

Art Department & Set Design Portfolio

Film Sets · Scenic Objects · Technical Drawing · 3D Vis · Spatial Design

Darren Berlein

2026



Selected work across film art department, set design, scenic objects, technical drafting, 3D modelling and spatial design.

Warrior: HBO Series

Set design, scenic elements, props, modelling, drafting and production coordination

Starlab Space Station

Space architecture, constrained interiors, human factors and visual communication, technical team coordination

Professional architecture work

Architectural design, technical development, detailing and built-environment experience



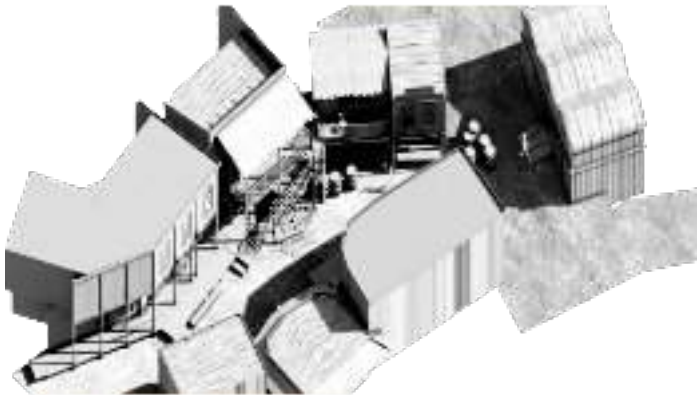
1. Jefferson Industrial Complex

Warrior: HBO Series
Exterior Backlot Set

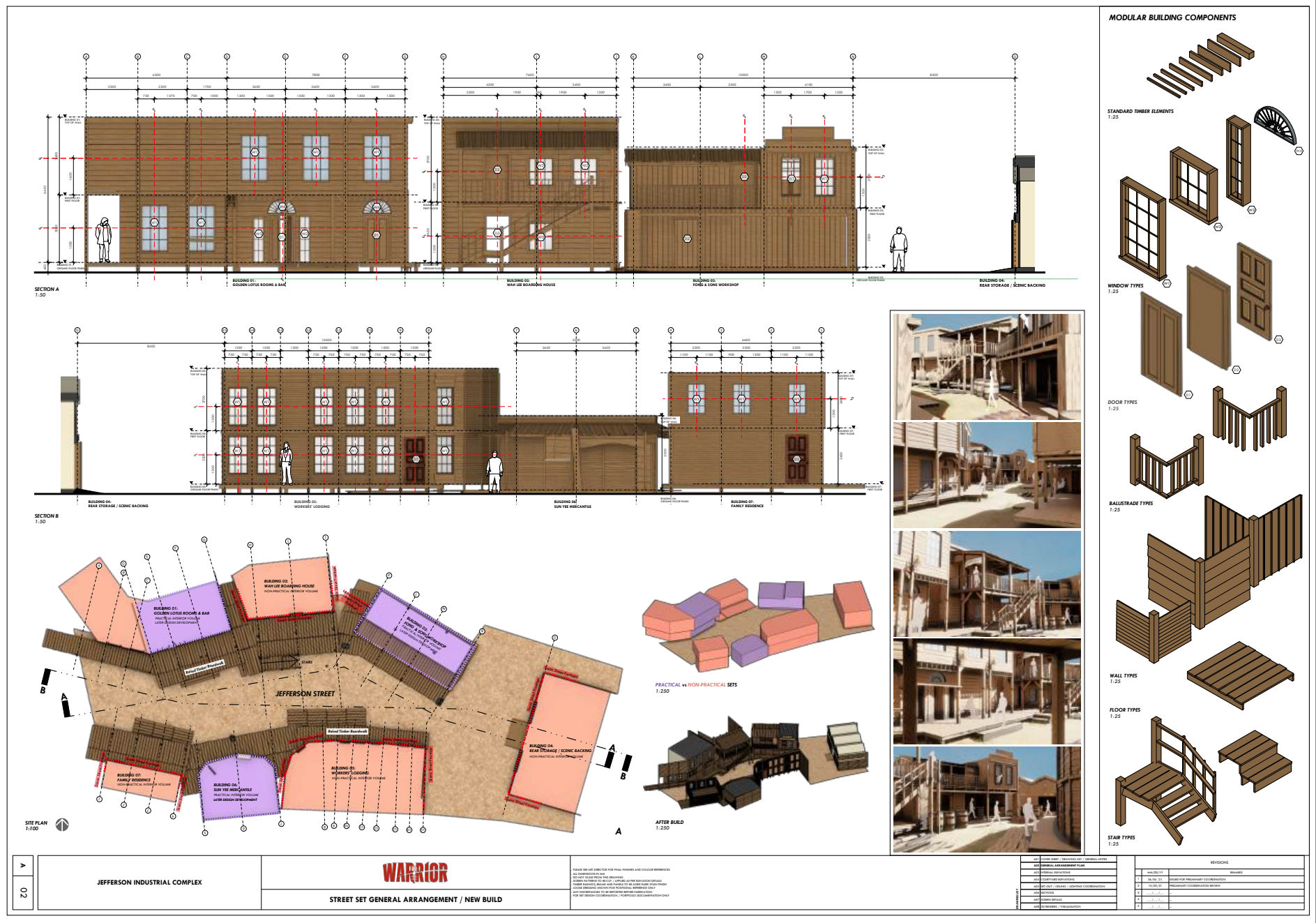
• Set design • 3D modelling • General layout drafting • Scenic facade coordination • Modular set components • Set coordination

This exterior street set required the coordination of multiple scenic building fronts, raised timber boardwalks, balcony/stair conditions and practical versus non-practical interior zones.

My contributions covered 3D modelling, general layout drafting, set coordination and the development of modular scenic components for build and visual continuity.



