



# Collaborative Studio

Presents



TPA 6921 -- Fall 2025

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# Assignment

The end goal of this project will be for a team of ten students to collaboratively design a fully integrated themed experience consisting of an E-Ticket attraction, an exit retail space, and a food kiosk, all brought together by a cohesive narrative. Through this assignment, students will apply industry-standard procedures for creating destination guest experiences, explore the components that make theatre and themed entertainment compelling, and demonstrate the creative and technical skills required to develop a complex themed environment. By analyzing how guests will interact with the space and shaping each element to support an immersive storyline, students will ultimately produce a professional-quality proposal that showcases their ability to conceptualize, refine, and communicate a complete themed experience.

# Overview

# The Park



Welcome to Odyssey Realms, a magnificent new theme park that immerses guests in fantastic worlds and stories that center on the power of both communal unity and individual self-discovery. Comprising five unique lands, Odyssey Realms places guests at the center of their own adventure, as they step into lands of breathtaking beauty and endless exploration. Intended for families with young teens seeking a family-friendly yet thrilling experience, Odyssey Realms is more than just a destination — it's an all-encompassing journey.

# The Ride



Solarwing Skyrace is an immersive dark ride/inverted coaster hybrid where guests join the eccentric Dr. Photon in Solaris' annual race, blasting off on an exhilarating adventure through the neighboring rival cities, facing obstacles and ultimately claiming victory by "Finding Their Flare".

Guests enter the luminous Solaris, a solar-powered, Art Nouveau-inspired city celebrating its annual Solstice and legendary Skyrace. After meeting the eccentric inventor Dr. Photon, they learn that his newest invention, solar flare-powered Solarwing Flyers, needs riders for the race—meaning you! Boarding the radiant vehicles, guests launch into a high-speed race against the neighboring cities, evading towering windmills, encountering strange creatures, and whirring through neon alleys. When a steam geyser nearly knocks them out of the race, Dr. Photon reminds them to "Find Your Flare", powering their Solarwings for the final stretch. Blazing past competitors, guests return triumphant to Solaris, celebrated as the newest champions.



# Ride System

## MACK Rides Inverted Powered Coaster



This attraction uses a 12-person train with benches that twist side to side, allowing riders to dynamically face key show moments throughout the experience. With a theoretical hourly capacity of 1,100 guests, the ride features automatically lowering lap bars and integrated in-seat multimedia and lighting. Rider requirements include a minimum height of 40 inches (100 cm), with children under 4 unable to ride and those under 6 requiring supervision; pregnant persons and those sensitive to lighting, sound, smoke, scents, darkness, heights, or G-forces may also be affected. Utilizing the same ride system including comparables such as Arthur the Ride, Dragon Gliders, and Jurassic Flyers, this attraction delivers an immersive, high-capacity experience with motion-enhanced storytelling.

# Research

# Target Audience

## Primary Market: *The Connectors*

- Young teens with their families who want to explore the world and how they relate to community, themselves, and their surroundings

## Secondary Market: *The Dreamers*

- Eco-conscious young adults who seek immersive and inspiring experiences that will improve their view of the world

### Demographic Segment

- Young teens, families with young teens
- Young adults who value eco-friendly lifestyles
- Middle class

### Geographic Segment

- Guests from urban areas who are inspired by nature
- Guests from rural areas who feel at home with nature

### Behavioral Segment

- Theme park fans
- Willing to spend to remember experiences
- Tourists who seek a unique souvenir

### Psychographic Segment

- Explorative
- Connective
- Imaginative
- Eco-conscious

Young teenagers  
***need***

an inspiring place to relate to others and the world around  
them and to discover themselves

***because***

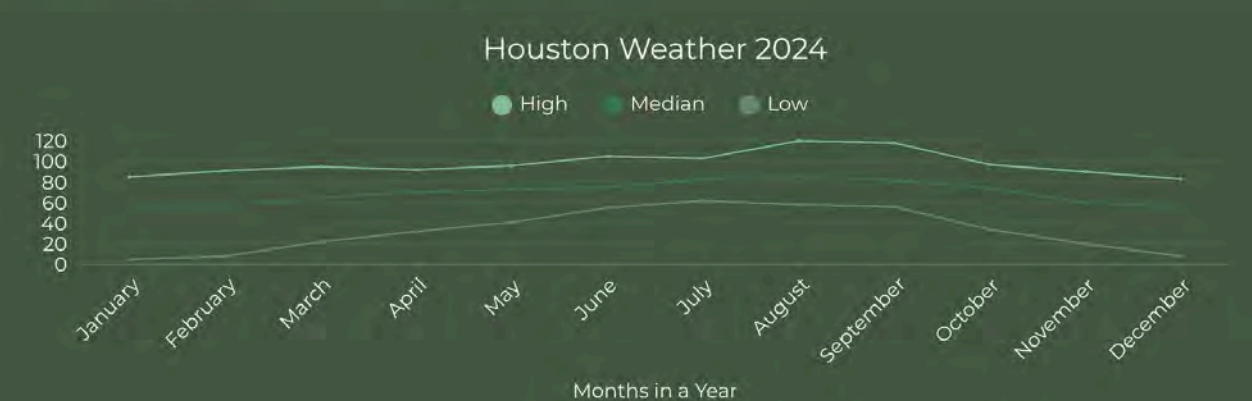
Post-Covid, this specific demographic struggles to relate to  
the world around them without technology and to have  
unstructured playtime, which is critical for their  
development.

