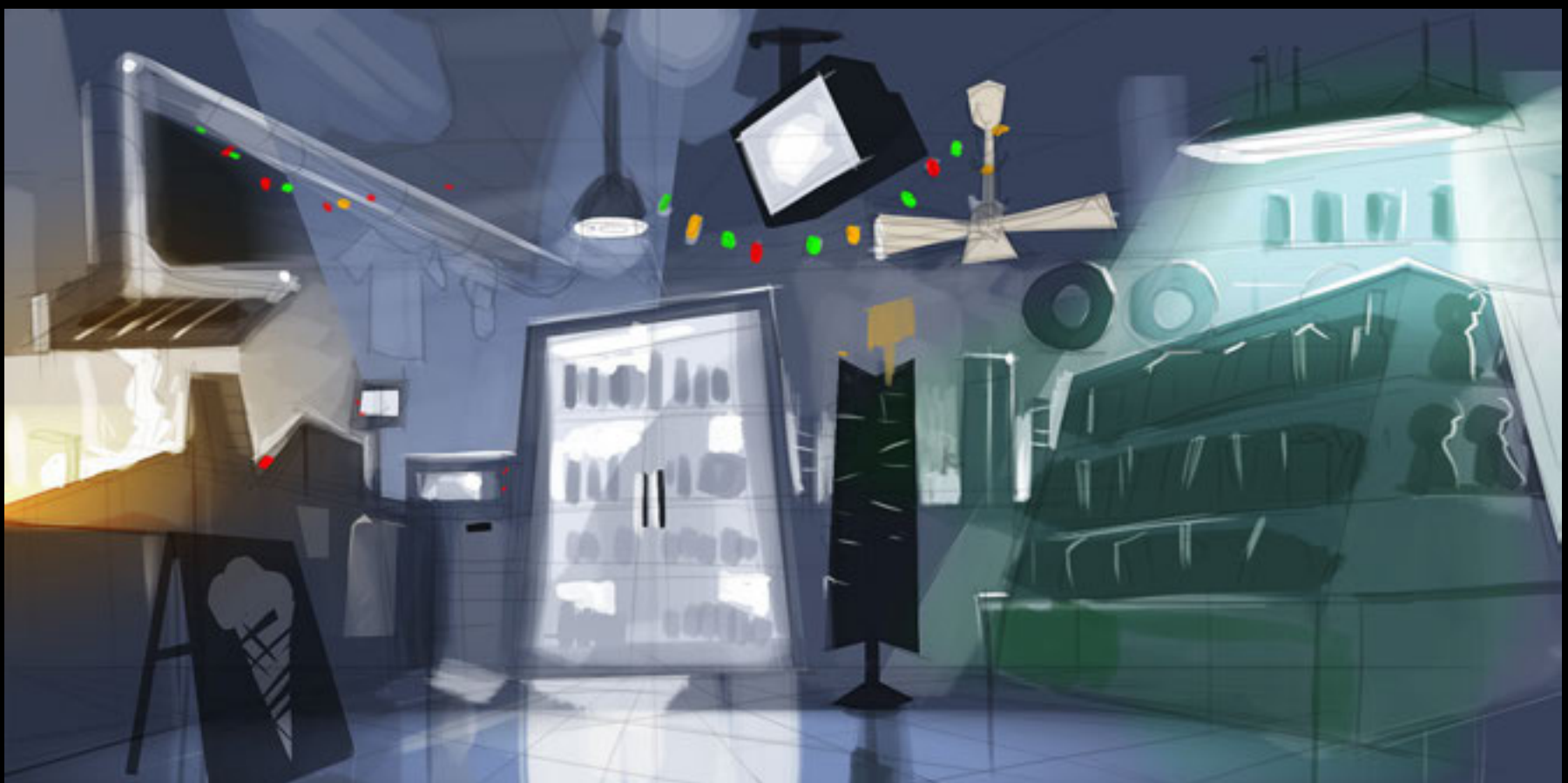
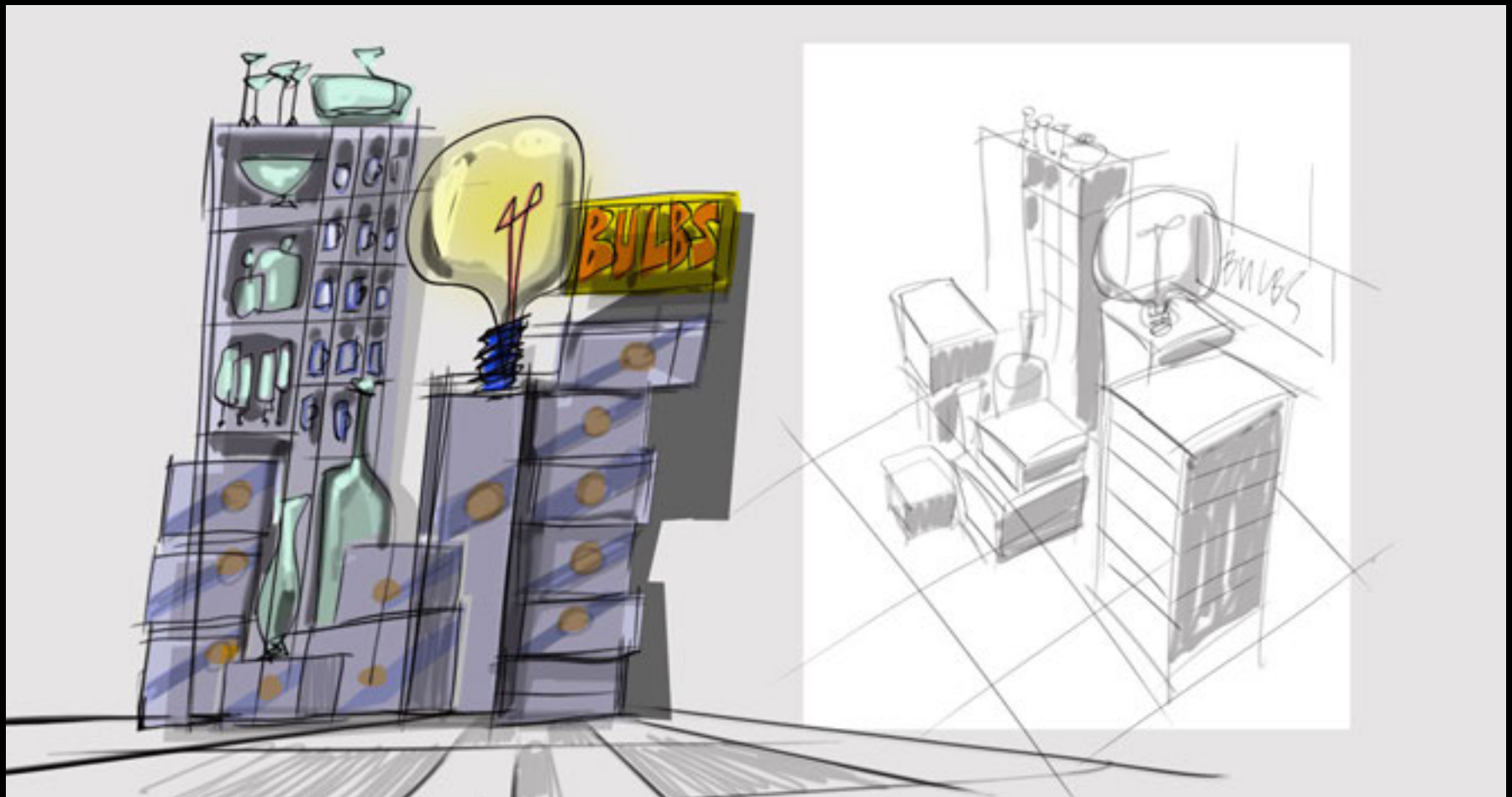
Store Interior Colour Concept



Mrs. Pimm's Candy Stand Concept



Poster Designs for Store Interior



FROM TOP: Lightbulb Exhibit; Mrs. Pimm's Candy Stand Texture Reference;
Early Lighting Concept Store Interior



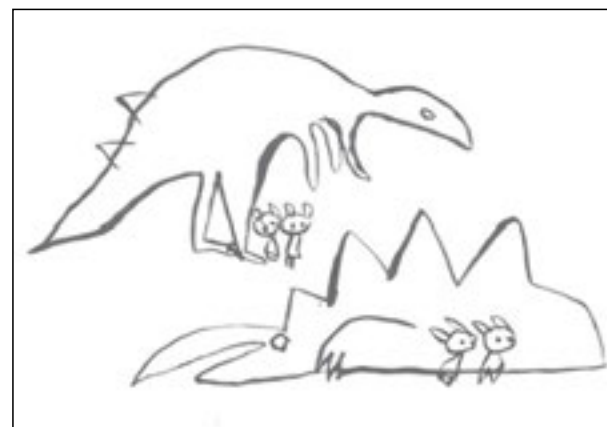
Entering the Maze

Rock Maze

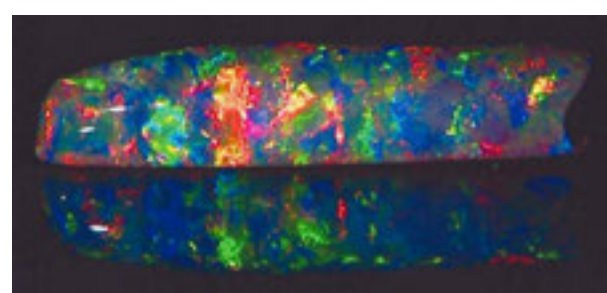
To highlight the early introduction of Blinky to Nutsy, a zoo koala lost in the wild, we have designed a pathway for them to travel that, on the one hand fascinates Blinky, and on the other further unsettles Nutsy in this strange new world.

A mysterious chasm with sculpted rocks that appear to be animals from the prehistoric age, laced with sedimentary layers of precious gems and polished stones.

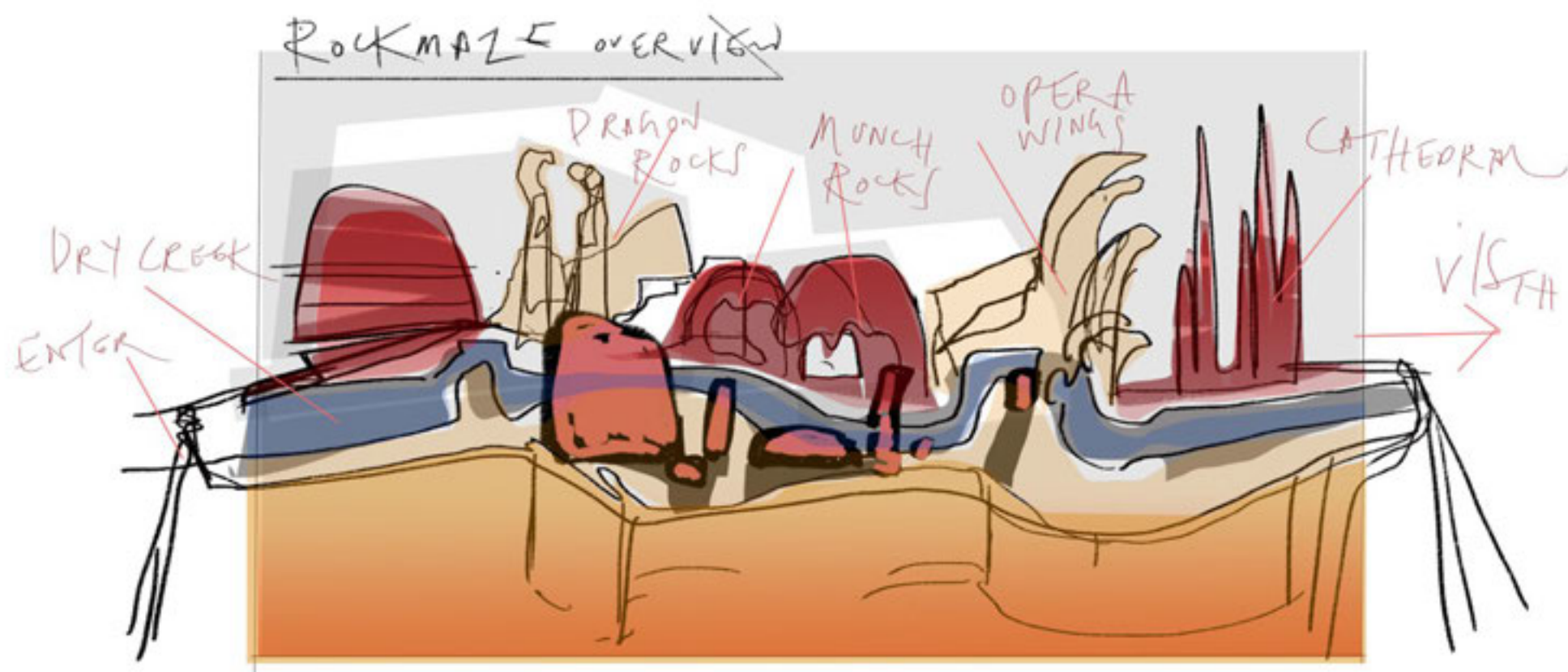
It will lead them to a vista where they will experience the breathtaking and awe inspiring vastness of the Australian Outback and feel for the first time the reality of the mythical hot desert wind - the beginning of their journey.



