

Nic Prentiss

Production Designer – Creative Director

Portfolio 2026

1) NIKE INTERVIEW SET

Commercial Film

Design and Fabrication Management by Nic Prentiss

14 Piece Modular set build



3) “A HOME ‘WHAT HOWLS”

Theatrical Stage Play

Design, Build, and Painting by Nic Prentiss

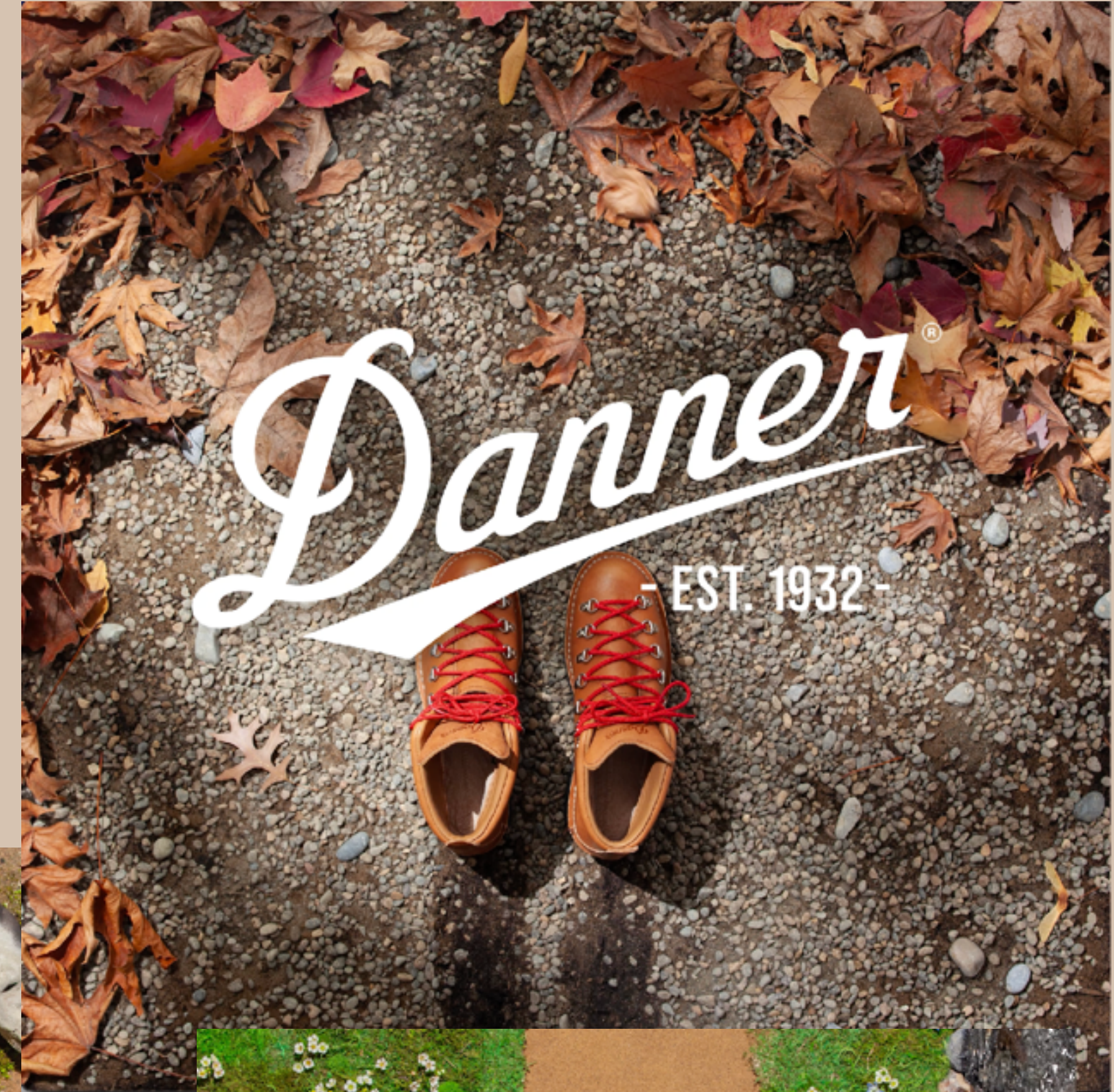


1) DANNER “SEASONS”