# Location

*Houston, Texas*



## Transportation



Goal: To generate business for Houston's hospitality industry and contribute to the city's broader economic growth

- Median Age: 34.3
- Airport Travel : 63M
- Hotel Rooms Booked: 25.1M
- Jobs Supported: 206,589
- Taxes Generated: 27.4B



# Comparable Attractions

Park Type: Mid-size Universal-esque Park

Land Size: ~550,000 ft<sup>2</sup>

Ride Box: ~64,000 ft<sup>2</sup>

## Harry Potter and the Escape from Gringotts



Estimated 75,000 Ft<sup>2</sup>

### **Multi-Level Queue**

- travel under the ride path to enter guest load zone

### **Compact Exit-Entry Strategy**

- Single ride platform for entry/exit

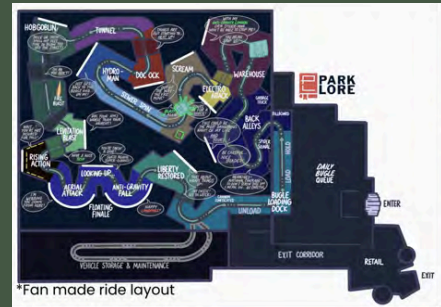
### **Exit Queue Guest Flow**

- Guests have exit options
  - Through the Gift Shop
  - Bypass through locker area

### **Storage**

- Large bags & backpacks not allowed
- Guests can retrieve items from lockers to buy merchandise without leaving the building

# The Amazing Adventures of Spiderman



Estimated 55,000 Ft<sup>2</sup>

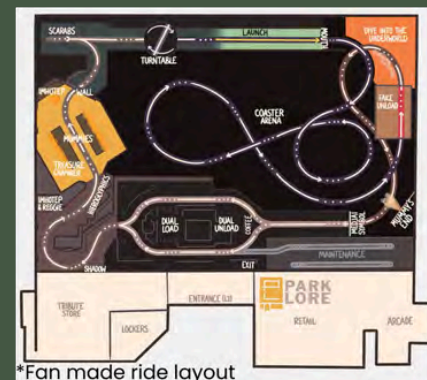
## Single-Level Ride System

- Simulated rises/drops
- No overlapping track

## Exit Queue Guest Flow

- Exit through retail space
- Separate exit and entrance

# Revenge of the Mummy



Estimated 66,000 Ft<sup>2</sup>

## Guest Flow

- Exit through the retail space
- Separate entrance and exit

## Storage

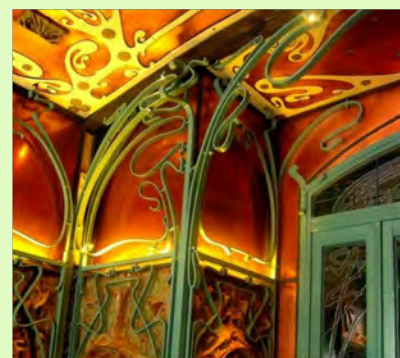
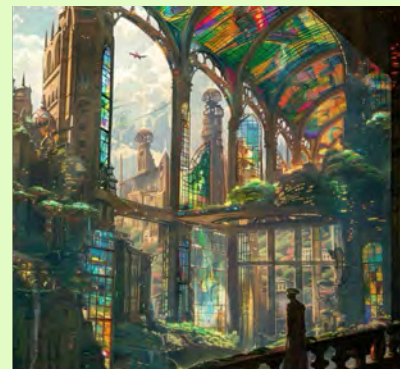
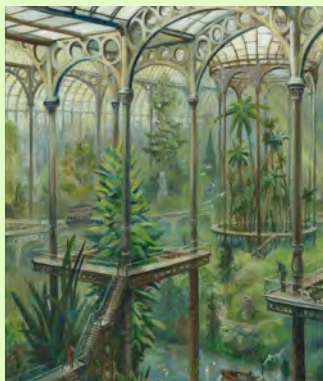
- Lockers separate from exit path
- Guests will be less likely to make immediate purchases

