

ELENA M DOUGLAS

Set Design /
Themed Entertainment





Hello!

I'm Elena M Douglas, a Set Design and Themed Entertainment artist that graduated from Savannah College of Art and Design.

These are a few of my best pieces from my time at SCAD, if you have any questions then feel free to ask!



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About Me

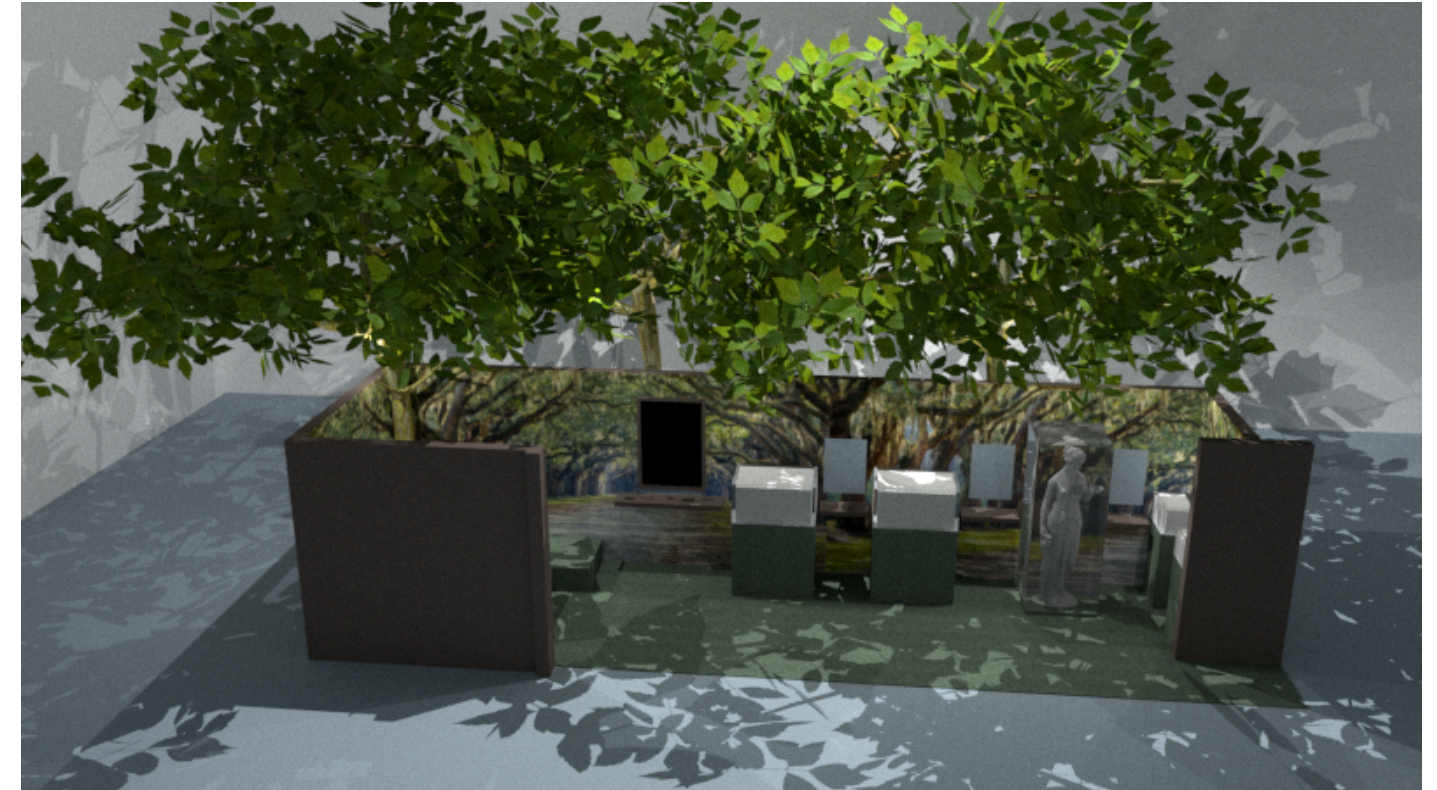
I design spaces with the narrative, actors, and viewers in mind. After all, what's the point of creating a space if it doesn't feel real?

Whether it's for the screen or for in-person experiences, I want to create sets that feel as immersive as possible.

