



# HIGH ADVENTURE

Concept Look book



# LOCATION: ALBUQUERQUE, NM - CIR. 1993

It's High Desert Arid. Trapped in time: the houses seem old, the businesses have been locally owned for generations, only rich people have new cars. And we don't live in the rich part of town.

Well known for its big skies, Albuquerque has colorful mountains, and massive sandy mesas. It is the southwest's majesty at its most rugged. Founded by strong rugged folks, forced for generations to be self-reliant, which is evident everywhere.

The altitude of almost one mile high means less atmosphere. Sunlight takes on a character of its own; from misty sub-freezing mornings, to the unforgiving mid-day, to the radiant watermelon colored sunsets. Indeed, Albuquerque is one of the most important characters of High Adventure.

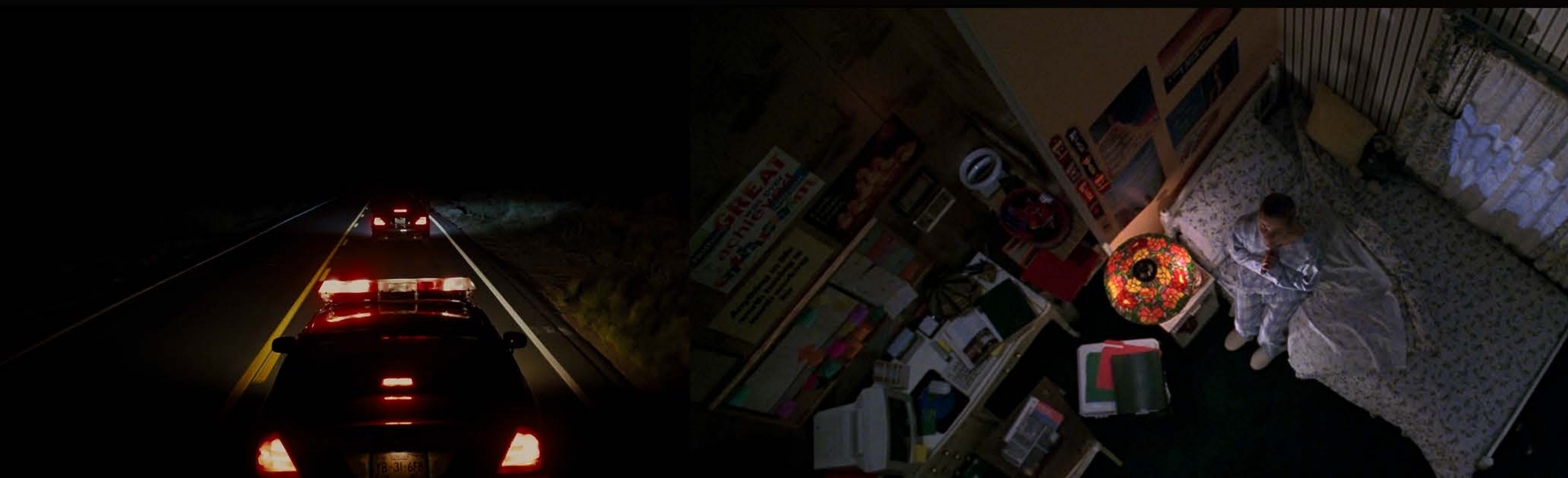




# CINEMATOGRAPHY: LENSING & LIGHT

As an homage to the great films and filmmakers of the early 1990's, the overall feel of High Adventure will be naturalistic and directly related to the emotional context of each scene. Circulating through claustrophobic moments of extreme closeups, documentary style hand held to give the feeling like we are one of the kids along for the ride, to sweeping omniscient drone and establishing shots to emphasize the scale of the story. Only at the end of the film during the battle of the bands competition do we break from this convention and dive into a full on 1990's MTV flashback, with dutch snap-zooms and flashy concert style shooting.

The lighting color palette is awash in night tones of yellow sodium-vapor streetlights and moonlight. Day scenes are blue and brash. An overall naturalistic lighting feel with big soft sources, naturally saturated images, and POPS of neon color whenever live music performed.