# Development

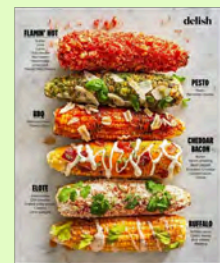


# Moodboards

## Solaris

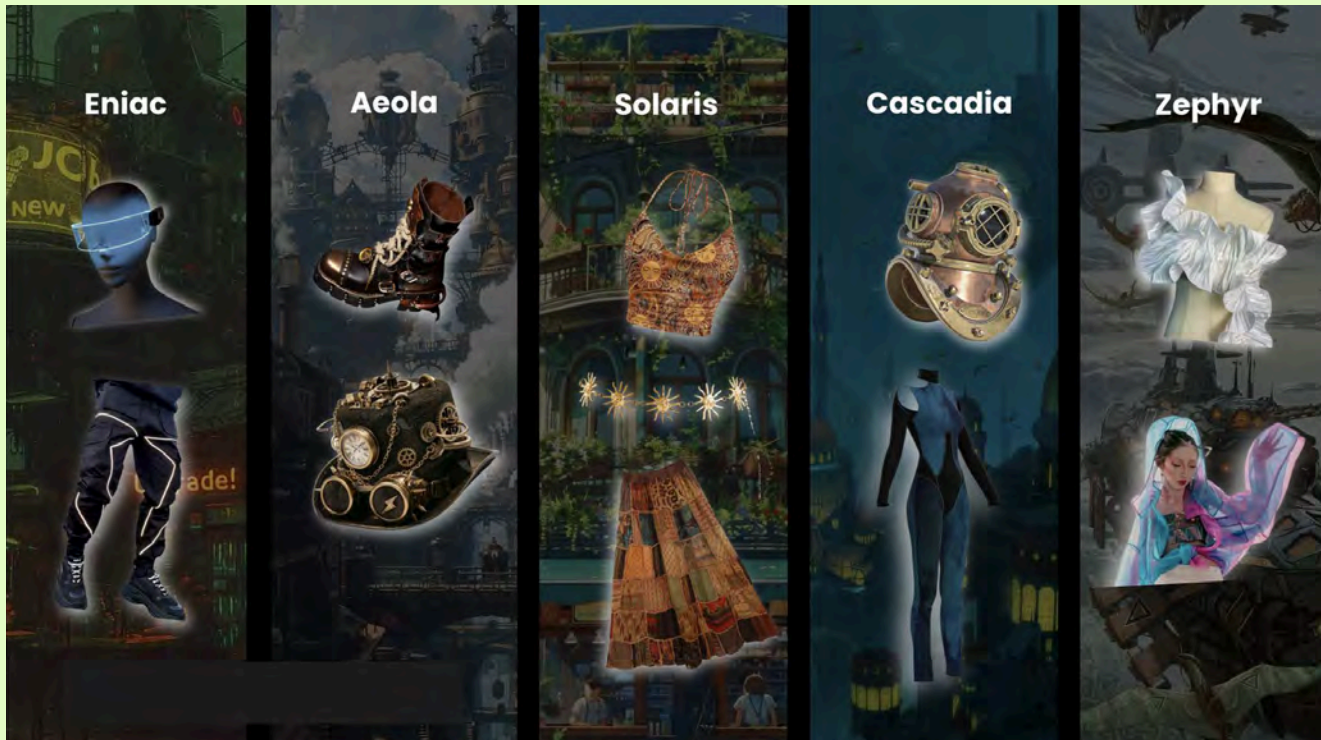


## Solar Street Eats & Bites





## Racers & Citizens Apparel



## Skyrace Hall of Fame Apparel



## Logo & Marquee Work



**The  
Solarwing  
Skyrace**



# City Entrance Signs



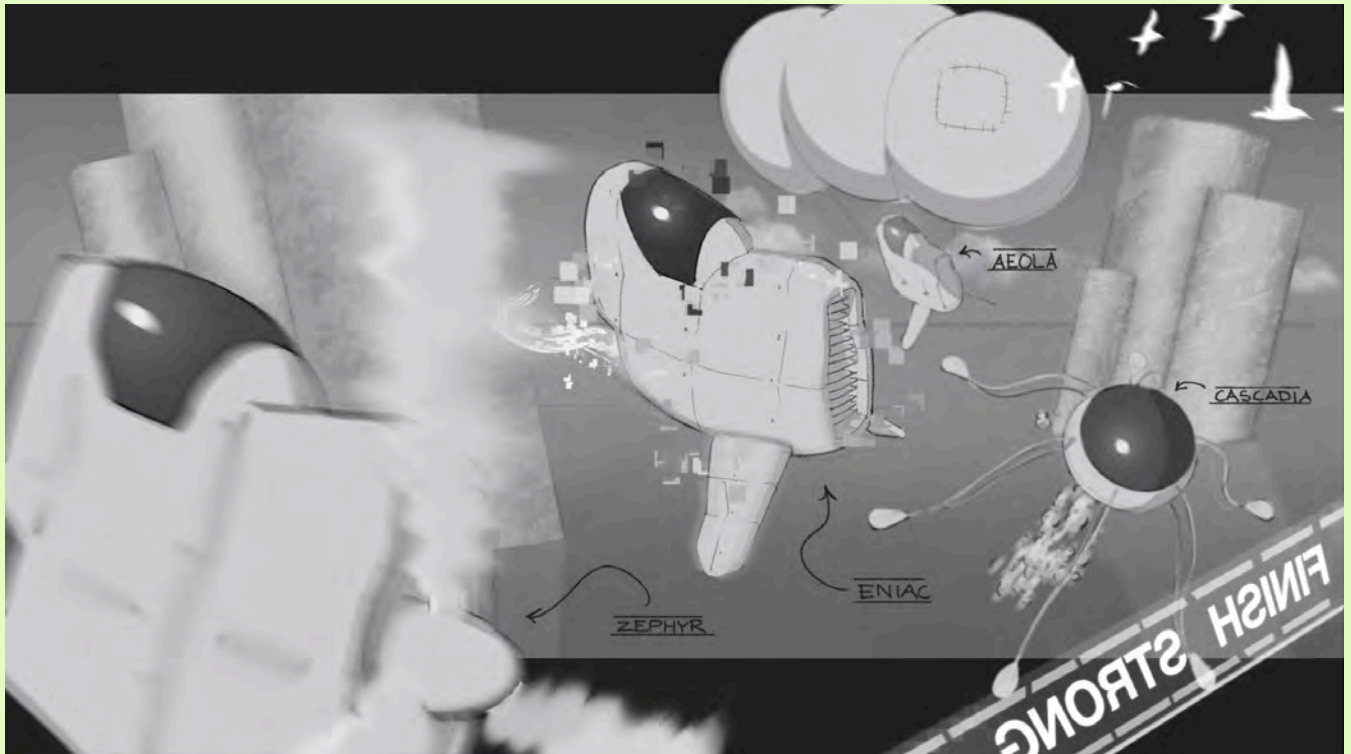


# Ideation & Concepts

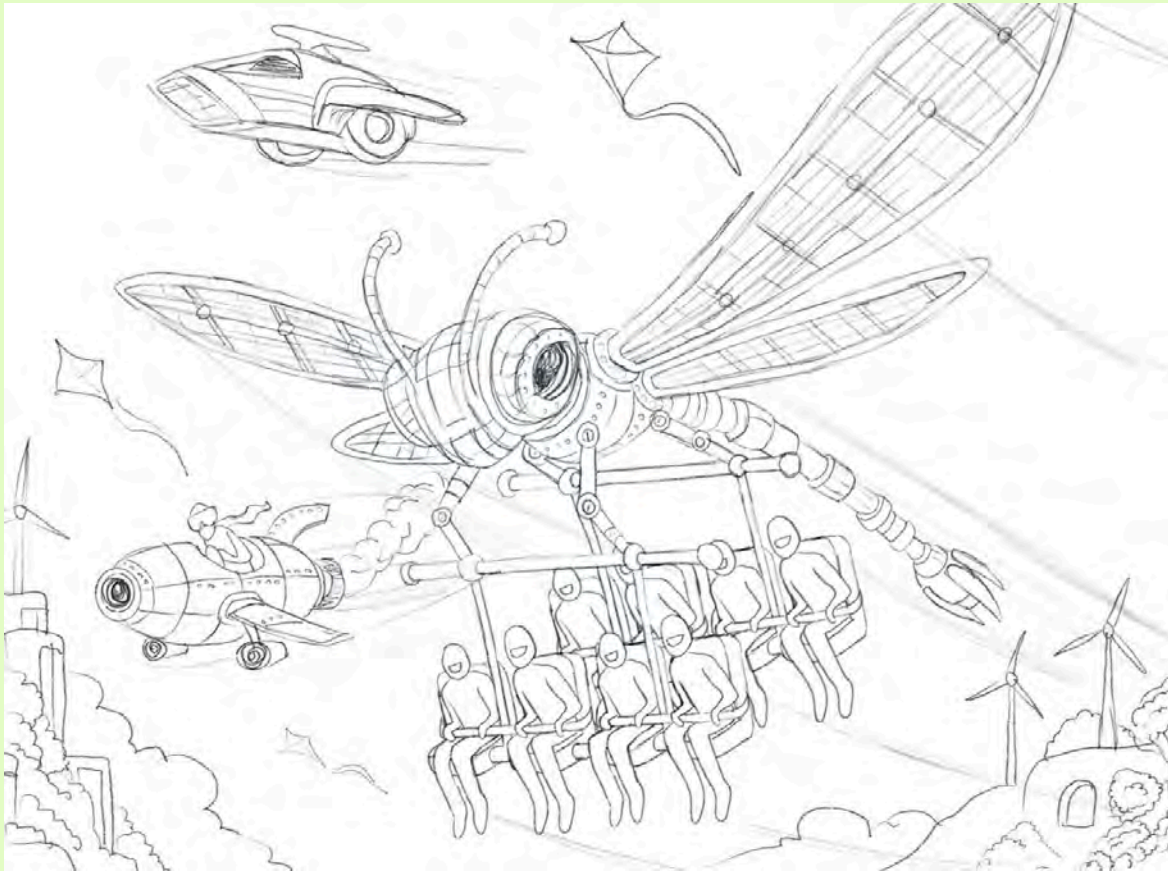
Pre-Show



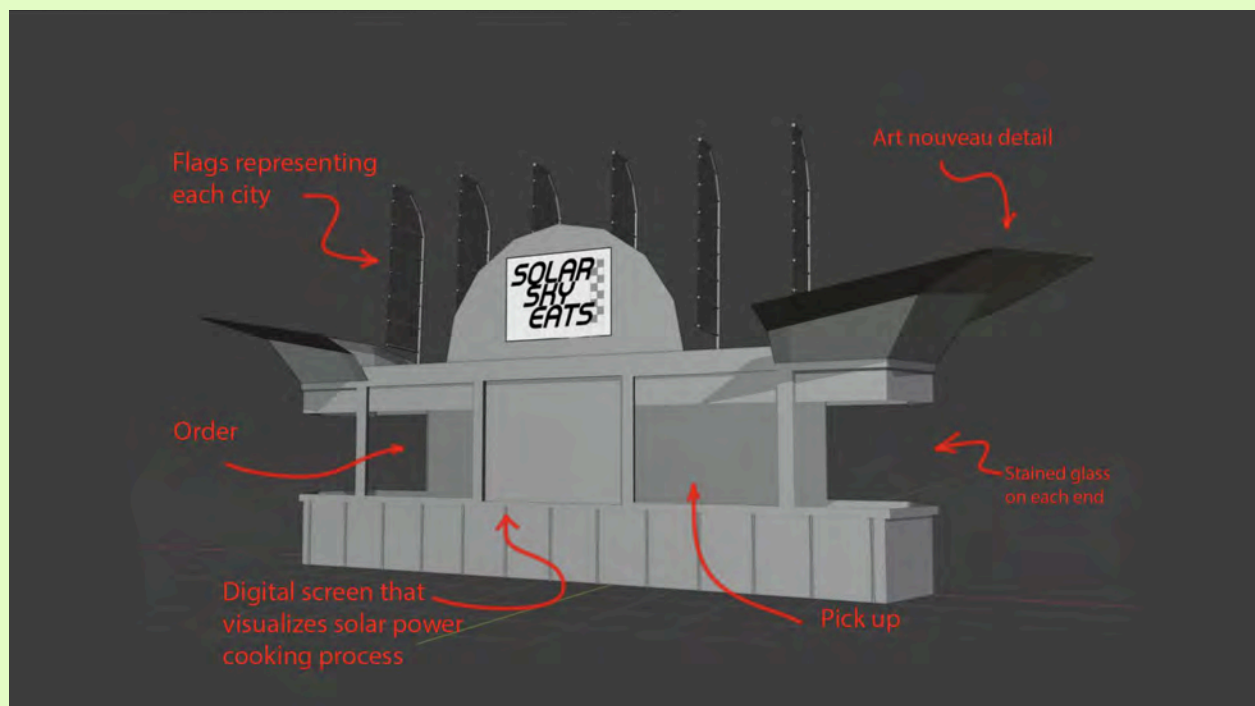
Finale



## Initial Dragonfly Ride Vehicle Concept

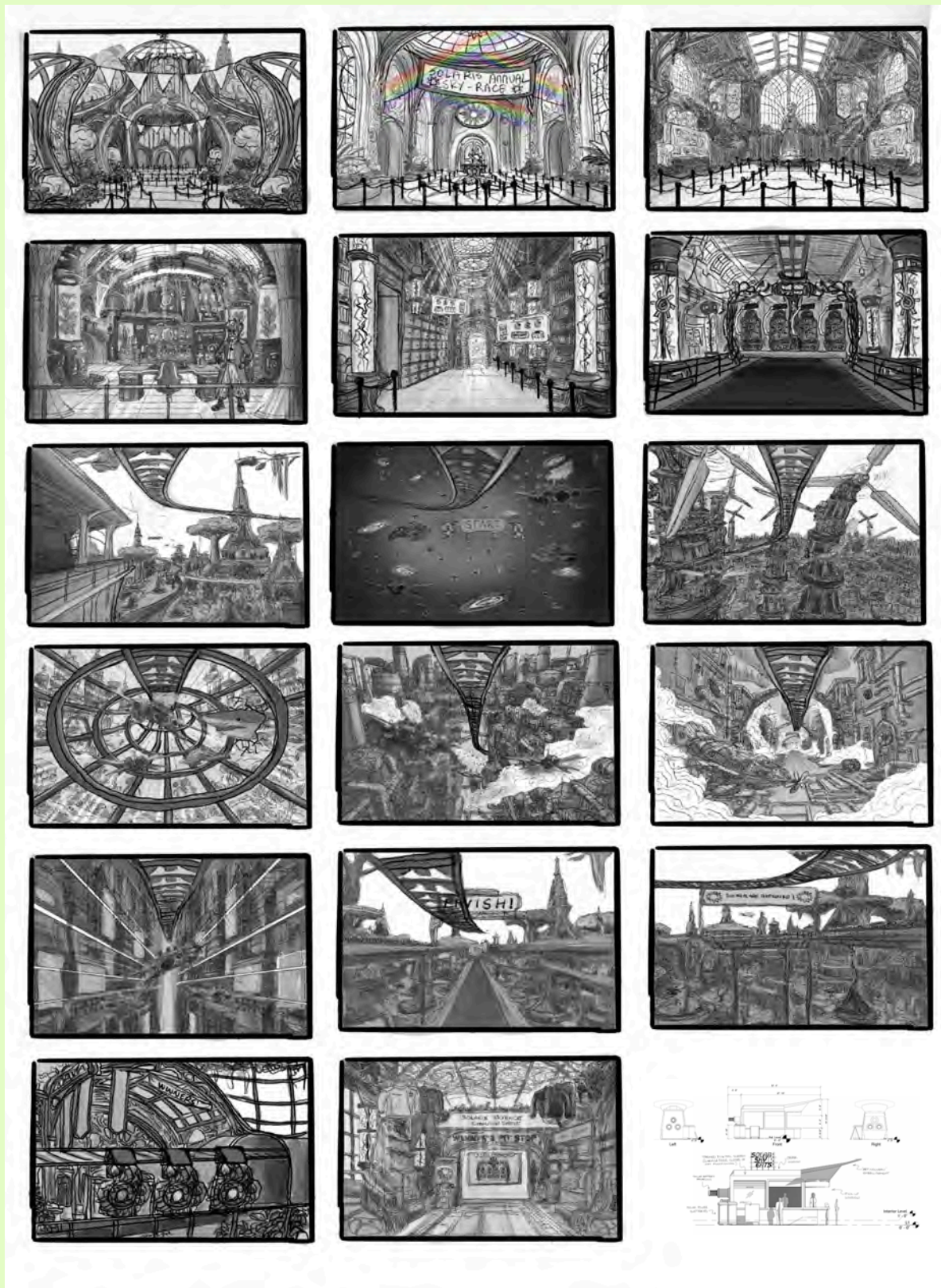


## Solar Street Eats





# Original Story Board



# Original Beat Sheet

## Pre-Show: The Queue

- Town hall - lots of solarpunk pride, flyers, and posters plastered everywhere displaying the Solstice Celebration. We have stepped into the story, but we will be immersed by degrees as we advance through the queue.
- Dr. Photon's Lab
  - Experiment Room: Plants, colorful unknown liquids (like "Liquid Sun"), Solar Boost prototypes for the Solarwing
  - Punks Room: Maps, sketches of the other types of punks, books of punk history, diagrams of the different energy forms (this could be an in-line interaction - testing out the different energy sources)
  - Race Prep Room: Prototypes of the Solarwing, past trophies, race plans, photos of past champions, more Solar Boost prototypes for the Solarwing

## Scene 1: Dr. Photon's Lab

- Dr. Photon greets us, welcomes us on a tour amidst the energy of the Solstice Celebration. He briefly explains the other punks that live with us, but says we'll meet them more later.