Above: Overall layout
 Further above: Pre-visualisation study
 Right: On-set during production
 Opp. page: General layout drawing



2. Long Zii Headquarters

Warrior: HBO Series

Interior Set

• Set design • 3D modelling • Spatial layout • Visualisation • General layout drafting

Interior courtyard set developed for Warrior, organised around a central pond, upper gallery, screen walls and lantern-lit surrounding rooms.

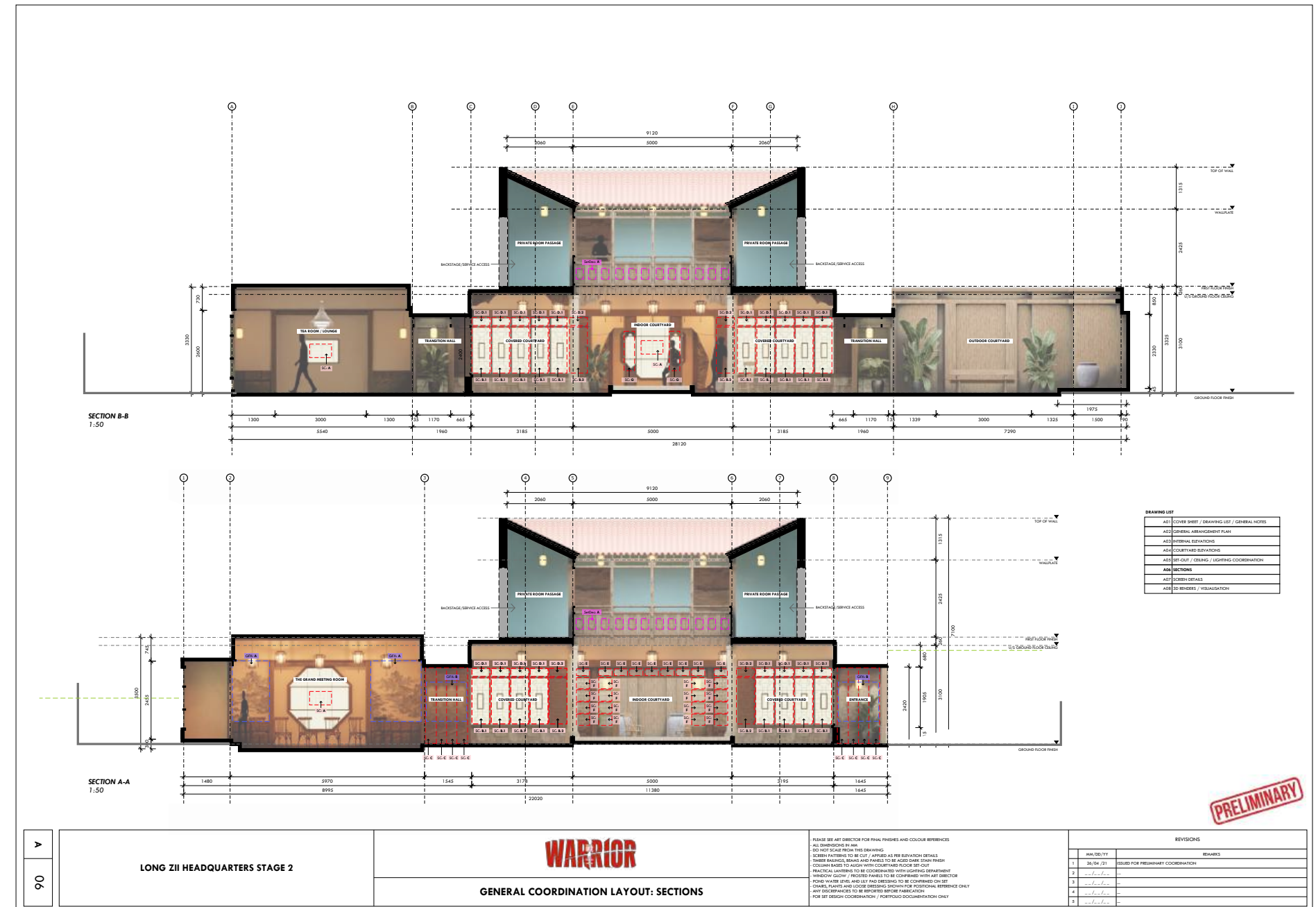
My contribution included 3D modelling, visualisation, layout development, coordination drafting and section drawings.



