ANDREA STERN

ART DIRECTOR / SET DESIGNER

A selection of set design, technical drawings, 3D work & art direction



dea.stern@gmail.com 07935 936 937 www.deastern.co.uk

COMMERCIAL • 2026

Oura• Wear Your Best Life

ART DIRECTOR/ 3D MODEL MAKER

SUPERPRIME LA • DIRECTOR SAM WALKER

A New York street, SketchUp

I developed the New York street environment in 3D, exploring scale, shopfronts, city detail and the viewpoints needed for the commercial.

Architecture, traffic layout and street depth
From broad street geometry to the small details that give a place its personality.









Camera studies

Elevated view & road-level perspective





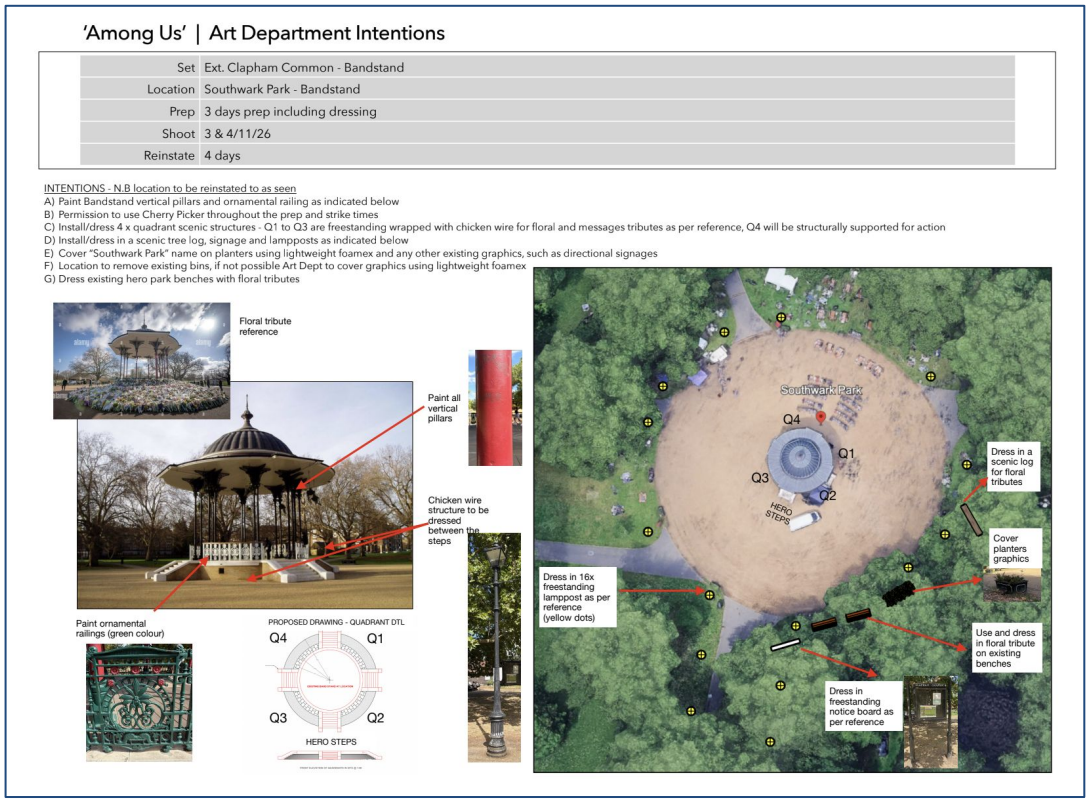
FINISHED STREET RENDER & WORKING MODEL • NYC ENVIRONMENT DEVELOPMENT

Among Us

SENIOR ART DIRECTOR

SENIOR
ART DIRECTOR

A people-and-production focused role: helping the Art Department deliver through clear communication, coordination and practical decisions.



The technical drawings were produced by the Art Directors I supervised.

Leadership & collaboration

Oversaw two Art Directors and working closely with the Supervising Art Director, keeping design and production teams connected.

Construction & action elements

Coordinated construction, action vehicles and breakdowns, supporting the practical delivery of sets and sequences.

Production management

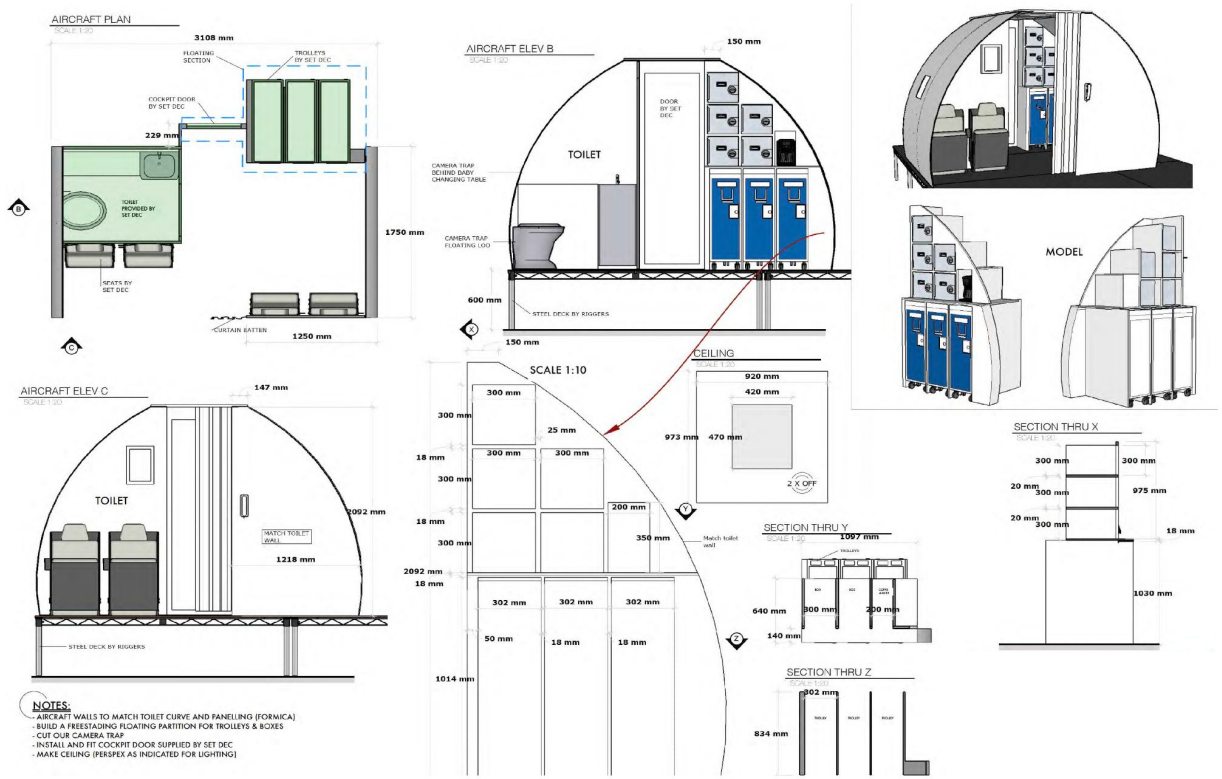
Supported budgets and cost figures, planning, schedules, script updates, production meetings and presentation materials.