Commerical Film/ Stop-Mo

Design and Set builds by Nic Prentiss

Director Michael Hull



4) "OMA"

Short Film

Production Design by Nic Prentiss

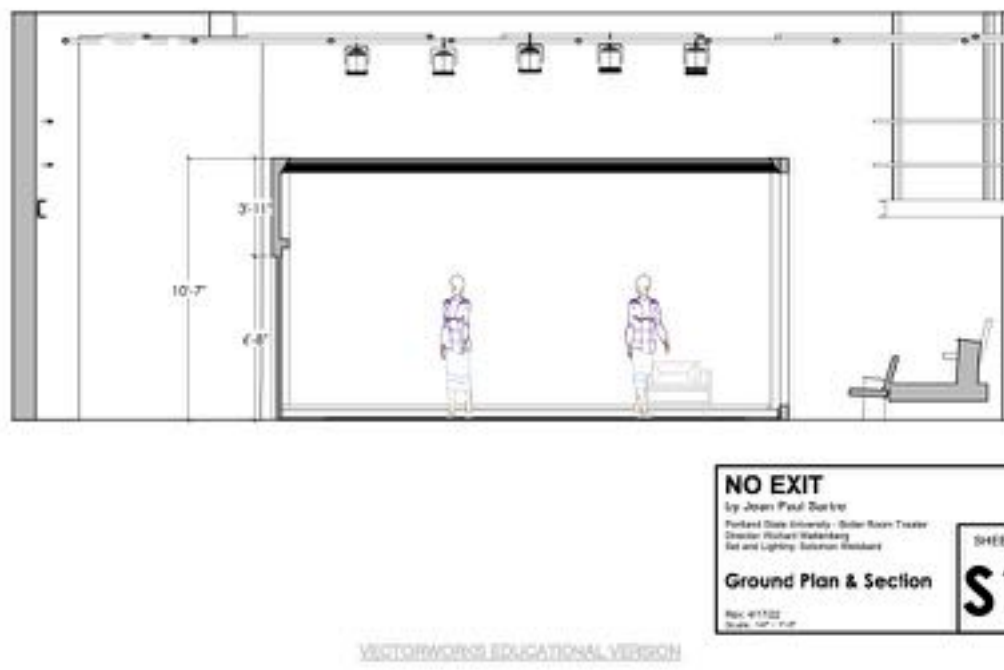
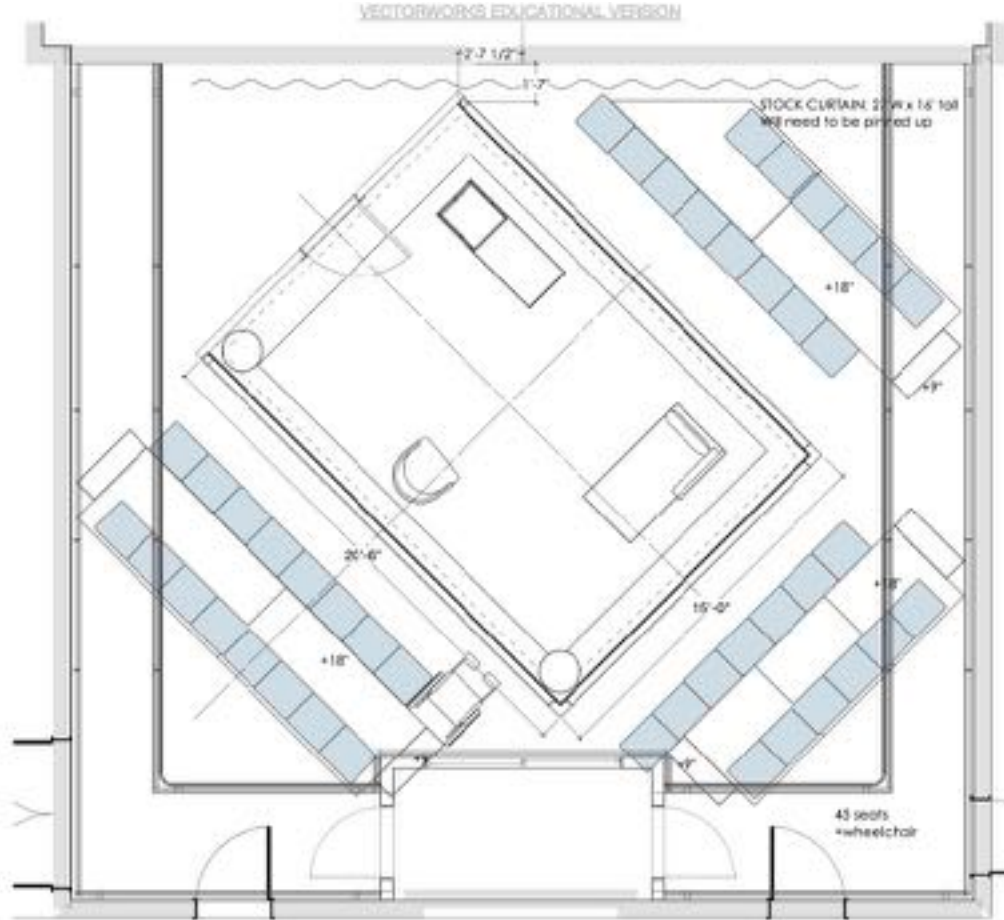
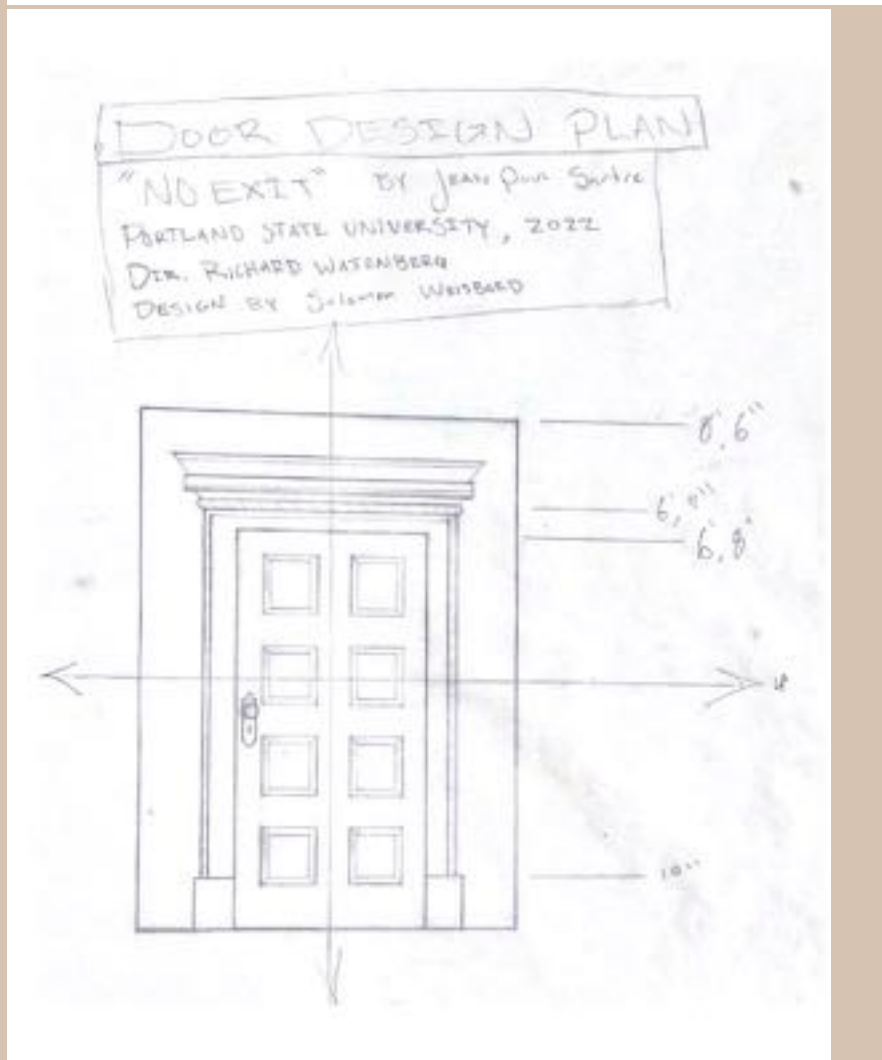
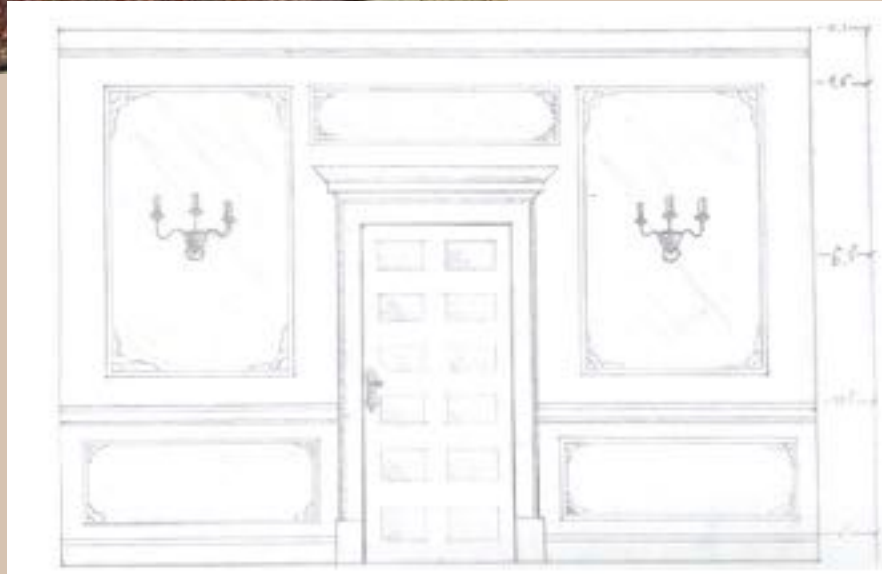