Software/Programs I use:

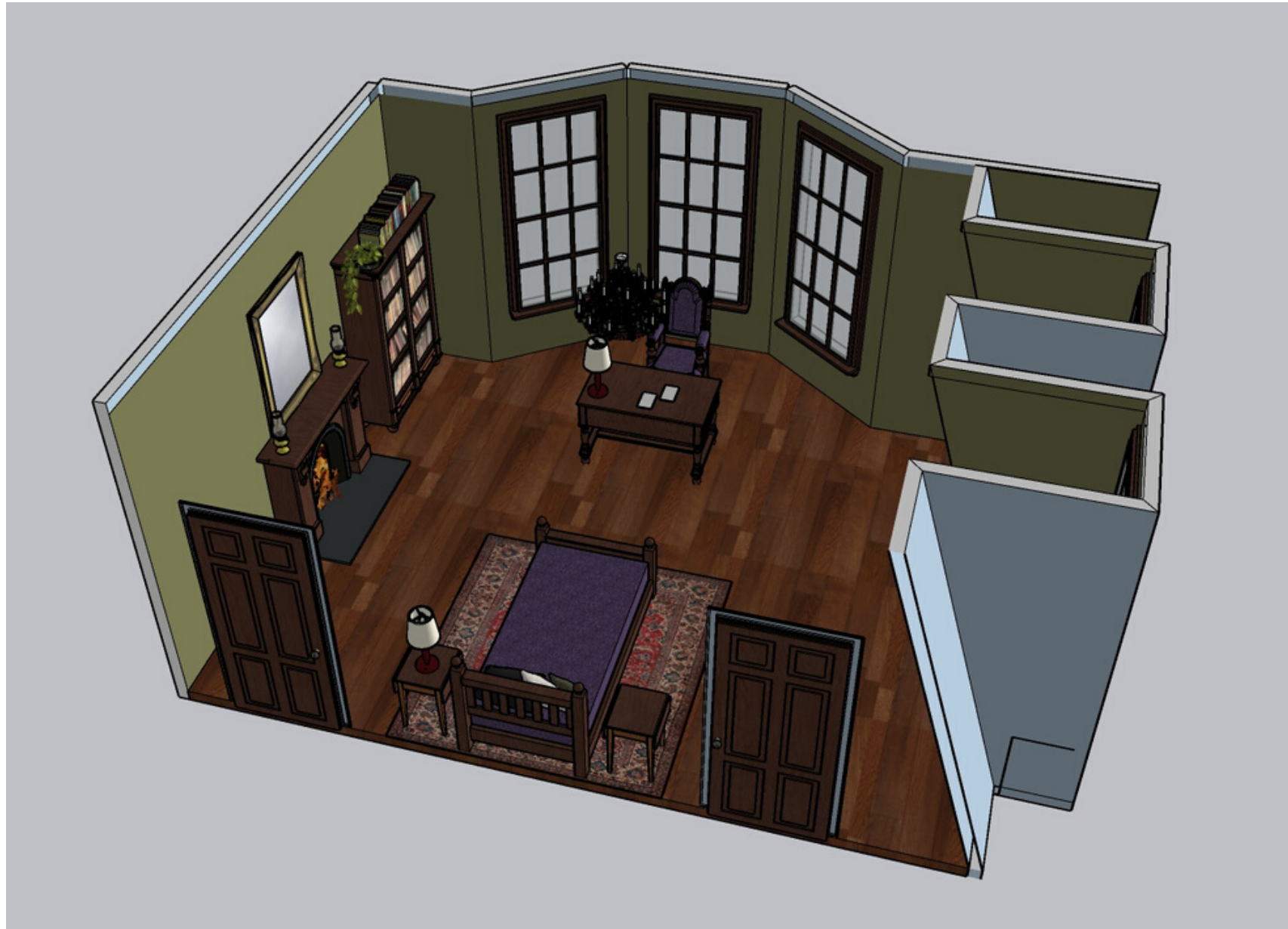
- AutoCAD (2D and 3D)
- SketchUp Pro
- V-Ray
- Adobe Photoshop (I'm Adobe Certified in this)
- Adobe Illustrator
- Microsoft Suite
- Google Suite
- Procreate

SketchUp Model



3D SketchUp Model – Exhibit Design

For this piece, I redesigned a museum exhibit to better utilize its space. I created the final render in SketchUp with V-Ray.



3D SketchUp Model – Bedroom

This is an overhead shot of the class project for one of my Production Design classes. We were tasked with redesigning one of the sets from the film "Beautiful Creatures." I chose to redesign Lena's bedroom using SketchUp Pro. I took references from Southern Gothic architecture and Southern plantation homes in order to create the perfect interior.