Rock Shapes



Opal Reference



Rock Maze Scene Plan



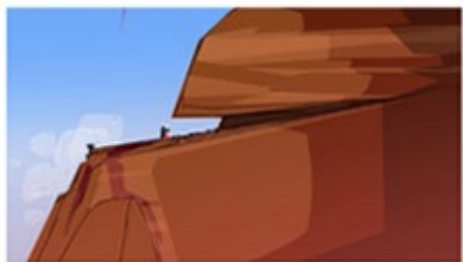
1 blinky over top edge of tunnel



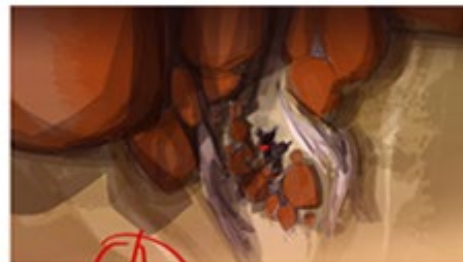
2 top edge of tunnel



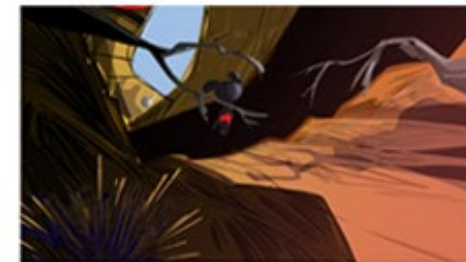
3 reverse



4 grand approach to rockmaze...



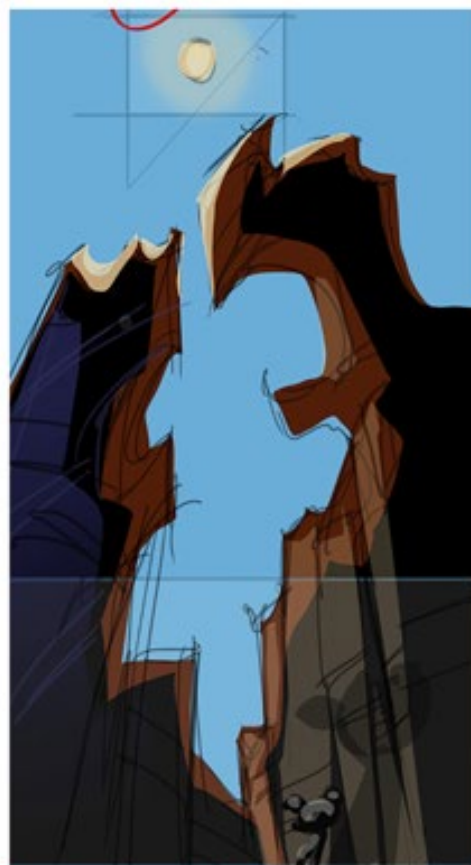
5 enter the rock maze



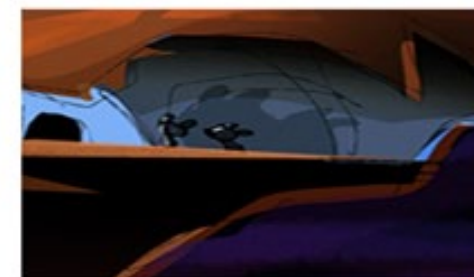
6 cont...



7 pass through sculpted rocks. the forms of strange creatures.



8 start high on the hot sun pan down to see them walk toward cam. though narrow pass.



9 pass through the belly of a creature.



10 a cat shaped rock casts its shadow



11 characters through



12 shadow follows...



13 the maze ends at a small ledge



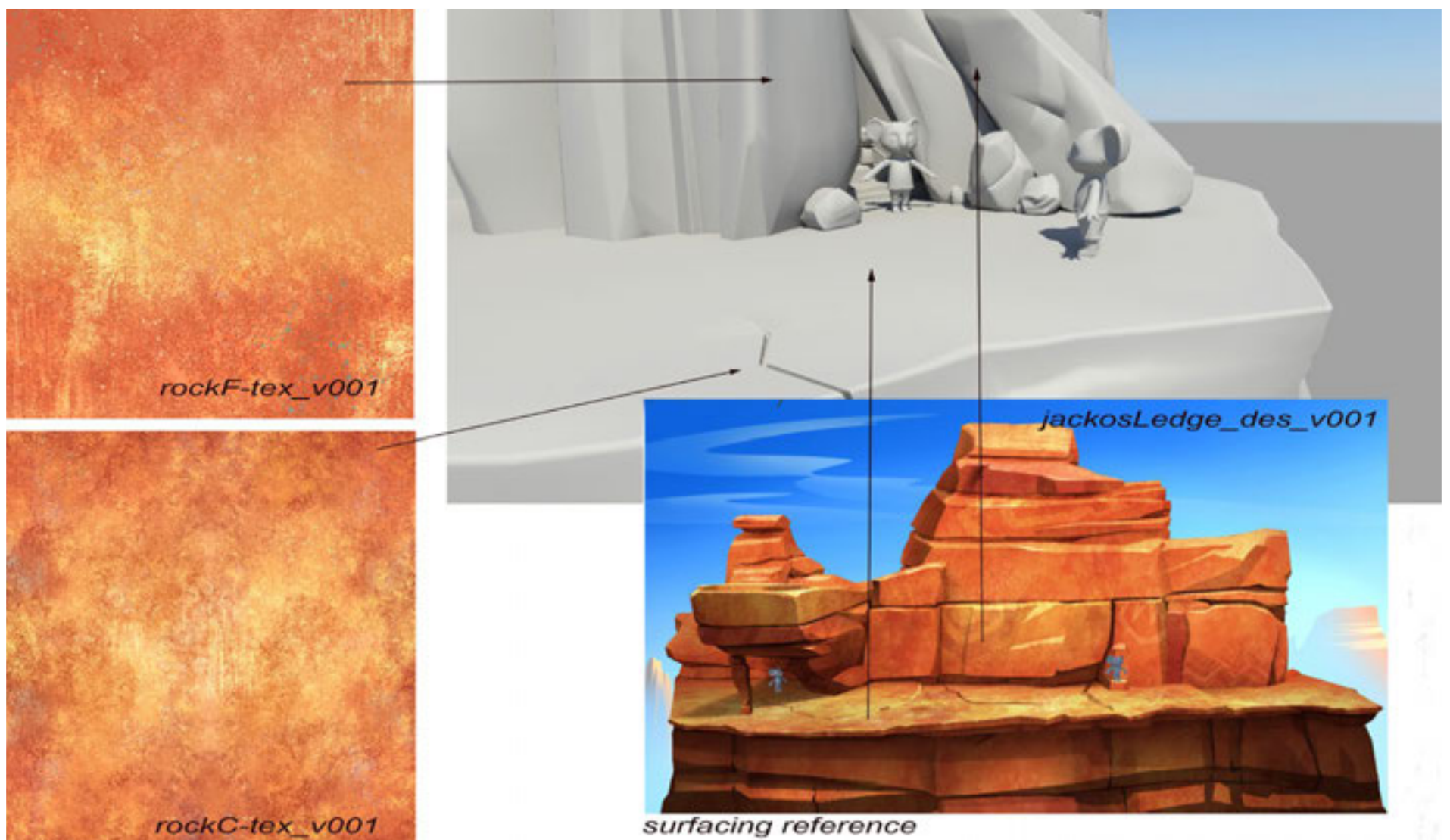
14 high.



15 the landscape stretches out to infinity.



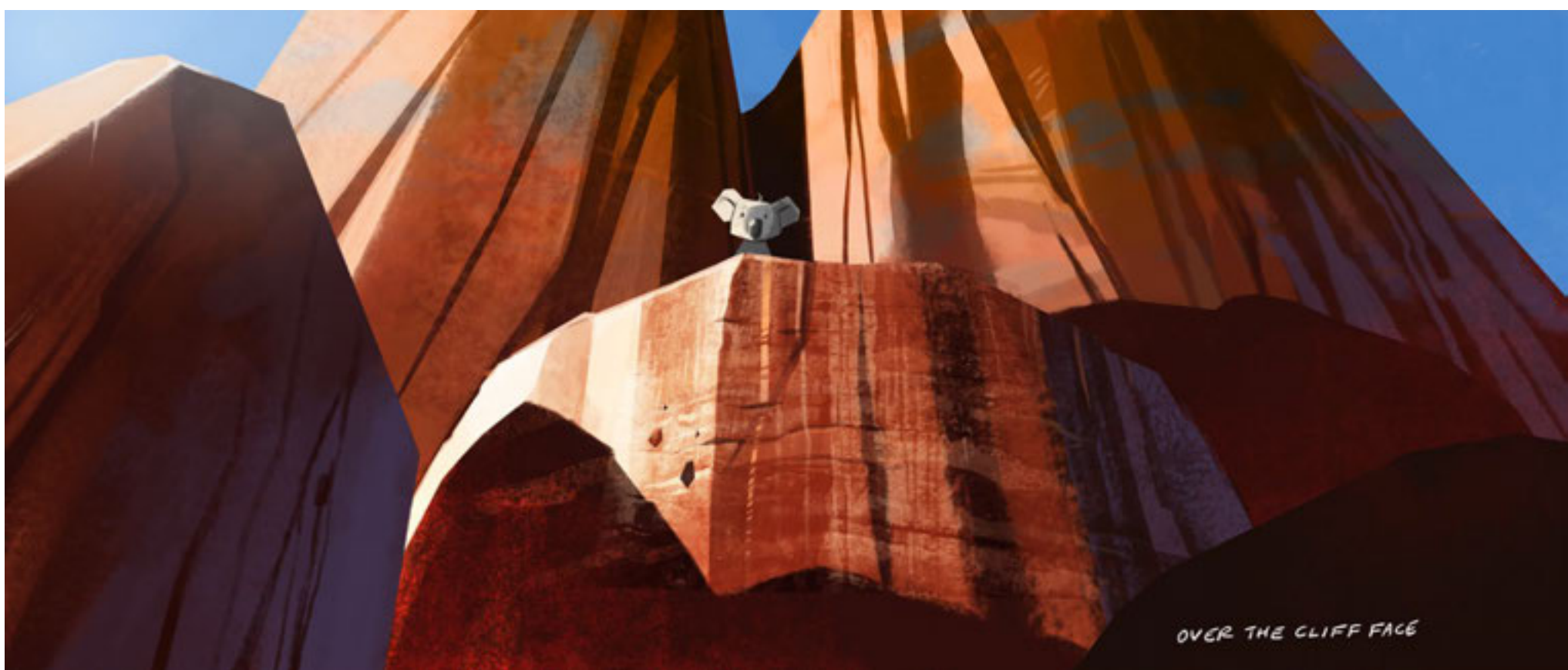
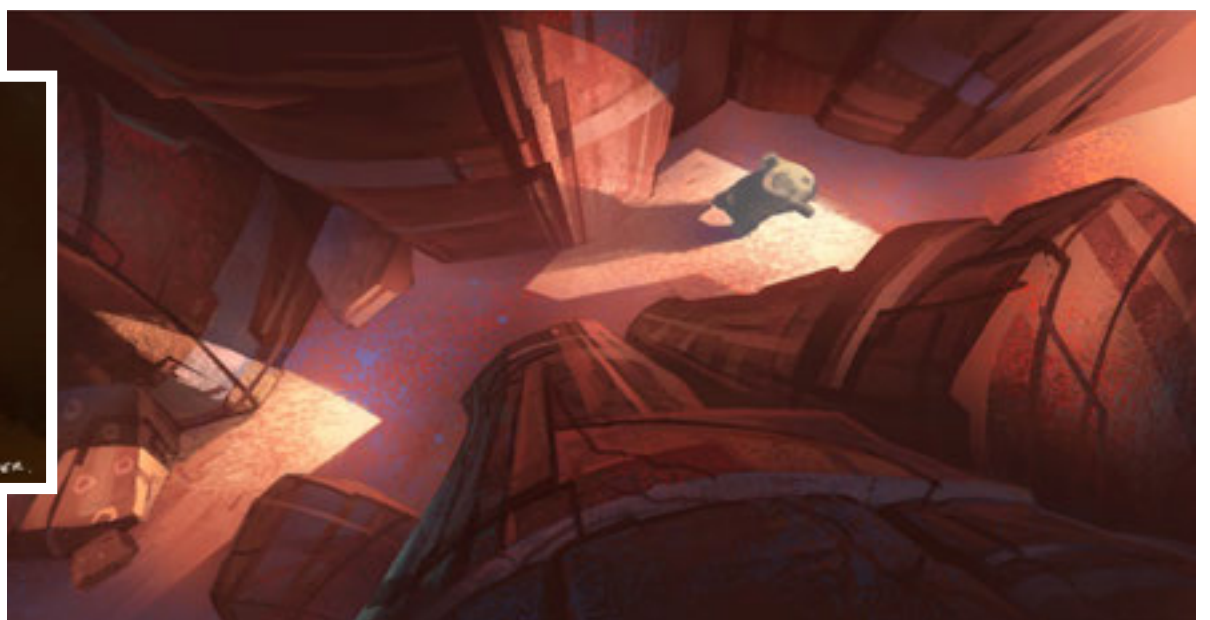
3D Model Paint Over - Inside the Rock Maze