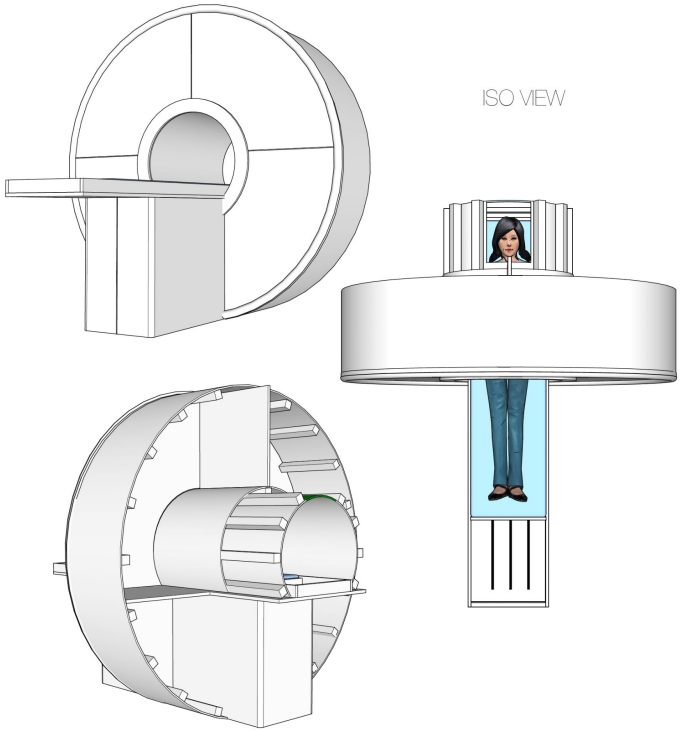
The Crow Girl • Series 1 & 2

ART DIRECTOR

Aircraft toilet & MRI Machine

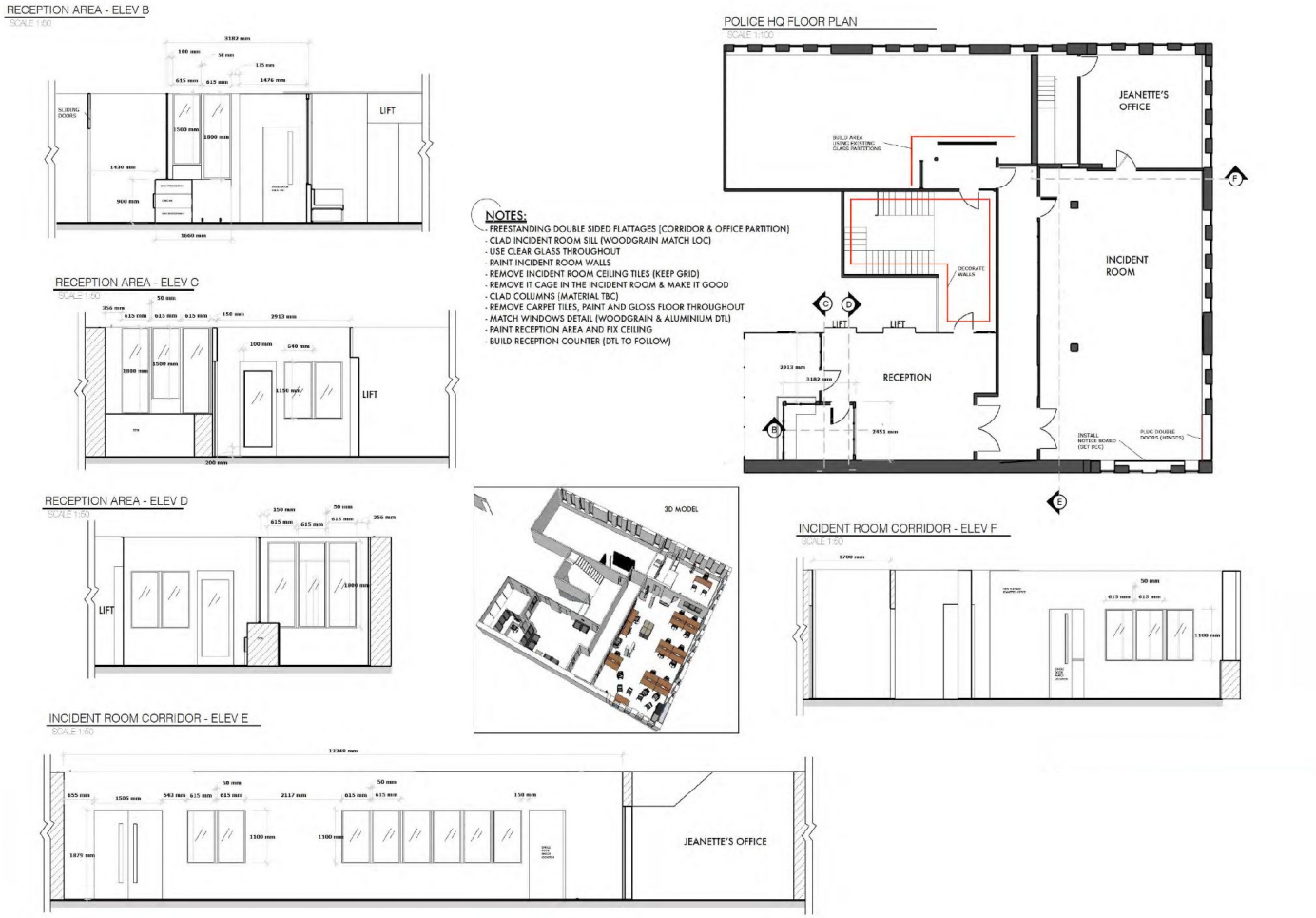
Technical information alongside visual development
Working between precise set drawings and visual references - turning unusual spaces into practical, buildable environments.





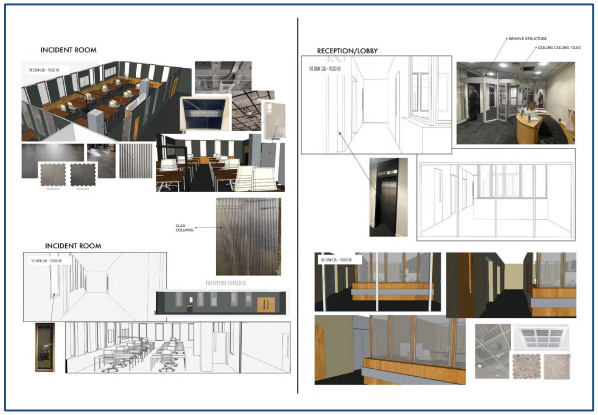
The Crow Girl • Series 1 & 2

ART DIRECTOR



Police Station - Incident Room

Technical information alongside visual and materials development



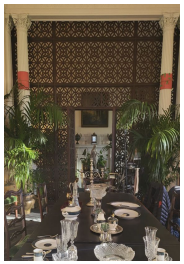
Locked In

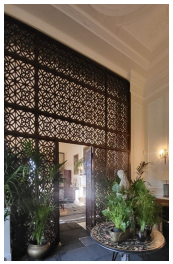
ART DIRECTOR

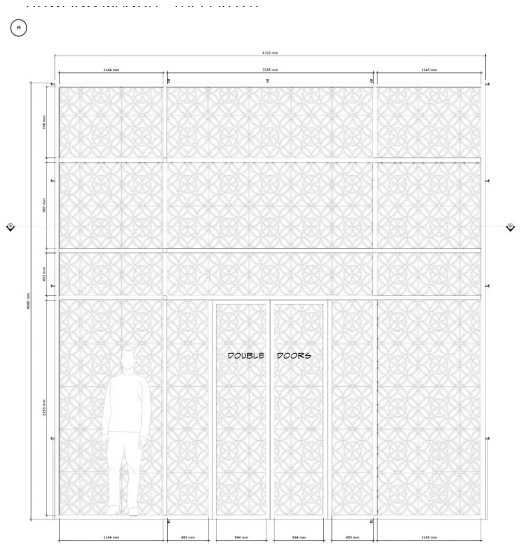
Rowling Manor - trellis

Pattern, geometry & construction

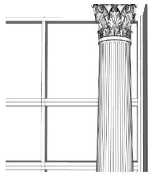
A detailed decorative feature developed through elevations, pattern work and 3D references, with fabrication and installation in mind.