Right and below: Pre-visualisation renders and modelling

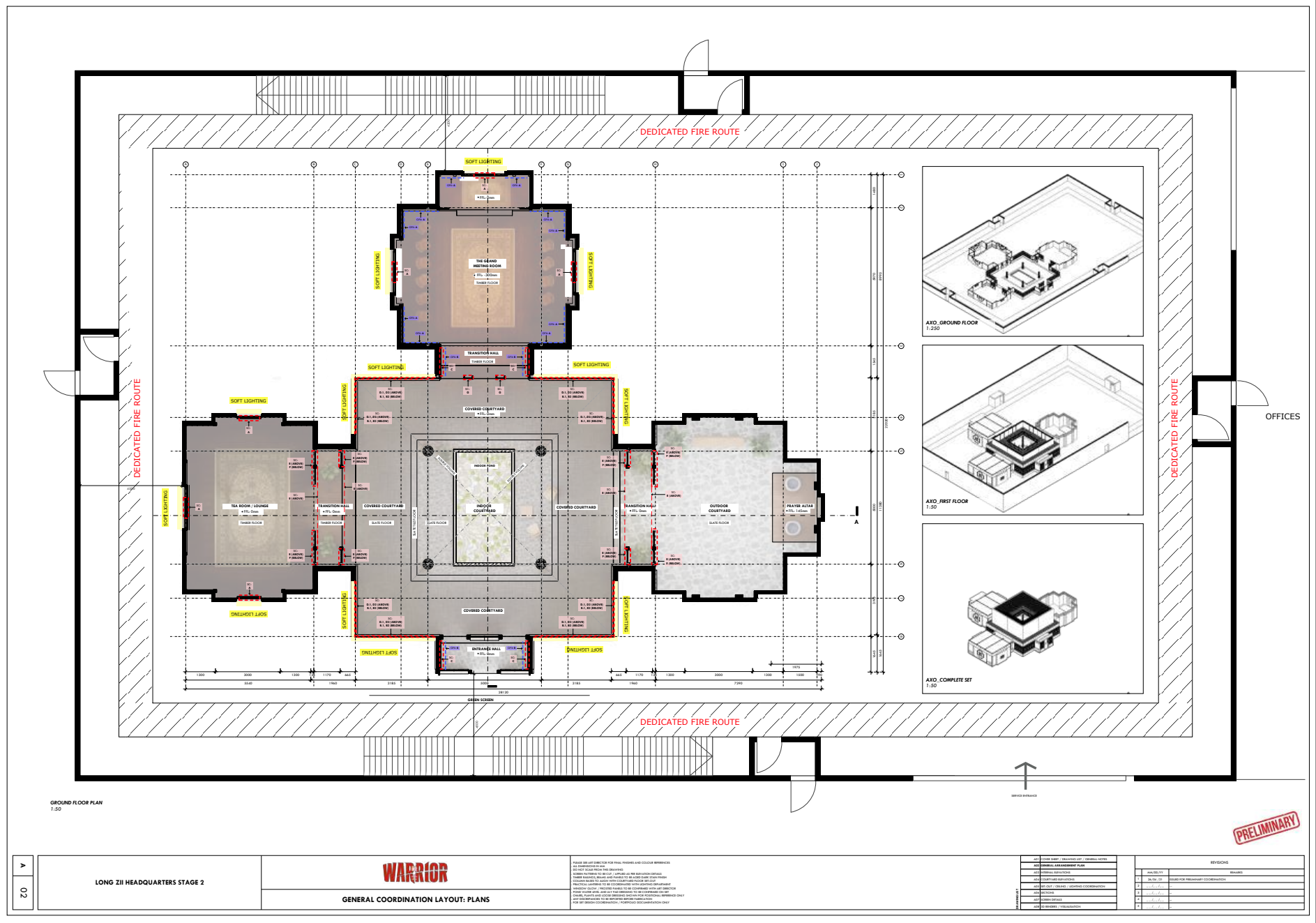
Below right: On set during filming

Opp. page: General layout drafting and coordination





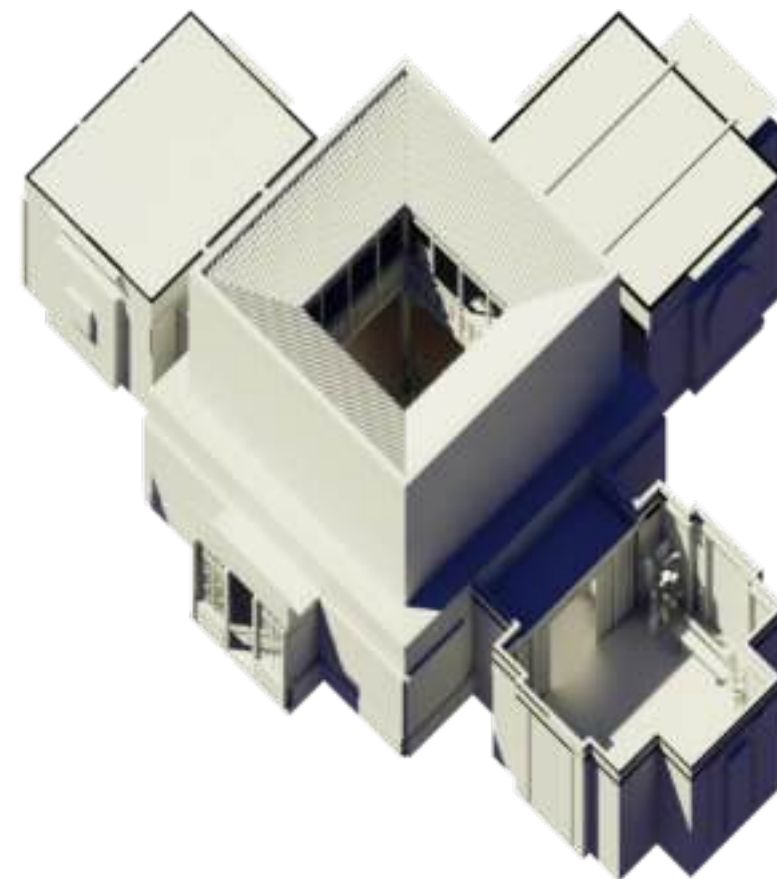
Above right: Pre-vis renders & modelling
 Right: On set during filming
 Above: On set during set-dressing
 Opp. page: General layout & coordination



*Below left: Whitecard modelling
Below right: Pre-visualisation*



*Below left: Whitecard modelling and full 3d model
Below right: Pre-visualisation sections and plans*



3. Central Dragon Lamp

Warrior: HBO Series
Chinese Market Set

• Concept design • 3D modelling • Digital sculpting • Technical detailing • Fabrication coordination • On-set implementation