- As he's putting the finishing touches on the Solarwing, he tells/shows us that it runs off of solar power. If it stops working, it needs only a sunbeam to get going again. He's testing a solar boost, but he's not quite sure if it's ready yet...and off we go!

## Scene 2: Tour of Solaris

- We soar over the beauty of Solaris—lots of gorgeous visuals and awesome music as we fly around.
  - Cityscape & bustling citizens preparing for the Solstice
  - Rural/farm area where sunbeams are harvested
  - Deep under the earth with the soil where we see the roots of the city
  - High in the sky where the plants have grown super high
- Suddenly, Dr. Photon looks at the time and realizes we need to go to the race... now!

## Scene 3: Starting Line

- There's no time to swap out the riders, so it has to be us. We're thrust into the race!
- Each of the punk racers is paraded out in their vehicle one by one:
  - Aeropunks: flying squirrel suit, vintage aviation goggles, ready to fly
  - Hydropunks: maybe a water-wheel-inspired, boat-lookin vehicle
  - Cyberpunks: a super high-tech/hacker-inspired vehicle
  - Steampunks: maybe a dope steam engine

- We hear and see a countdown begin. The energy is palpable. Right before the buzzer, the Cyberpunk driver knocks into our vehicle, and one of our gleaming solarwings begins to flicker. It returns to normal, and, with our ride vehicle gleaming with solar power, we blast off into the race!