# CINEMATOGRAPHY REFERENCE:





# PRODUCTION DESIGN: COLOR & FEEL

Art Direction is driven by the lost-in-time concept. Everything is lived in, vintage 1960's-1980's, with the only 1990's flare coming from the kids in the story. They are surrounded by the past and desperately fighting to step into the present and future.

## Color Palette:

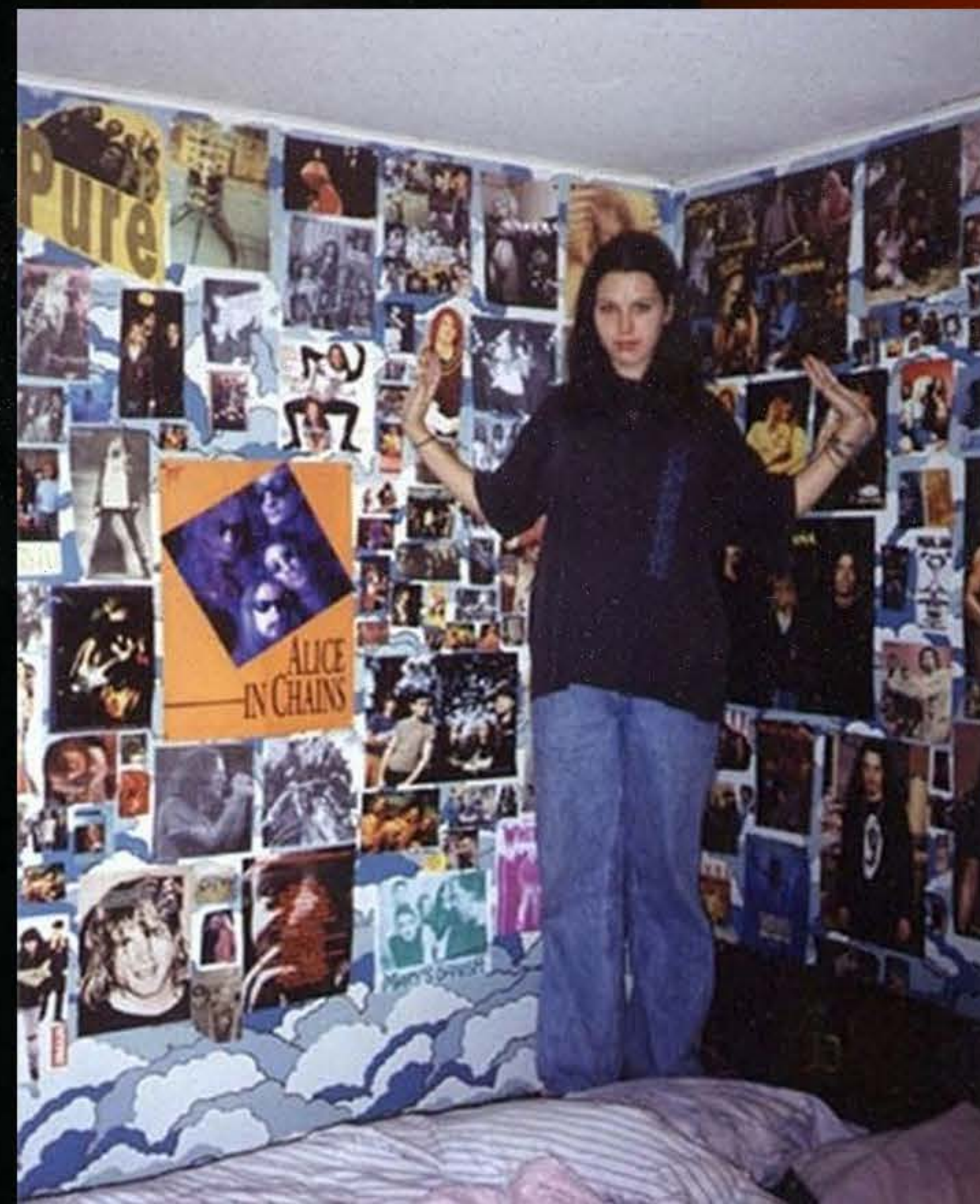
Earth-tones and urban grit - browns, greens, clay reds, blacks and dark grays - representative of the way kids dressed in this place and time.

