



A L I E N E A R T H

DESIGNING ALIEN: EARTH

In the year 2120, the climate on earth is hot and humid, and the planet is governed by five corporations: Prodigy, Weyland-Yutani, Lynch, Dynamic and Threshold. Cyborgs and synthetic beings already exist alongside humans, and the wunderkind CEO of the Prodigy Corporation has just unlocked a new technological advancement in his science complex 'Neverland': Wendy, the world's first hybrid (a humanoid robot infused with human consciousness) has marked a new dawn in the race for immortality.

When Weyland-Yutani's deep-space research vessel Maginot crashes into Prodigy's City, Wendy, her fellow hybrids, and a ragtag group of tactical soldiers are sent to plunder its cargo ... but they make a fateful discovery that puts them face-to-face with the planet's greatest threat.

Prepped and shot entirely in Thailand, Alien:Earth took over all three of Bangkok's film studios as well as filming in the city and in jungle locations further south. Production Designer Andy Nicholson – and later, Jason Knox-Johnston – pulled in Art Directors from the UK and Germany, but it was the talent and tenacity of local thai crew - draughtspeople, suppliers and construction teams - which ultimately delivered the sets to the screen.



USCSS Maginot

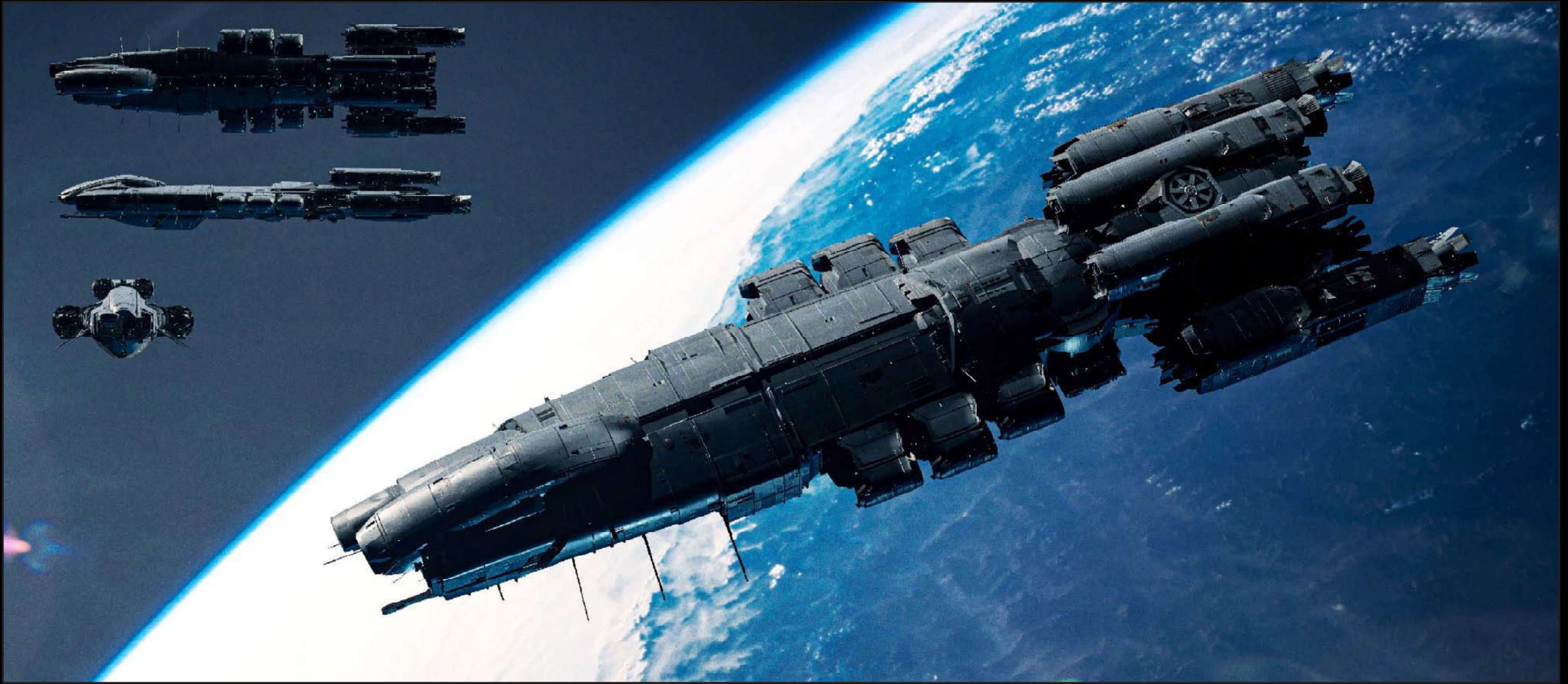


Neverland



Prodigy City

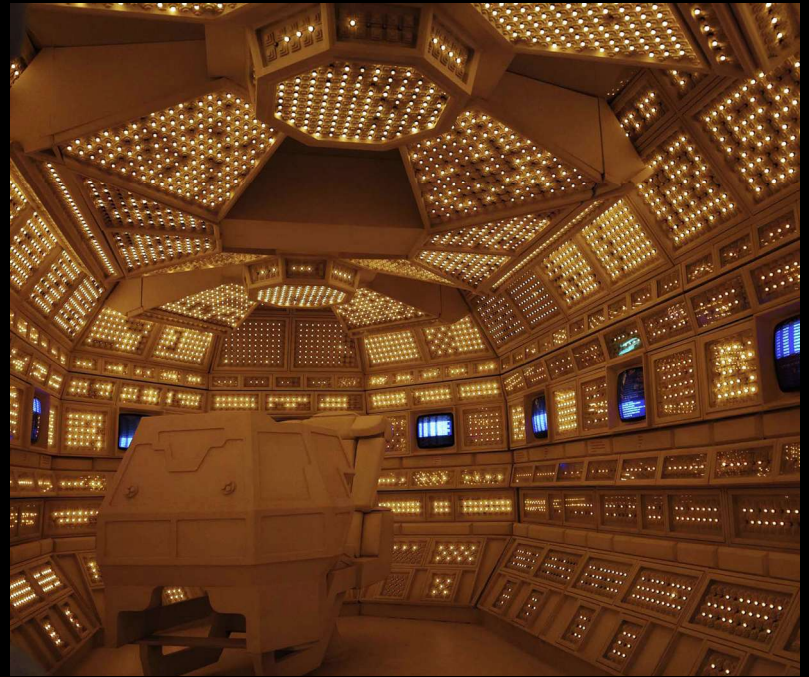
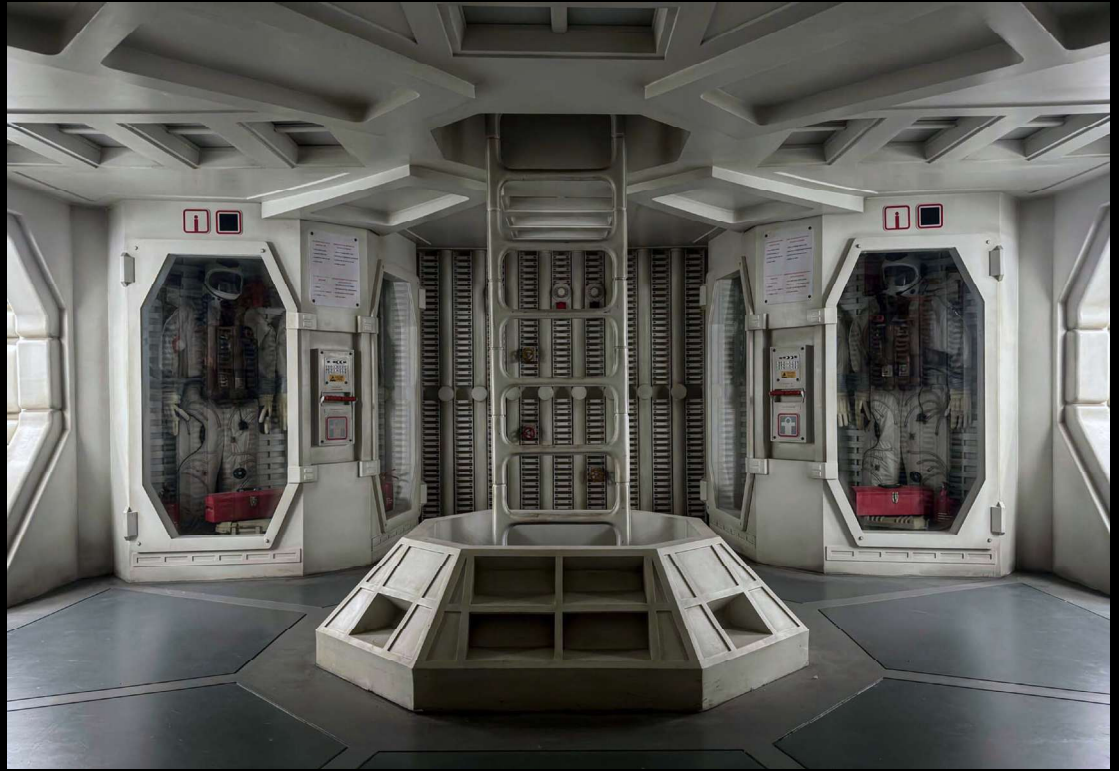
U S C S S M A G I N O T