Jacko's Ledge - Surfacing Reference



3D Model Paint Over - Inside the Rock Maze



Early Colour Studies for Rock Maze

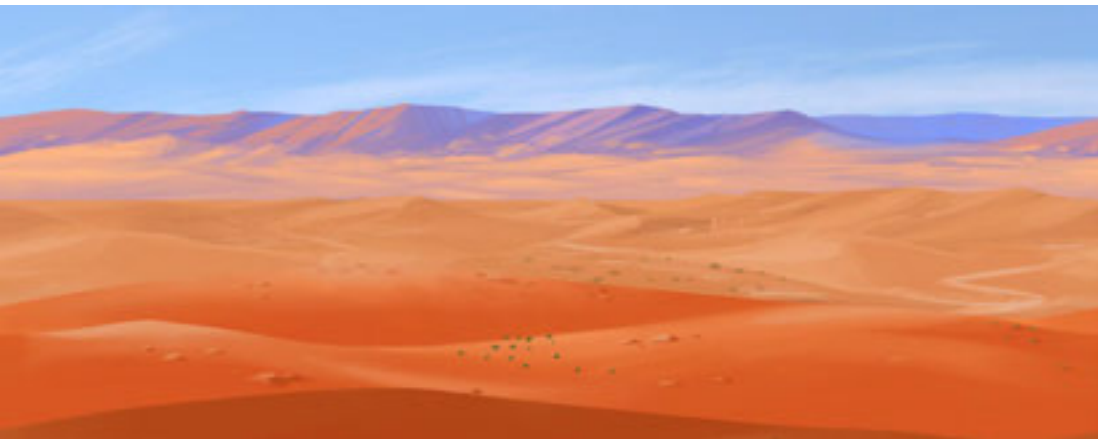


Termite Mound 2D Layers



Early Environment Colour Studies

OUTBack



Desert Landscape Matte Painting Study



Salt Plains Concept

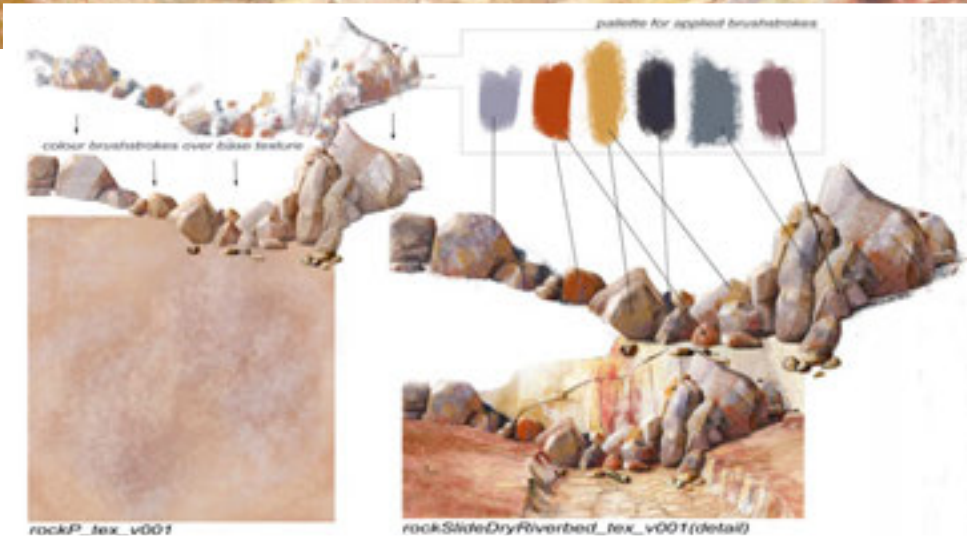
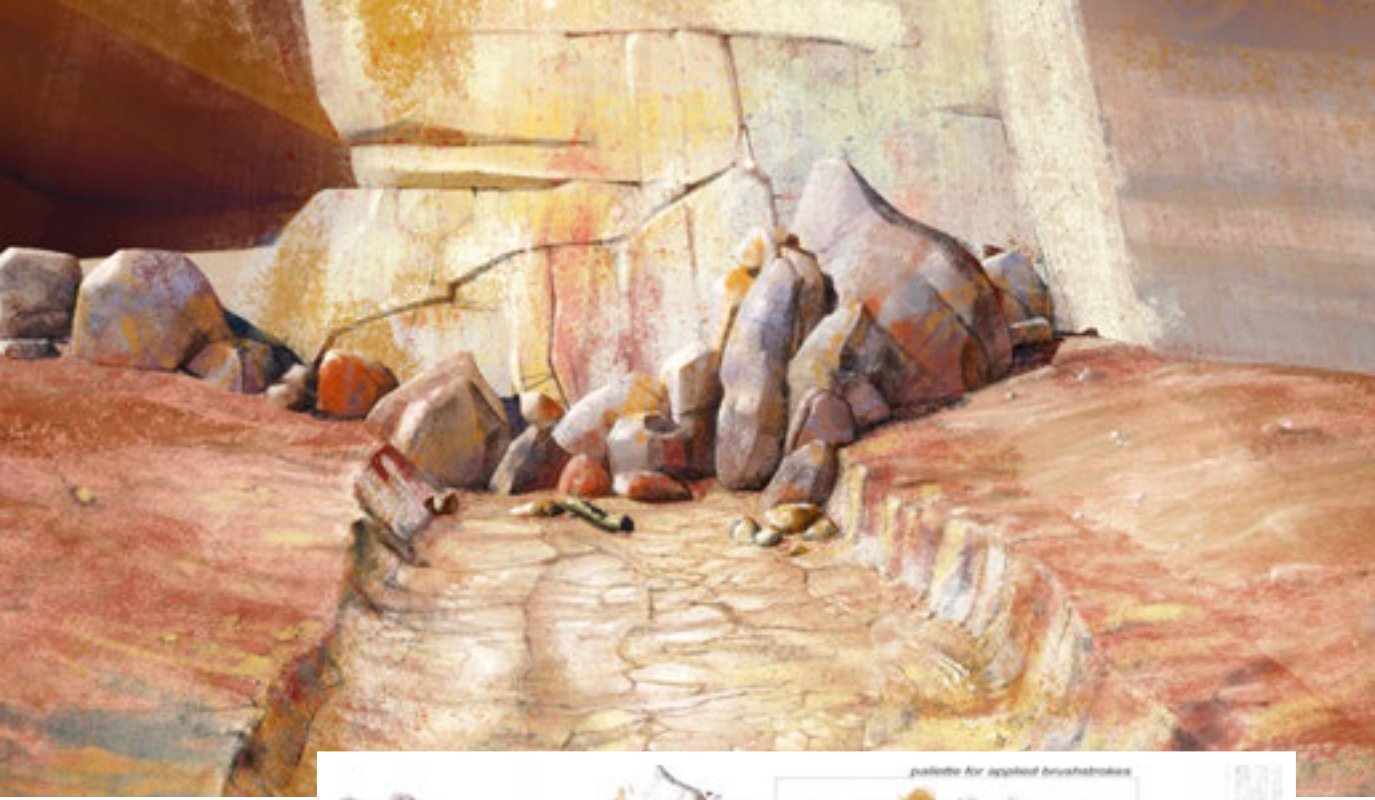
In the spirit of strengthening our design process to feature a pantomime, theatrical, stage-like feel to all aspects of location development, we used the following approach:

Firstly, research was conducted with regard to iconic and natural formations that exist. Rather than relying on the more traditional icons like Uluru and the Kimberly, we chose rather to explore the deeper detail and the foundation of the many and varied landscapes that are intrinsically Australian.

Secondly, we chose to revisit the Australian impressionists who have so successfully captured the essence and light of the places we would create. Most influential were the works of Fred Williams, Brett Whiteley, Arthur Streeton, Charles Blackman, Shaun Tan and Pro Hart.



Inspirational Art by Fred Williams



Colour Breakdown for Dry Creek Bed



Termite Mound Concept



Inspirational Art by Brett Whiteley



Devil's Marbles Photo Reference



Inspirational Art by Shaun Tan





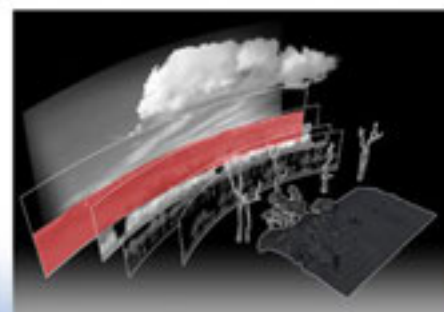
Emu Desert



Desert Vista

Matte Painting Environments

Australia has many unique mountain scapes. ranging from the desert outback, to lush hinterland. locations such as the blue mountains and the flinders ranges are great inspiration. getting a sense of distance is important.



Mountains



Blue Mountains Environment/ with at least 3 layers of distance



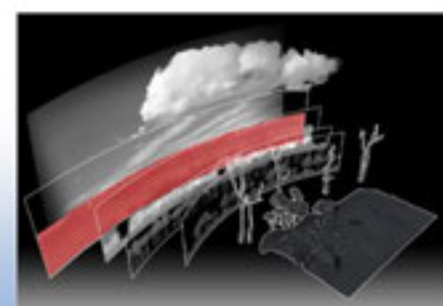
Distant Mountain A



Distant Mountain B

Matte Painting Environments

Australia has many unique mountain scapes. ranging from the desert outback, to lush hinterland. locations such as the blue mountains and the flinders ranges are great inspiration. getting a sense of distance is important.