SketchUp Model



3D SketchUp Model – Bedroom 2

This is an interior shot of the class project for one of my Production Design classes. We were tasked with redesigning one of the sets from the film "Beautiful Creatures," but sitting it in a location easily-accessible to us. I chose to redesign Ethan's bedroom in my own dorm bedroom, and used SketchUp Pro and V-Ray for the task.



3D AutoCAD Model – Hedda Gabler

This was the final project completed for one of my Production Design classes. We worked hand-in-hand with the professional designer Steve Gilliam and turned his set design sketches for "Hedda Gabler" by Henrik Ibsen into 3D rendered sets. I utilized both AutoCAD 2D and 3D. I added lighting, textures, and colors from inside the program to create atmosphere.

AutoCAD



The same model, with brighter, less moody lighting.

Graduate Film

Simulacra (2022)

Set Dresser

Created on the SCAD XR Stage



Graduate Film



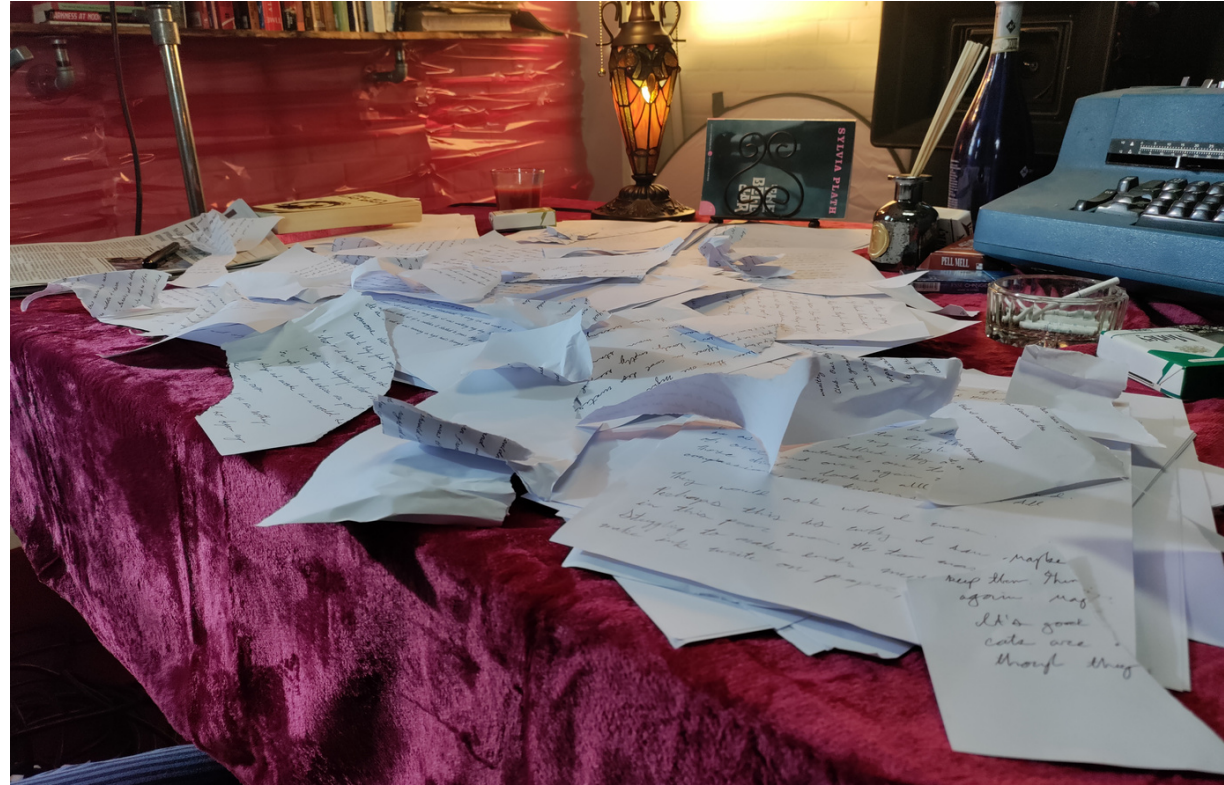
Get Real (2022)

Set Dresser

Props

Created on the SCAD XR Stage

Graduate Film



Rattlesnake in the Dream (2022)

Production Designer
Set Dresser
Props Master
Graphic Design



Graduate Film



Sleep Again (2022)

Production Designer
Graphic Designer
Prop Master
Set Dresser



Graduate Film



Standing Fire (2021)