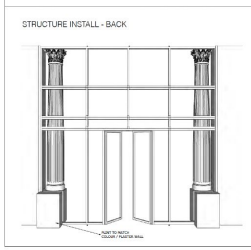


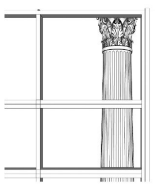


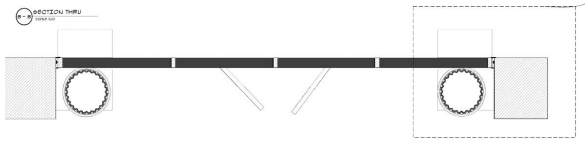


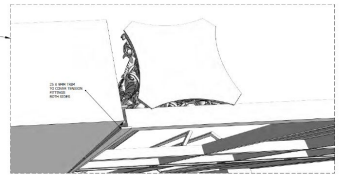










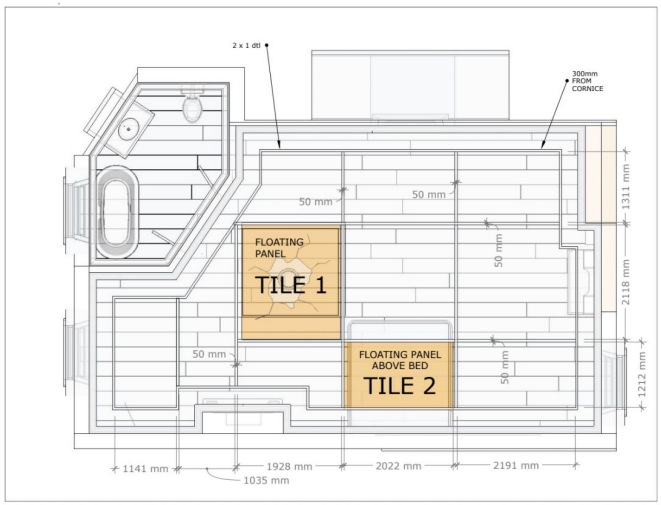


Lina and James Bedroom - Manor trellis

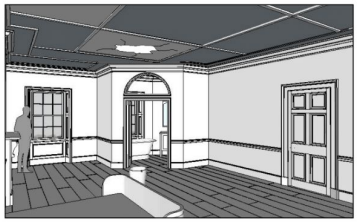
Pattern, geometry & construction

A detailed model illustrating changing and breakaway tiles designed to facilitate the flooding of the room (SFX)