Mountains



Distant Mountain C

OUTBACK/FLINDERS RANGES

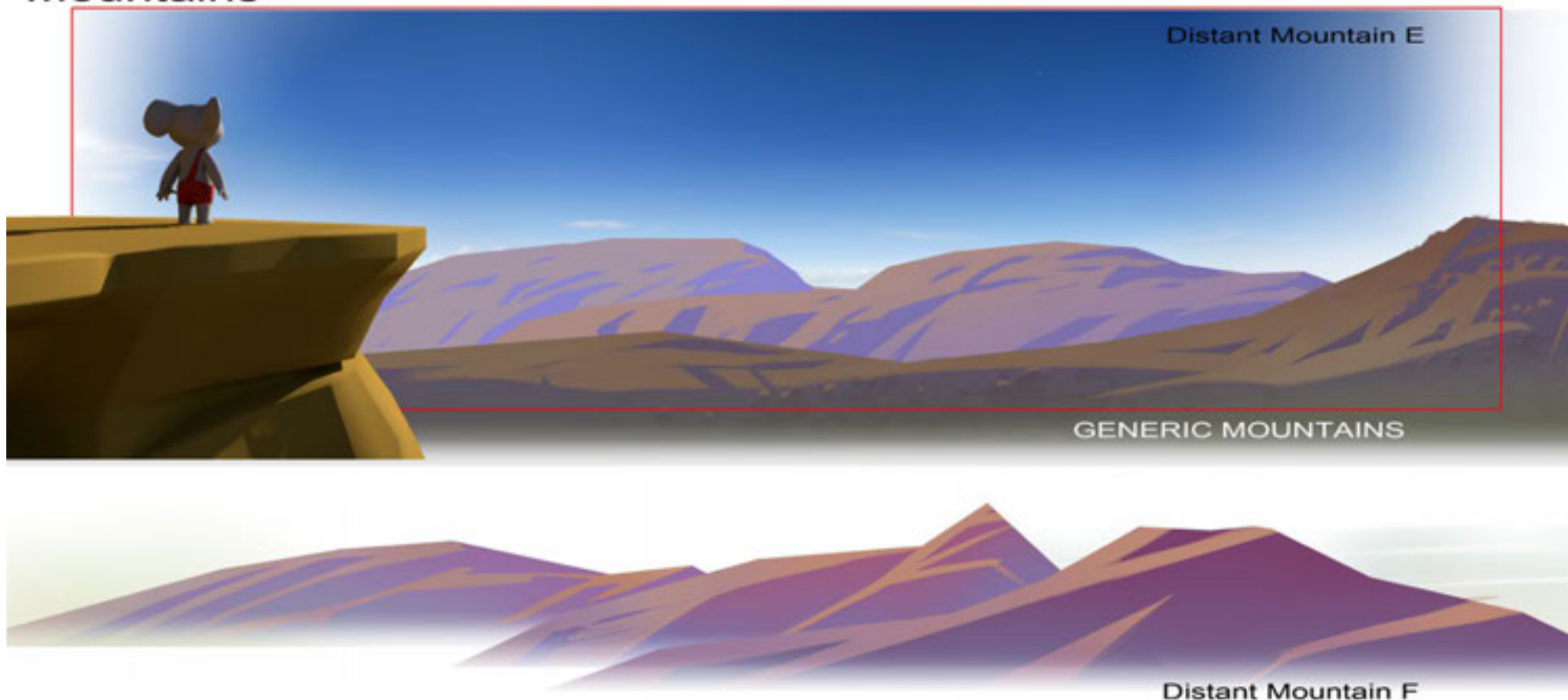


Distant Mountain D

Matte Painting Environments

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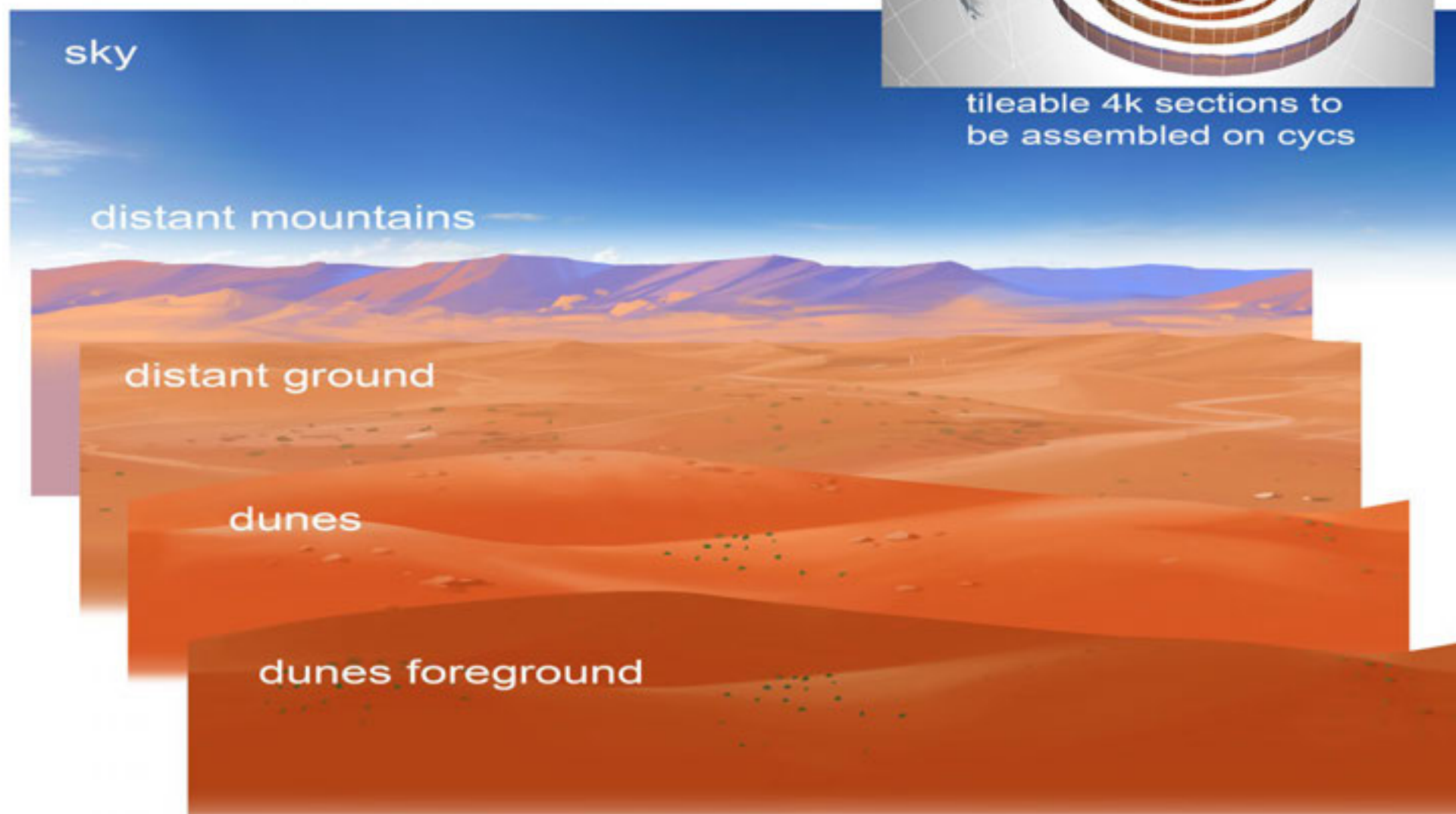
Mountains



Matte Painting Environments

There are a number of specific environments and vistas that require a more customised treatment such as the open desert, greenpatch, and Rocky Canyon.

Desert Vista





Wombo's House Early Concept

WOMBO'S HOUSE

Recycled chic. Practical, eclectic, and in need of a good lick of paint.

An isolated rocky outcrop near a water course that may have at one time carried, and deposited all sorts of human necessities ranging from general household items right through to discarded car bodies.

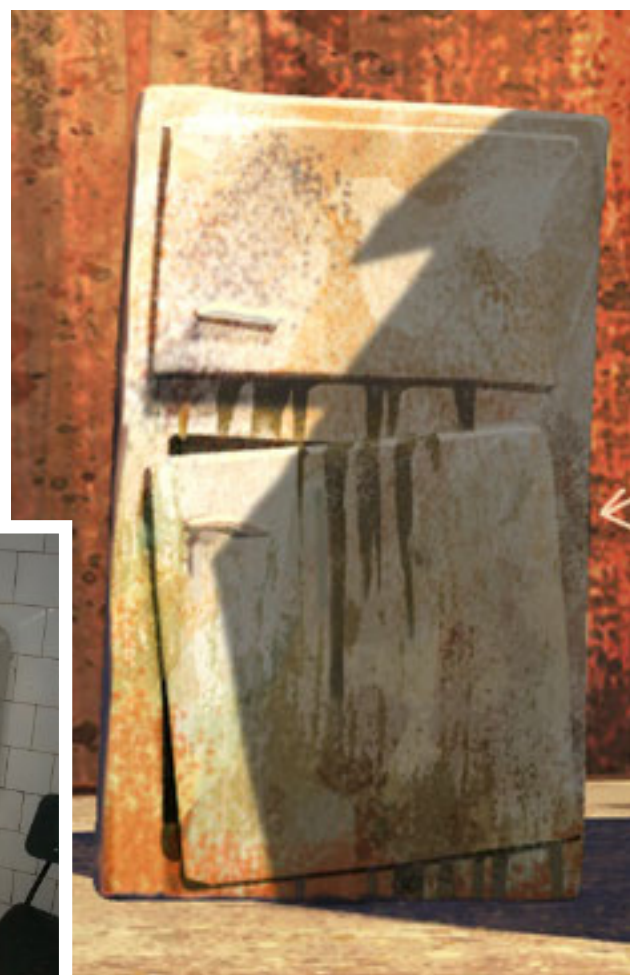
Skies out here are often dramatic and will create an operatic set feel that we need to support the continued theatrical theme of our locations.



Preliminary Sketches



Photo Reference for Wombo's House



Wombo's Fridge Concept Art



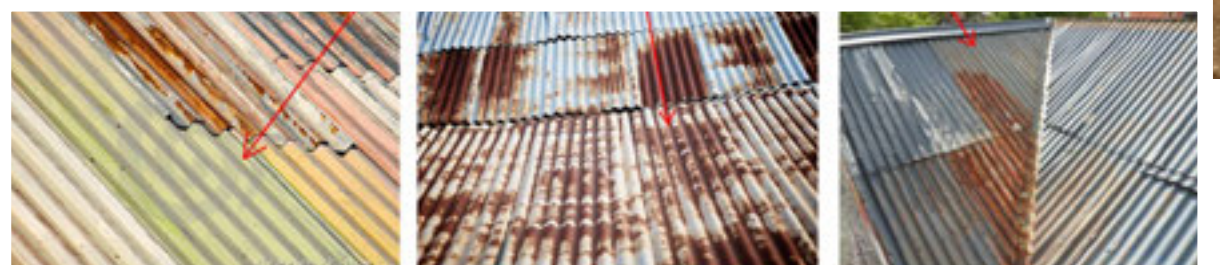


Wombo's House Colour Concept

Wombo is the longtime friend and fellow adventurer of Blinky's parents. In the same way they found their place in Greenpatch, he discovered his, in the deeper reaches of the desert.



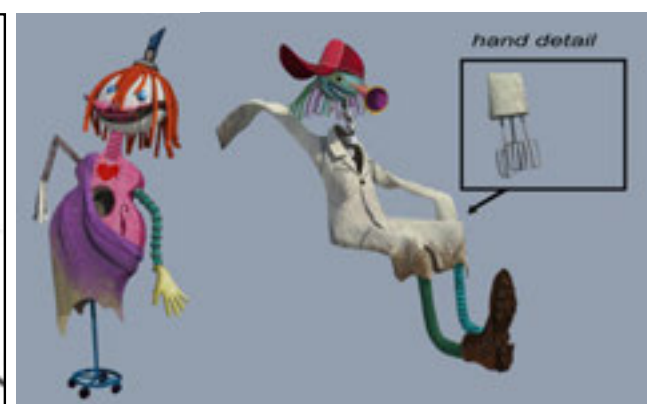
Wombo's House Texture Reference



Wombo's House Photo Reference

Hoping to make his riches by mining precious rocks, he instead found only unwanted man made items from which he has constructed a home full of his "special friends".

While content in his solitude, he welcomes travelers and continues his obsession to collect new and interesting things.



Wombo's Friends Concept & Texture Reference



Wombo's House Artist's Brief



Wombo's House Interior Colour Artwork



Wombo's Car Colour Art

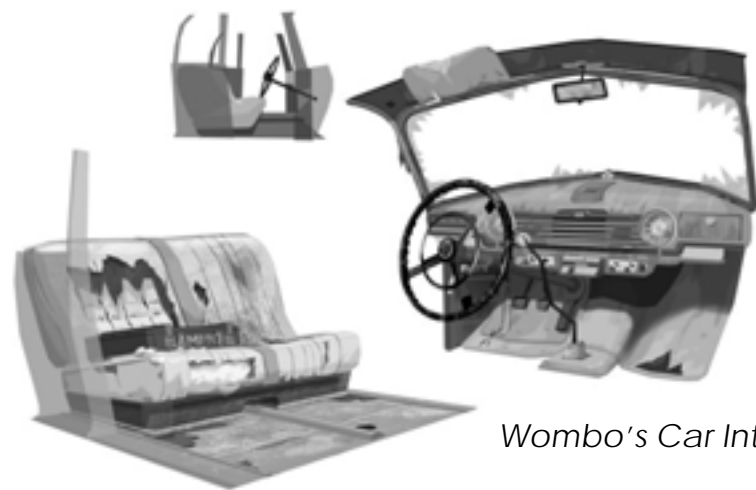
WOMBO'S car



Wombo's Car B&W Concept

Of his collection, Wombo's pride and joy is without doubt the '48 Chevrolet Stylemaster.

A classic import leftover from World War II when many of the American cars were snapped up by the Outback station owners based in the fact that: "you can fit more stuff into them."