- We fly over Solaris and the beautiful vistas we saw during our tour. A gust of wind pulls us into the next section of the race...

## Scene 4: Aeropunk

- Our vision darkens, and we tumble into Aeropunk City. We weave through an oversized windmill farm, narrowly avoiding the massive blades.

## Scene 5: Hydropunk

- We dive into a massive pipe and find ourselves in a beautiful, aquatic-inspired city teeming with water wheels and turbines. (Water feature here?)
- Our vehicle's wing flickers, and we jolt to a halt in the looming shadow of a dam threatening to burst. The other punk racers are flying ahead of us. Silence falls—we hear an ominous crack! as the dam begins to split!
- Dr. Photon frantically works to maneuver our vehicle to catch even a sliver of a sunbeam. More cracks, and then—
- A loud BOOM! as the dam explodes in the same moment Dr. Photon catches a ray of sun—our engine revs, and we frantically fly, weaving through falling debris and the massive waterfall forming below us...and we're back in the race!
- We gain speed as we transition into the next city, and as we pass the Cyberpunk racer, he rams into us again, sending us spinning!

## Scene 6: Steampunk

- We turn a corner into the Steampunk section of the race. As we navigate the machinery, massive geysers of steam blast off all around us, shaking our vehicle and making it hard to stay on track.
- A forceful blast of steam that we couldn't avoid sends us careening off course, and suddenly—crash! We land in a dark, forgotten room littered with steampunk parts.