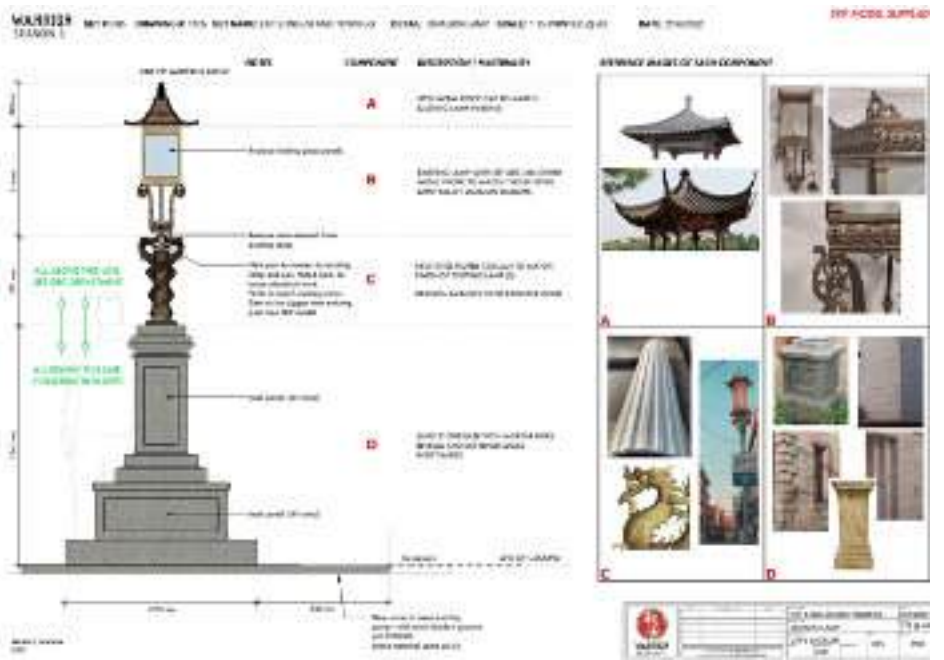
Led the design development and coordination of a central scenic lamp through concepts, 3D modelling, technical resolution, fabrication and final on-set installation.

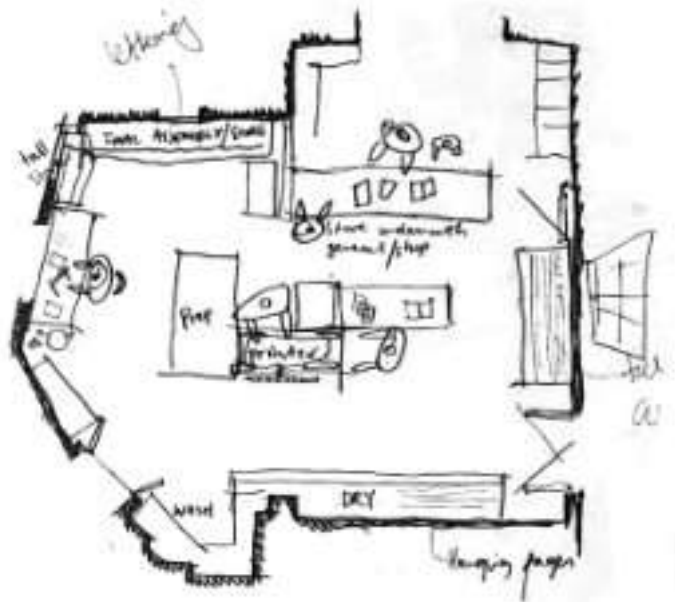


Left: Concept Studies
Above: Early scenic condition
Top Left: Fabrication and 3D modelling



Above: Final installed set piece
Right: Reference
Further right: Fabrication coordination drafting
Top right: Final installed piece compared to final 3D model





Left: Initial layout sketch
 Right: Custom designed print-shop furniture
 Further right: Fabrication and dressing
 Below: Empty set before set-dressing
 Below right: On-set action



4. Chinese Print Shop

Warrior: HBO Series
 Interior Set

• Set design support • Research • Prop design • 3D modelling •
 Dressing coordination • Fabrication management

Set and prop development for a Chinese family-run print shop. I researched period printing processes and developed furniture, equipment, various dressing elements and print-shop sequencing to inform the physical layout.



5. Chinese Lantern System

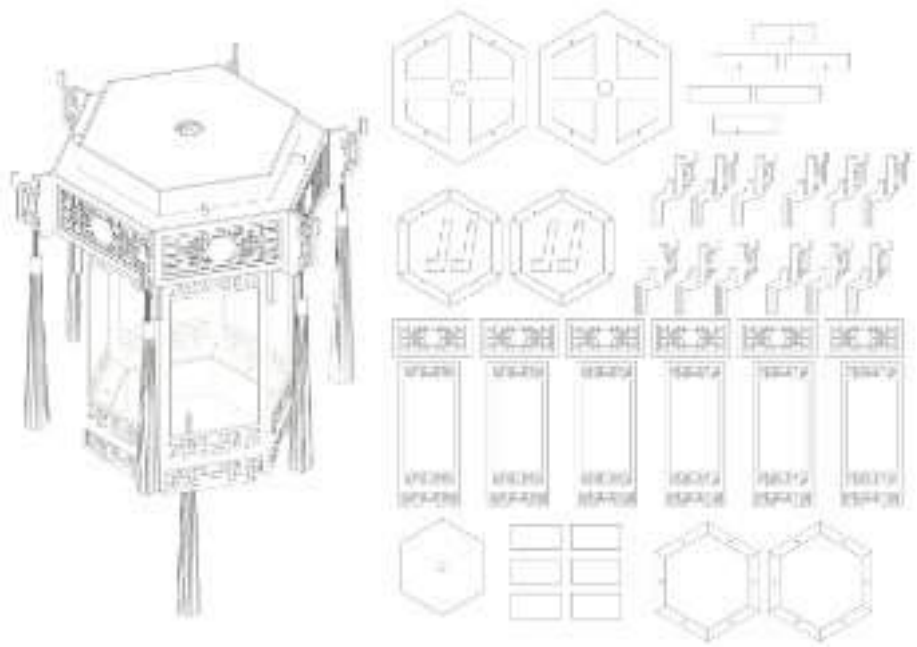
Warrior: HBO Series
Chinese Market & Interior Sets

• Concept design • Modular construction • 3D modelling • Technical resolution • Fabrication coordination

Developed a modular lantern system designed for repeatable production, for use across multiple sets.

