

# Ji young Lee

Portfolio 2016

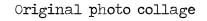
### Orlando 1997

Instructor Mark worthington
Directed by Sally Potter
Production design by Ji young Lee

In this project, I wanted "Orlando" to be a single shot film like "Birdman" or "Russian ark." Throughout Orlando's 400 years journey, Olando's surroundings, gender and how society treated Orlando were changed, but Orlando's true identity was never changed. I wanted to make the audiences continuously follow this journey. So My design for Orlando is focused on creating continuous spaces and adding the layers of textures and structures into design to represent the layers of different times and environments in the story.

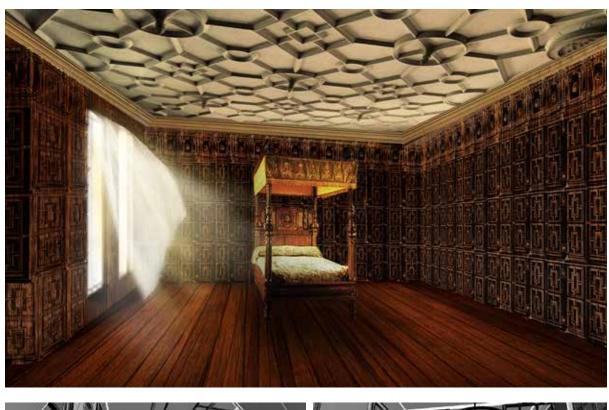








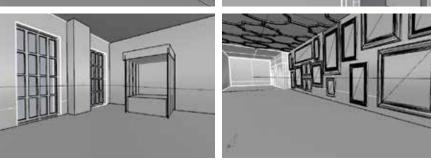








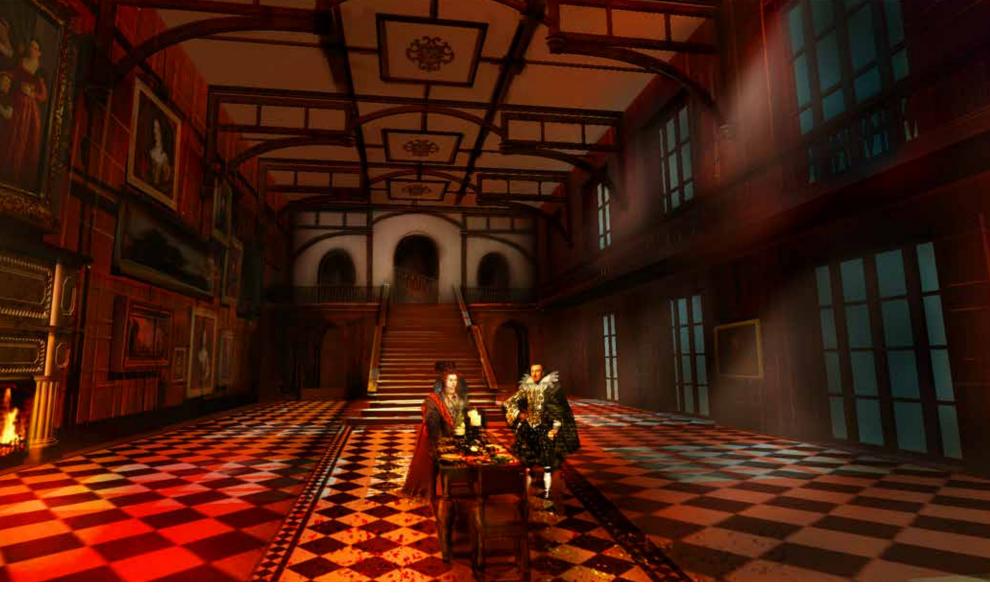






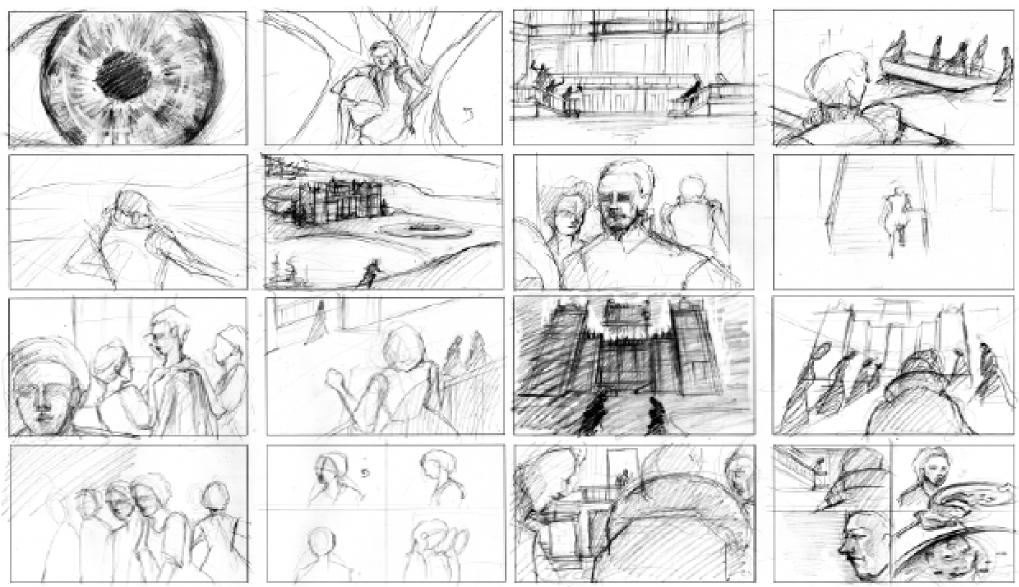




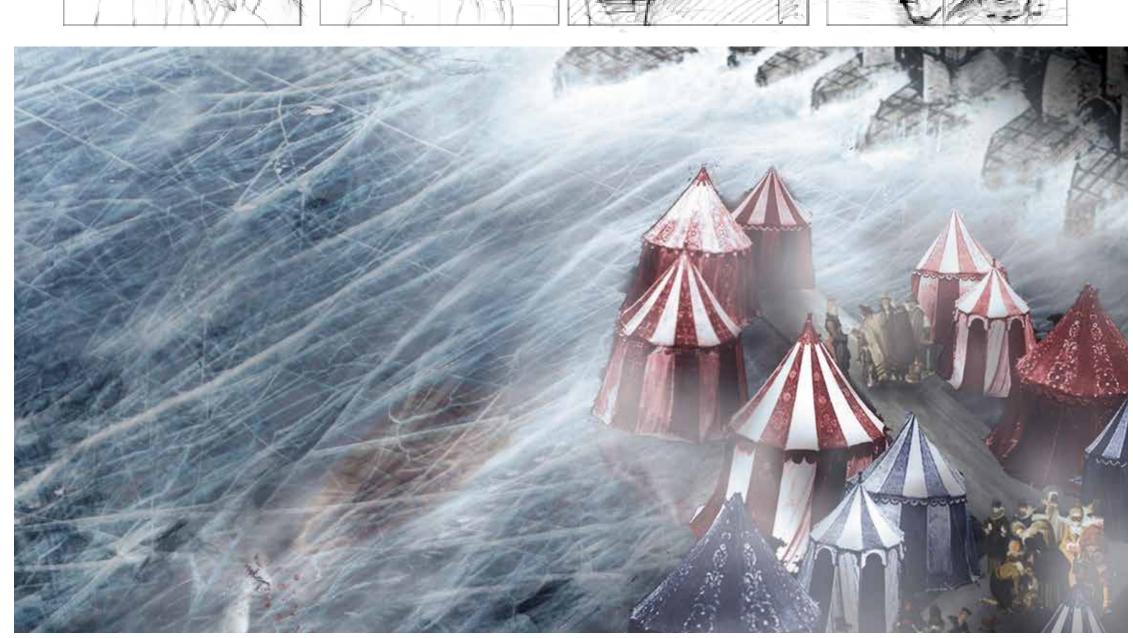


Orlando's room | digital (above), Great Hall | Rhino 3d model (below)