## Scene 7: Turn Towards the Sun

- We can hear the other racers moving on without us outside, and it seems clear that we will lose the race...
- As he thinks through what to do next, Dr. Photon says we need to turn towards the sun. But there is no sun in this bygone room. Solar power is sacred, and it cannot be wasted, but...
- As a last resort, Dr. Photon remembers the solar boost he hadn't finished testing before race day. To activate it, he needs everyone on board to press a button all at the same time and release the Liquid Sun into the Solarwing. If this doesn't work, we can only hope that we make it back.

- Hoping against hope, we all press the button, and with a bright flash of light, our Solarwing jumps to a start, and we shoot out of the window of the dark room!

## Scene 8: Cyberpunk

- At this point, we are leagues behind the other racers. Luckily, our Solarwing has never glowed like this before—we are reaching unprecedented speed and agility as we blast through our final part of the race: the Cyberpunk section.
- One by one, we pass each of the other racers until we are neck-and-neck with the Cyberpunk racer leading the pack. He is livid to see us keeping pace with him! He whips out every maneuver to try and throw us off.
- At Dr. Photon's command, we all press the Solar Boost together one more time and shoot forward to cross the finish line as the Cyberpunk racer falters from his too-fancy moves.

## Scene 9: The Finale

- To deafening cheers, we slow to a halt in our dazzling Solarwing flyer. Dr. Photon, looking frazzled but exhilarated, thanks us exuberantly for our help in winning the Skyrace!
- We are welcomed as official Solar Punks 🕶️



# Updated Ride Script

## Solatarium Courtyard - Ext. Queue

As you walk through the courtyard of Solatarium, flourishing greenery and unique Art Nouveau stained glass structures flank your path, highlighting the buzz around today's annual Skyrace.

## Solatarium Lobby - Int. Queue Room 1

You enter the exquisite interior of the Solatarium and weave through the queue, surrounded by colorful stained glass windows showing scenes from Solaris' history and passing the room's large sundial in its center.

## Solatarium Museum - Int. Queue Room 2

Your pathway intertwines into the Museum of Solaris and through a variety of exhibits showcasing the beautiful history, technology, culture, and people of Solaris—most notably, the frazzled and illustrious Dr. Sonny Photon.

## Dr. Photon's Solatarium - Preshow (5 Minutes)

Now in his greenhouse lab, Dr. Photon welcomes you as his tour group to see the sights of Solaris, especially in the excitement of today's Skyrace, and—THE RACE!

## Dr. Photon's Secret Lab - Pre-Boarding

Dr. Photon ushers us deeper into his top-secret lab to access the race vehicle, and you pass a cluttered brainstorming space all about the Solarwing technology and the race competitors.

## Dr. Photon's Secret Lab - Load Zone

You've entered Dr. Photon's secret lab, and as you board the Solarwing race vehicle, you notice enclosed solar flares in oversized containers pulsing with galactic energy.

## Solaris - Scene 1

Comfortable in your Solarwing, you exit the loading zone and soar over stunning views of Solaris on your way to the starting line.

## The Starting Line - Scene 2

Your Solarwing rumbles below you as the countdown begins and crowds cheer—3, 2, 1, blast off!

## Zephyr City - Scene 3

Weaving through an oversized windmill farm, narrowly avoiding the massive blades, gusts of wind send your flyer spinning and swaying.

## Cascadia City - Scene 4

You dive into a tunnel through an exquisite underwater city, attracting the attention of a creature who tries to break through the glass! You make it out just in time.

## Atmora City - Scene 5

A forceful blast of steam that you can't avoid sends you careening off course, plummeting down into the dark, and suddenly—crash!

## All Is Lost 1 - Scene 6

You've crashed in a dark alley filled with thickening steam, and it's clear that you will lose the race...until a beautiful aurora borealis forms. That's only possible if there's a solar flare...

## All Is Lost 2 - Scene 6

The room bursts with color as the Solarwing charges with the power of the massive solar flare, and you blast off back into the race!

## Eniac City - Scene 7

The Solarwing has never glowed like this before, and you shatter records as you catch up with the other racers through the final city, nimbly avoiding the Eniac racer's attempts to throw you off.

## Return to Solaris - Scene 8

You emerge back in Solaris, hurtling past the other racers—the Eniac racer falters—and you cross the finish line first to deafening cheers!

## Victorious Finale - Scene 9

A frazzled Dr. Photon thanks you profusely for your help in winning the Skyrace and finding your flare, and you see him excitedly accept a patent for his brilliant technology.

## Champion's Exit - Unload

You exit your Solarwing, greeted by colorful banners, celebratory garlands, and confetti, cheering your success!

# Initial Retail Design Direction

## Backstory

Congratulations to Solaris' newest crowned champions of the Solstice Sky Race! After an exhilarating victory, browse Solaris' esteemed Hall of Fame and purchase your own customizable merchandise to remember your race day.

## Sample Merch

### Race-Related Items:

- Sky Race Trophies, both generic and customizable
- Sky Race Medals, both generic and customizable
- 'Sky Race Winner' shirts, jackets, fanny packs, hats, stickers, magnets, keychains, etc
- Ride photo purchase options:
  - Sports Magazine cover featuring them 'crossing the finish line' in the race - Victory Issue
  - Race results: including race time, racing style, splits between the Punk City sections (like after a marathon)
  - Winner's certificate

### Punk Items:

- Solarpunk, Aeropunk, Hydropunk, Steampunk, and Cyberpunk shirts, jackets, fanny packs, hats, stickers, magnets, keychains, jewelry, etc
- Nonspecific 'punk' merch: "We're all punks here"
- Solarpunk
  - Solar-powered wiggly collectibles
  - Solar-powered calculators, chargers, flashlights, anything solar-powered
  - Take-home plant
  - Solarpunk vehicle
- Aeropunk
  - Aviation goggles
  - Handheld fans in the style of the windmills
  - Aeropunk vehicle
- Hydropunk
  - Build-an-aqueduct kids assembly kit
  - Hydropunk vehicle
- Steampunk
  - Steampunk vehicle
- Cyberpunk
  - Cyberpunk vehicle

## Interactives

### Punk Personality Kiosk

- Interactive where the guest answers a series of questions to reveal their 'Punk Personality'. This can help guide their merch decisions

