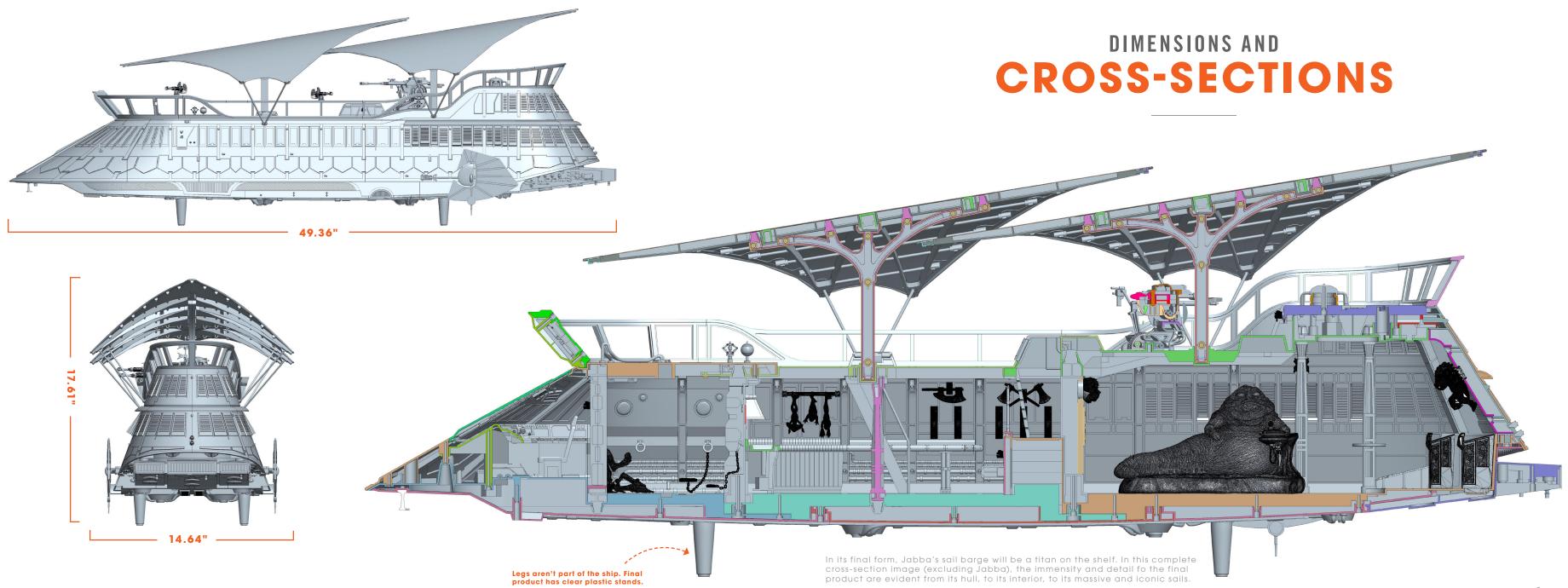
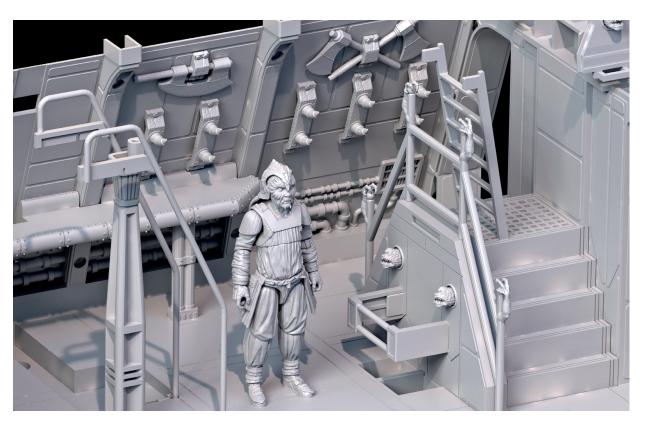
[JABBA'S SAIL BARGE]



[JABBA'S SAIL BARGE]

Dimensions & Cross-Sections 🛃 51

[JABBA'S SAIL BARGE]



## 3D RENDERING ALLOWS FOR CLOSE-UP DETAILS OF THE BARGE INTERIOR.

As the layout evolved, it became apparent that the original "solid" bulkhead designs divided the interior into "sealed" compartments – a configuration not conducive to figure interaction. The revised bulkhead designs allowed for better "traffic flow."The interior length of the vehicle could now be accessed.

Redesigning the bulkheads opened up the opportunity to create new theme-appropriate interior areas. A fully developed, two-place cockpit, prisoner cell with shackles, sliding cell door and trap door, galley kitchen, and armory were among the additions.

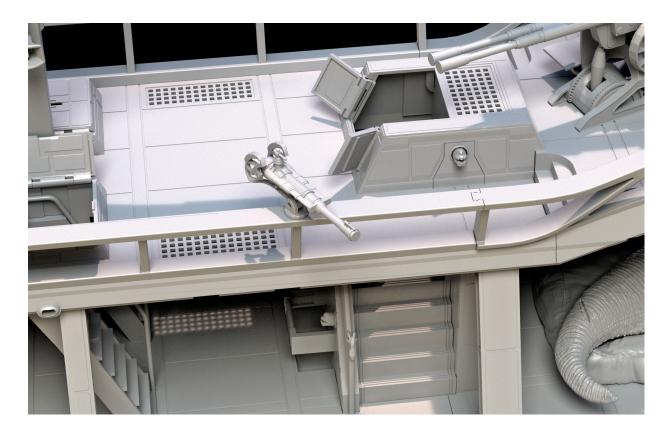
In our design, we have tried to be faithful to what people have already seen and ideated about these spaces, while also adding things that seemed appropriate to the scene. Mark Boudreaux, for example, collaborated with the design team to add weapons and horn racks on the wall of this room in a decorative nod to Jabba's Gamorrean warriors.



## THE BARGE COCKPIT

The reference illustrations we started with show a dashboard that goes around and monitor screens, but it is all very basic. There is enough information to distinguish that it is a cockpit, but for the detail we need in the plastic components of the vehicle, Mark Boudreaux and team relied heavily on reference materials and inspiration from the set. They added controls, steering columns, vents, piping, pedals, and all kinds of visual cues that run throughout the ship, all in an attempt to remain faithful to the lore as well as the actual mechanics of a ship of the *Khetanna's* size and esteem. 000 ----

[JABBA'S SAIL BARGE]



## DESIGN IS PART FUNCTION AND PART INSPIRATION.

While it was a huge challenge for the design team to make sure they accommodated all of the structural demands of Jabba's sail barge, it was also a challenge to fill out the space with interior elements not shown in the films or blueprints. One challenge that design faced right away was the staircase/ladder shown here. In the original Lucasfilm designs, there was a staircase from top to bottom; however, when our team looked at the dimensions, we realized that a ladder was far more feasible and would offer much more space to move around the interior of the ship.

From an attention-to-detail perspective, we wanted to really think about the small spaces as well as the large. What could one find in the shadows of the barge? As a nod to Jabba's notorious disregard for his prisoners, we included a skeletal prisoner in our jail cell CAD images.