Great Hall I sketch (above), digital (below)



Scene 1 to 3 | Storyboard





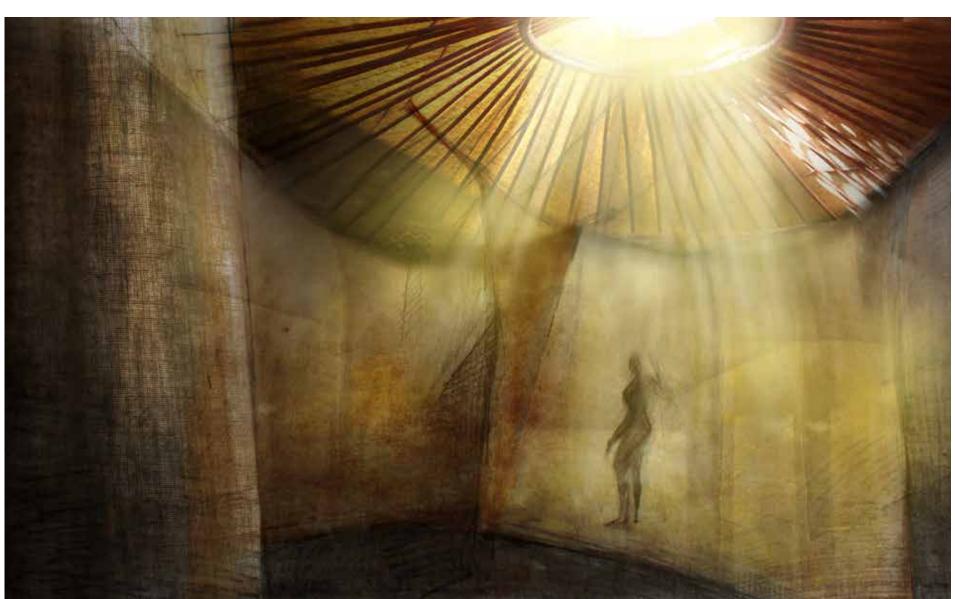
Frozen river | digital (left), Original photo collage (right)







Original photo collage





KHIVA (above)
Khan's Residence (below)
I pastel, digital

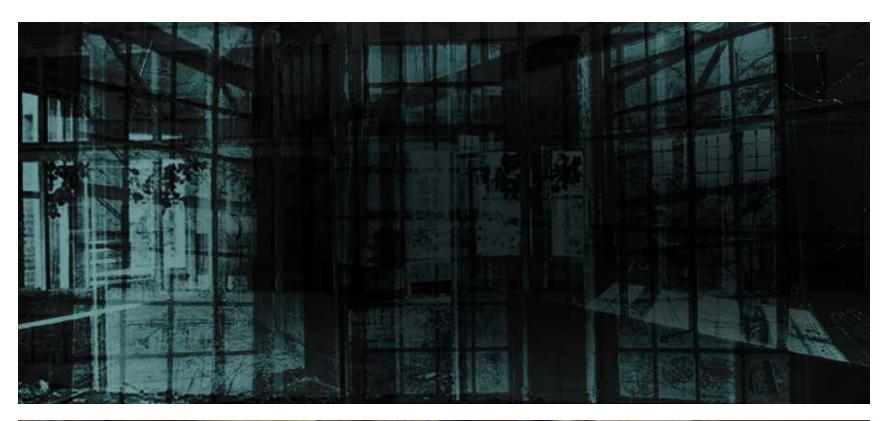
### Shutter Island 2010

Instructor Mark worthington
Tony Fanning

Director: Martin Scorsese

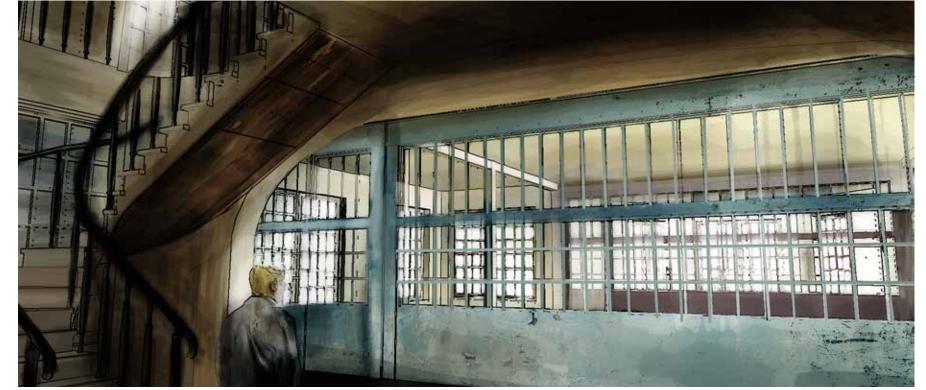
Production design by Ji young Lee

Shutter Island is about U.S. Marshal Teddy Daniels (Leonardo DiCaprio) comes to Ashecliffe Hospital, a fortress-like insane asylum to investigate the escape of one patient. As the investigation deepens, Teddy has to face the dark truth. Teddy's investigation is a role-play game that Doctors created to monitor Teddy. So I wanted to created an architecture that anyone can find and see Teddy easily. Especially, Doctor's office is designed the way when Teddy





Lobby | digital (below), Original photo collage (right)