### Winner's Photo Shoot

- Specialized sports punk magazine cover of paying guest or group of guests wearing medals and holding trophies, to be printed out on the cover of a takehome magazine (complete with backstory to Solaris and coupons)

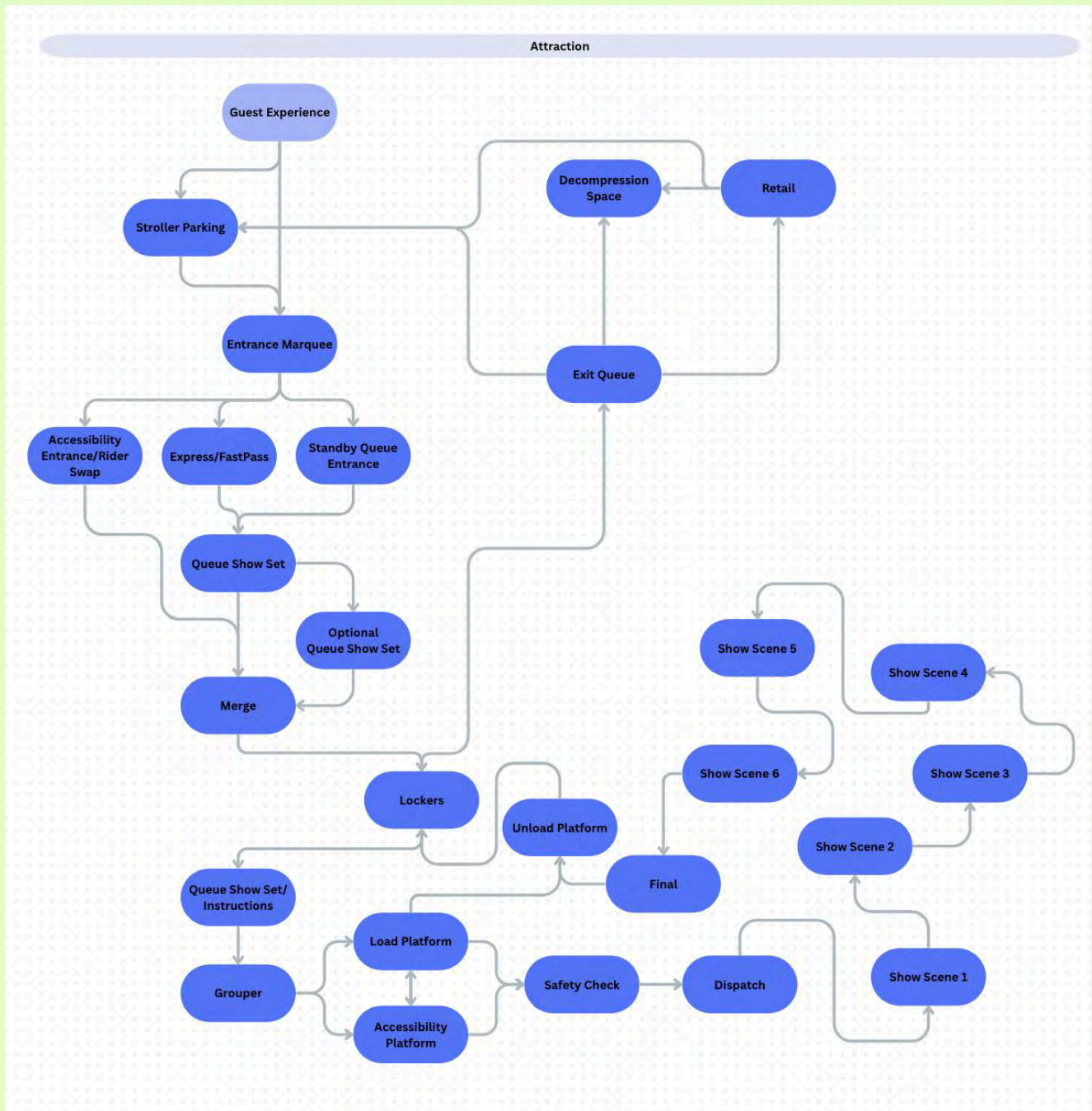
## Design Direction

Color Palette: Solaris land colors with colorful distinctions between the 'punks' - matches palette of the ride

Iconography: Showing the most recent ride photos labeled as "Newest Hall of Fame Inductees"