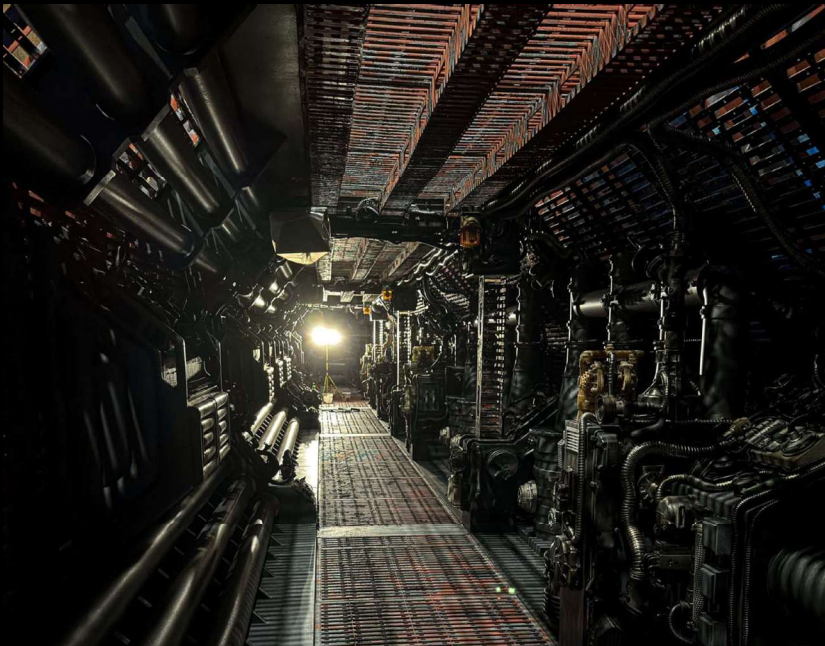


The USSC Maginot is a spaceship from the same production line as the Nostramo of the original *Alien* movie. As a result, Andy Nicholson was tasked with reflecting and adapting the iconic interiors of the Nostramo, requiring forensic analysis of the 1971 film's imagery.

But there were also new spaces required to showcase the vessel's research mission, including a Zoo/Laboratory which houses alien species collected along the way, and a huge Containment Room buried deep in the bowels of the ship.

The Maginot is seen both badly damaged after the crash, and fully intact in a flashback episode.



