

ATTRACTION TECHNOLOGY PROPOSAL

How to make "Inside" seem like "Outside"

Utilizing A Moving Vehicle and Rotating Sets in Forced Perspective to Dramatically Increase Perception of Environment Size.

Summary:

This is a proposal for a technique to make an attraction's interior space seem dramatically larger than it is. The context presented here is a "submarine voyage" ride, but this technique is applicable to virtually any attraction as long the ride vehicle is moving perpendicular to the attraction scenery.

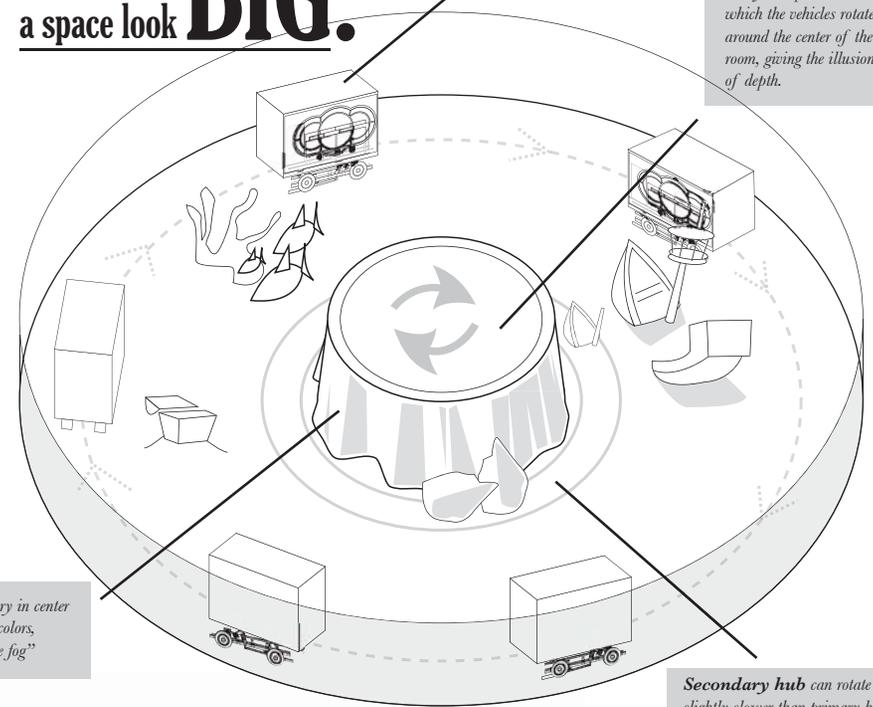
How It Works:

In the space depicted on the right, vehicles move clockwise around a central hub; guests look inward towards the hub, through a window in the ride vehicle. The effect is created by having the central hub turn at some substantial fraction (50% to 75%) of the radial speed at which the vehicles are moving. From the perspective of the ride vehicle, objects in the foreground will move past the vehicle window at their normal "rapid" rate of speed; the "back wall" of the space will appear to be moving very slowly. That, in turn, makes the space seem larger than it is, an effect not unlike "parallax scrolling" techniques found in late 1980s video games.

How to make a space look BIG:

Ride Vehicles. View faces inward.

Center hub rotates at nearly the speed at which the vehicles rotate around the center of the room, giving the illusion of depth.



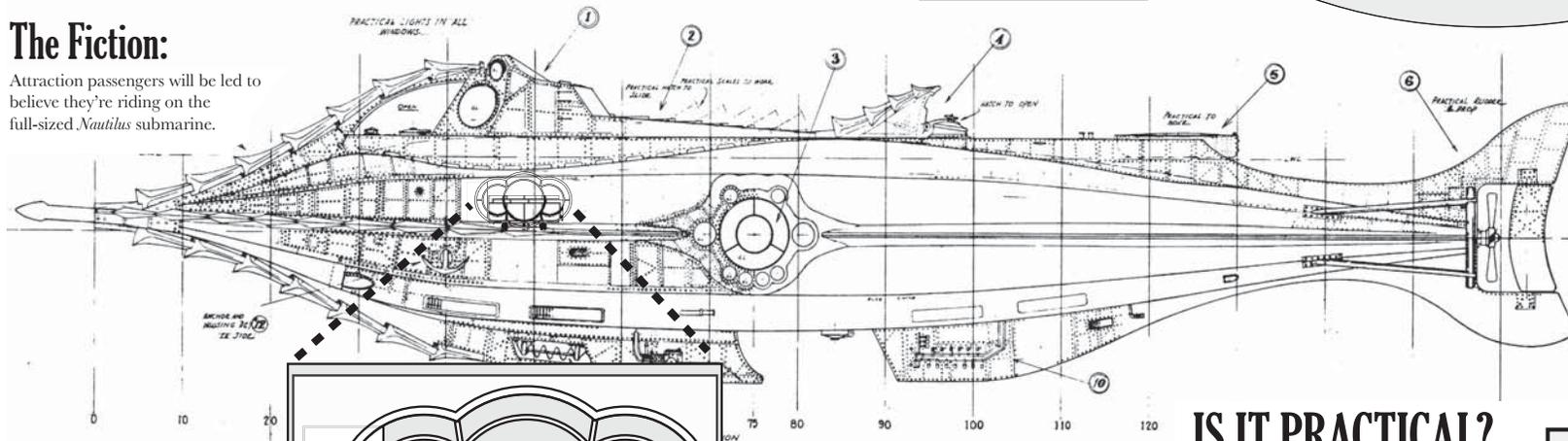
"Ocean wall" scenery in center painted in subdued colors, simulating "distance fog"

Secondary hub can rotate slightly slower than primary hub to give enhanced "depth" effect.

THE ATTRACTION

The Fiction:

Attraction passengers will be led to believe they're riding on the full-sized *Nautilus* submarine.



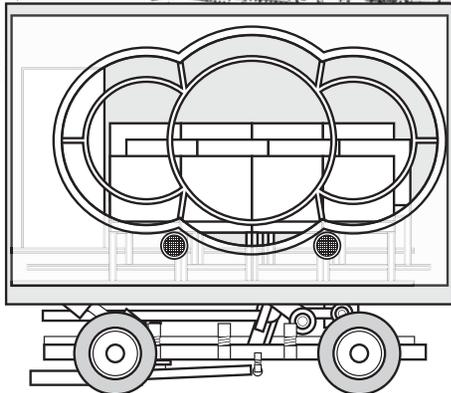
Capacity:

Assuming vehicles move at 2 feet per second, the track configuration below would allow a 5 minute ride, 14 vehicles in the ride simultaneously, and a 22 second dispatch interval. With 12-person vehicles, the hourly capacity would be 1,964 persons.

The Reality:

In fact, passengers will be riding in groups of twelve in small, individually mobile ride vehicles that will transport them through the ride experience.

The outside of the vehicle is never seen by passengers, so exterior styling isn't important.



Ride Vehicle:

- 12-passenger vehicles.
 - Motion base simulator, a la *Indiana Jones Adventure*.
 - Interior themed to look like the interior of the *Nautilus*.
- W x H x D: 13' x 10' x 9'

IS IT PRACTICAL?

Is it possible to achieve this effect in a feasibly-sized building? Yes. To the right is a diagram showing how an attraction using this technique could be staged in a building similar in size to the *Indiana Jones Adventure*.

And vehicles don't have to just go around in one circle. Multiple circles can be joined to lengthen the experience and create different visual backdrops. Plus, vehicles can leave the hub areas to explore more traditional areas of the attraction.