3) “No Exit”

Set Design by Nic Prentiss & Solomon Weisbard

Portland State University

Play



2) NIKE GYM BUILD

Commerical Film

Full Gym Design and Build out by Nic Prentiss

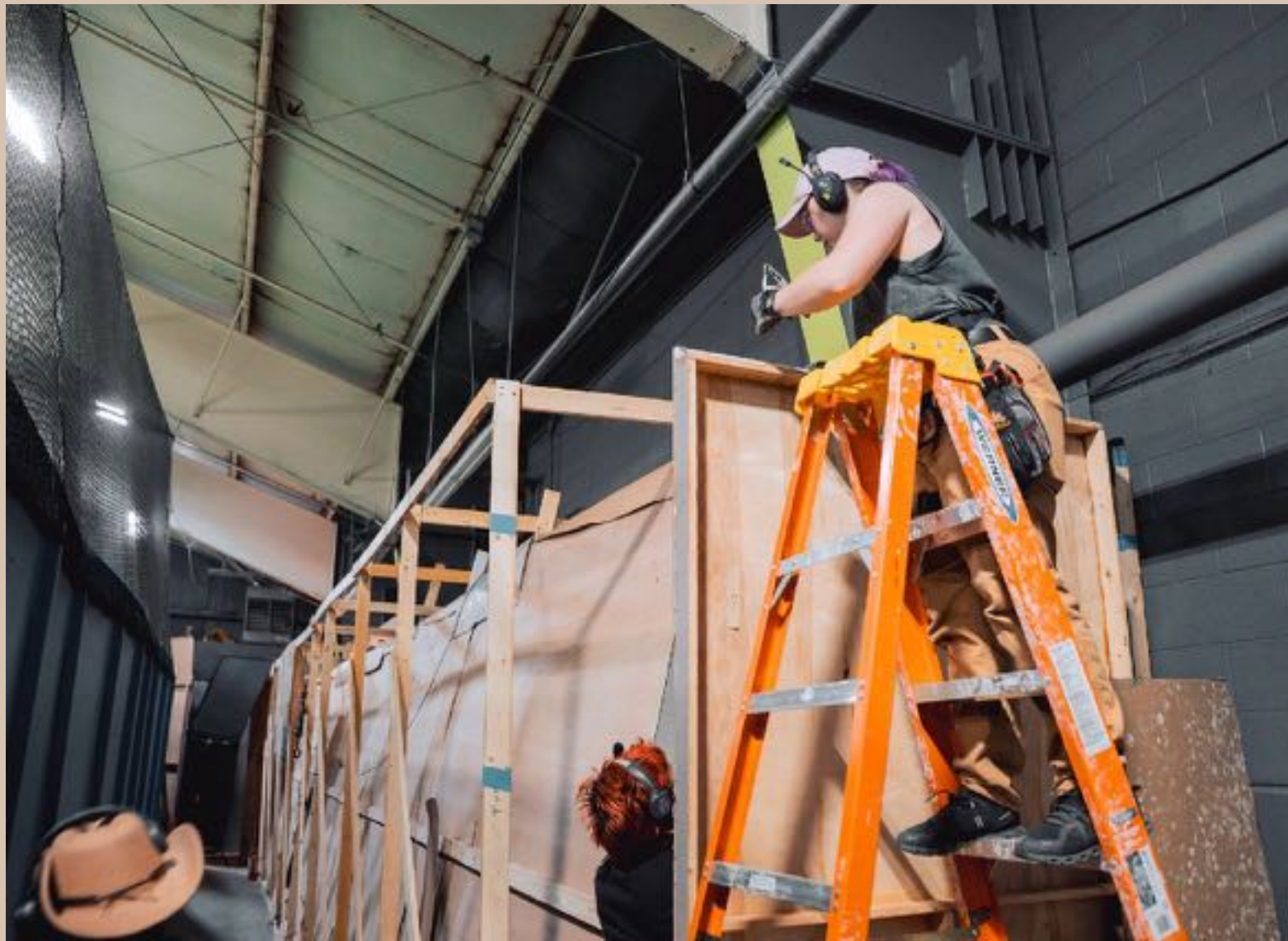


2) “15 To SUNRISE”

Short Film

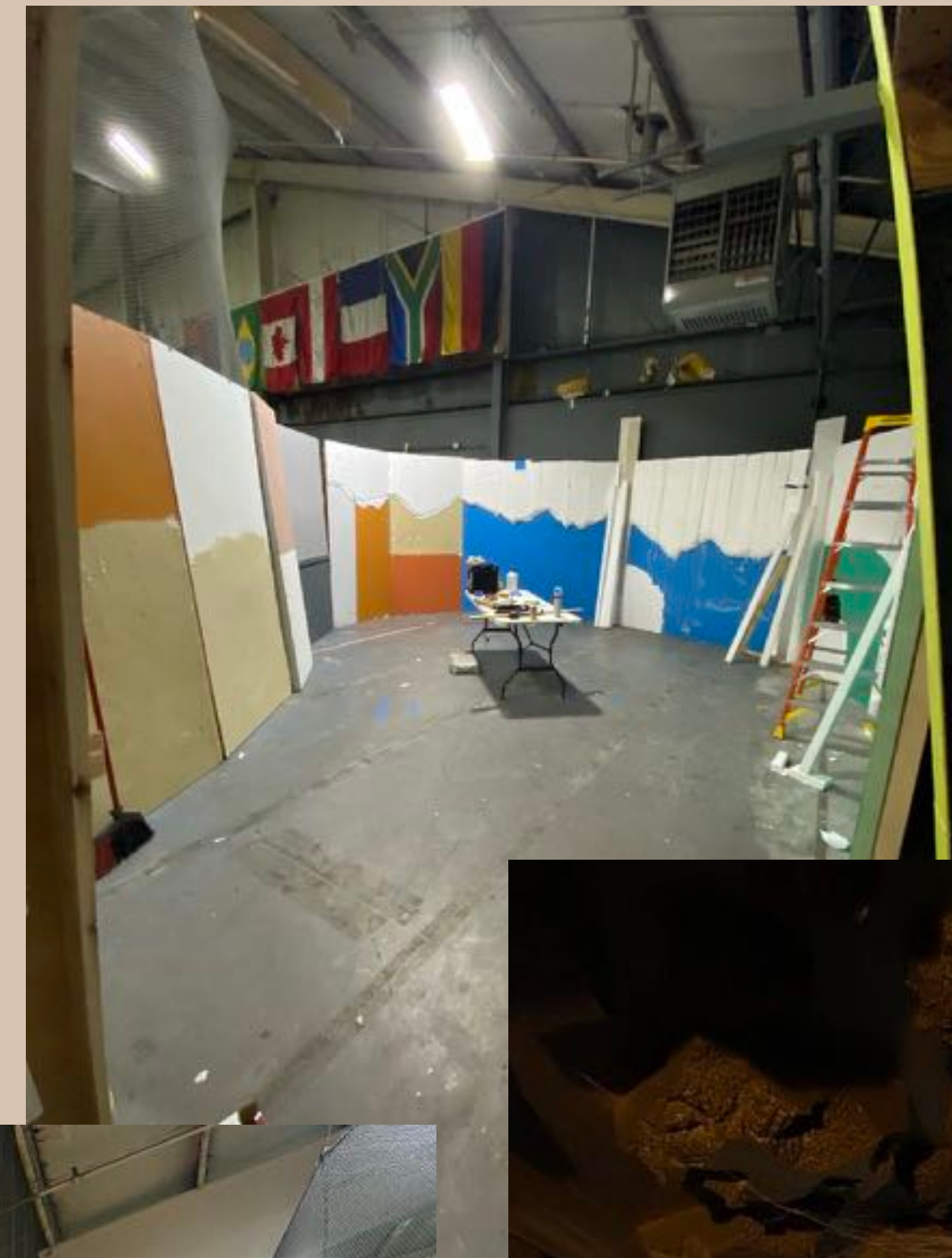
Production Design and built by Nic Prentiss