Wombo's Car Interior Concept

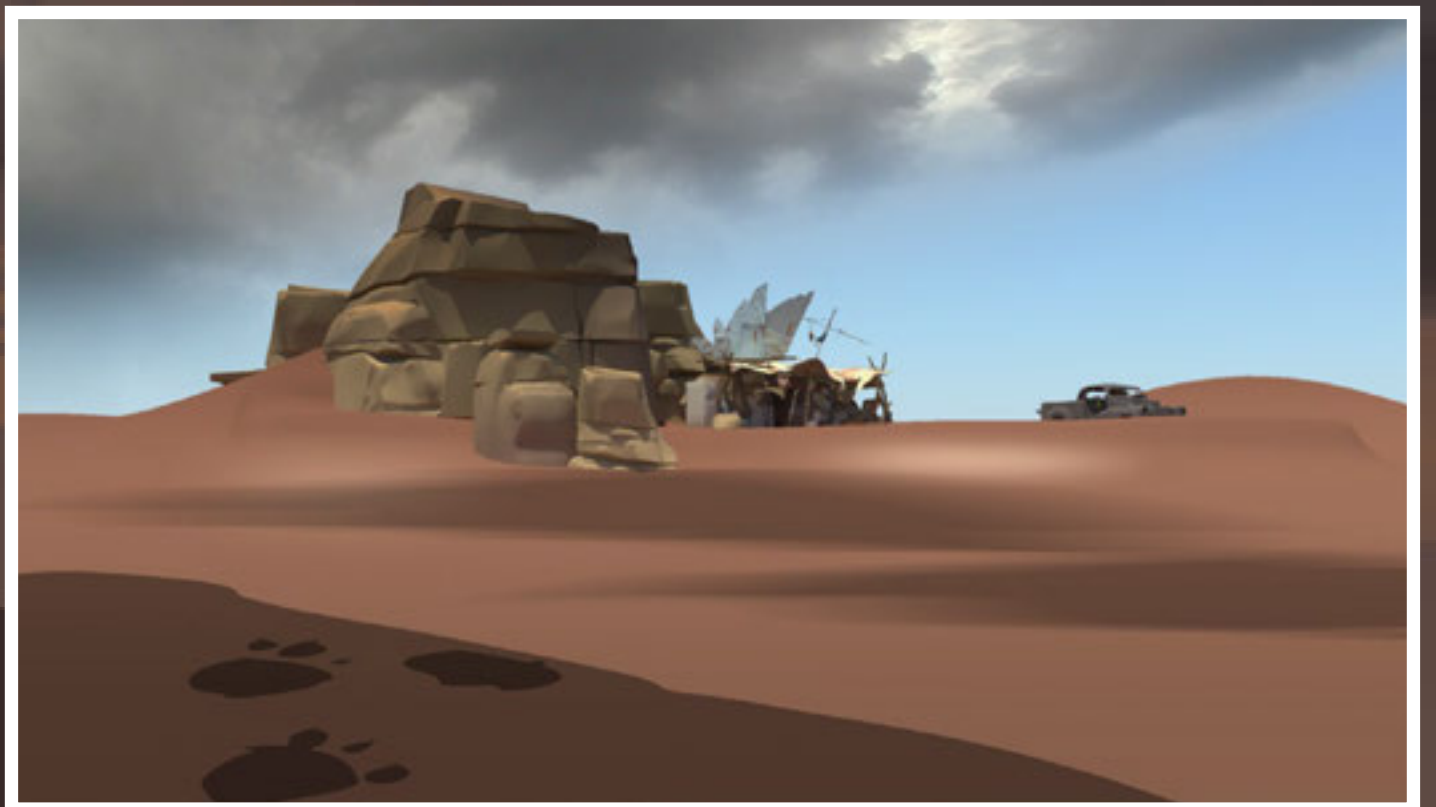


Wombo's Car Sail Concept

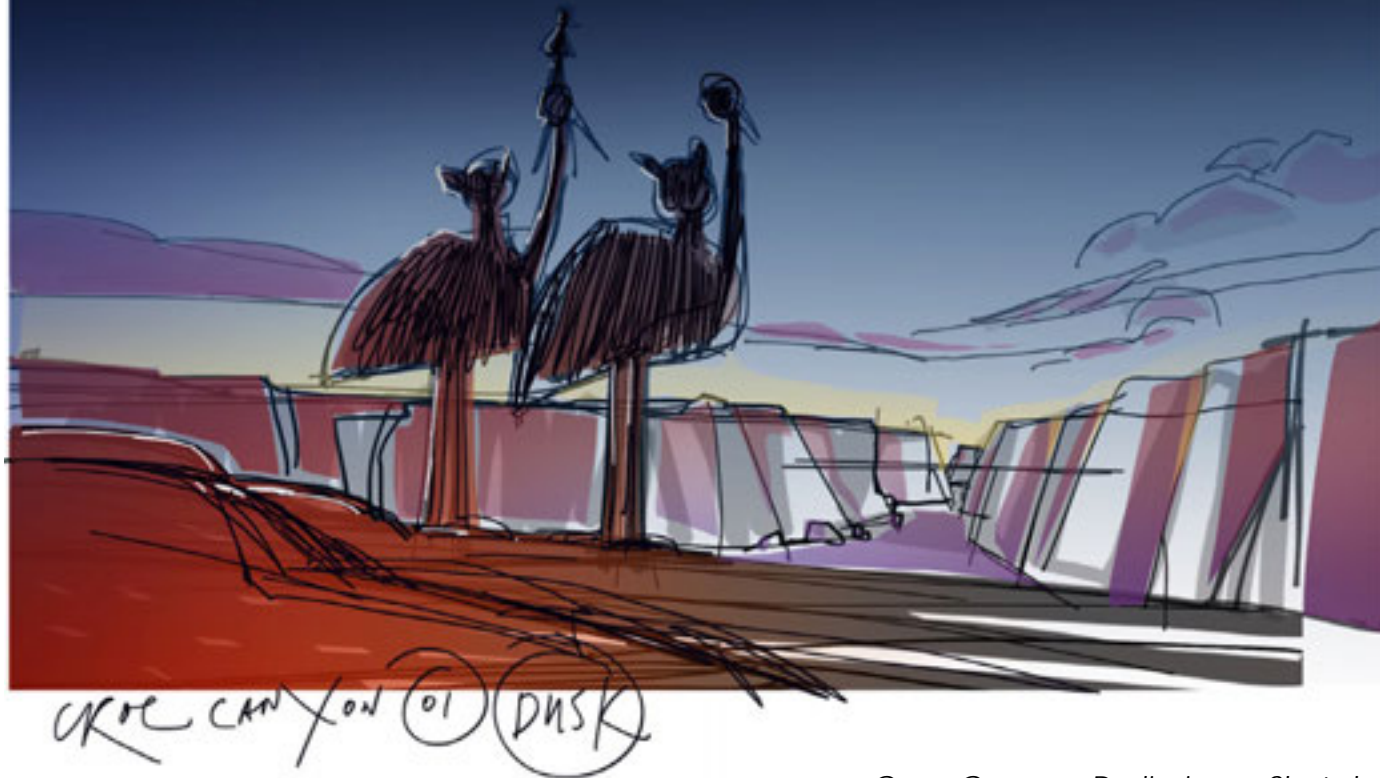
Wombo's Car Interior Colour Concept







CROC CANYON



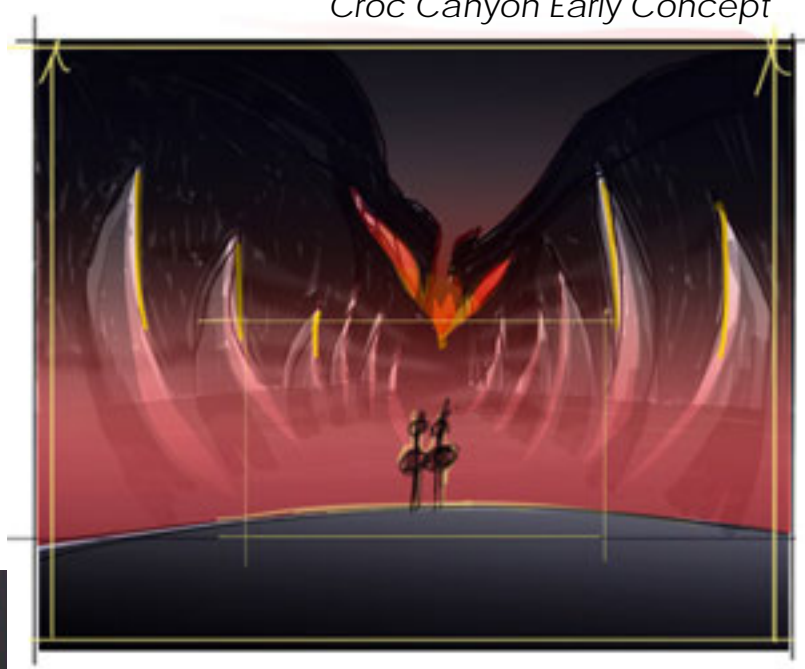
Croc Canyon Preliminary Sketch

In reality: a deep gorge made of granite leading into and out of a salt lake. Showered by meteorites over the ages, perhaps even once part of an inland sea.

An undiscovered place where lizards thrive in abundance. In this case, the breeding grounds of the Albino Crocodile. (In Greenpatch, Mayor Cranklepot's home is made of the same stone!)



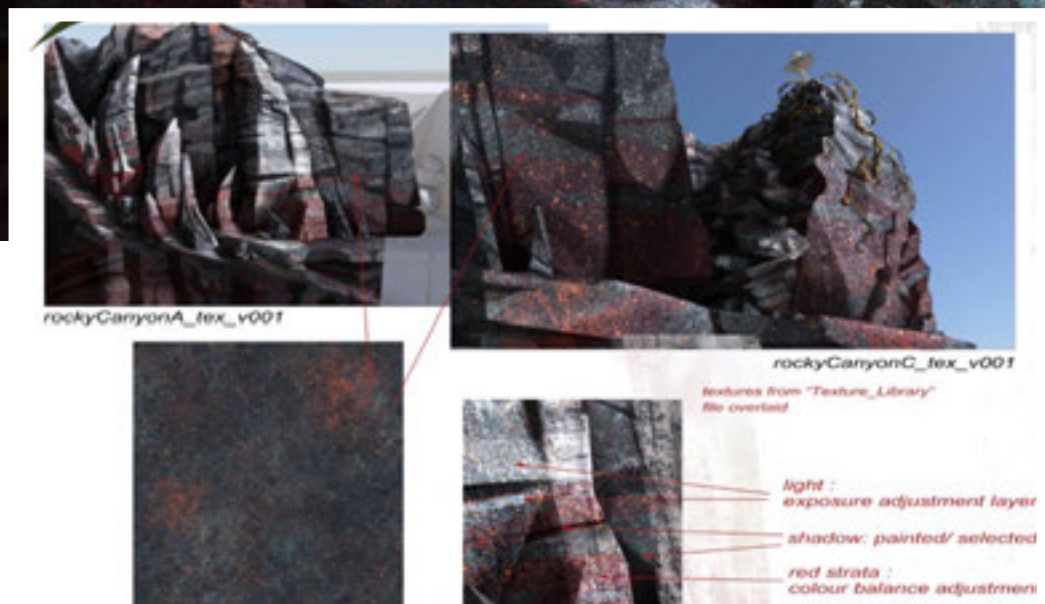
Croc Canyon Photo References



Croc Canyon Early Concept



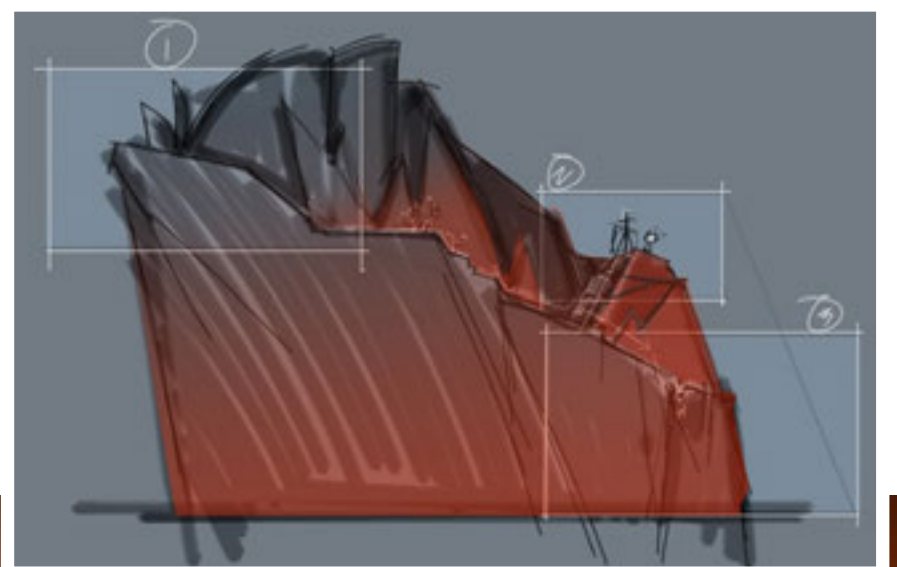
Croc Canyon Matte Painting



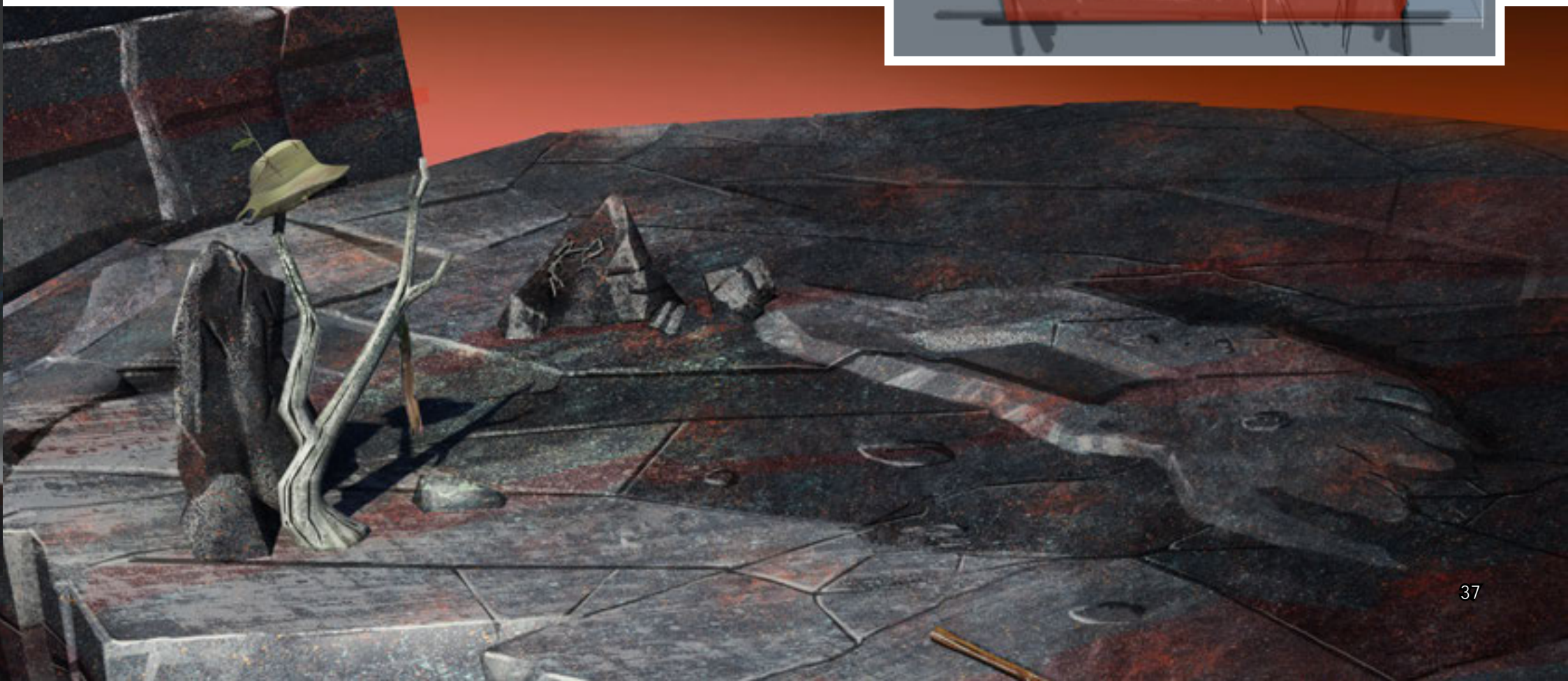
Croc Canyon Texture & Surfacing References

In bush mythology: Croc Canyon.
A dangerous place where giant dragons live in a mist covered desert of white sand. It's said to be the gateway to where humans and animals co-exist. Unproven, since no one has ever returned to tell the tale.