CEILING COLOUR: TO MATCH THE WALLPAPER REF LIGHTEST COLOUR - TBC

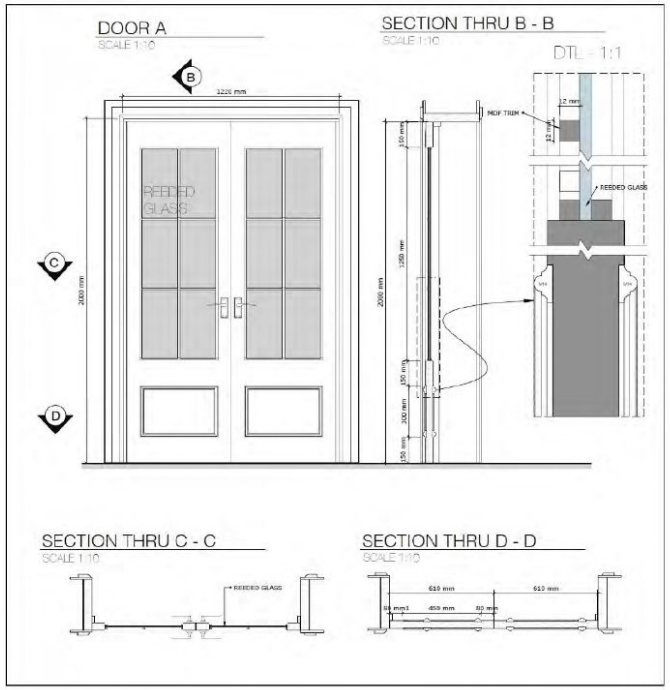


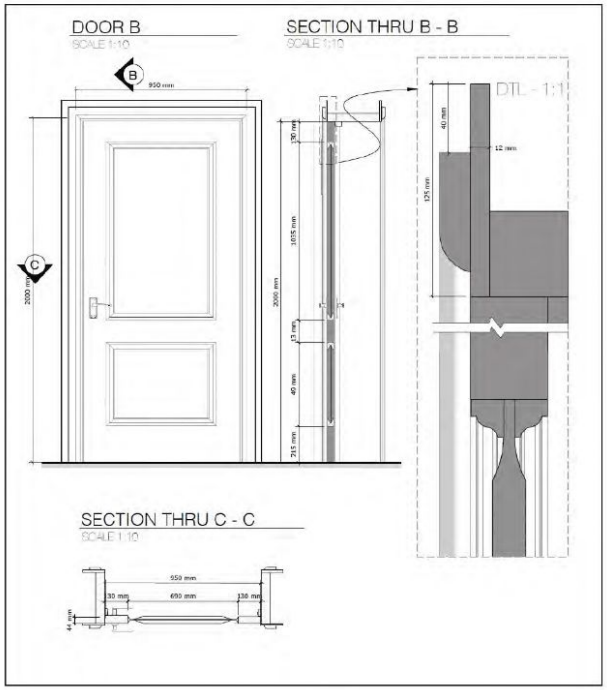


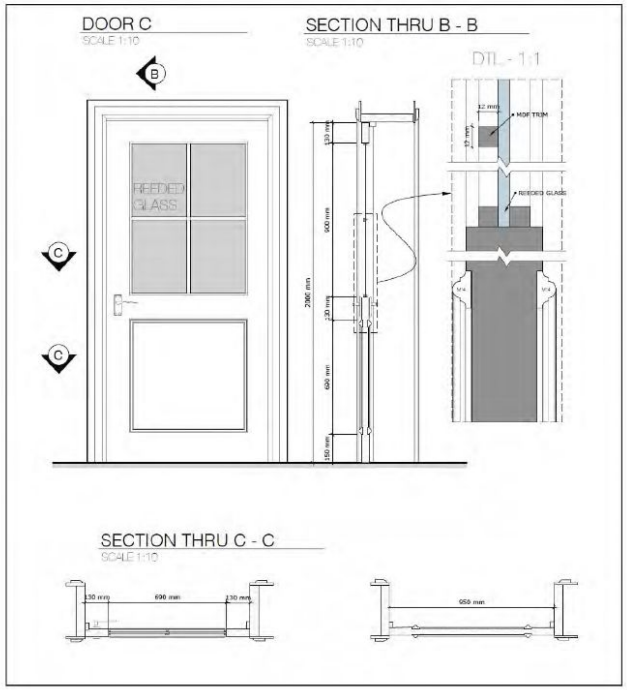


Golda

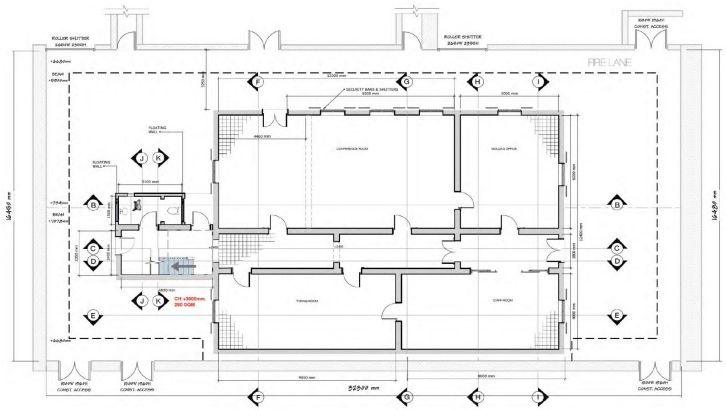
ART DIRECTOR



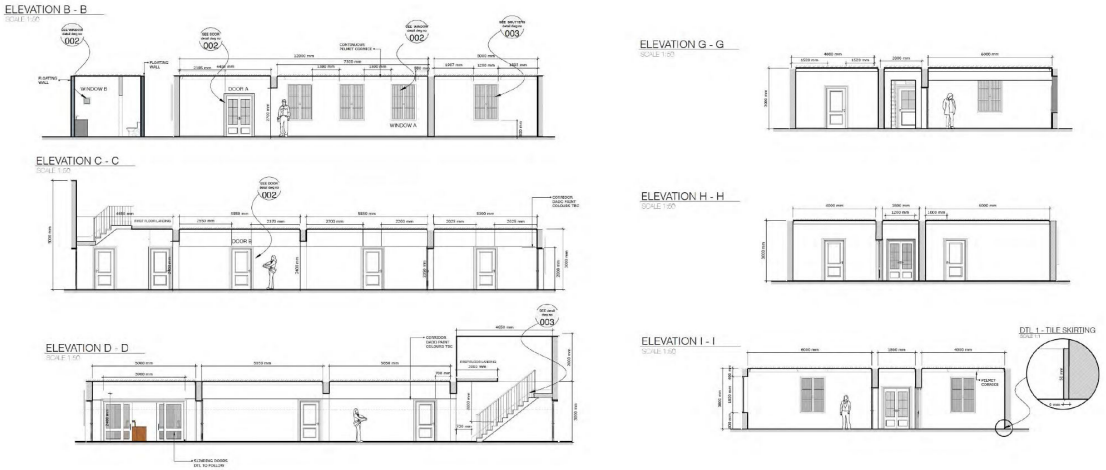




Golda's Office - Door Dtls



Golda's Office - Floor Plan



Golda's Office - Elevations

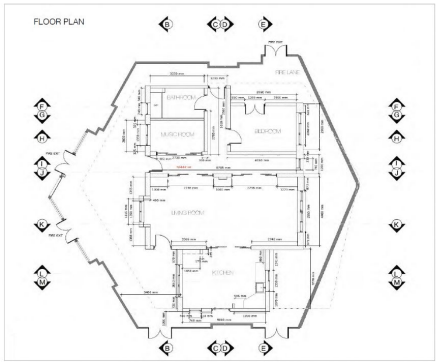
Golda

ART DIRECTOR

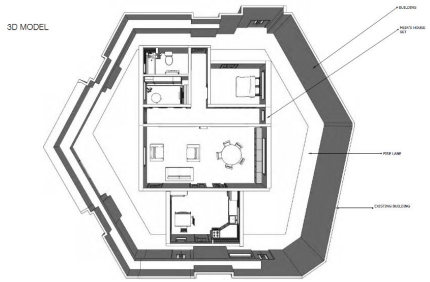
Golda's house

Plan and 3D spatial development for building within a existing room.