I developed the design, 3D model and flat-pack construction logic to support the quick manufacture of 50+ lanterns.

Right: Final lantern design
Further right: Flat-pack breakdown
Below: Installed on-set
Below right: Batch fabrication



6. Decorative Set Elements

Warrior: HBO Series
Interior Set Dressing & Scenic Detail (Various Sets)

• Design development • 3D modelling • Digital pattern work • Fabrication coordination • Set dressing support

Designed and developed selected decorative props and scenic elements for interior set dressing, including patterned panels, wall features, lights, timber screens and other manufactured detail pieces.

All left: Decorative panel design
All below: Decorative wall element, 3D modelling for CNC fabrication, installed on-set





STARLAB



Left and below: Concept visualisation
Above: Deck zoning and interior identity
All right: Interior identity development

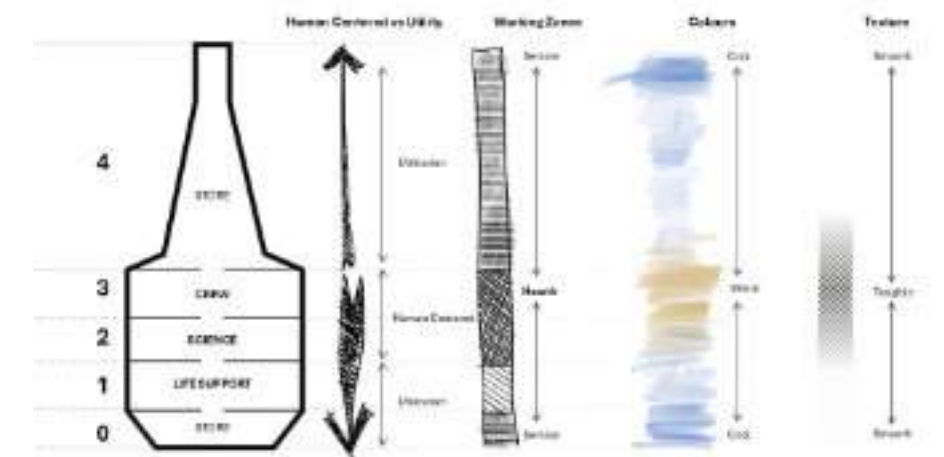
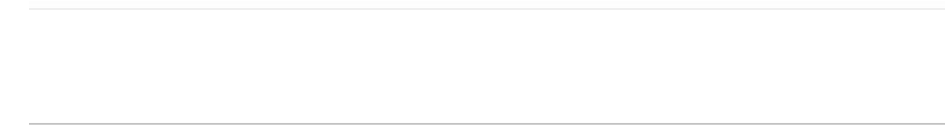


7. Starlab Space Station

Airbus Defence and Space, Starlab, CS Group / Outer Space, Low Earth Orbit
Space station set to replace the International Space Station in 2029!

• Space architecture • Interior layout development • Human factors • CMF-related studies • Visual communication • Design review support • Technical coordination

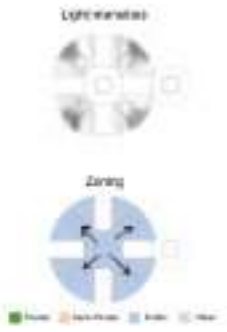
Professional space architecture work for the Starlab Commercial Space Station (www.starlab-space.com and www.airbus.com/starlab), focused on interior layout, human factors, technical and engineering coordination, operations integration for a constrained crewed environment.