Assistant Production Designer

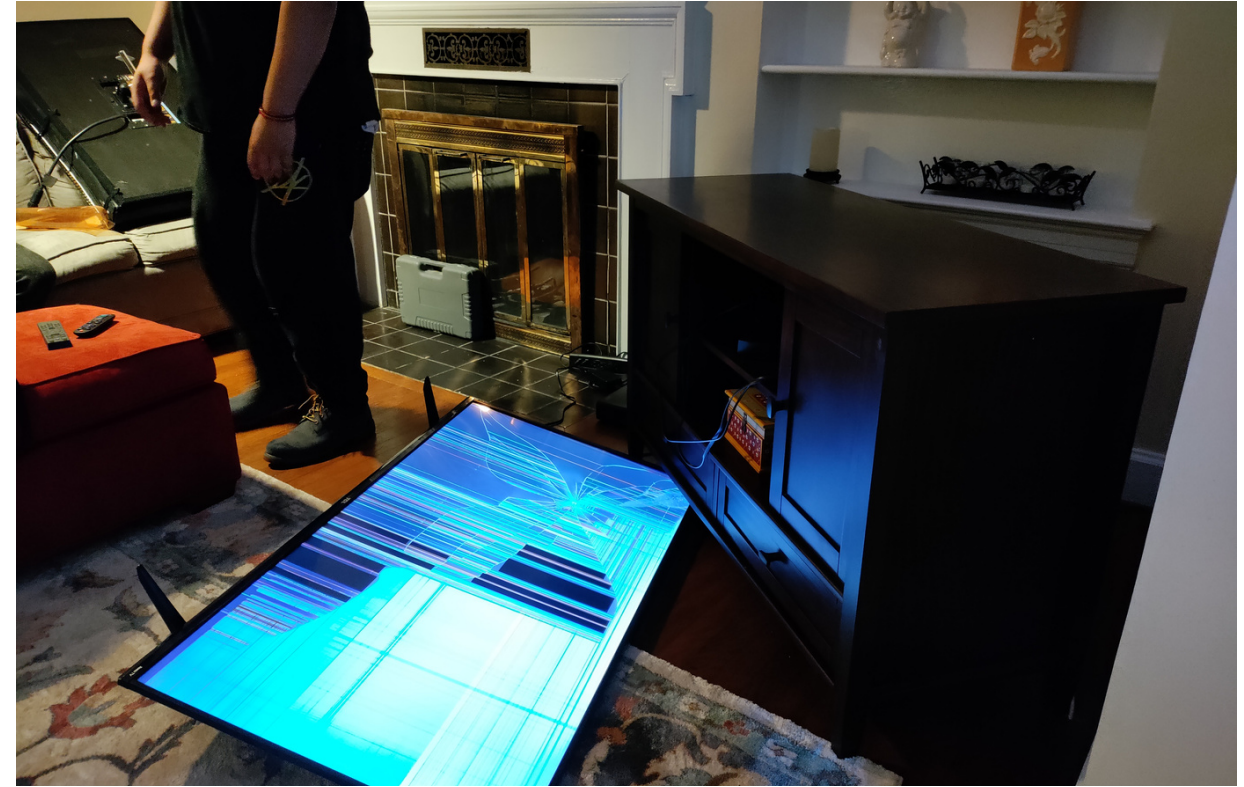
Assistant Costumer

Set Dresser

Props



Graduate Film