Set to match original house in Israel









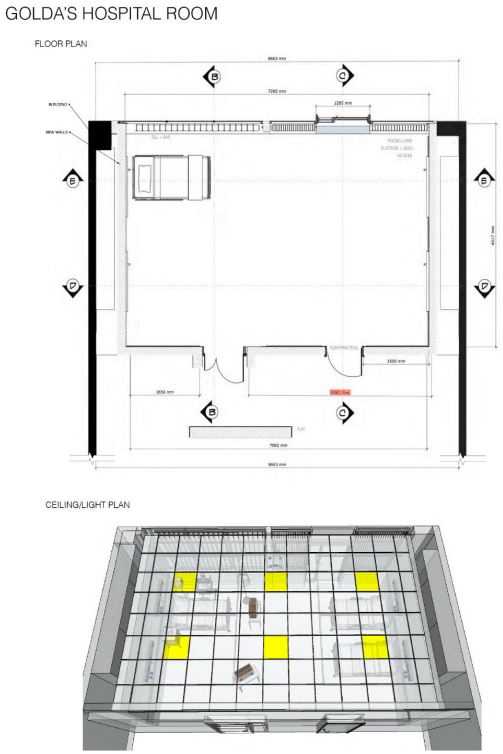




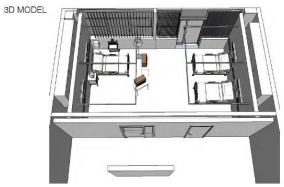


Hospital room

Model and technical study for building, floating walls and ceiling plan







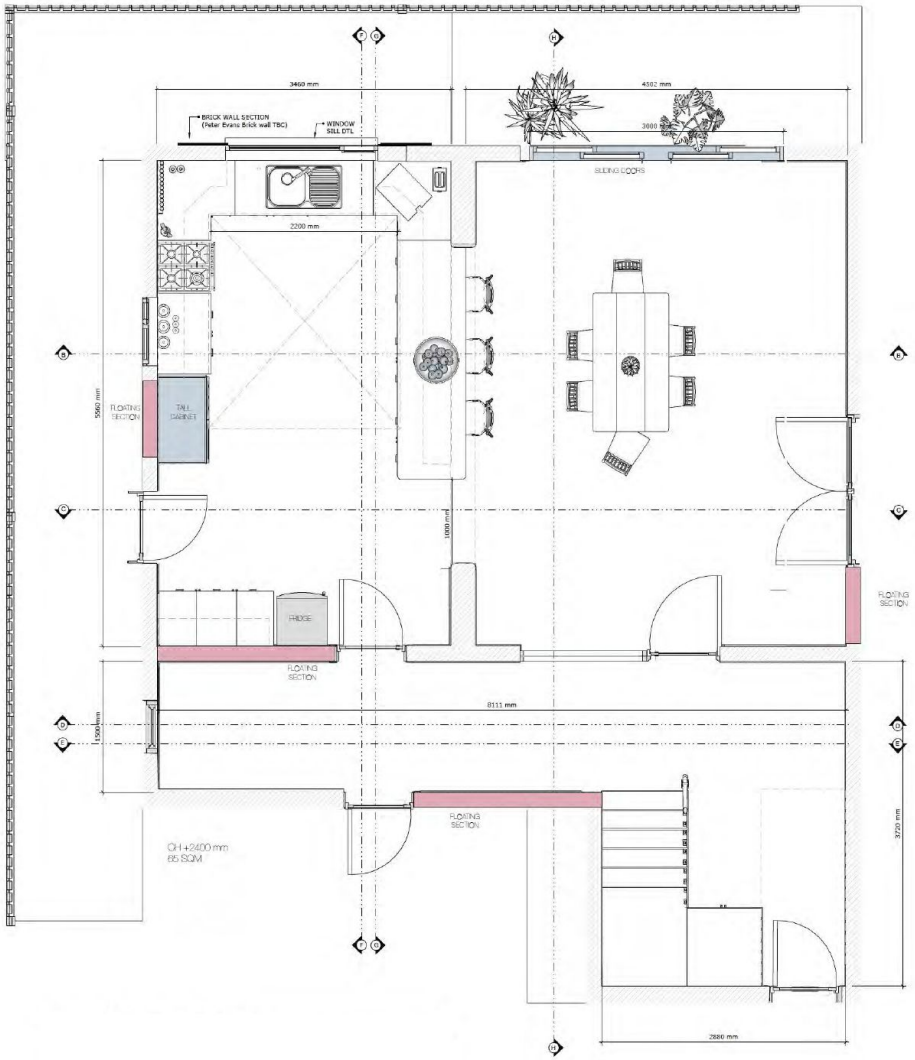
FEATURE FILM (MUSICAL) • 2023

Greatest Days

ART DIRECTOR

Rachel's house

Domestic floor plan and three-dimensional studies. Set construction designed to accommodate dance choreography, magic cabinets, and practical theatrical special effects.











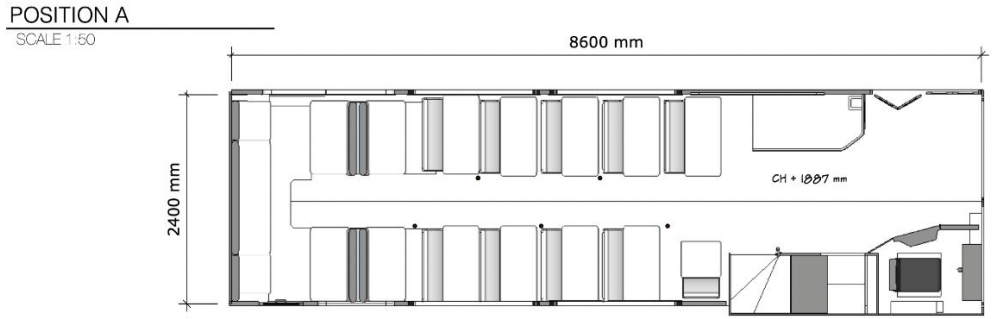


Greatest Days

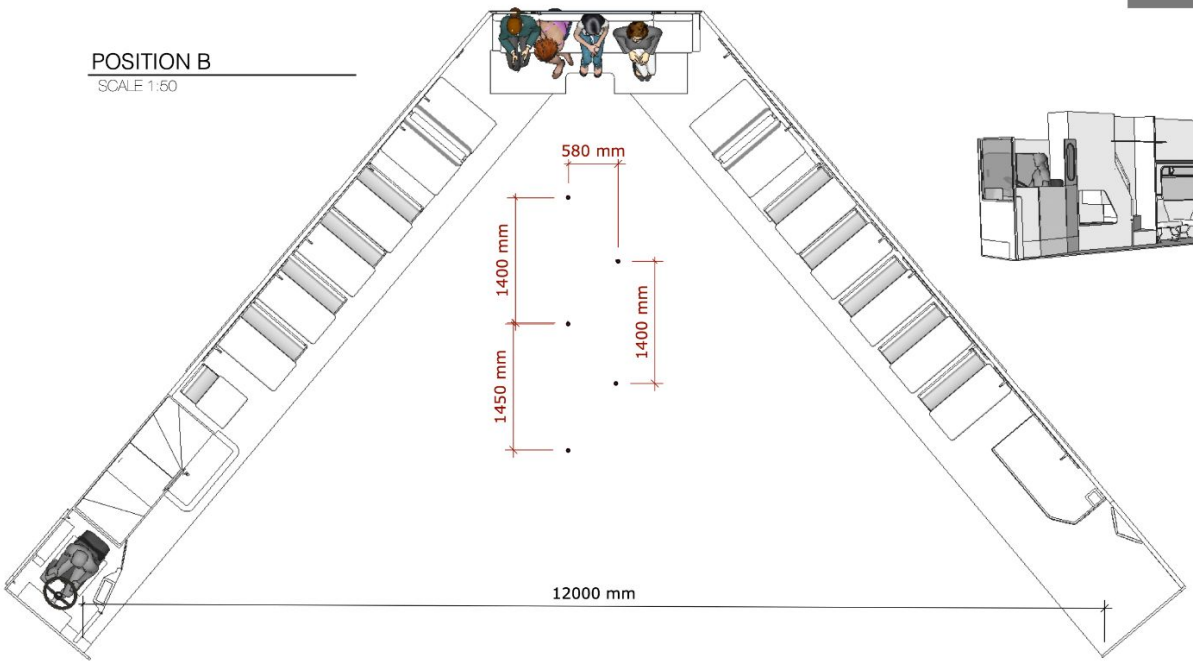
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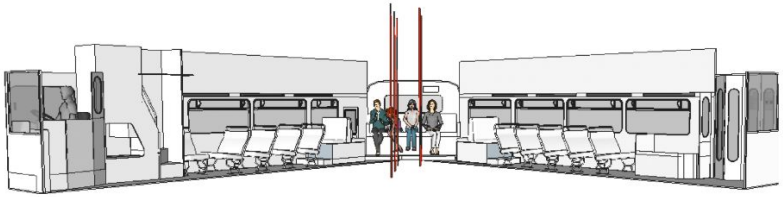
Magic Bus

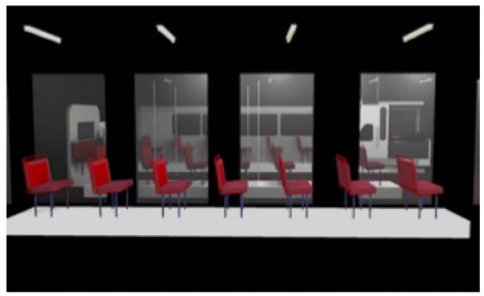
Theatrical bus to be built on stage, consisting of two practical side sections designed to be moved during the scene as part of the action. The bus dimensions have been modified to accommodate the dancers' choreography.