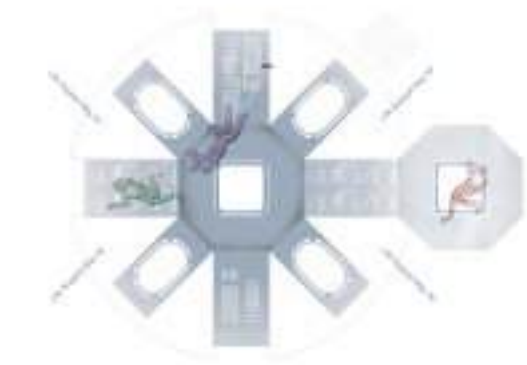
01: Crew Deck



02: Science Deck



03: Life Support Systems Deck



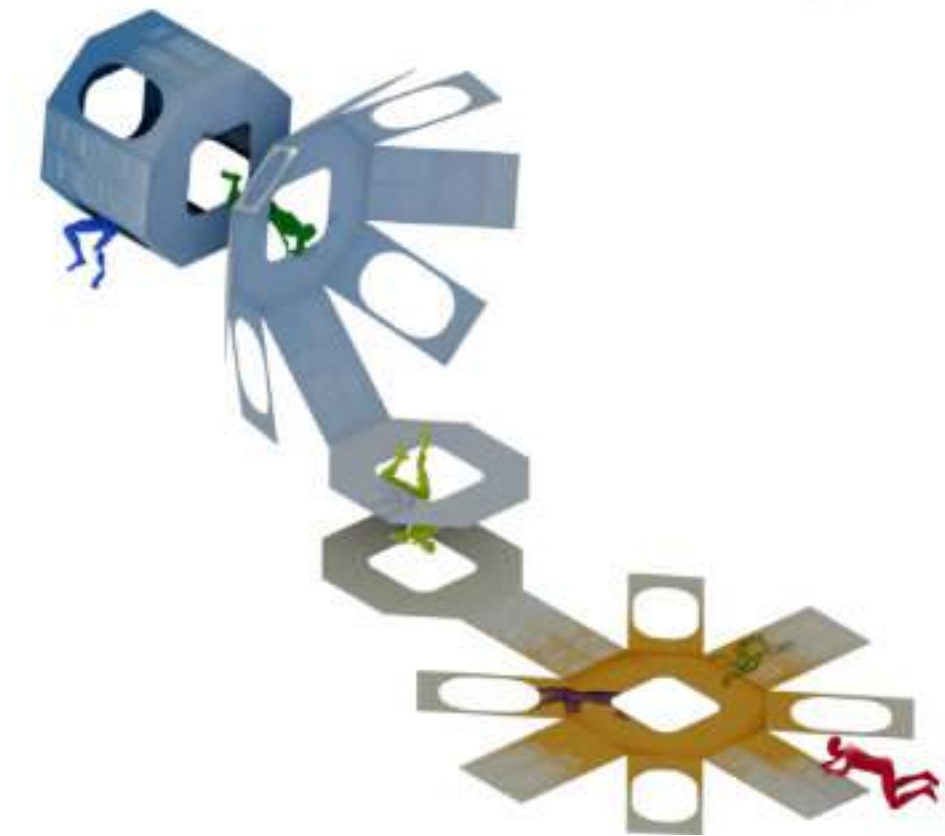
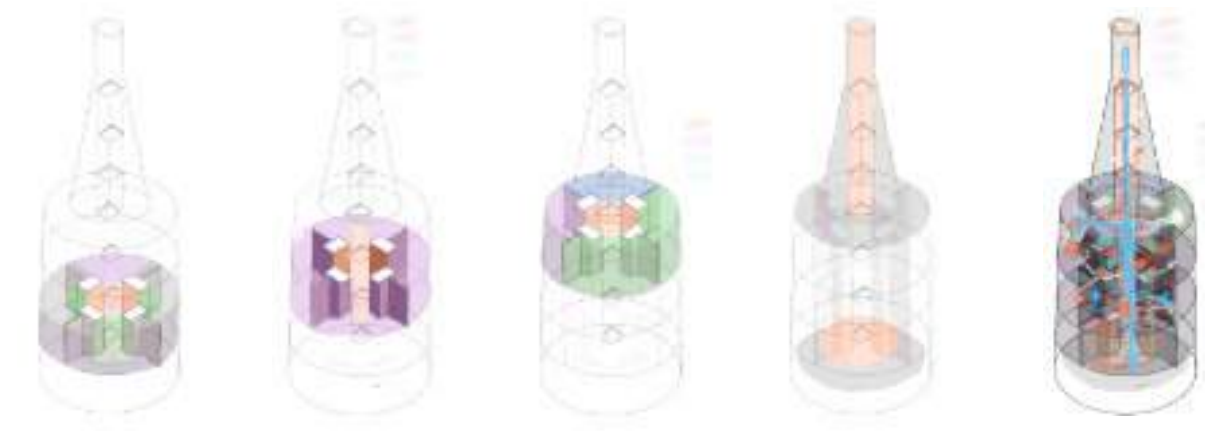


This project is included as relevant adjacent experience, as it demonstrates my ability to design and communicate complex interior environments where spatial clarity, material atmosphere, technical constraints and human use are tightly connected.

*This page: Concept visualisation
Opp page: Interior identity development*

The project required translating technical, operational and human factors requirements into coherent interior design proposals to support crew usability, comfort, orientation and long-duration habitation.

Certain images referenced where applicable. All other drawings, renders and sketches are my own



This spread: Interior visualisations of the galley.
Everything modelled, textured and rendered in Blender





Opp page: Interior visualisations of the recreational activity
This page: Interior visualisations of the exercise bay
 Everything modelled, textured and rendered in Blender



Architectural Background
Selected work across professional experience as an architect



*Left: Early concept visualisation
Above: Final construction
Above left: Construction detail*



8. Villa Lyla

SAOTA Architects / Nassau, Bahamas
High-End Residential Architecture

• *Architectural design support* • *Design development* • *Material and finish detailing* •
Modelling • *Technical drafting* • *Site coordination support*

High-end residential architecture project completed during my time at SAOTA. My work supported design development, modelling, drawings, material and finish detailing, visual coordination and site coordination support.

Photographs courtesy of SAOTA

*Above: Early concept visualisation
Right: Final construction*



9. Park Road

Stretch Architects / Cape Town, South Africa
Adaptive Reuse / Residential Architecture

- Architectural design • Technical design development • Drawings
- Modelling • Coordination • Project support



Left: Existing condition
Above left: Completed construction
Right and opp. page: Completed construction and details



Included as architectural background, this project shows my experience working with existing structures, design development in a sensitive context.

Photographs courtesy of STRETCH Architects



Material investigation: deteriorated clay brick revealed beneath existing plaster.