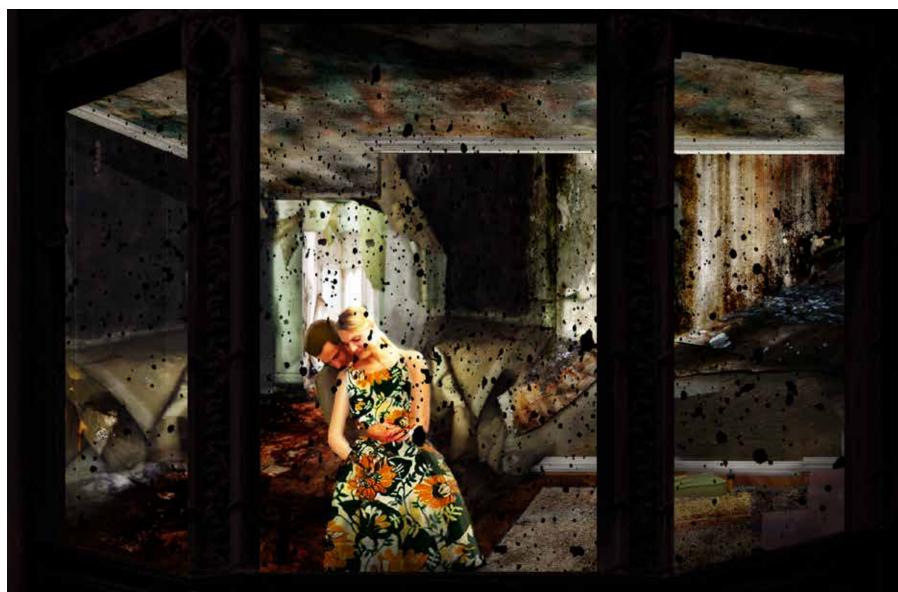






Dayroom | digital (above), Mental hospital | Maya 3d model (below)