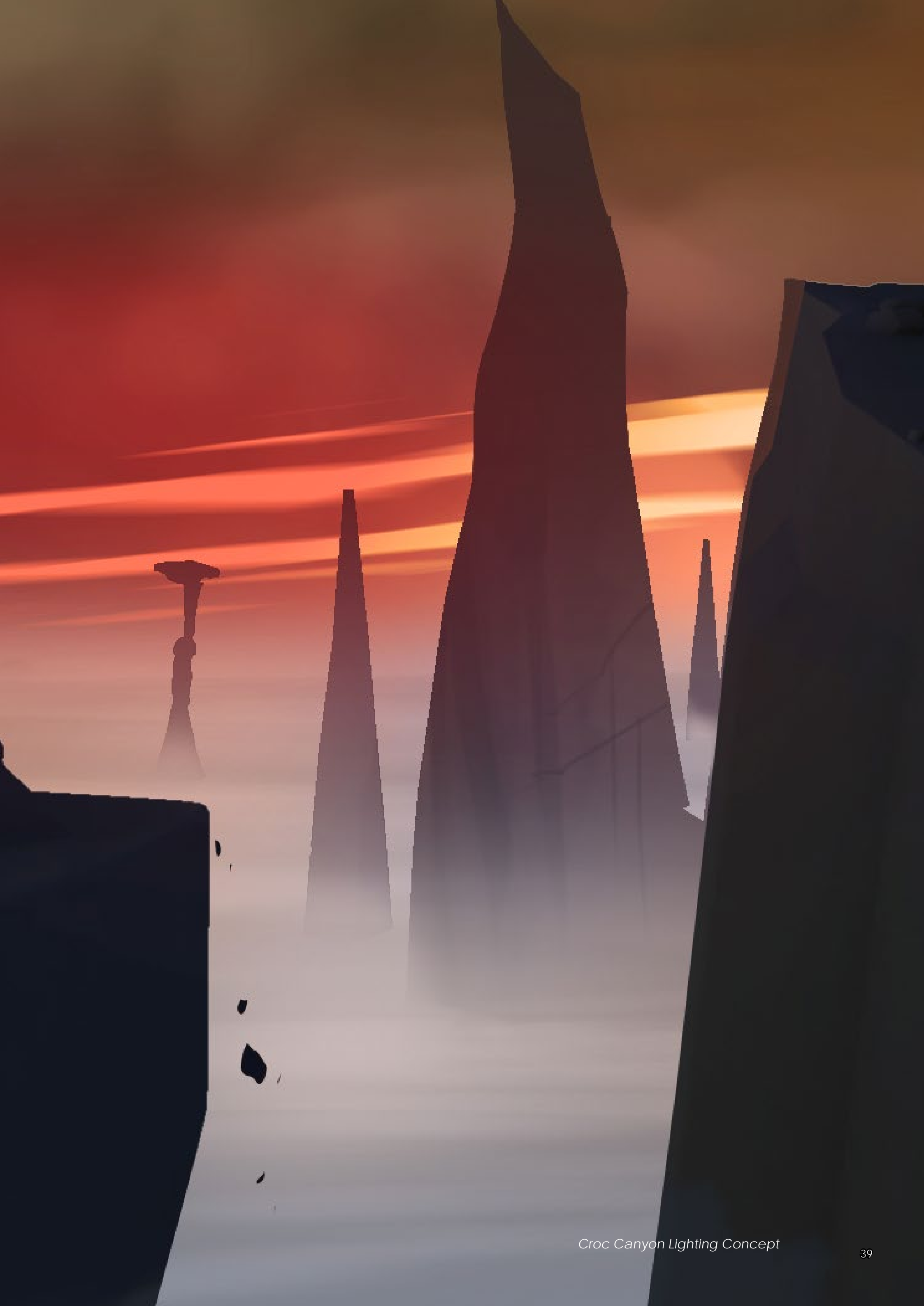
Set Design



Dad's Grave Surfacing Art









Croc Canyon Lighting Concept



Scene Layout Design and Surfacing Reference

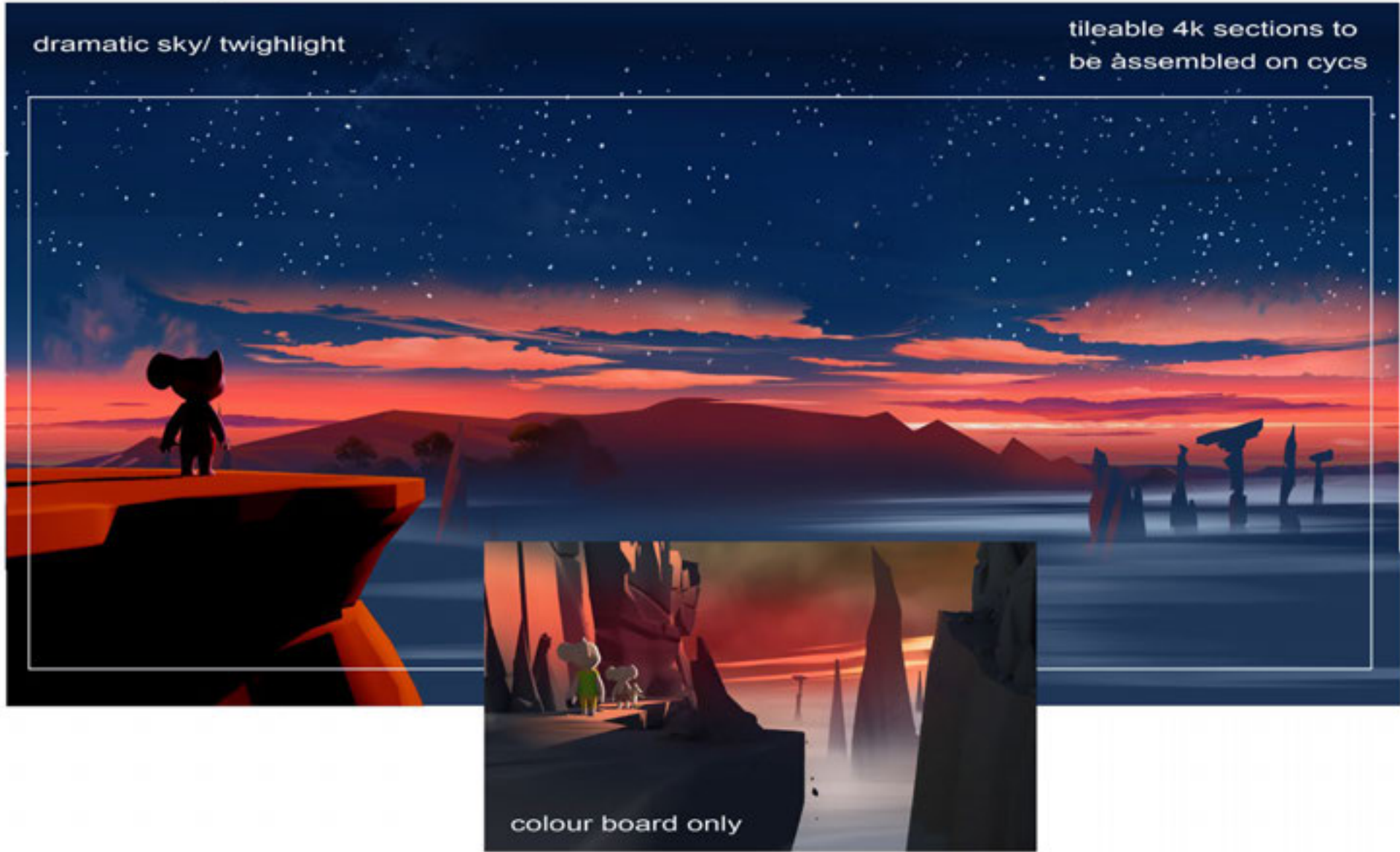


Plinthe Concept

Matte Painting Environments

There are a number of specific environments and vistas that require a more customised treatment such as the open desert, greenpatch, and Rocky Canyon.

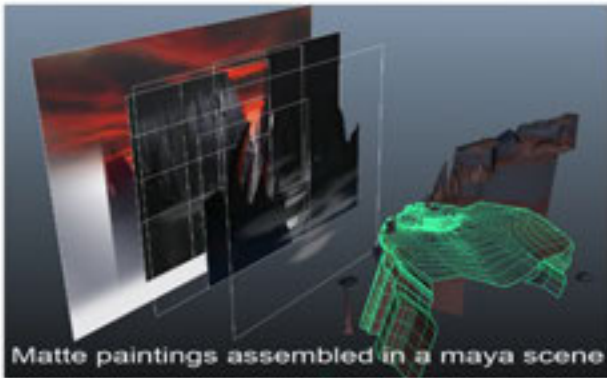
Croc Canyon



Matte Painting Environments

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Croc Canyon





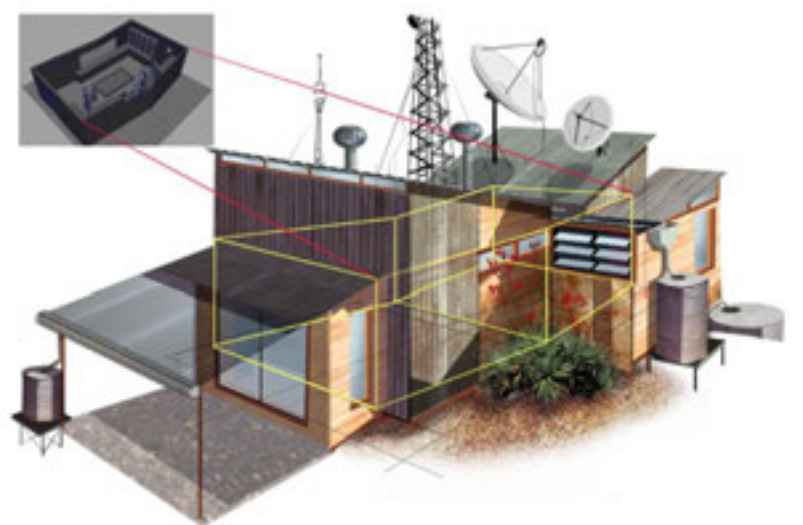
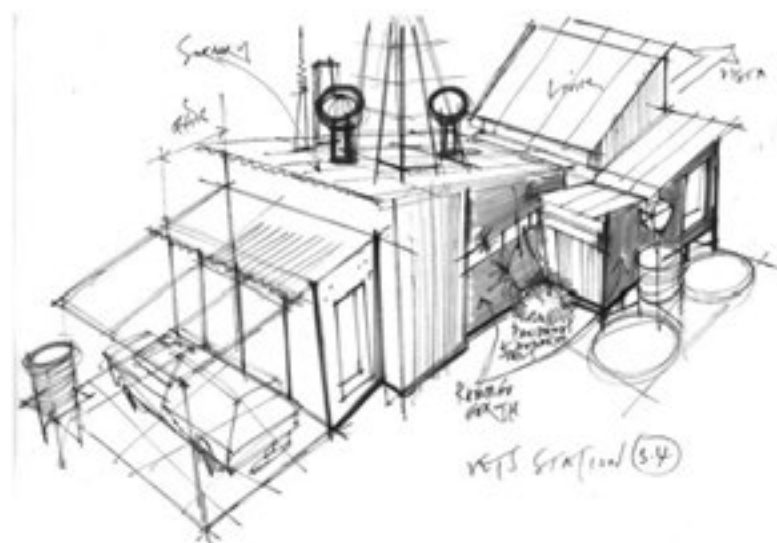
Zoo Pathways Concept Art

Zoo

Zoo

In sharp contrast to the overly renovated and somewhat clunky Roadhouse we experienced earlier, the Zoo (our other human environment) is testament to the well organised and caring individuals that run it.

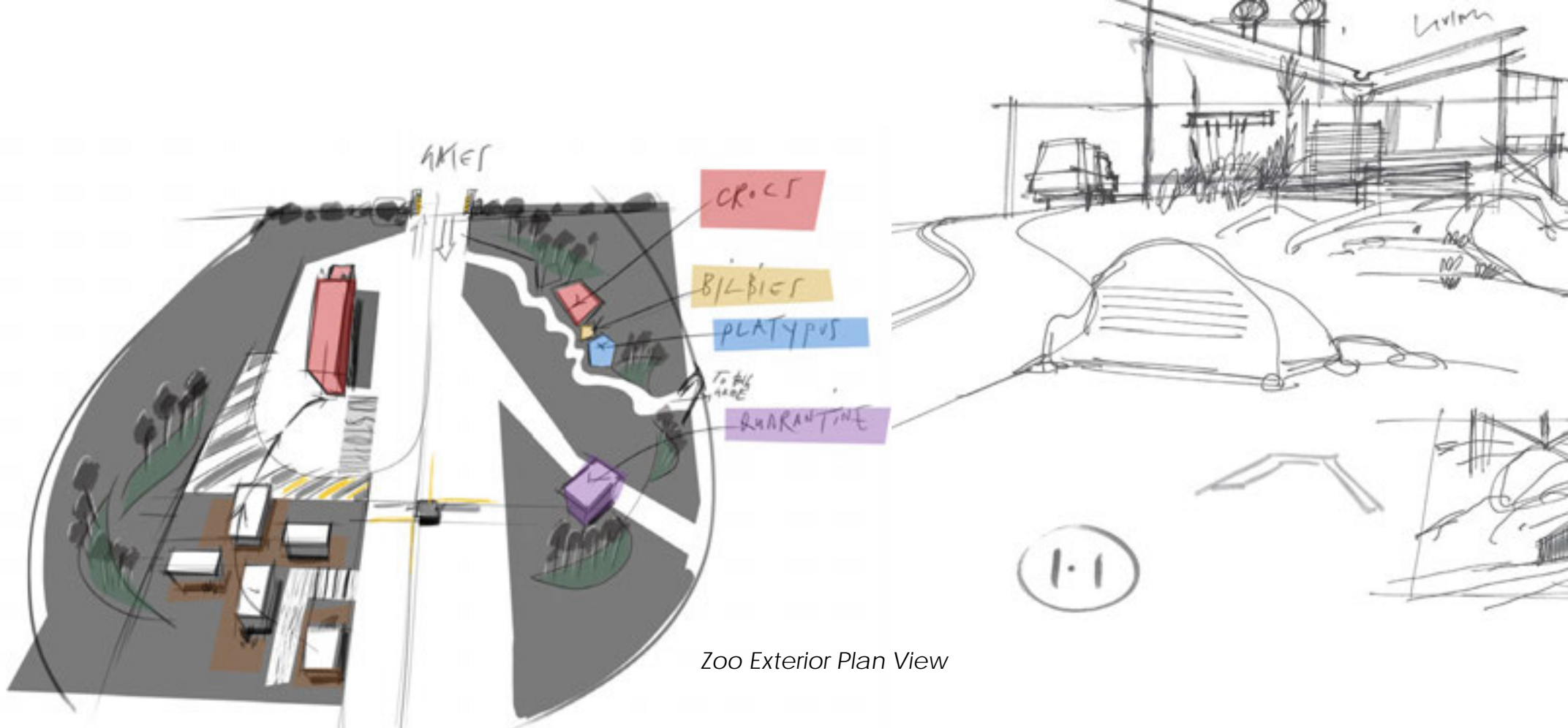
Efficient, well appointed and dedicated to the care of animals lost, sick or injured. Even the concrete moulded rock walls that form its boundary indicate a desire to respect the local environment.