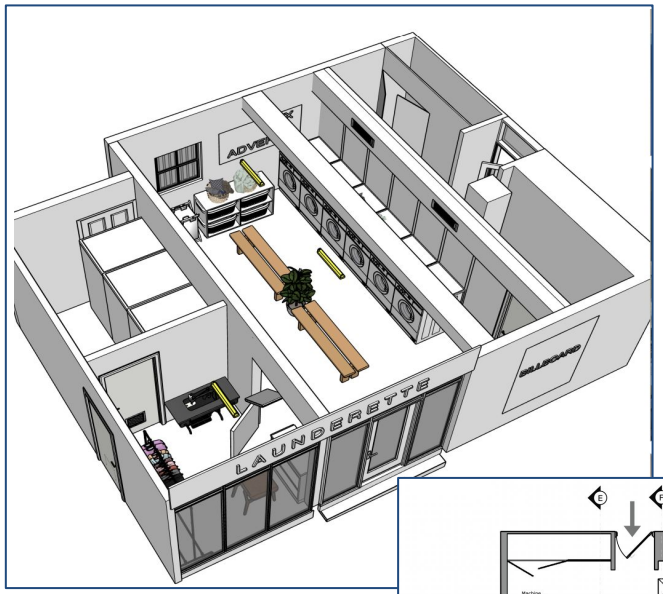


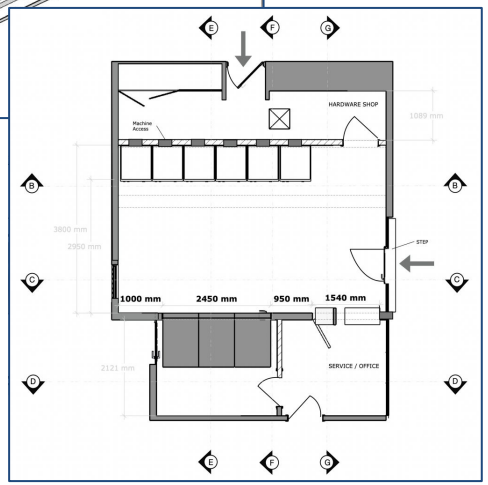


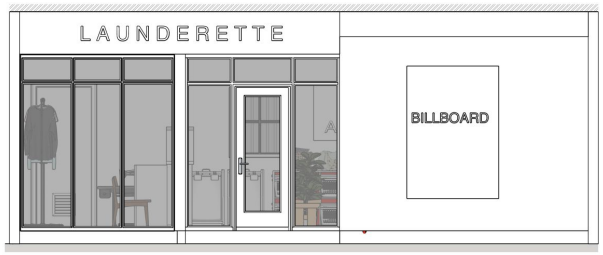
Call the Midwife

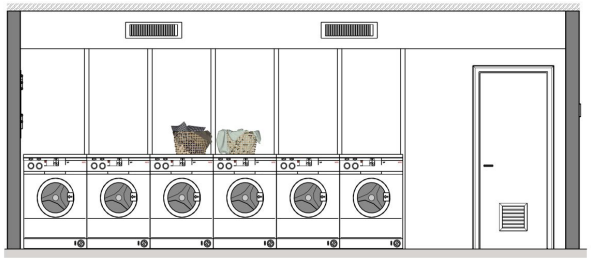
ART DIRECTOR

Launderette - Floor Plan, Elevations & 3D Model













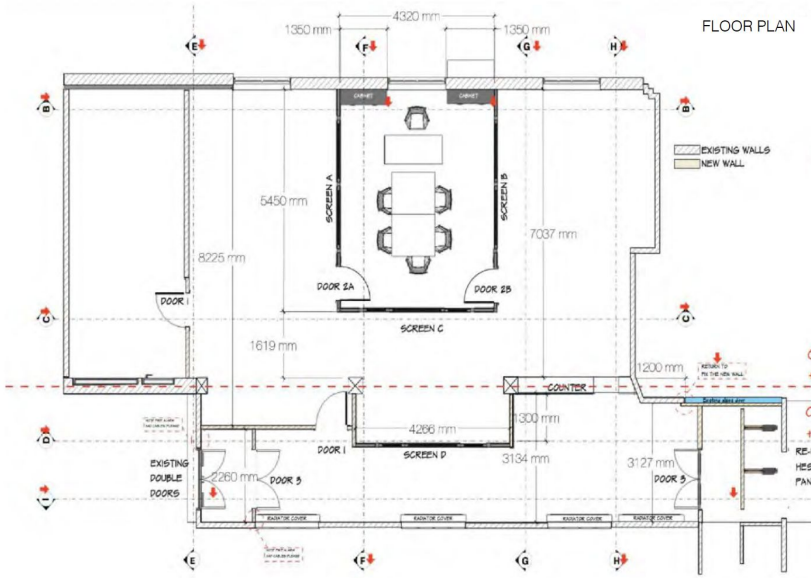




Living

Public Office & Doctor' Surgery - Floor Plan & 3D Model

Architectural detail, floor plan, elevations & modelling.



