

## 16. Aesthetic Elements

### Artistic References:

In mood, scope, look, and themes, Gilgamesh evokes such shows and films as *GAME of THRONES*, Denis Villeneuve's *DUNE*, Ridley Scott's *GLADIATOR*, *SHOGUN*, Bernardo Bertolucci's *THE LAST EMPEROR*, Wolfgang Petersen's *TROY*, *THOR*, *The VIKINGS*, and Alejandro Gonzalez Inarritu's *THE REVENANT*.

### Color Palette:

God Shamash, the sun god, is not seen much in the Assembly of Gods. But, god Shamash is deeply worshipped for sustaining Life of the planet with his infinite energy and glorious light.

Especially for the first phase of Gilgamesh epic, which takes place mostly in hot Uruk City, the color palette will be the Sun's changing light from dawn, sunrise, to orange (via hot midday) to reddish sunset.

For the second phase of Gilgamesh's odyssey to the snow-capped mountains via lush valleys, rivers, ravines, cliffs, and waterfalls, the color palette will be cold blue, dark green, brown, snow white.... Similar to *The Revenant* movie's second phase: the lonely journey of the hero's survival, redemption, and revenge.

### Visual References

"Art Of The First Cities" New York Metropolitan Museum, Exhibition Catalogue

### Cinematography Styles

In mood, scope, look, and themes, Gilgamesh evokes such shows and films as *GAME of THRONES*, *SHOGUN*, Denis Villeneuve's *DUNE*, Ridley Scott's *GLADIATOR*, Bernardo Bertolucci's *THE LAST EMPEROR*, Wolfgang Petersen's *TROY*, *THOR*, and Alejandro Gonzalez Inarritu's *THE REVENANT*.

CGI will be a significant element of the production.

Actual production location choices could be Colorado, Canada, Morocco, Jordan, and Spain.

**Mountain locations could be shot in the autonomous Kurdistan Region (north of Iraq), Colorado, or similar mountain and river locations featured in The Revenant.**

**Music references:**

**Games of Throne music composer Ramin Djawadi  
Ancient musical instruments and classical music of Persia, Kurdistan, and  
Armenia**