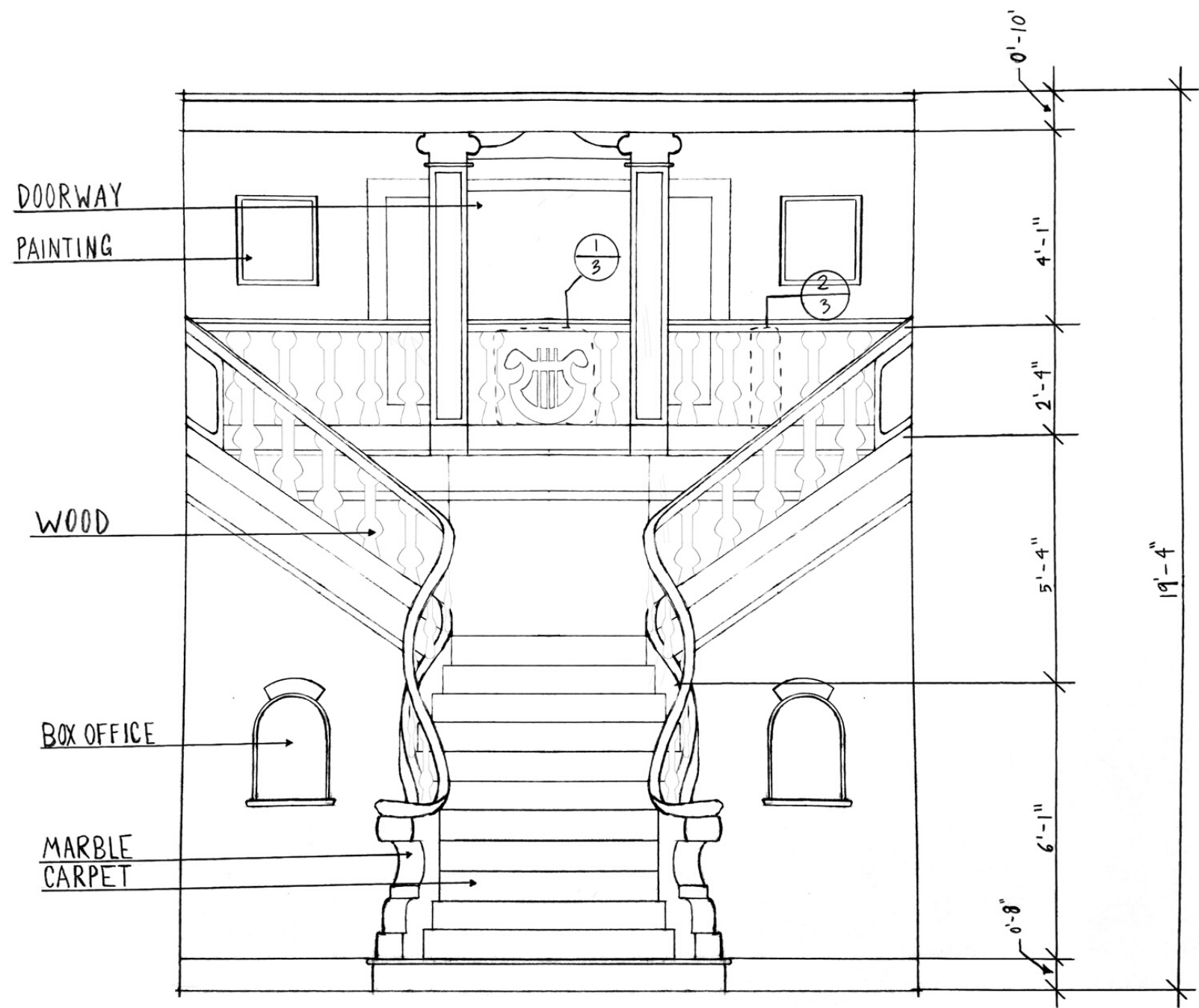


Jane (2022)

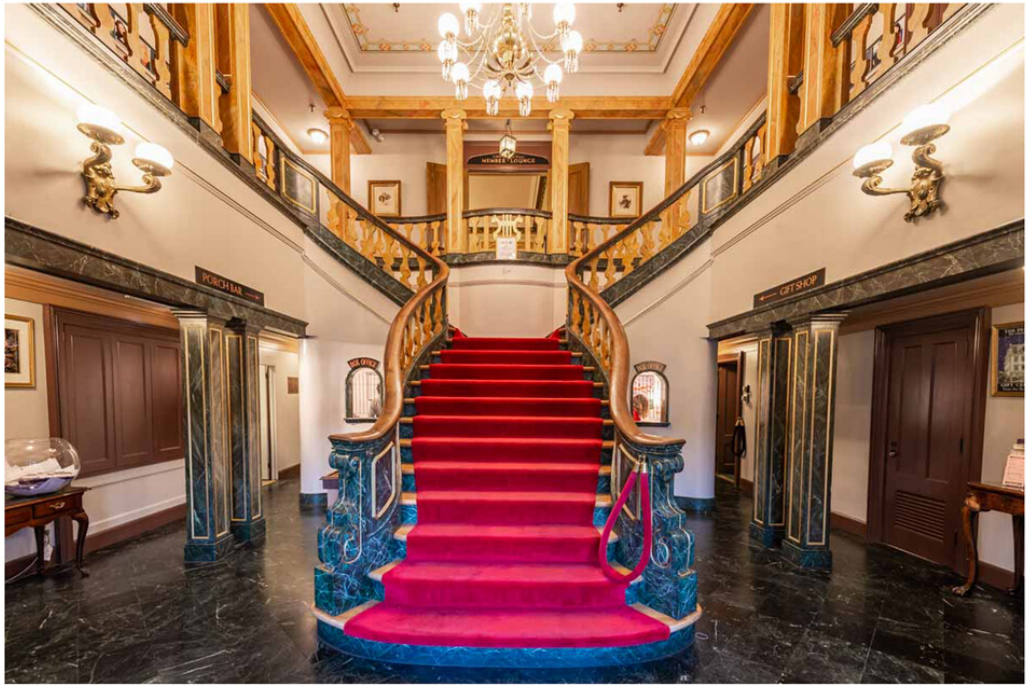
Production Designer
Set Dresser
Props Master