## Earth-Tones



Urban Grit

Costumes: Thrift store kids, because it's the style. Oxblood red flight jackets, cut off cargo fatigues, combat boots, and layering clothes are all the norm.



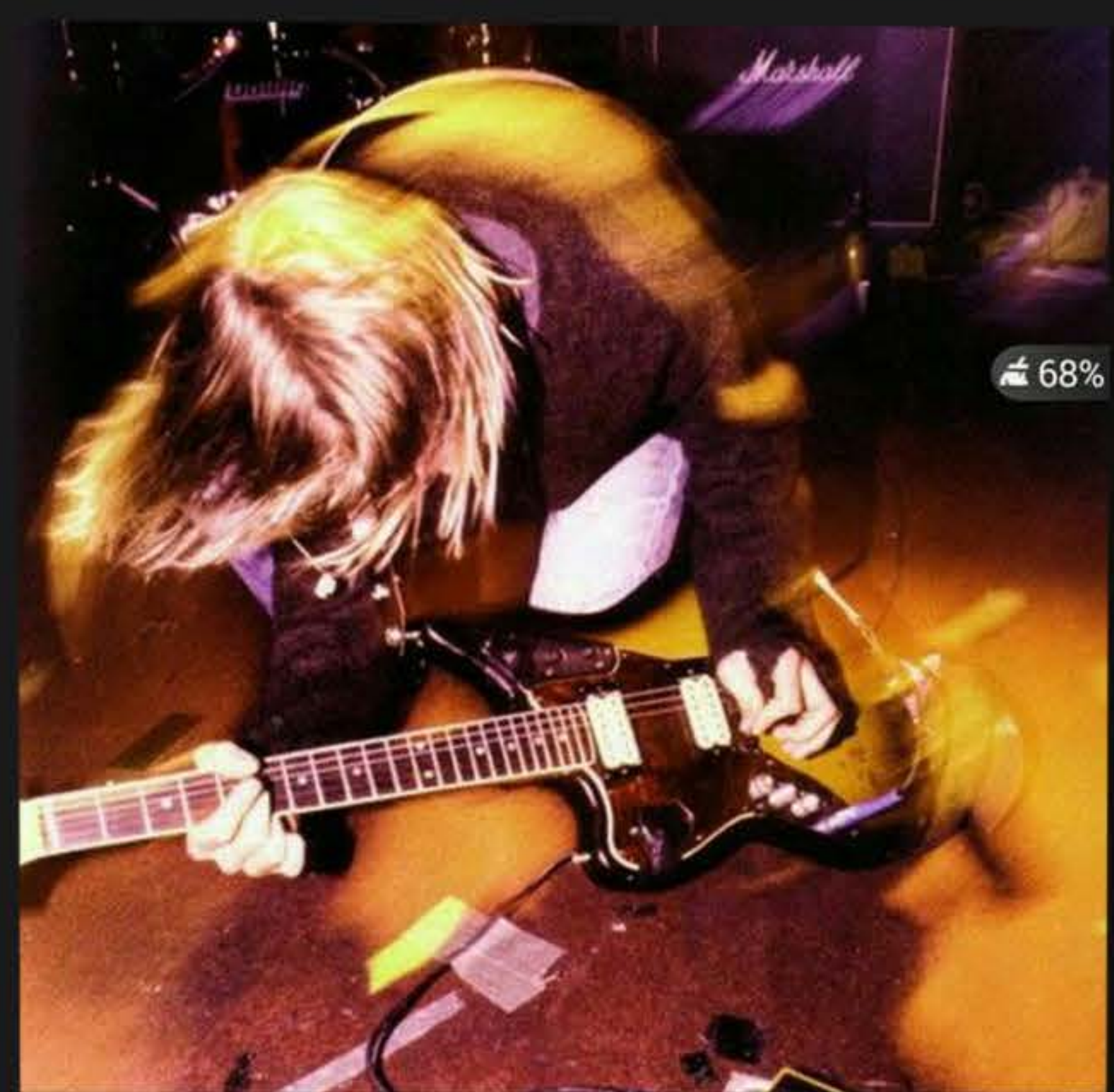