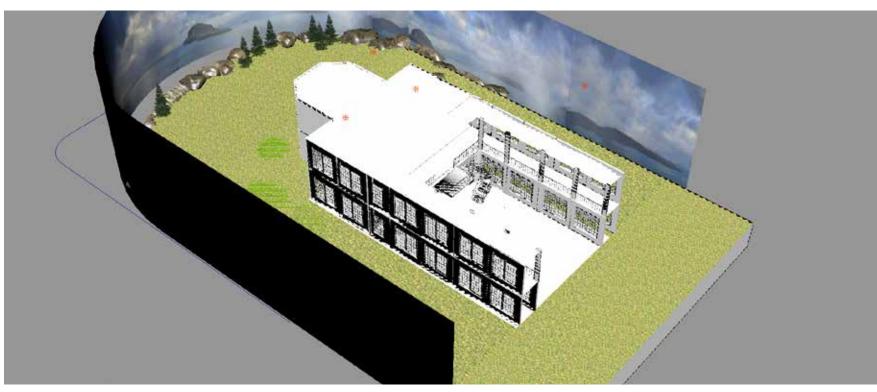


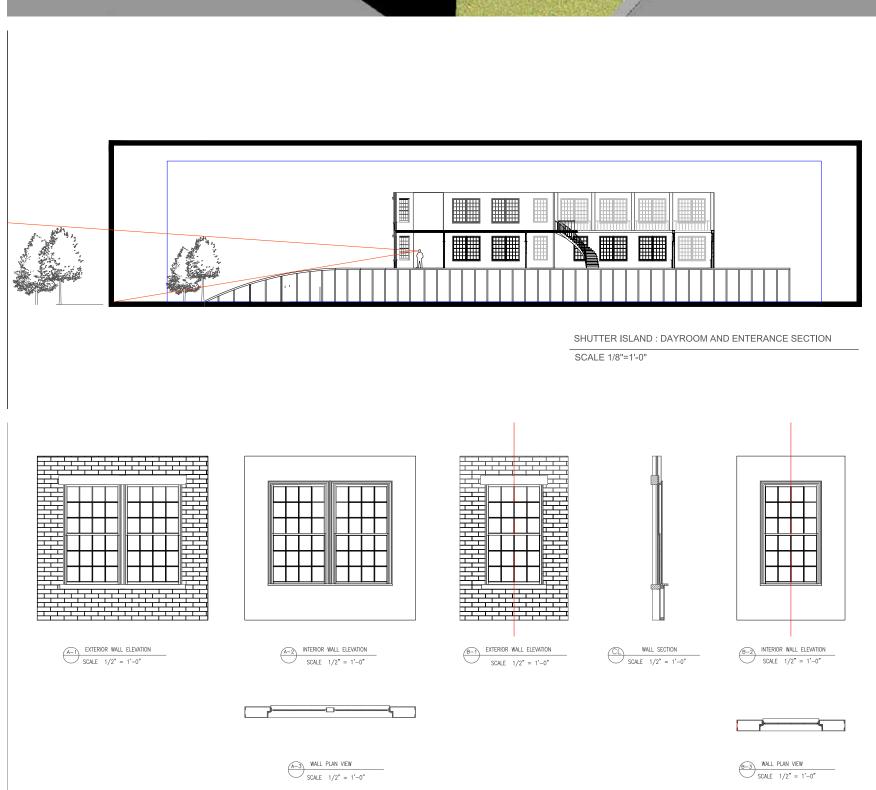


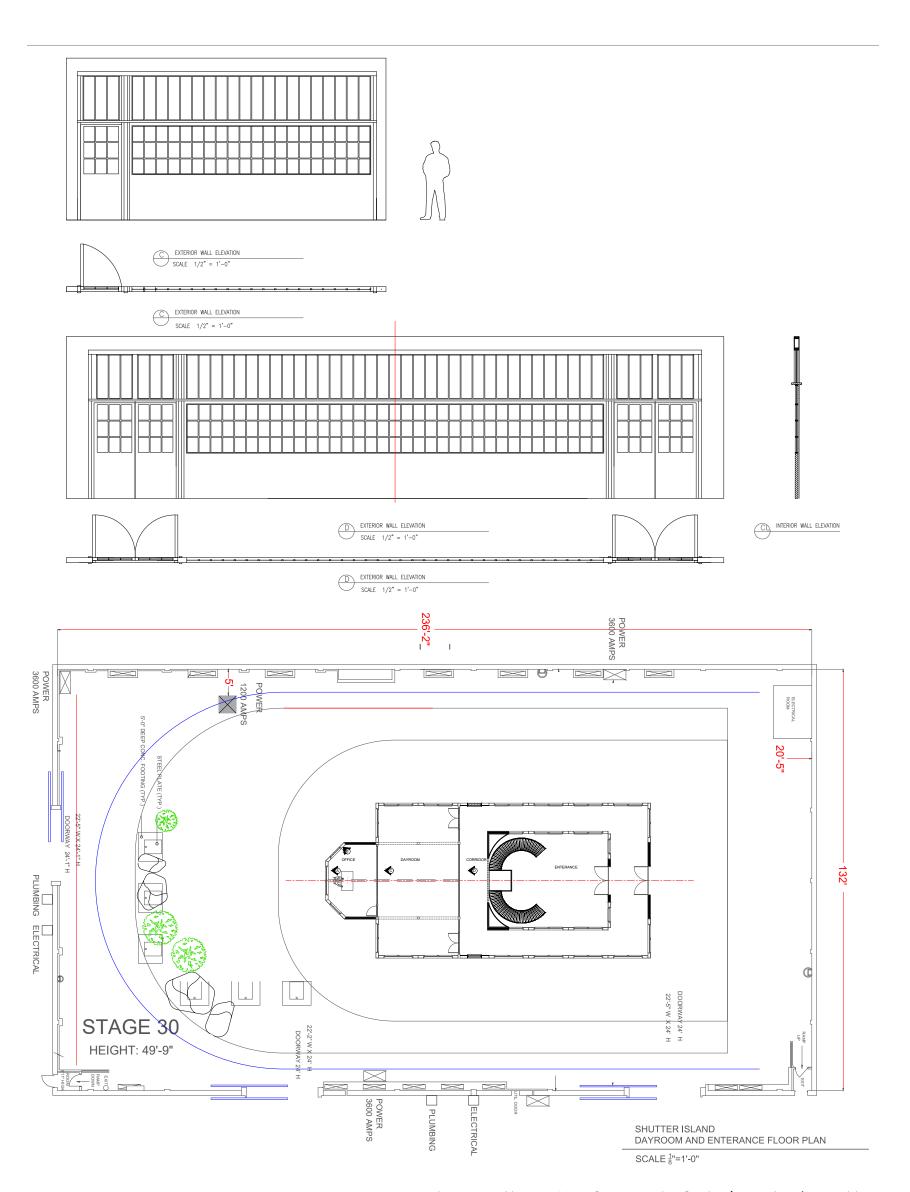
Original photo collage

Water, Fire and Daylight are very important elements in Shutter Island, and my color palette is influenced by those elements. Water and Daylight are the elements that keep telling Teddy about the truth, and Fire is the device that Teddy uses to escape from the truth. There are two important scenes in this film which are the Teddy's dream scene and Cabin by the lake scene which tells what actually happend to Teddy in the past. In the Dream scene, Teddy dreamed about his made up story that his wife died because there was fire in the building. In Cabin by the lake scene, Teddy witnesses that his wife drowned their three children. I wanted to relate these two scenes. So I