Budget > \$2,000



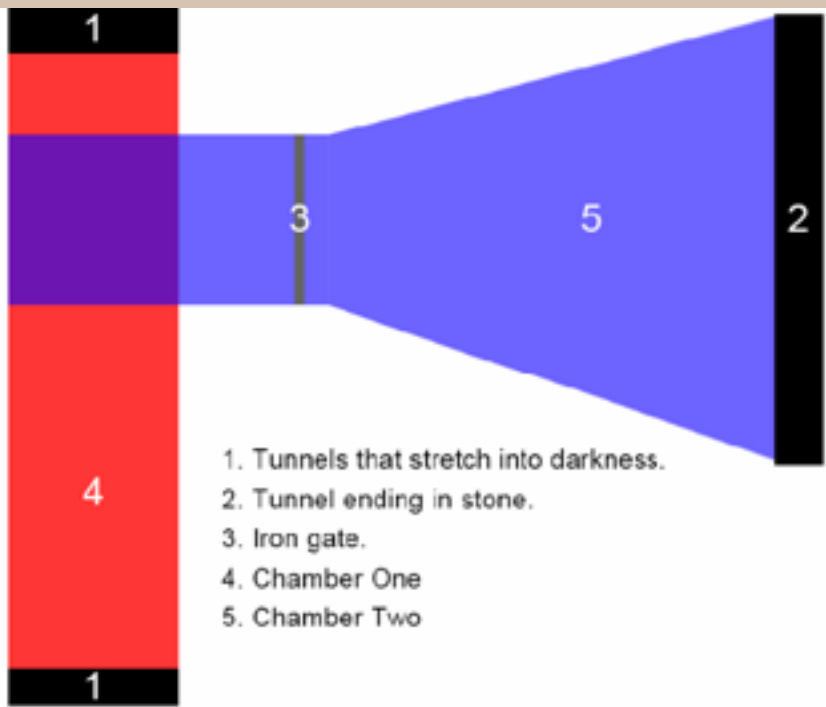
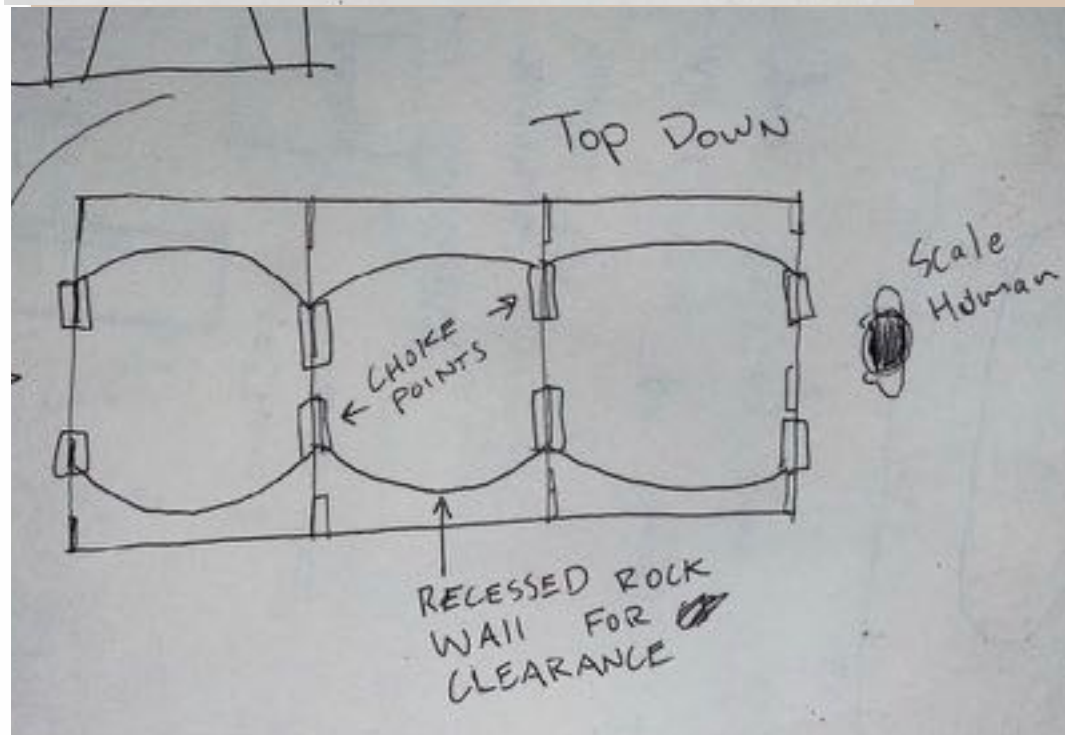
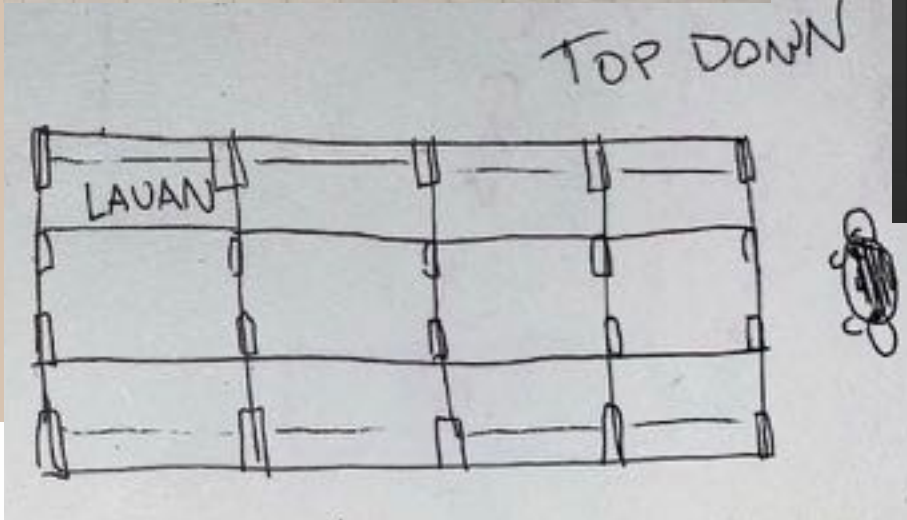
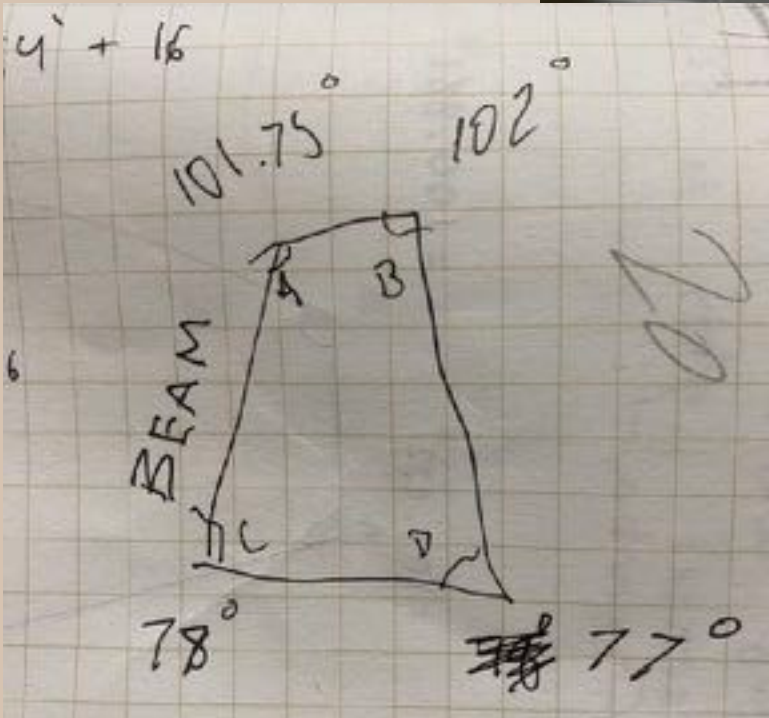
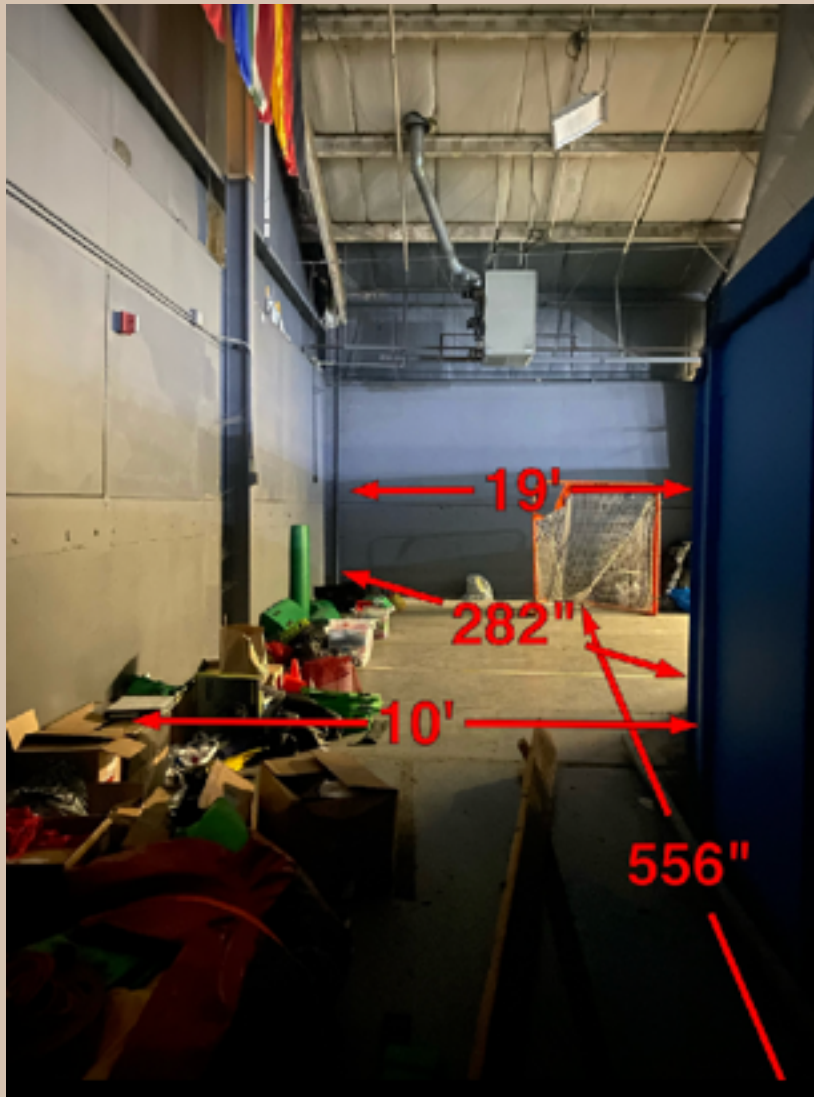
“IS TO SUNRISE” PROGRESS

Set includes two areas; 1. A 40x6 tunnel and 2. A 600+ sq ft oblong Chamber standing 12' tall



“IS TO SUNRISE” PRE VIS

Combining inspiration ranging from medieval temple to industrial mine, much time went into finding the right look for the spaces. As well as finding creative ways to fit the builds in the allotted location space



1. Tunnels that stretch into darkness.
2. Tunnel ending in stone.
3. Iron gate.
4. Chamber One
5. Chamber Two



- The central blue chamber is 50 feet long. The first scene is shot from the top down and the second from the bottom up.
- The top section has wild walls on both sides and a wide back wall section that's approximately 3 times the width of the tunnel. For the second half of the scene, the wild walls are expanded, the iron gate inserted and the action shot in the opposite direction, giving the illusion of a second space.
- The bottom section is stationary with the iron gate being an insertable/removable set decoration. This half ends in an apparent intersection, with the intersecting hallway snatching into darkness in both directions. For the first scene, the wild walls are constricted and the gate removed, giving the illusion of one long tunnel.