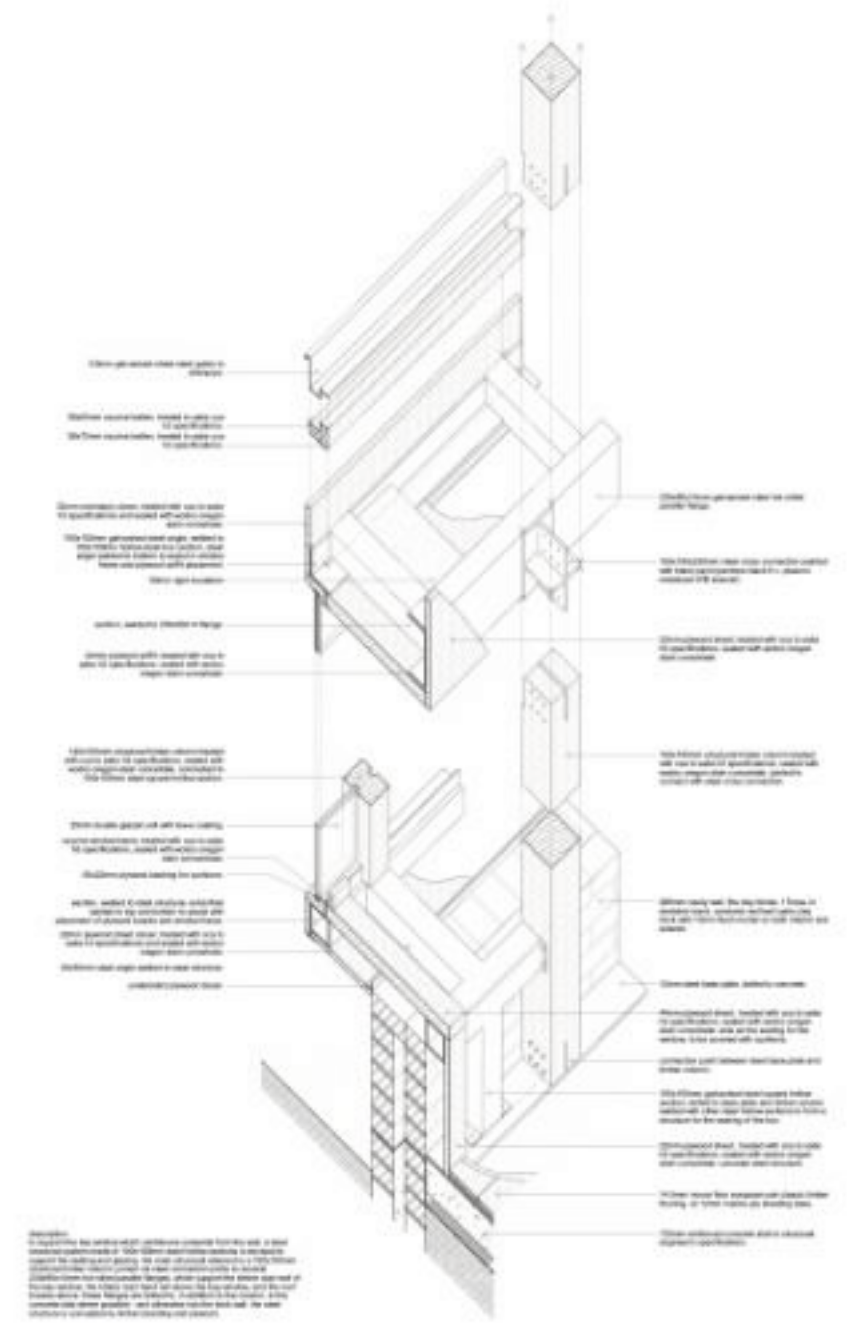
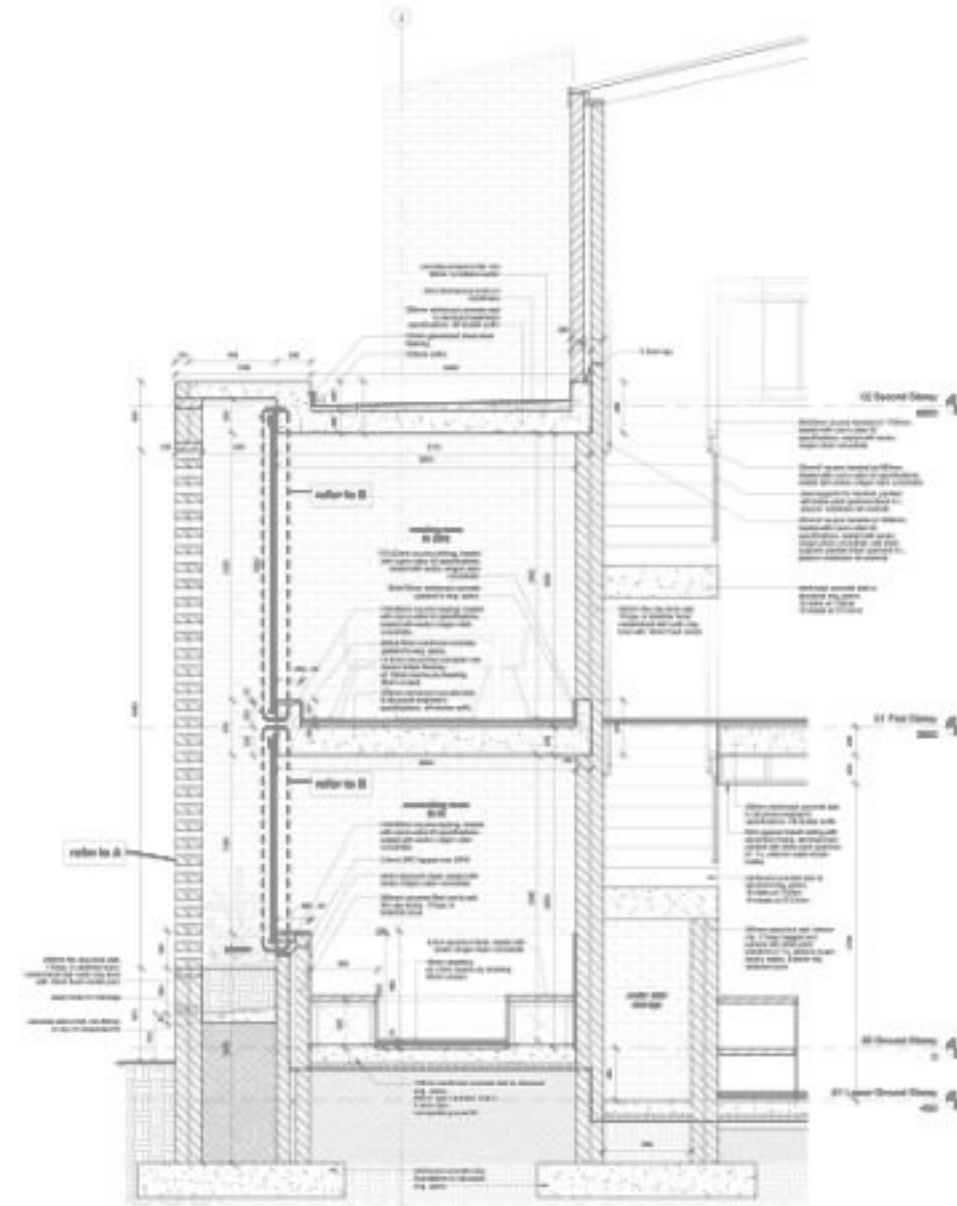
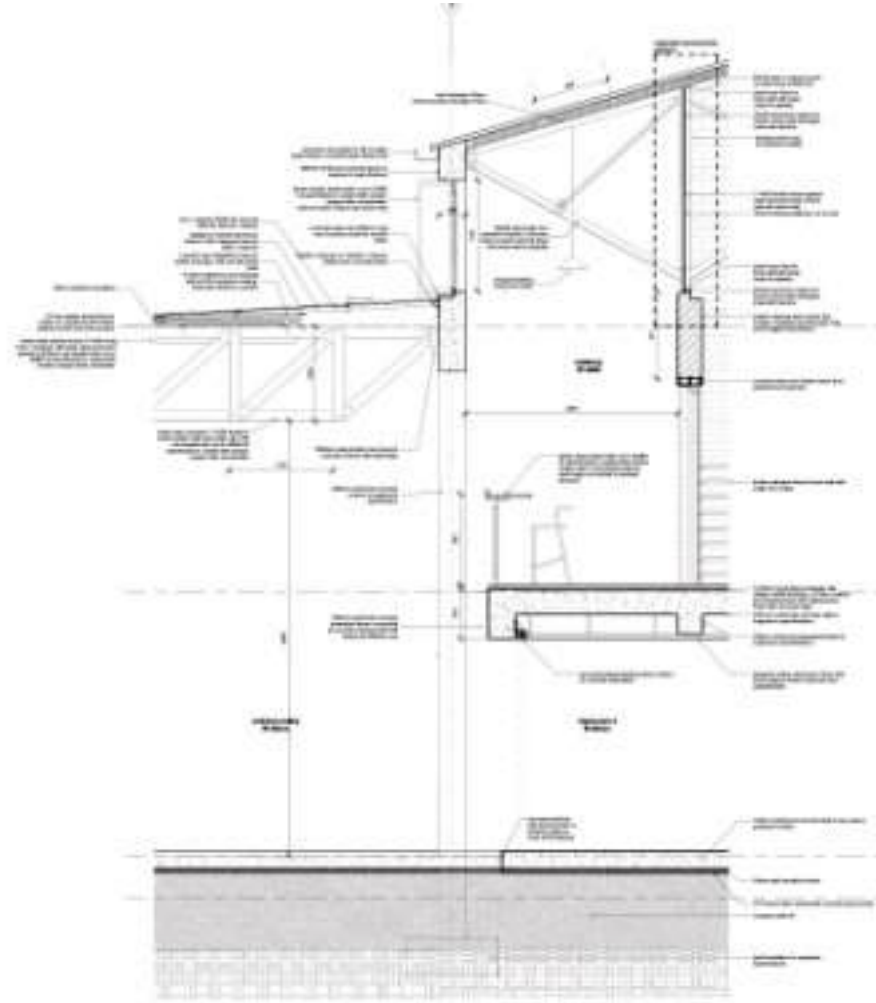