wanted to create a similar color palette and environments between those two. As Wife comes out from the lake, she has flowers and dirts on her dress, and that image is remembered in Teddy's unconscious, so in his dream, he sees his wife wearing a dress that has a flower pattern on.

Dream and Lake by Cabin I digital







Mental hospital lobby, dayroom to doctor's office | Drafting

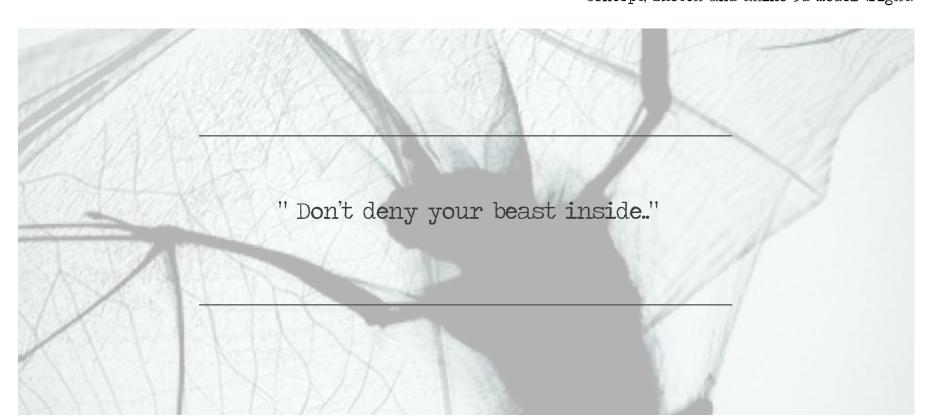
## Bat Boy: The Musical

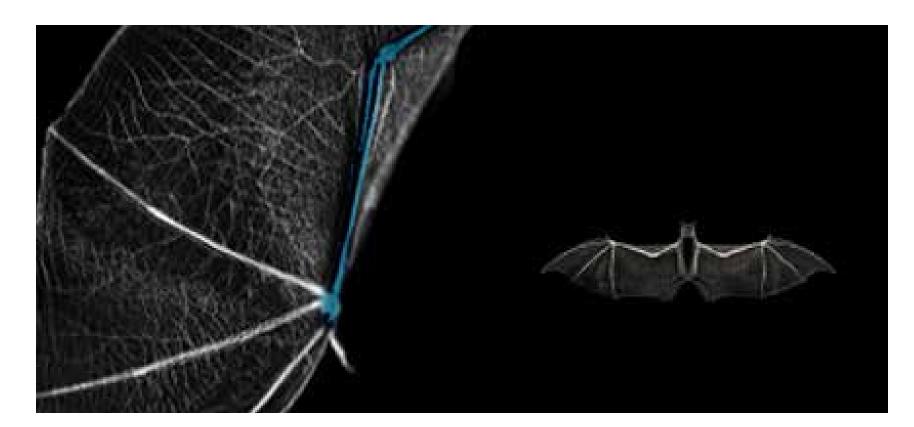
05. 2015

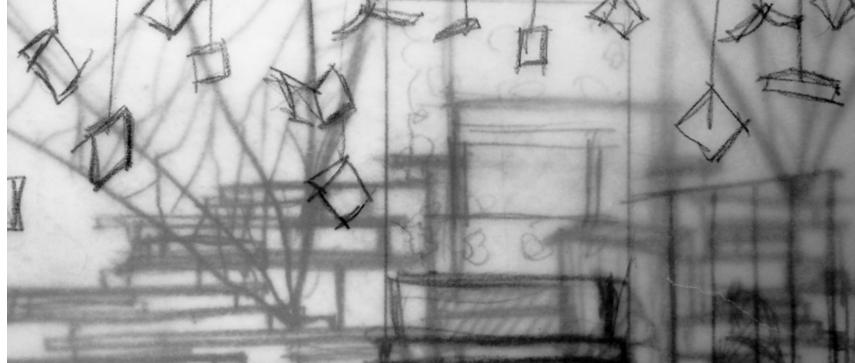
Book by Keythe Farley and Brian Flemming
Music and Lyrics by Laurence O'Keefe
Directed by Jeremy Mann
Musical Direction by Dan Belzer
Scenic Design by Ji young Lee
Lighting Design by Ning Ji
Costume Design by Shany Albalak
Sound Design by Noelle Sammour
Stage Manager: Isabella Bolognini