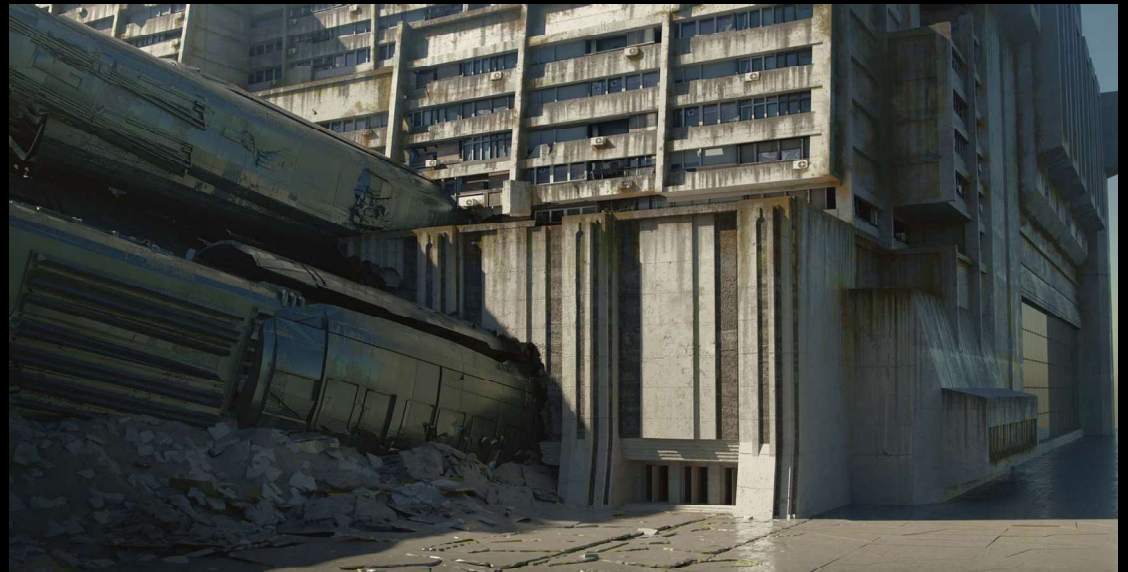
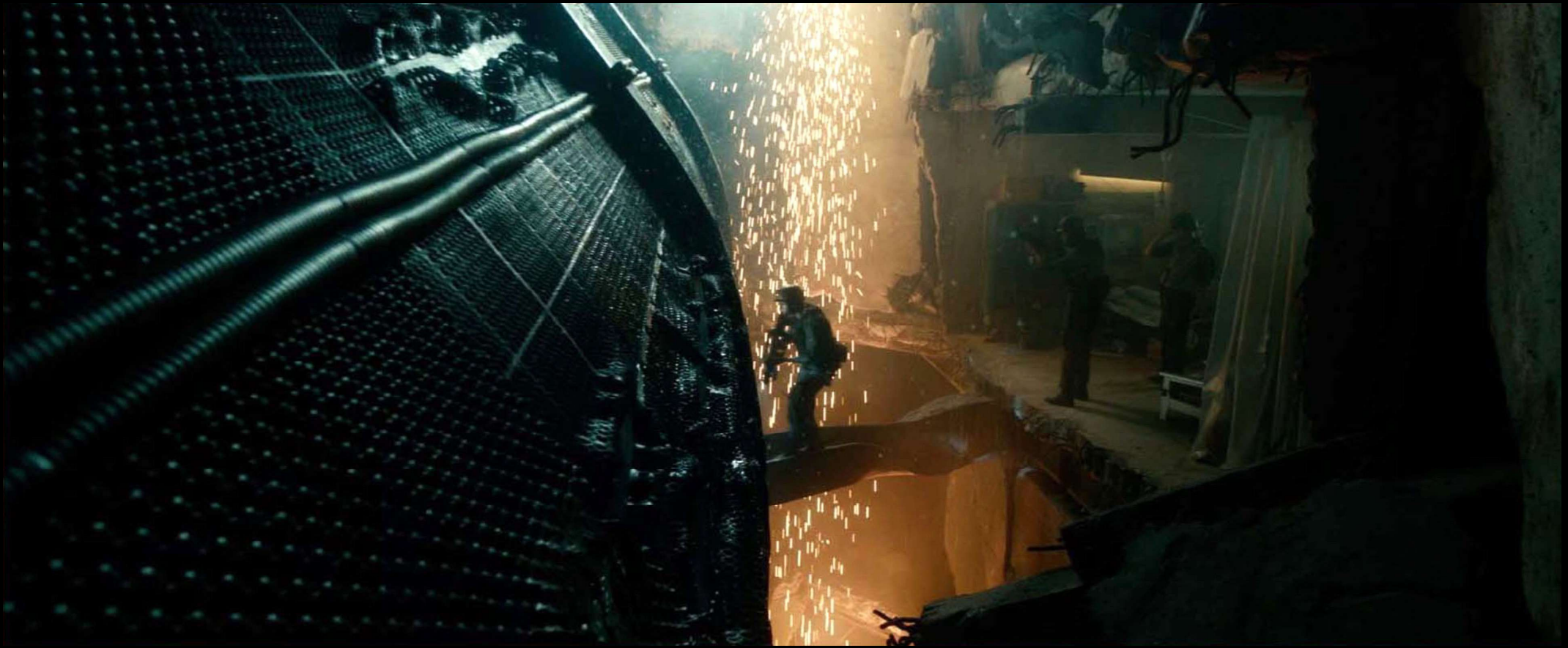


PRODIGY CITY

Prodigy Tower stands at the end of a long park in Prodigy City. It's a flagship monolith, housing the city's wealthiest at the top and the working classes beneath, but it's below street level where the poorest subsist.