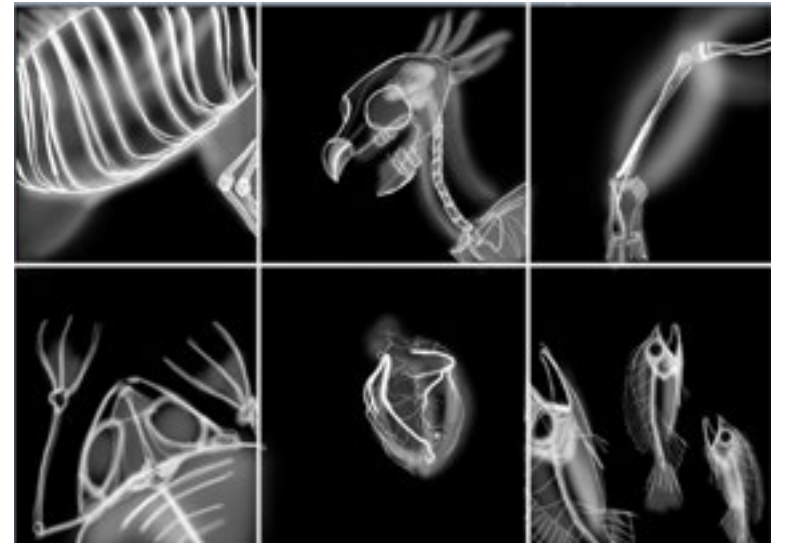
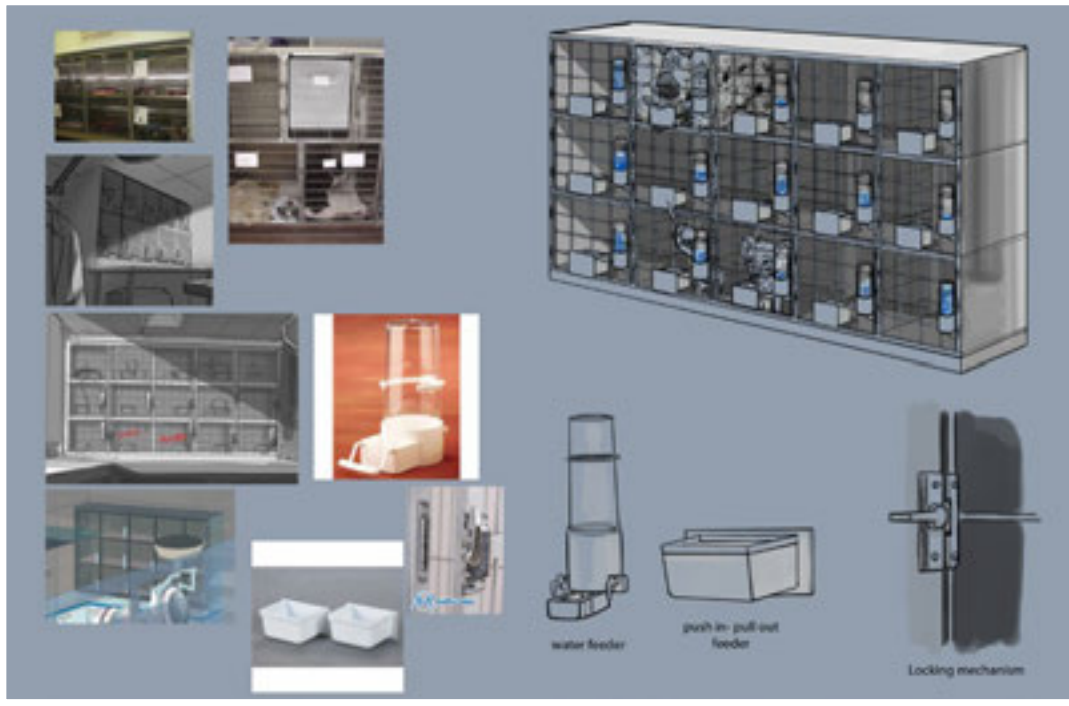
Rescue Centre Preliminary Sketches



