



DOLLS' HOUSE



Same skills, different scale: This miniature set delivered realism, accurate detailing & lots of charm.

We get asked to make all sorts of things in all sorts of sizes. It's unusual, however, for us to be asked to create something quite so small and so detailed as this Dolls' House, commissioned by Orillo Films. We worked to a 1:12 scale, traditional for models and miniatures, creating a set that despite its size, accommodated Orillo's full-sized filming kit whilst delivering realism, detail and charm. The film used quirky tricks of scale and touches of humour to provide information on the range of room-specific Dulux paints. The set was made specifically to enable Orillo to maximise each shot, revealing a room at a time, allowing access for the camera, but also for 'giant' hands holding signs to appear from above.

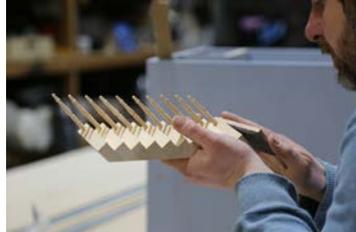




Accurate detailing

A seamless transition from the outside façade, complete with turfed lawn, to the inside corridor was achieved with the help of two different sized yet identically detailed front doors. Our Hewlett Packard multi jet fusion 3D printer quickly created the two differently scaled sets of lion-head door knocker and door knob, providing wonderful fine detail and accuracy.

Inside, a long 'corridor' built around the camera track led to a series of five differently themed and fully propped miniature rooms. Scene changes between the rooms were facilitated with what is, at 1.5m diameter, undoubtedly the smallest turntable we've ever made. The kitchen, bathroom, sitting room and hallway were mounted on the turntable, an additional and 'expandable' attic room replacing one of the turntable rooms as required.



The scenic skills required are pretty much the same, regardless of scale. Our team provided a range of accurately miniaturised and finely finished details such as the stairs, skirting and flooring whilst making, sourcing, adapting and assembling an assortment of props. The 'Little Guide to Paint Finishes' video can be found on the Dulux UK YouTube channel.