When it crashes, the USCSS Maginot tears through the park and buries itself inside the tower, turbo engines still spinning, smoke billowing ... and the structural integrity of the tower is left in the balance.





THE NEVERLAND COMPLEX

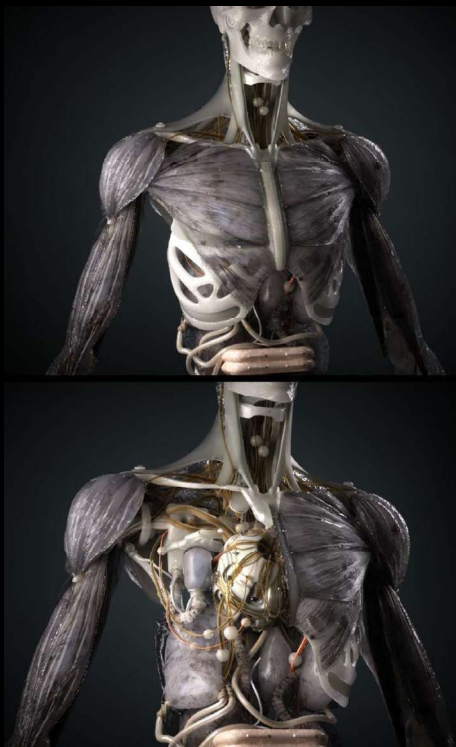


Neverland is the Prodigy Corporation's research facility buried deep in the heat and humidity of the jungle where mould and condensation are ever-present.

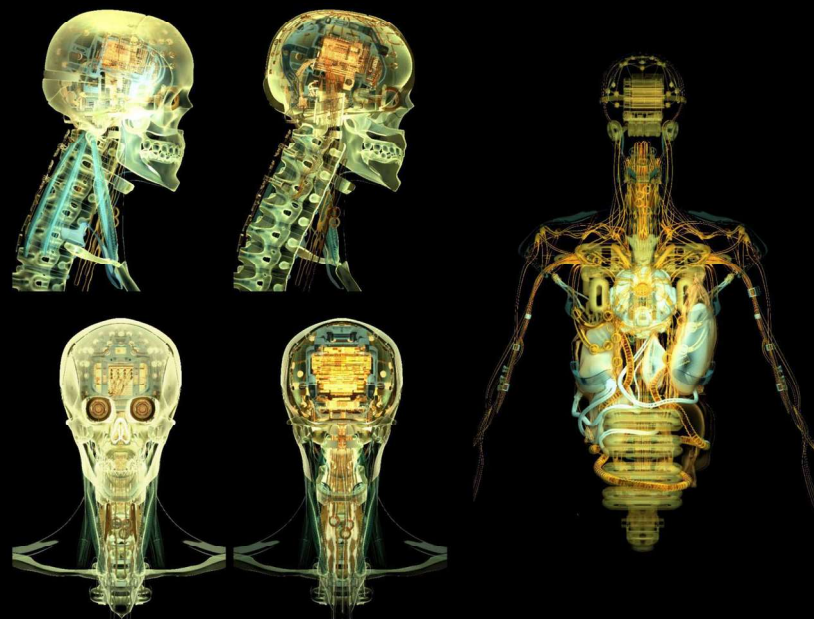
Set builds comprised sixteen distinct spaces including living quarters, a therapy room, a laboratory, a triple-height atrium, a transition room, a med bay, a long curved corridor, and the office of the Prodigy CEO, Boy Kavalier.







PRODIGY'S H Y B R I D T E C H N O L O G Y



PRODUCTION
DESIGNERS >

ANDY NICHOLSON
JASON KNOX-JOHNSTON