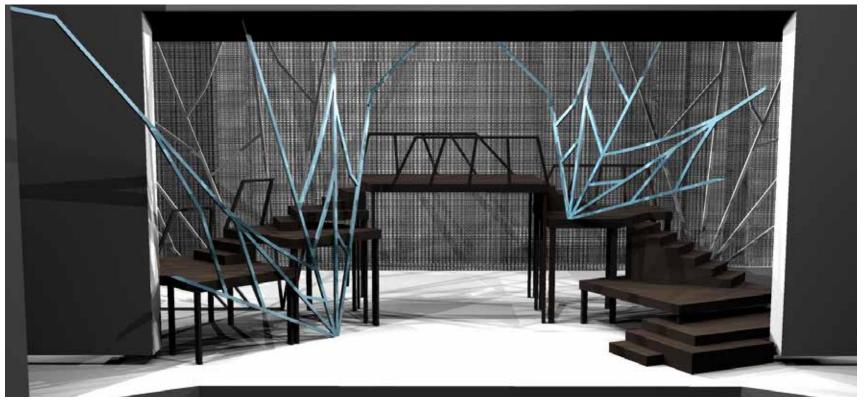
Bat Boy is about the inner beast of human. We all have an animal side and primitive, primordial beast in us that drives our hungers for sex, food, power and control. I was intrigued by the X-ray photo of Bat because it shows the inside of animal. Since there are many locations in the musical, I've decided to design an unit-set that can represent the inteterior and exterior. I designed two main structures that look like upside down X-ray photo of Bat wing so they can serve as the roof structure for the interior scenes and forest, cave and coal mine for the exterior scenes.









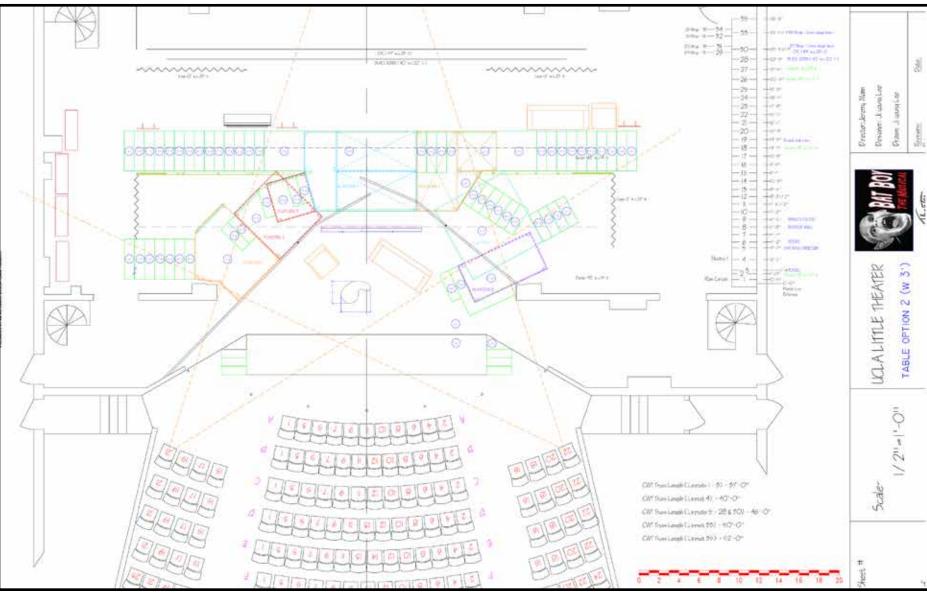






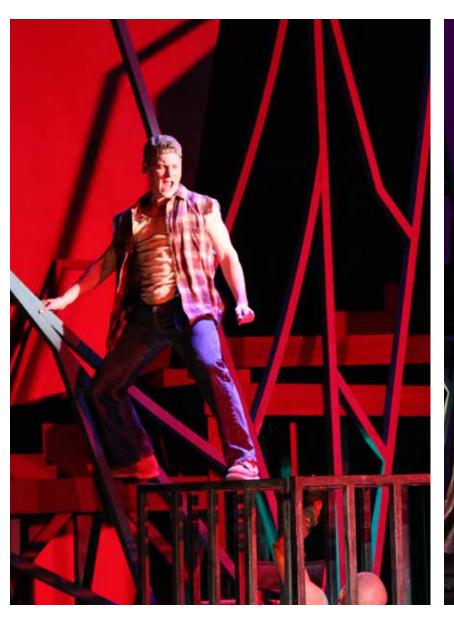


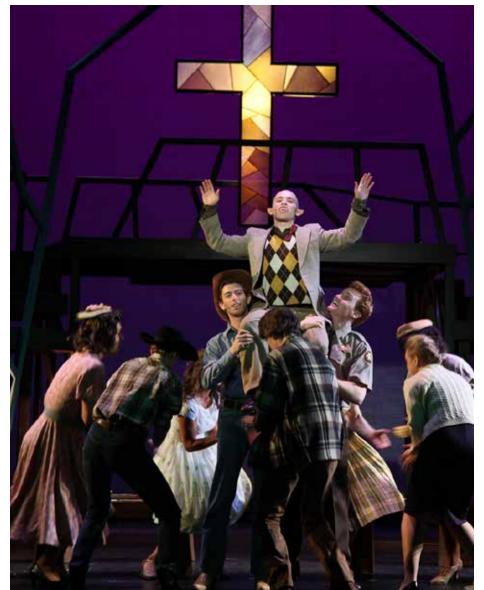


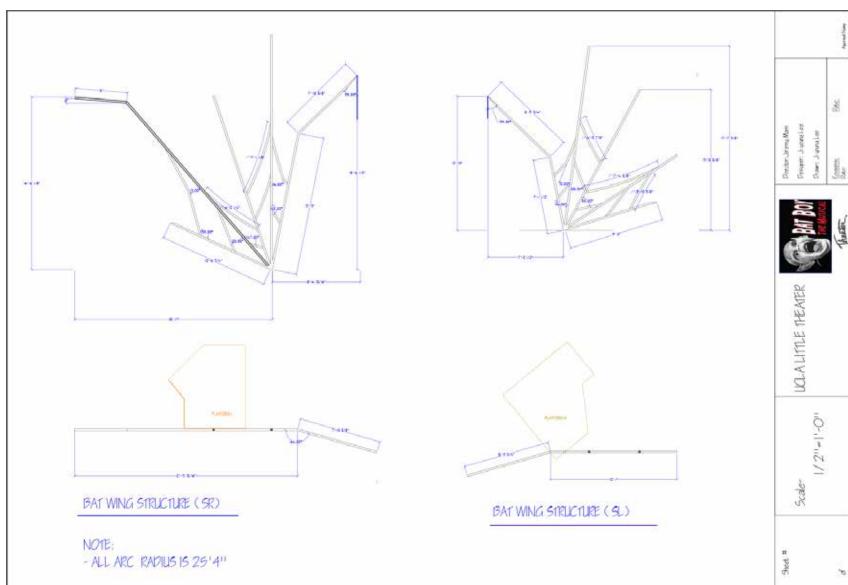


Production photo (above),, Ground plan (below)