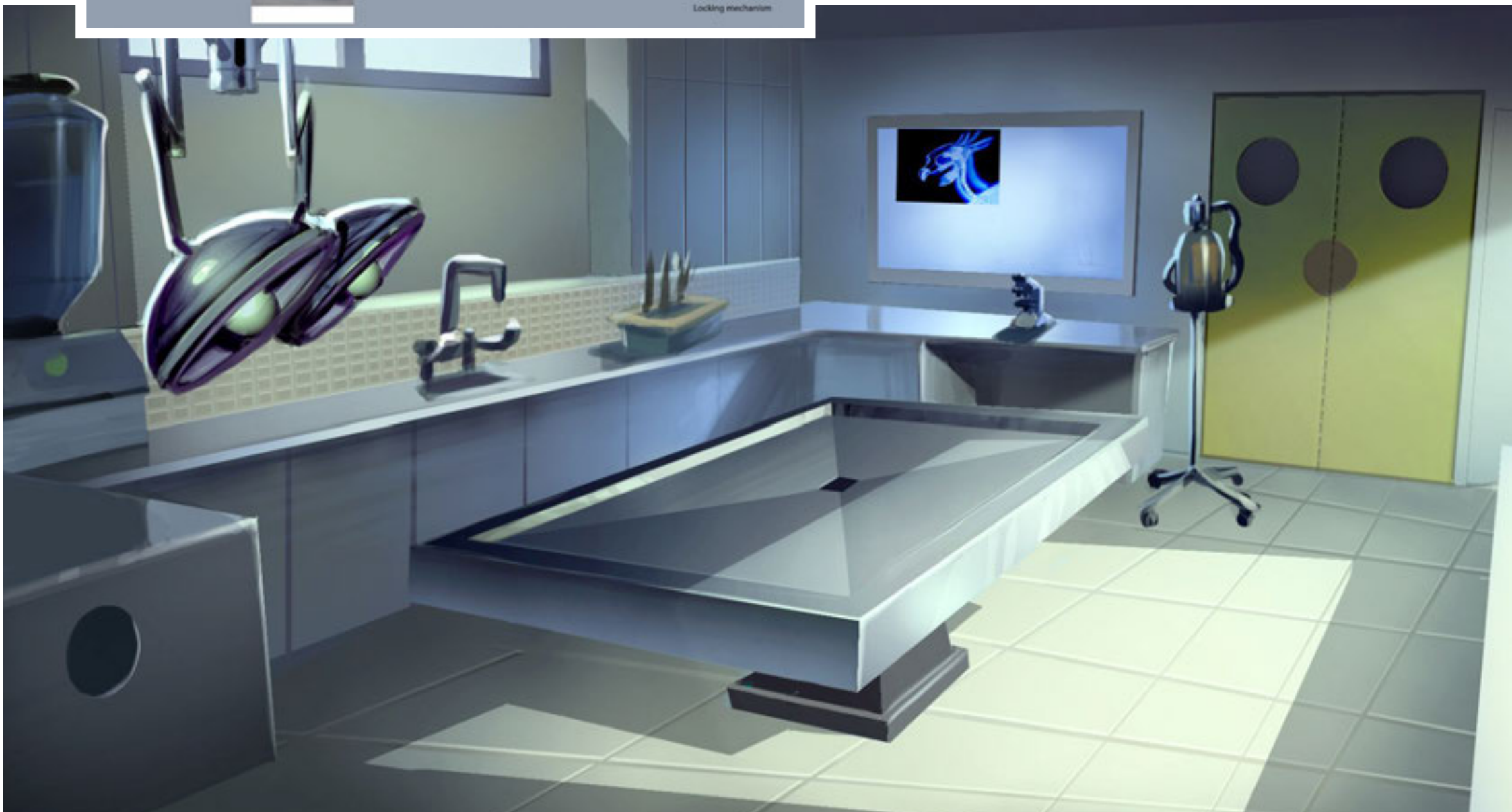
Rescue Centre Exterior Colour Art



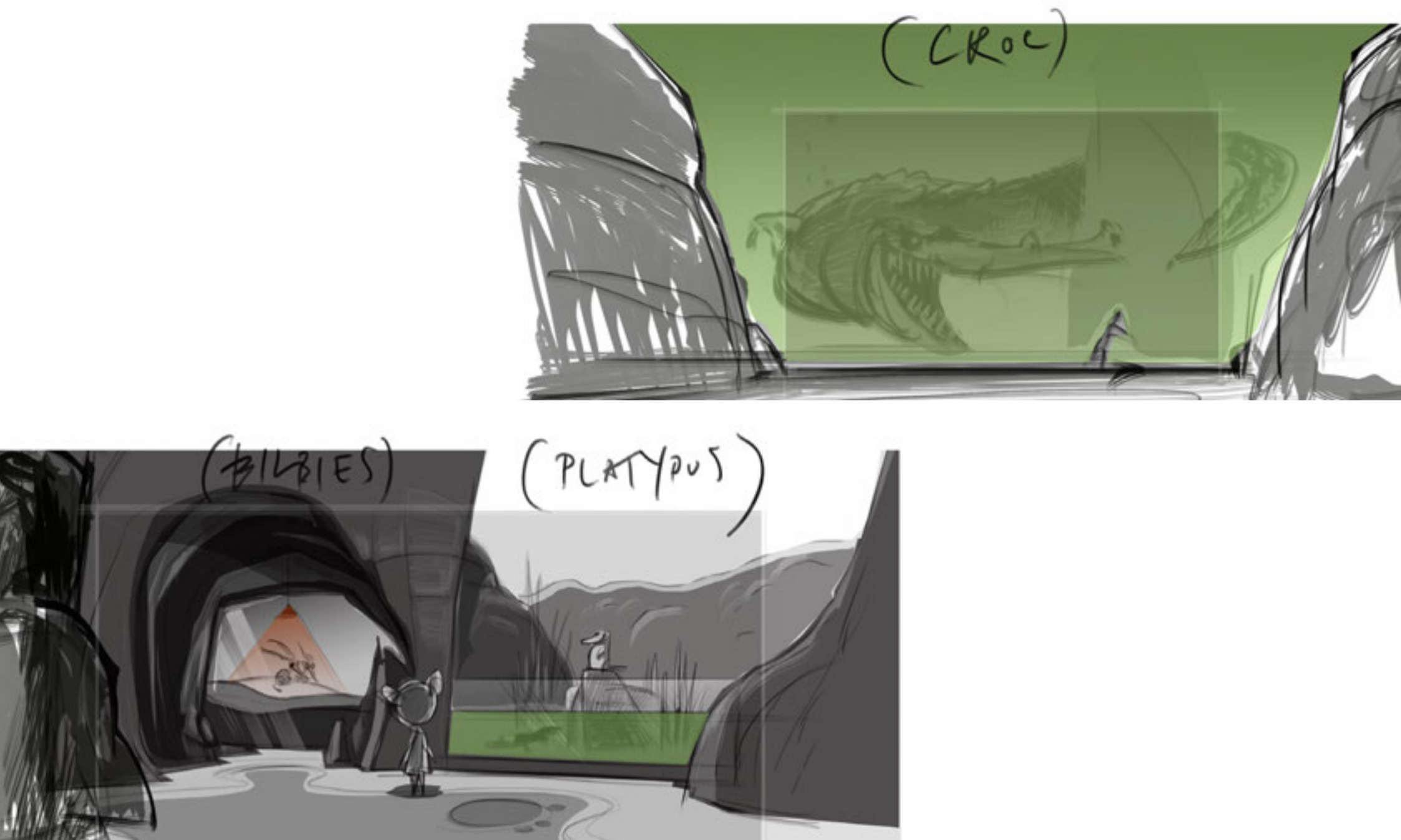
Zoo Exterior Plan View



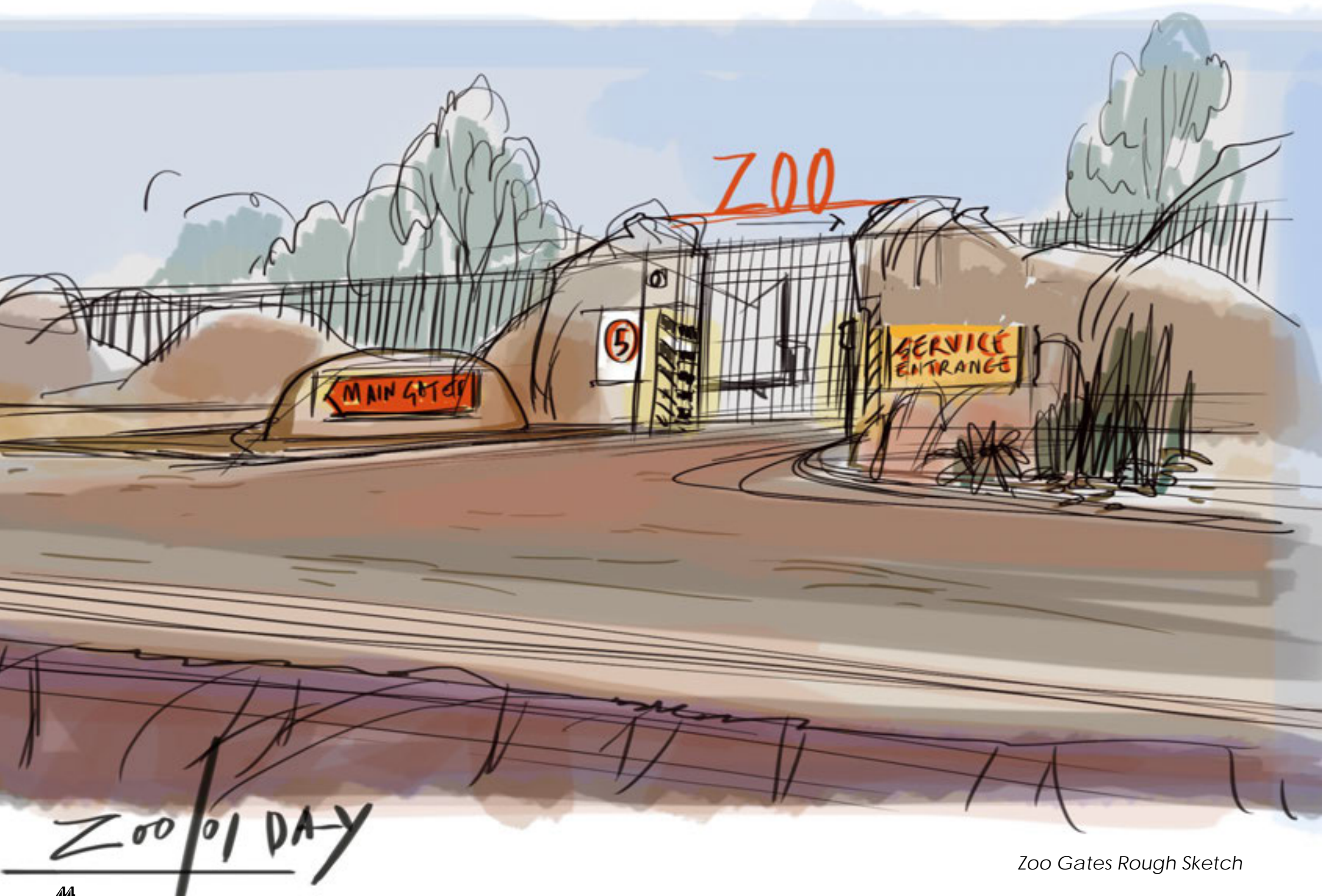
Zoo Interior Prop Designs



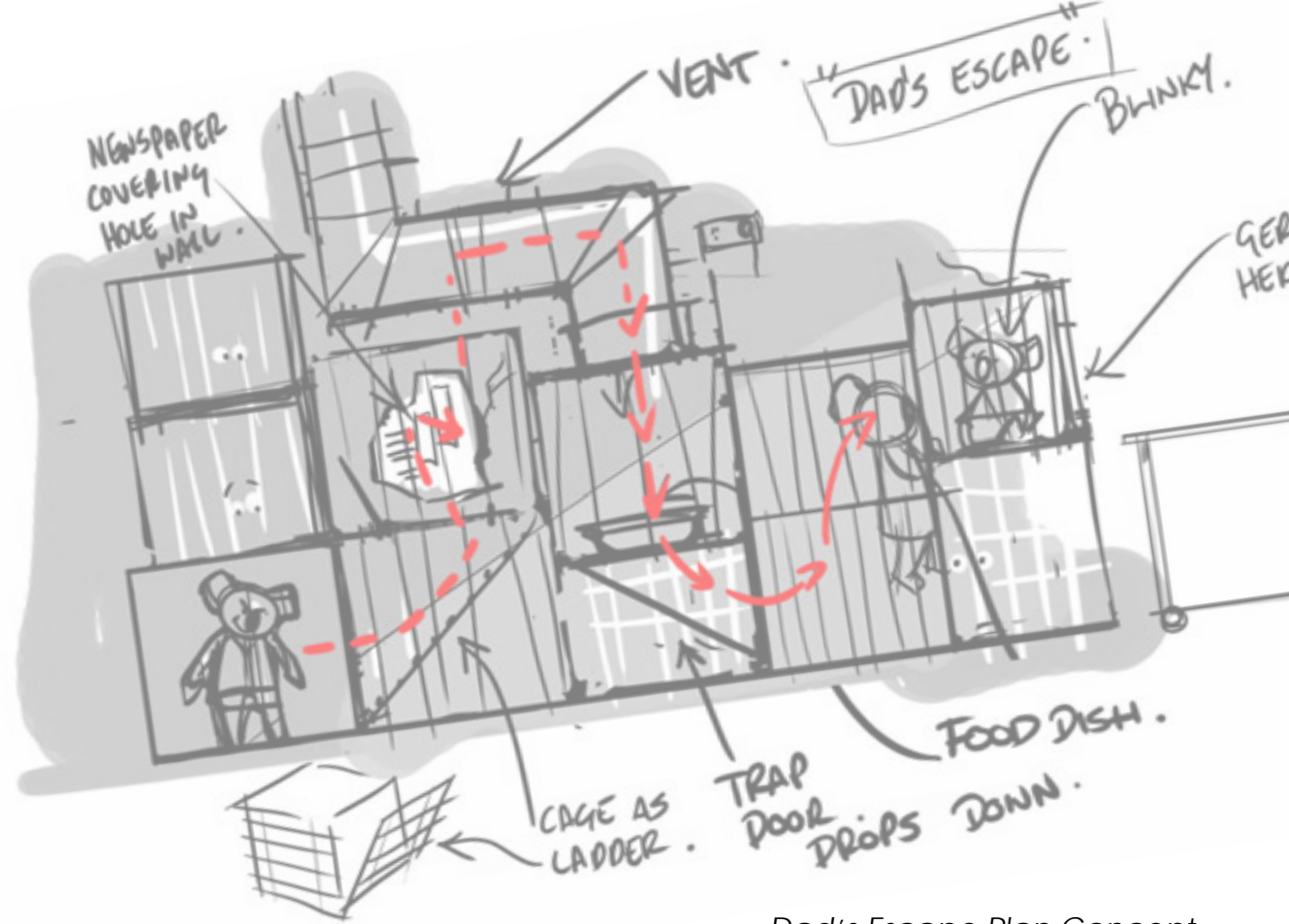
Zoo Interior Concept Art



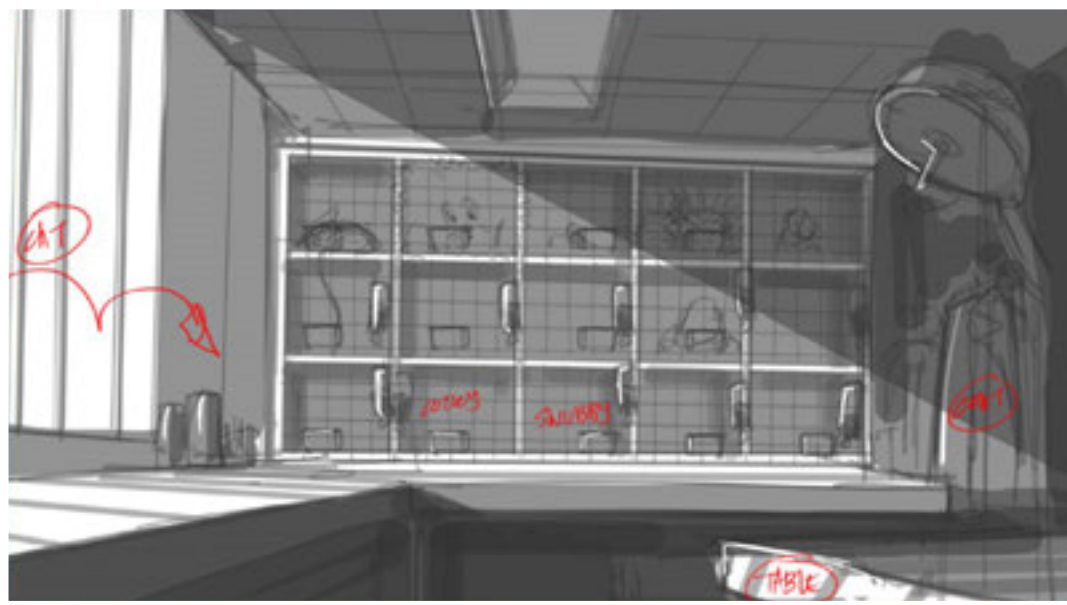
Zoo Enclosure Concepts



Zoo Gates Rough Sketch



Dad's Escape Plan Concept



Cage Concepts - Sketch & Colour Art



PROPS



Playing Cards



Tin Toy



Teddy Bears



Wombo's Finger Puppets



Boxing Kangaroo Toy



Blinky's Kite



Mrs. Pimm's Grocery Range
and Store Labels



Picnic Table
Concept Art

cLOUDS & skies

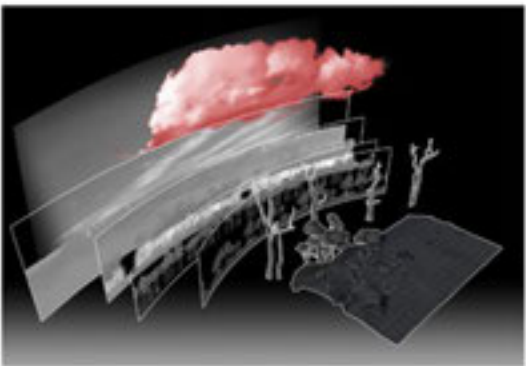


Cloud Concept Art

Matte Painting Environments

Clouds can be based on photographic reference as a starting point. But will require a level of stylisation and therefore can be painted and treated as separate elements to place over the background sky. some clouds will resemble animal shapes as part of that stylisation.

Clouds



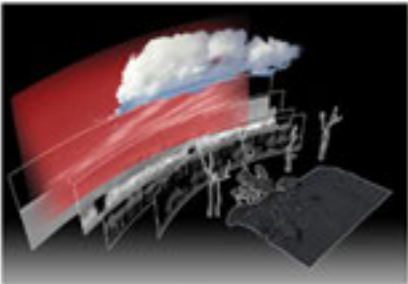
animal shapes

painted clouds

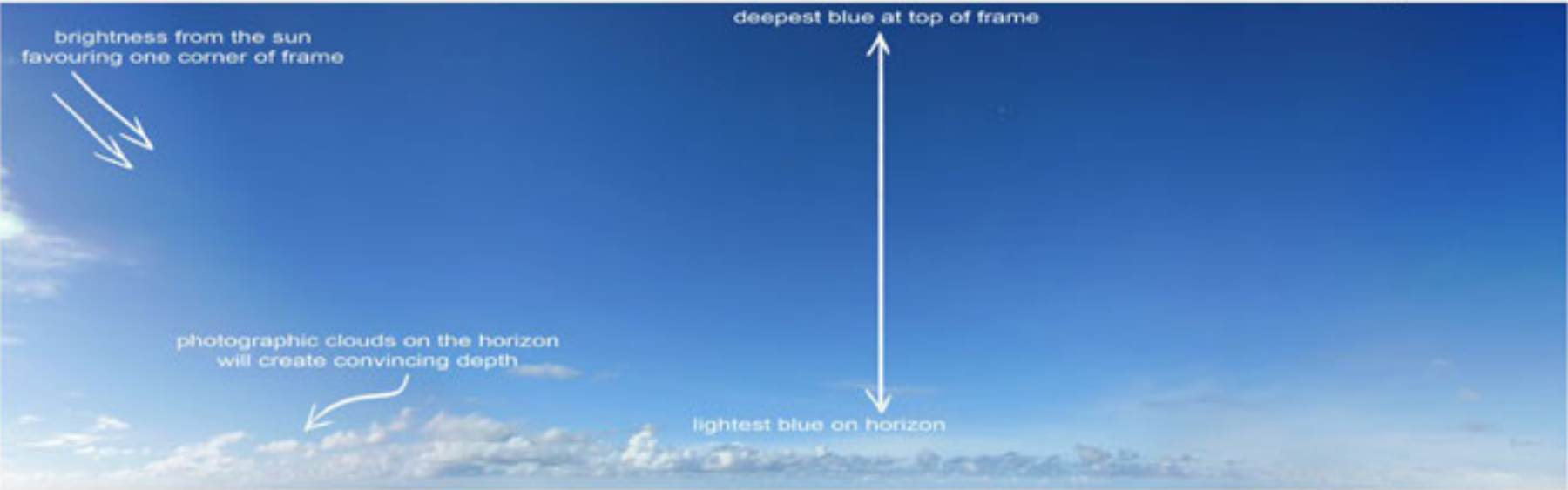
most distant layer 'real' clouds

Matte Painting Environments

matte painted landscapes should reflect the same degree of simplicity used in other aspects of the film's design. A sense of realistic lighting and distance is more important than lots of detail. Some examples of the style, and the kind of elements required are as follows.



Skies



lighting in australia is bright. so on a sunny day skies are clear and blue