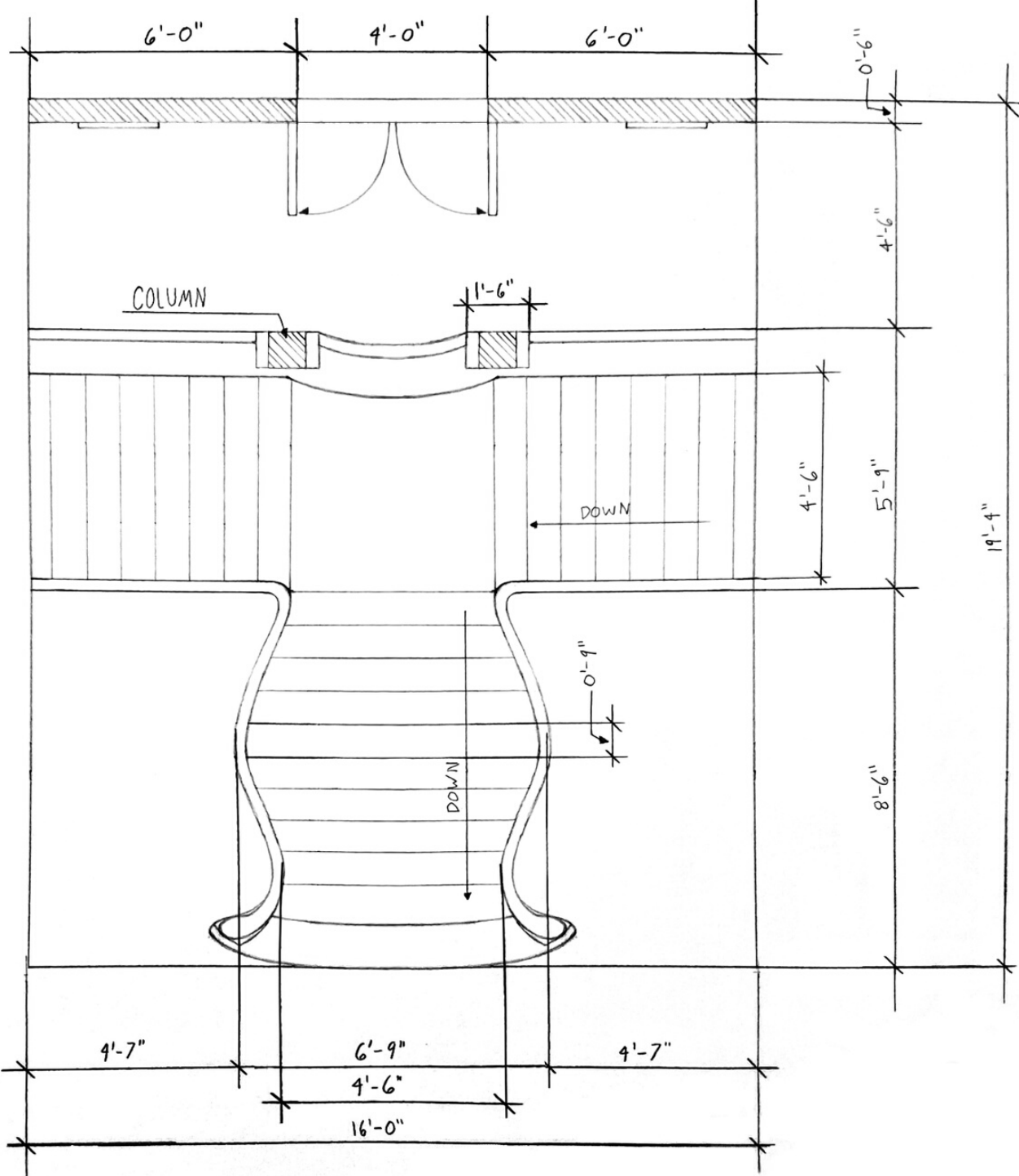
Drafting



① FRONT ELEVATION
SCALE: 1/2" = 1'-0"