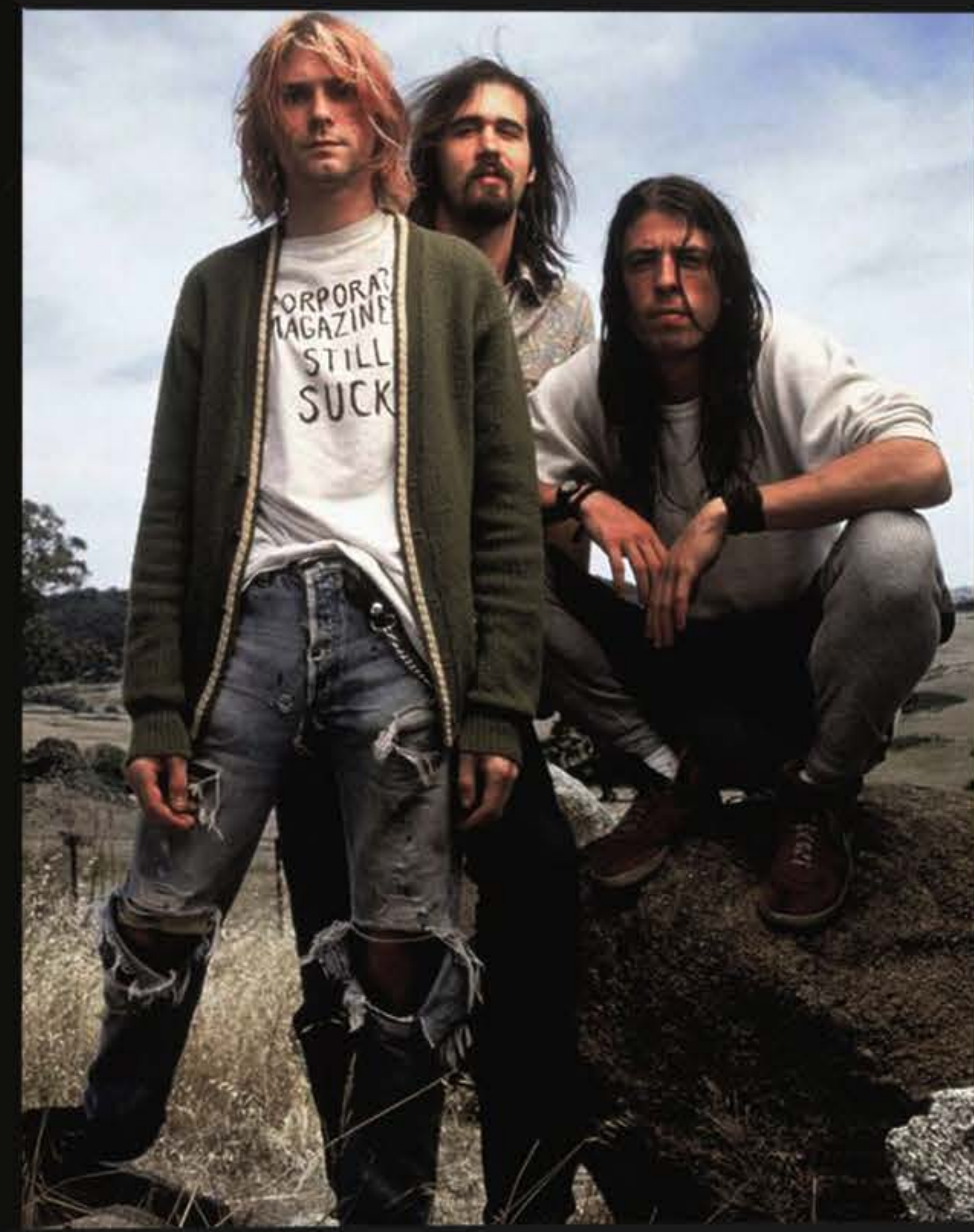
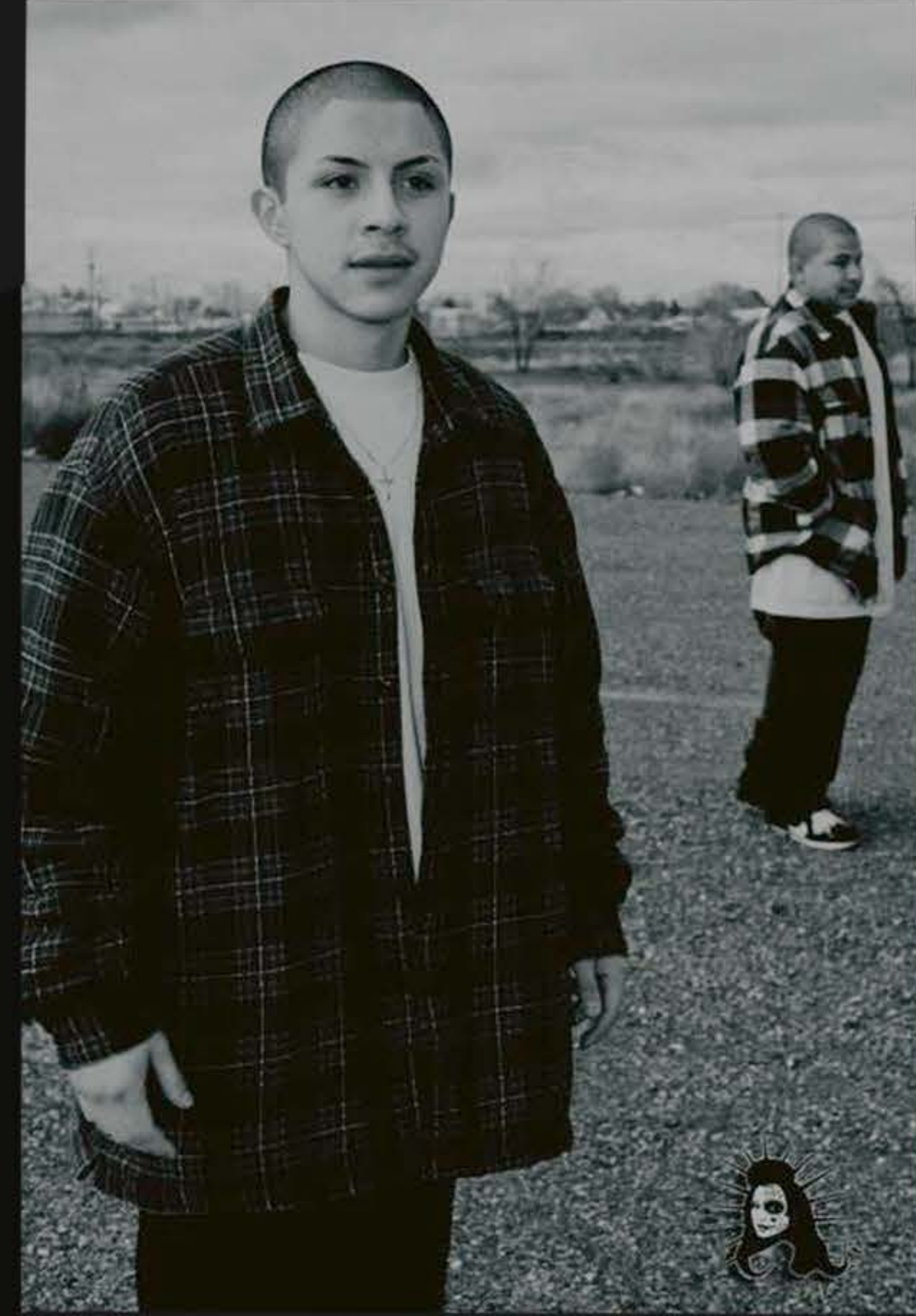
## Neon Colors:

Whenever live music is playing the world comes alive with bright vibrant neon colors.



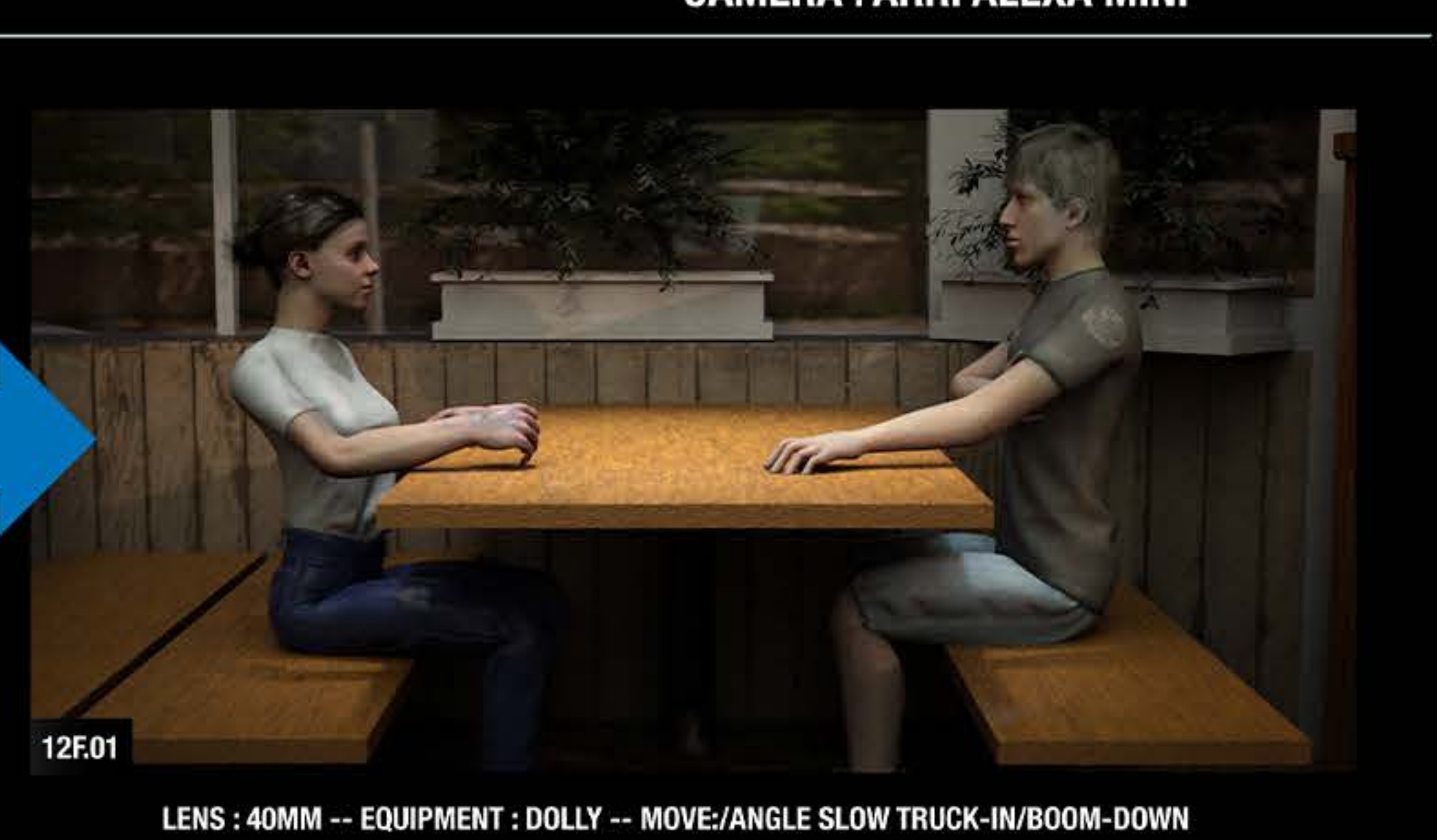


# PRODUCTION DESIGN REFERENCE:





# STORYBOARD REFERENCE:





# MUSIC REFERENCE:

LOUD, RAUCOUS, SMART, AND HONEST.