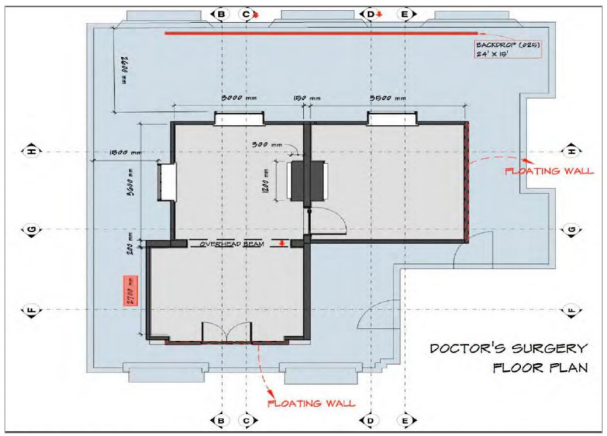








DOCTOR'S SURGERY



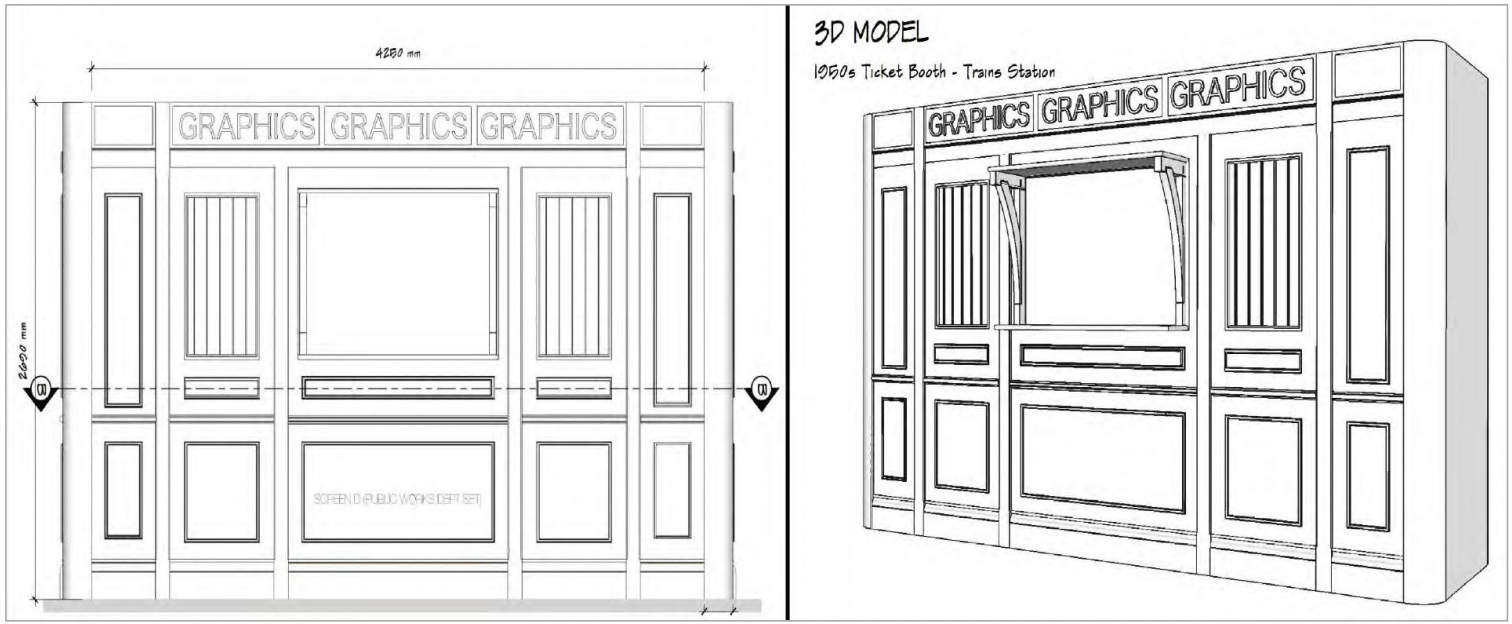


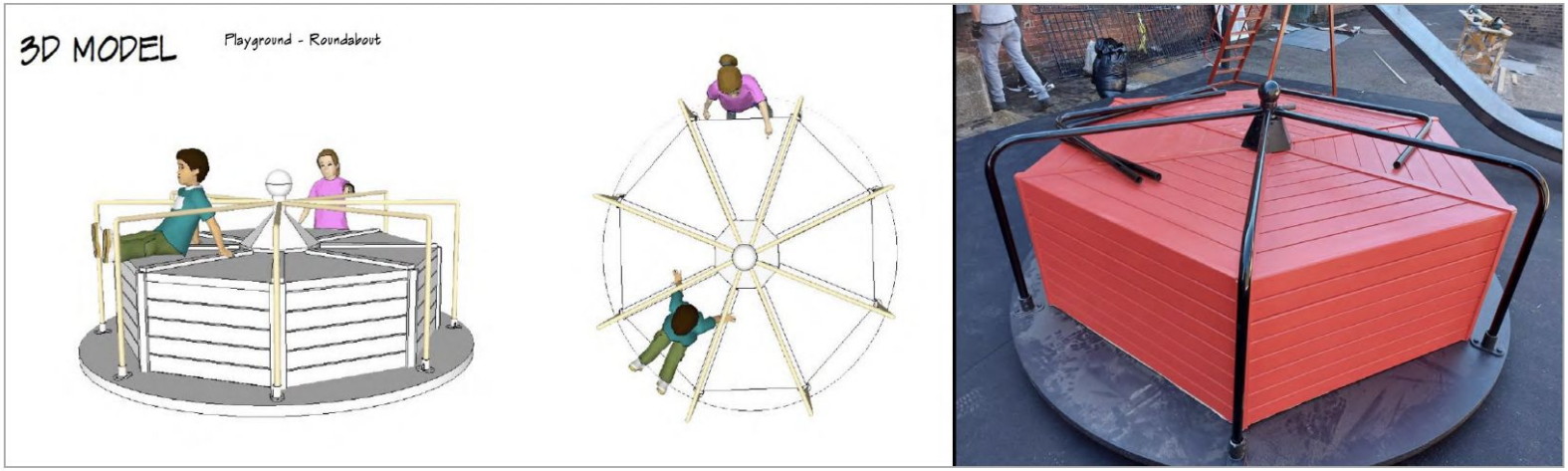


Living

Train Station Kiosk and Playground Element

Architectural detail & modelling for construction

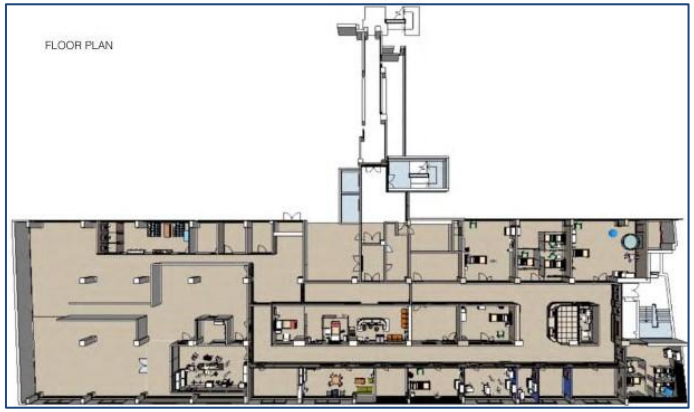




This Is Going to Hurt

ART DIRECTOR

Hospital sets: Labour and Delivery Ward & NICU / SCBU
From floor planning to small-scale details