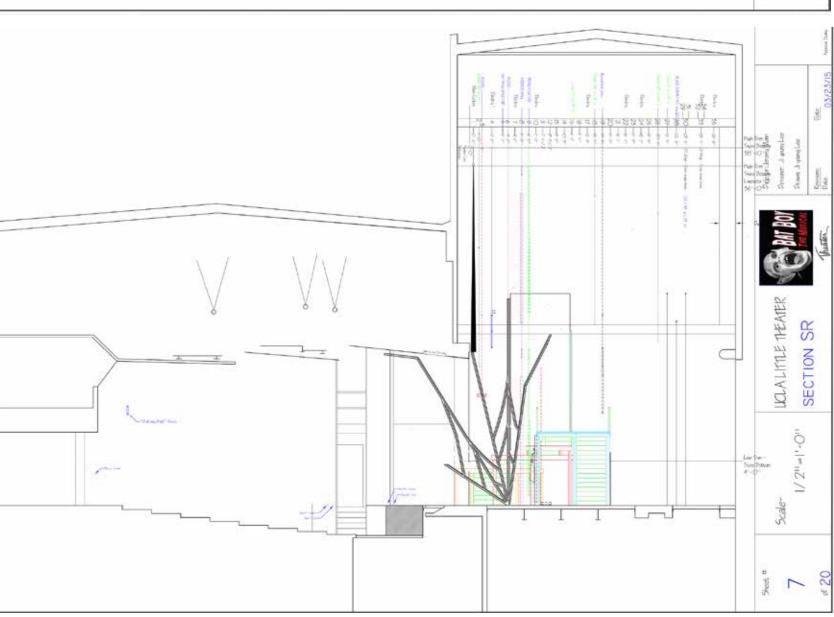
Model







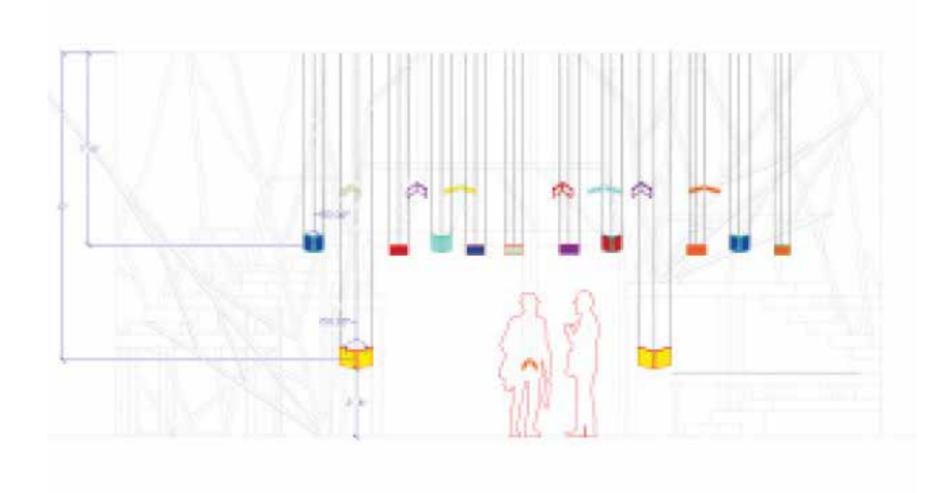












#### CAROUSEL 05. 2016

Music by RICHARD RODGERS

Book and Lyrics by OSCAR HAMMERSTEIN II

Based on Ferenc Molnar's Play "Lilliom" as adapted by
Benjamin F. Glazer

Original Dances by Agnes de Mille

Stage Direction by Jeremy Mann

Musical Direction by Dan Belzer

Choreography by Christine Kellogg

Scenic Design by Ji Young Lee

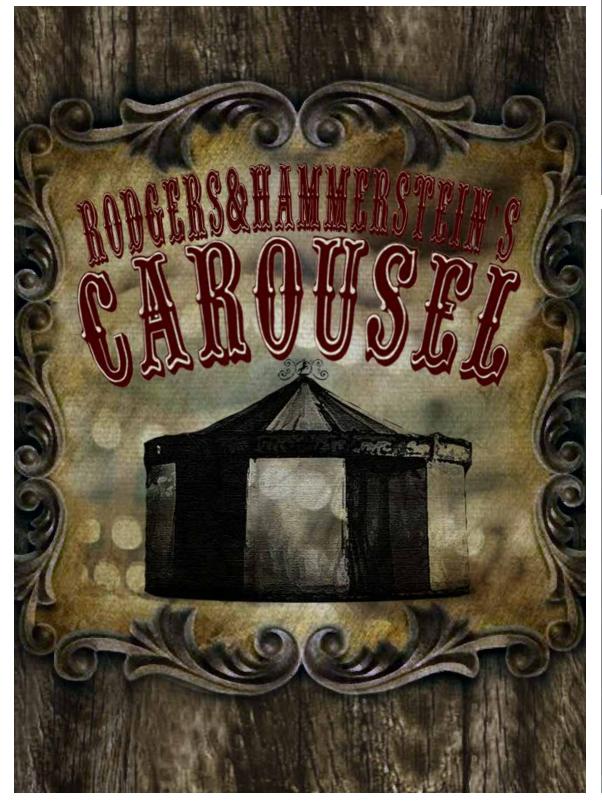
Costume Design by Jennifer Davis

Lighting Design by Ginevra Lombardo

Sound Design by Jonathan Burke

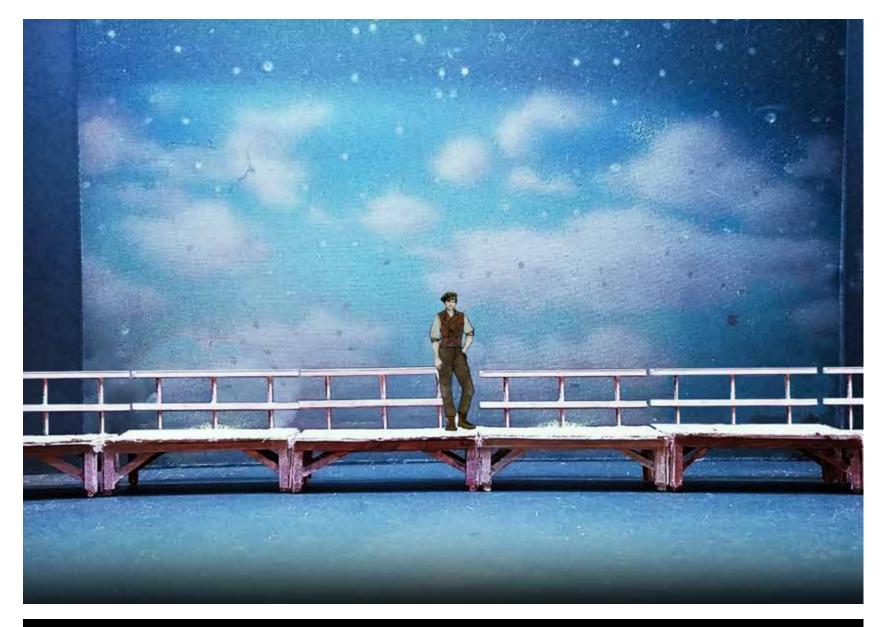
Stage Manager: Rowan Smith

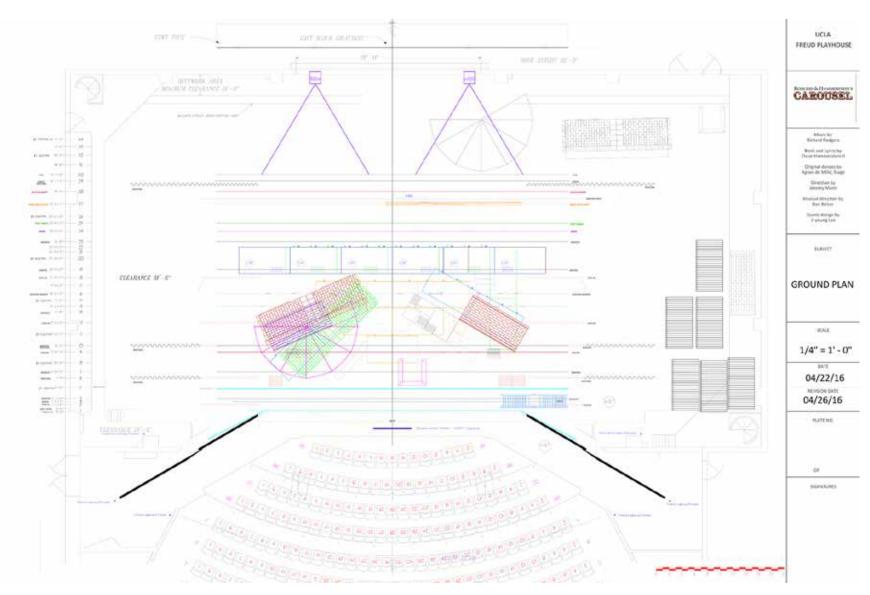
Poster | digital (below), Model (right)