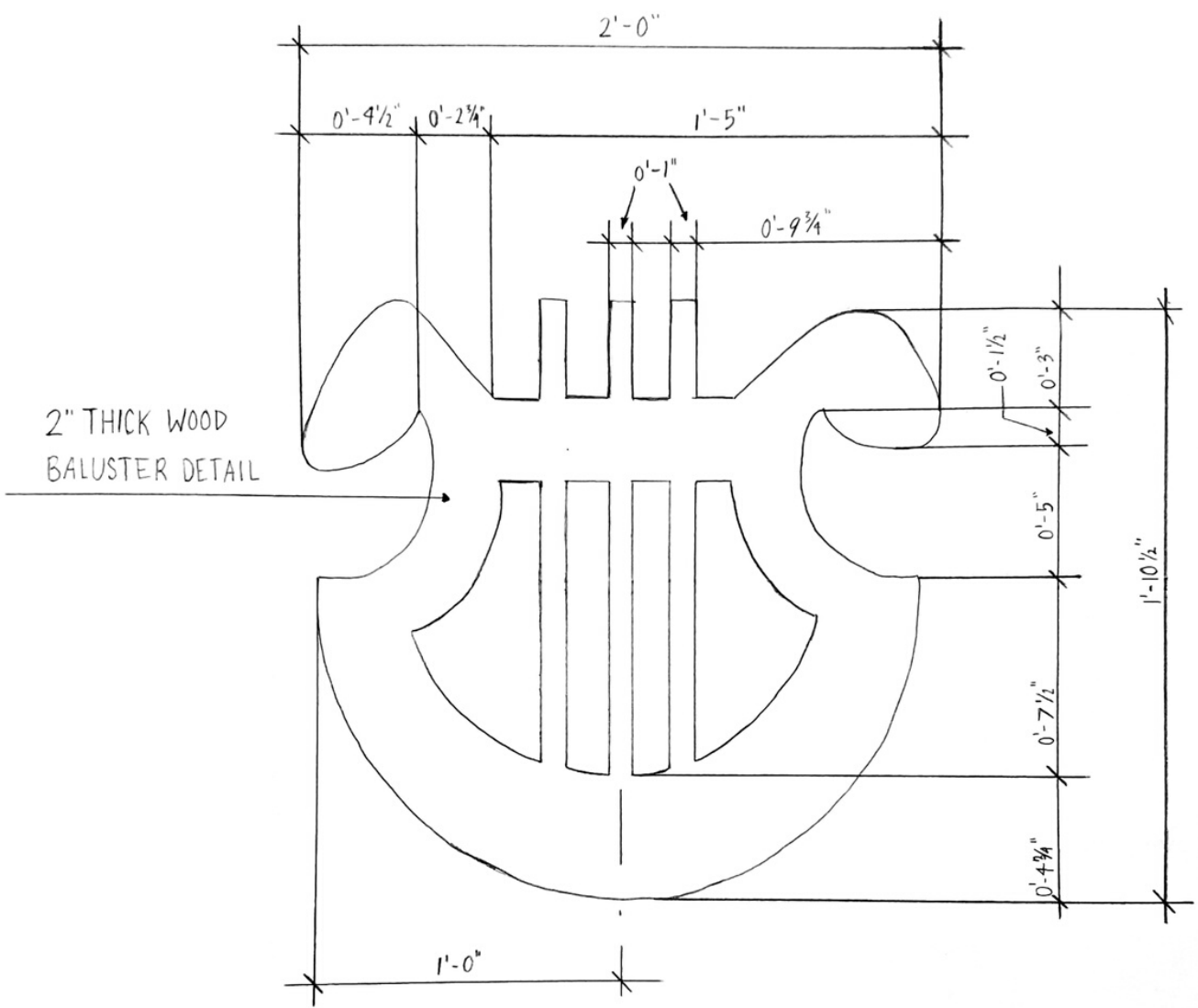
SCAD-SAVANNAH		
FINAL PROJECT		
PROD-309		
ELENA DOUGLAS		
5/27/21	1/2" = 1'-0"	