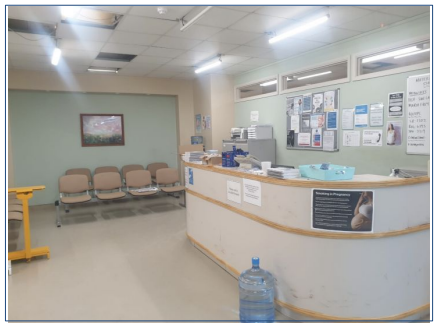






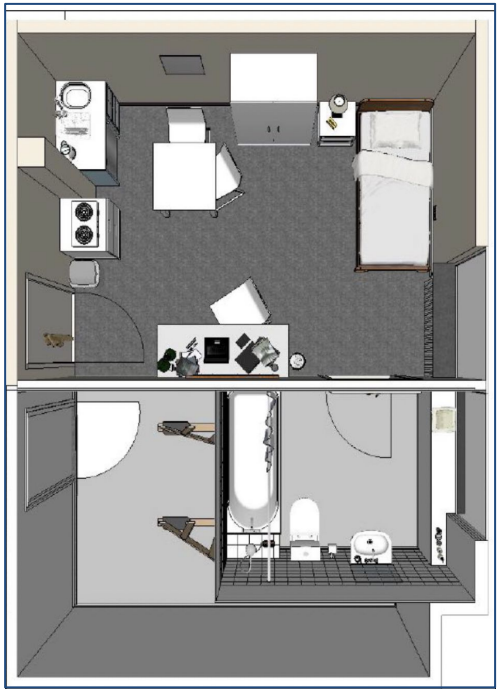




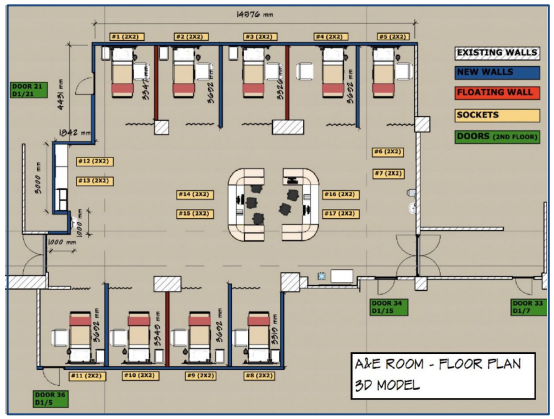




Nursing Accommodation



A&E Room



A little more of the range

MODEL MAKING • SCENIC DETAIL • SET DESIGN

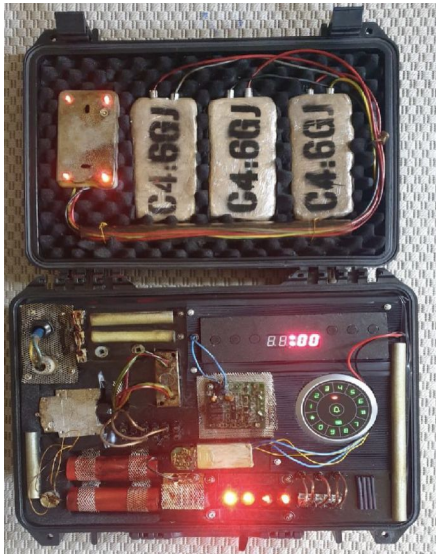
Code 404

Surveillance Van, Laboratory and Mortuary Walls and Bomb

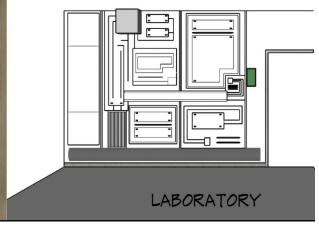




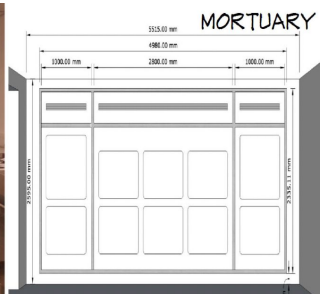


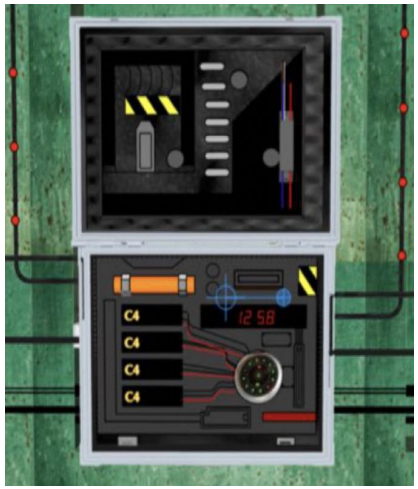






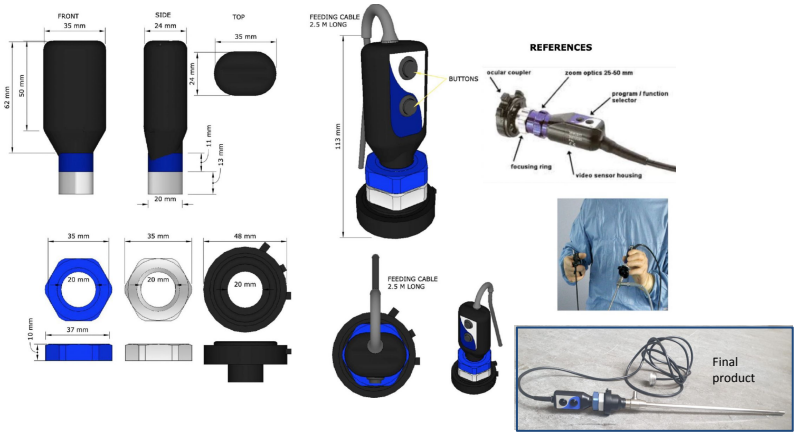


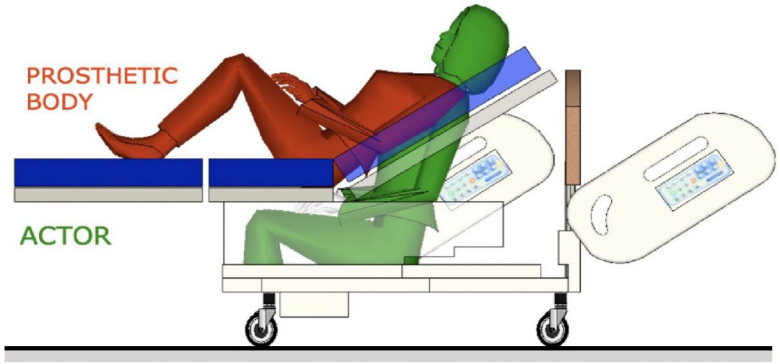


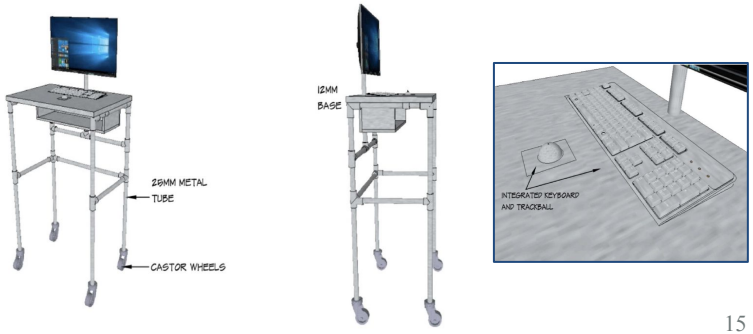


This Is Going to Hurt

Laparoscope Camera, Delivery Bed & Monitor Trolley





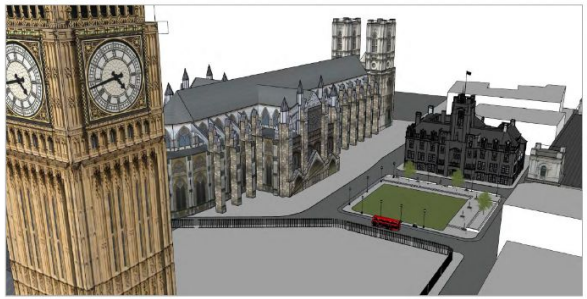


A little more of the range

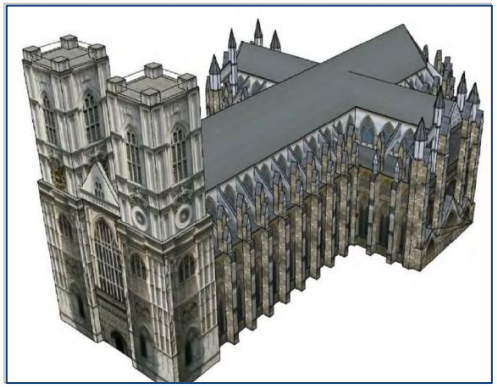
Parliament Square

3D and Cardboard Model

3D MODEL





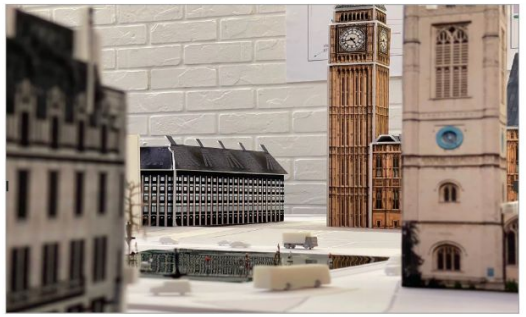












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Thank you for taking a look. I would love to hear about what you are making next.

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dea.stern@gmail.com

07935 936 937

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