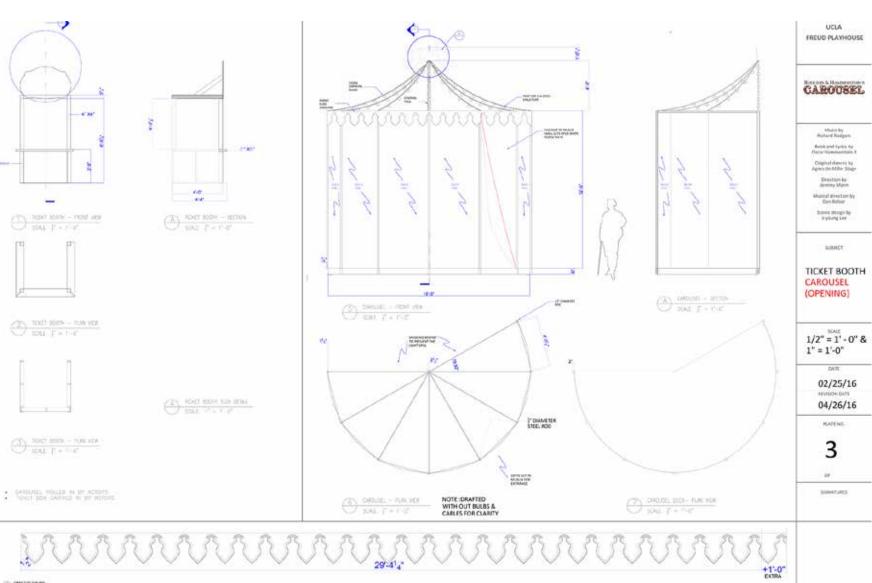


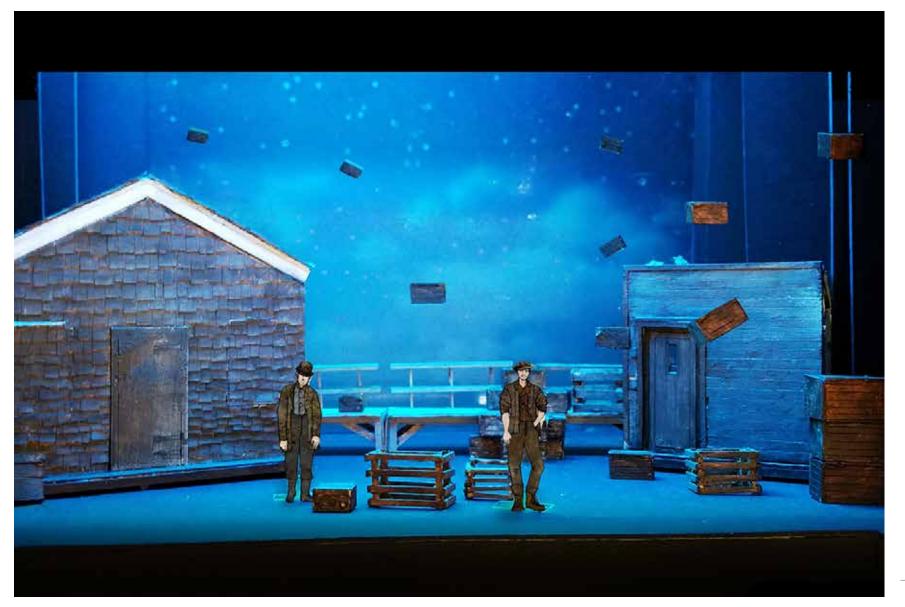


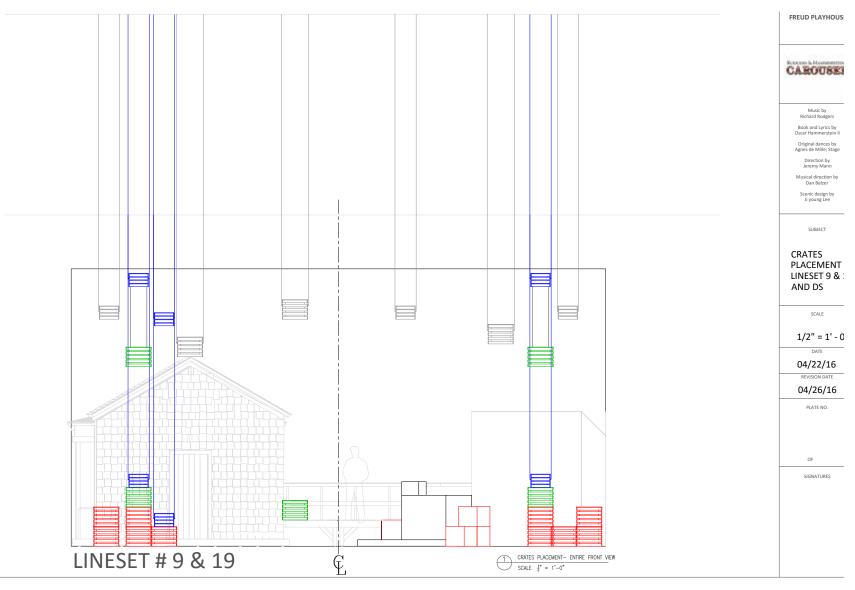




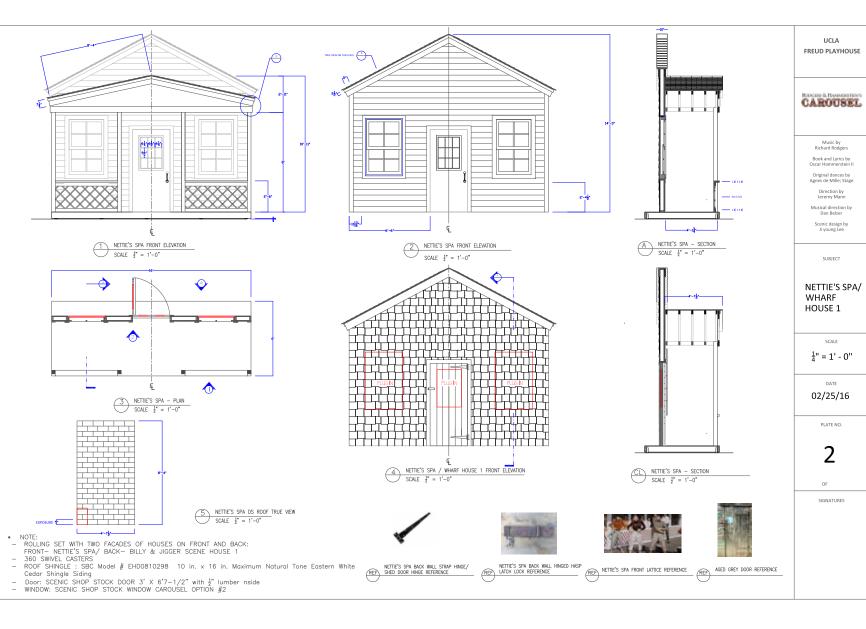




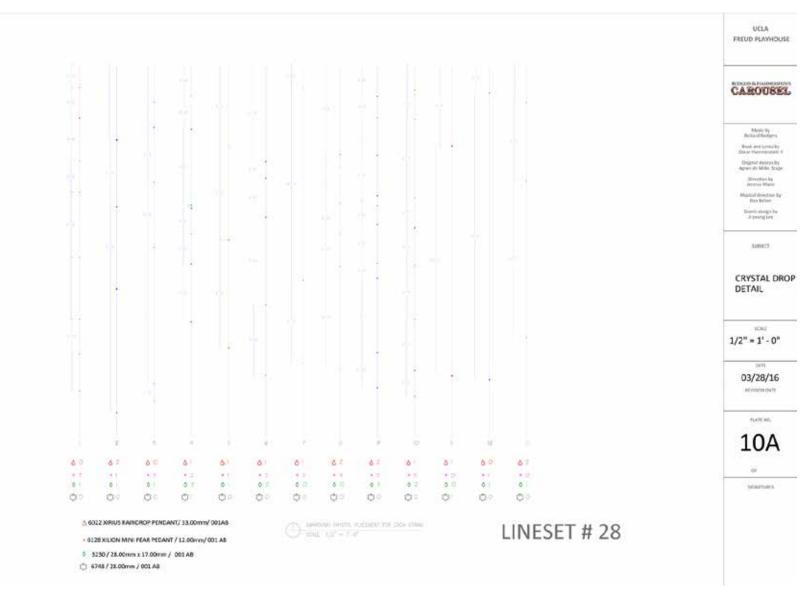




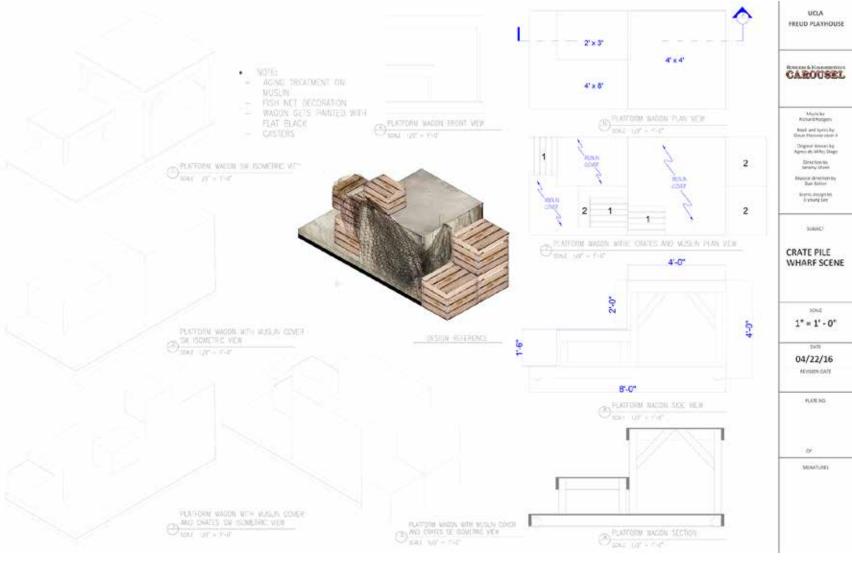


























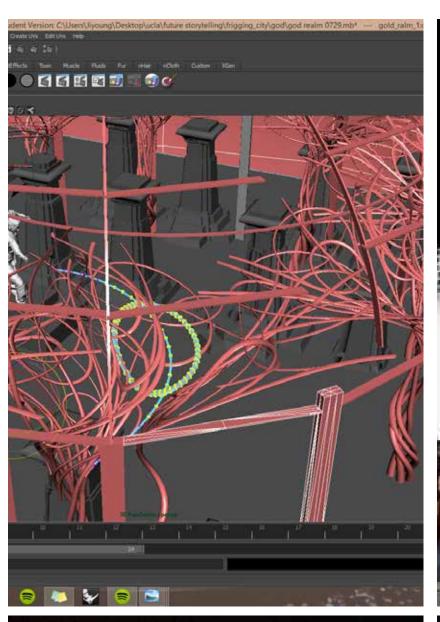








Instructor Nathan Schroeder
Digital renderings











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Future storytelling Summer Institute

UCLA REMAP .2014

: Creating 3d model background

Virtual reality
UCLA REMAP, 2016
Creating 3d model background,
Operating Prevision