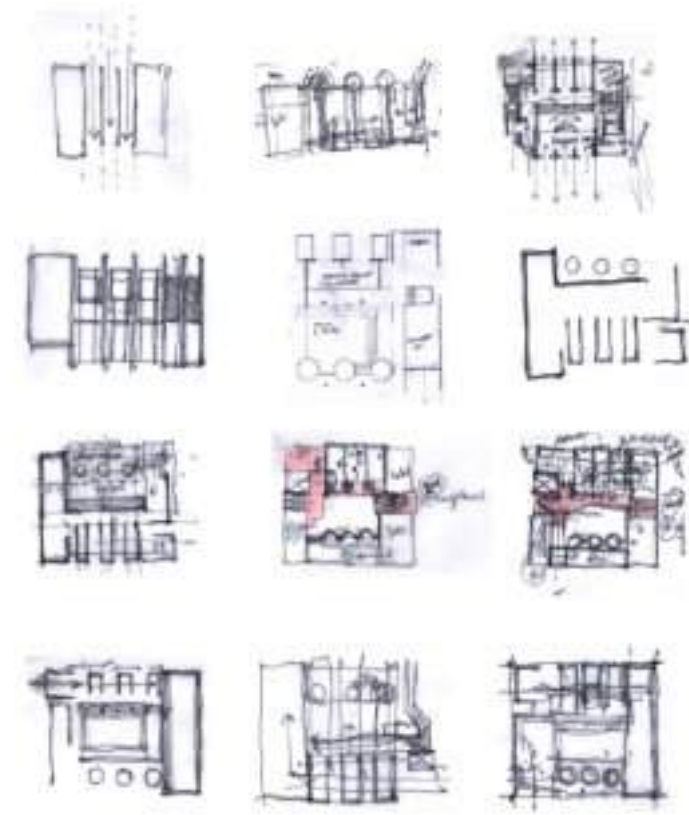


10. Early childcare centre

Own practice
New build / Education

- Architectural design • Technical design development • Drawings
- Modelling • Coordination • Project support





Thank you!

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