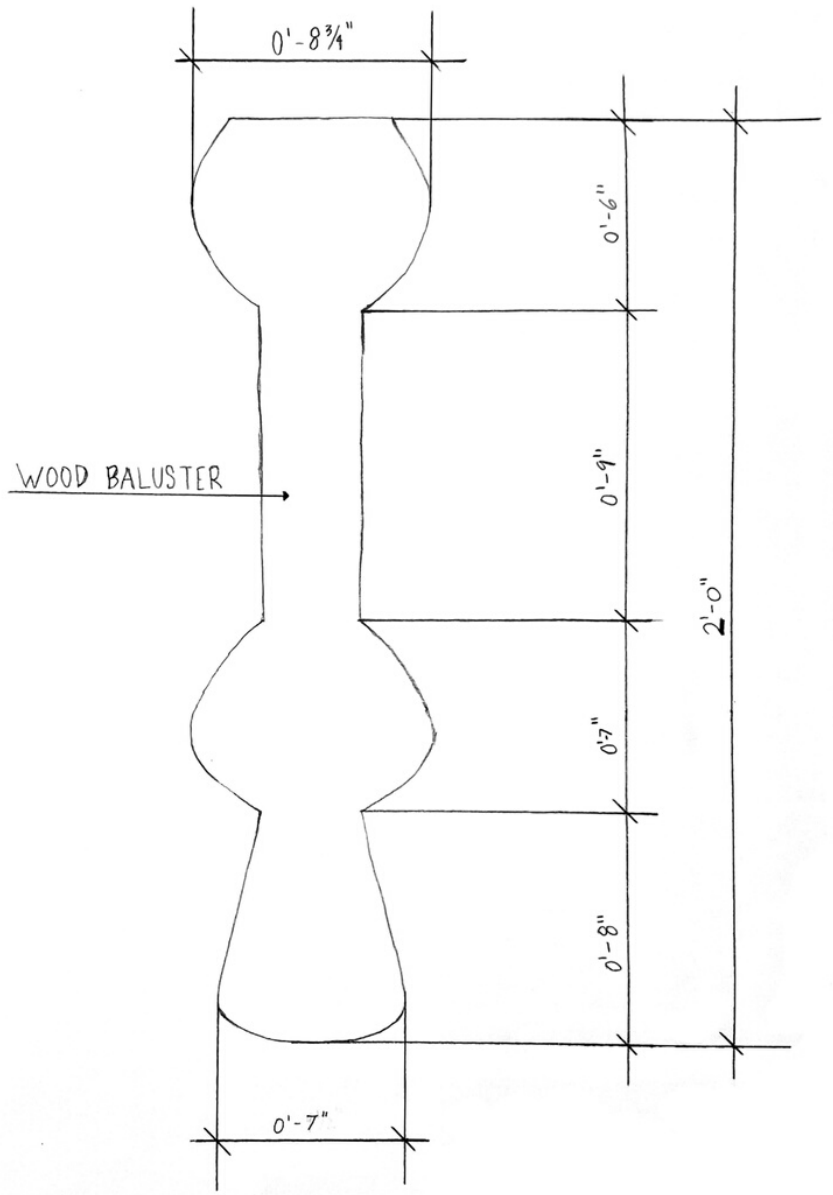
① GROUNDPLAN
SCALE: 1/2" = 1'-0"

SCAD-SAVANNAH		
FINAL PROJECT		
PROD-304		2
ELENA DOUGLAS		
5/27/21	1/2" = 1'-0"	

Drafting



① BALUSTER DETAIL
SCALE = 3" = 1'-0"



② BALUSTER
SCALE = 3" = 1'-0"

SCAD-SAVANNAH		
FINAL PROJECT		
PROD-304		3
ELENA DOUGLAS		
5/27/21	3" = 1'-0"	



Concept Art – Ophelia's Room

This was a project for my design class. I came up with the concept of "The Hamlet Hotel," and then designed various rooms that would be in the hotel. This image is of Ophelia's Room, which would include a large faux Weeping Willow tree over the bed, faux tree trunks around the room, and an LED-lit "stream" through the carpet covered in plexiglass. The wall and ceiling murals I also designed by hand utilizing Adobe Photoshop. The final render was also completed in Adobe Photoshop.

Fine Art



Other Fine Art

1. Charcoal on white paper, 32"x40"
2. White charcoal on black paper, 32"x40"
3. Mask using plaster strips, sculpey, moss, crystals, acrylic paint
4. Charcoal on white paper, 32"x40"
5. Self Portrait using chalk pastels, 32"x40"

Fine Art

