



PRODUCTION DESIGNER
EVE MCCARNEY

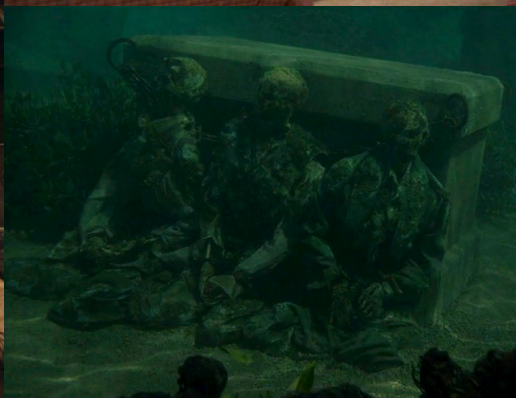
*I thrive on delving into character to create layered realistic environments
that enhance the narrative and engage the viewer.*



THE WORK



FX
AMERICAN HORROR
STORIES







the BALLAD *of* LEFTY BROWN







STREET SURVIVORS



P R E S S

PUSHING PIXELS

In this interview, Eve talks about balancing the art and the craft in the field of visual storytelling, doing research, the ever-rising bar of expectations from episodic productions, and the impact the global pandemic has had on the industry. In between all these and more, Eve dives deep into her work on “American Horror Stories” Season 2.

<https://www.pushing-pixels.org/2022/11/16/production-design-of-american-horror-stories-interview-with-eve-mccarney.html>

GAMERANT

Continuing the ongoing series of interviews with creative artists working on various aspects of movie and TV productions, it is my pleasure to welcome Eve McCarney. In this interview, she talks about balancing the art and the craft in the field of visual storytelling, doing research, the ever-rising bar of expectations from episodic productions, and the impact the global pandemic has had on the industry.

<https://gamerant.com/american-horror-stories-eve-mccarney-interview/>



BRINGING SCI-FI & HORROR FROM SCRIPT TO SCREEN

Filmmakers including Eve McCarney (production designer, American Horror Stories, Into the Dark), Avery Plewes (costume designer, The Craft: Legacy, Ready or Not), Ruth Ammon (production designer for Solos & Station Eleven), and Helen Huang (costume designer, Station Eleven) share insights into their craft and creative processes behind capturing the essence of fan-favorite sci-fi and horror cinema. Q&A session moderated by George Edelman (editor-in-chief, No Film School).

<https://www.evemccarney.com/comicconpanel>

CB comicbook

American Horror Stories offered something new for fans and like the main series, a major part of Stories is the look and feel of each episode, where no detail is too small in helping to bring the terror to life. Creating the look and feel of those episodes is the job of Eve McCarney. From bringing the Murder House into the hands of new owners in “Rubber(wo)Man Part One” and “Rubber(wo)Man Part Two” to building a light and airy nightmare in “Ba'al”. McCarney helped bring the series to life in her multifaceted role as production designer for the series.

<https://comicbook.com/horror/news/american-horror-stories-eve-mccarney-interview-production-design/>

R E P R E S E N T A T I O N

A G E N T

DDA

D A N B U R N S I D E

D A N @ D D A T A L E N T . C O M

P U B L I C I S T

Storyline

Public Relations

M A R I L Y N L I N T E L

M A R I L Y N @ S T O R Y L I N E P U B L I C R E L A T I O N S . C O M