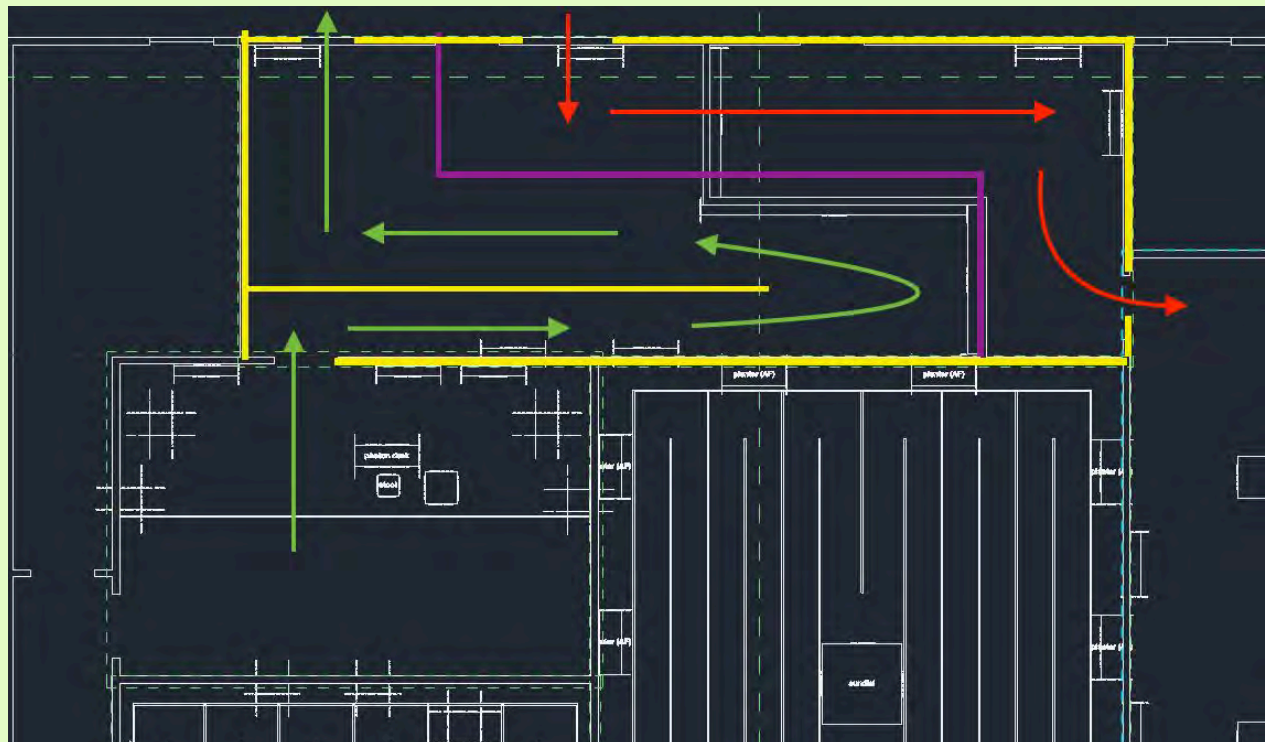


# Attraction Flow Plan



A hand-drawn floor plan of a building layout, likely for a museum or educational facility. The plan is divided into several rooms and areas, with dimensions and labels in green and red ink.

- Top Left:** A vertical dimension line on the far left is labeled "45". A room labeled "Boat Break room?" has a dimension of "50".
- Top Center:** A room labeled "Study" has a dimension of "30". Above it is a dimension of "45".
- Top Right:** A room labeled "Lockers" has a dimension of "40". Below it is a dimension of "25". To its right is a room labeled "rider swap wheel chair Parking" with a dimension of "30".
- Middle Left:** A room labeled "LAB (Pre-show)" has a dimension of "30". Below it is a room labeled "Museum" with a dimension of "35".
- Middle Right:** A room labeled "Lobby" has a dimension of "65". To its right is a room labeled "Retail" with a dimension of "73".
- Bottom Left:** A room labeled "express" has a dimension of "45".
- Bottom Center:** A small circle labeled "D16" is located in the "Lobby" area. A dimension of "50" is shown at the bottom center.
- Bottom Right:** A dimension of "22" is shown near the "rider swap wheel chair Parking" area.
- Overall Dimensions:** A horizontal dimension line at the bottom is labeled "135". A vertical dimension line on the left is labeled "45".
- Other Features:** A green arrow points from the "Lockers" area towards the "rider swap wheel chair Parking" area. A small circle labeled "Merge" is located between the "Boat Break room?" and the "Museum".



# Scope Document



## College of Arts and Humanities

Attraction: Odyssey Realms Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

<b>Description:</b>  (Written Narrative/Story Board see attached)	<b>Project Description:</b>  “Welcome to <i>Odyssey Realms</i> , a magnificent new theme park that immerses guests in fantastic worlds and stories that center on the power of both <b>communal unity</b> and <b>individual self-discovery</b> . Comprising five unique lands, <i>Odyssey Realms</i> places guests at the center of their own adventure, as they step into lands of breathtaking beauty and endless exploration. Intended for families with young teens seeking a family-friendly yet thrilling experience, <i>Odyssey Realms</i> is more than just a destination — it’s an all-encompassing journey.”	
<b>Attendance Targets</b>	<b>Annual Attendance</b>	9,750,000
	<b>Average Weekly Attendance Target</b>	186,984
	<b>Design Day Attendance Target</b>	26,712
<b>Acreage</b>	<b>Park size (Acres)</b>	489
	<b>Parking (Acres)</b>	206
	<b>Total Acres</b>	695
<b>Specification</b>	<b>Total Lands</b>	5
	<b>Total Rides</b>	30
	<b>Family Attractions</b>	48%
	<b>Teen &amp; Adult Attractions</b>	37%
	<b>Children’s Attractions</b>	15%
	<b>Rides per Hour</b>	1.2



# Attraction Scope Document

**Attraction:** Solarwing Skyrace **Date:** 10/01/2025  
**Location/Area:** Houston, Tx **Revision:** \_\_\_\_\_

<b>Description:</b>  (Written Narrative/Story Board see attached)	<b>Project Goals:</b> <ul style="list-style-type: none"><li>• To create an attraction with an expansive enough concept to build out a future land, but with an understandable story that is encapsulated from the marquee to exit retail.</li><li>• To create an attraction that magnifies the power of clean energy and inspires future innovation in the world.</li><li>• To create a family-friendly attraction that brings people together through a daring race with twists and turns.</li></ul> <b>Project Description:</b> <p>Solarwing Skyrace is an immersive dark ride/inverted coaster hybrid where guests join the eccentric Dr. Photon in Solaris' annual race, blasting off on an exhilarating adventure through the neighboring rival cities, facing obstacles and ultimately claiming victory by "Finding Their Flare".</p>	
<b>Ride System Requirements:</b>	<b>Type:</b>	Inverted Powered Coaster
	<b>Conveyance:</b>	Over-the-Shoulder Restraint
	<b>Vehicle Capacity:</b>	12
	<b>THRC:</b>	1253
	<b>Dispatch Interval:</b>	Continuous [1 min 10 sec [Load/Unload zone], Dispatches every 45 seconds]
	<b>Track Length:</b>	5,380.83 Linear ft
	<b>Potential Manufacturer(s):</b>	MACK rides
<b>Facility/Ride/Interface Requirements:</b>	<b>Land Size:</b>	5 Acres
	<b>Land Timing:</b>	~ 1 Hour 40 Minutes
	<b>Ride Box Size</b>	75,000 Ft <sup>2</sup>
	<b>Ride Timing:</b>	3 Minutes 93 Seconds
	<b>Speed:</b>	0-35 mph

	<b>Staffing:</b>	13 personnel minimum
<b>Area Development (AD):</b>	Exterior facade, Pre-show box, Show box, Connected to exit retail, Park access, Back stage access	



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

<u>Scene/Area:</u>	<u>Scene 101A: Solatarium Courtyard</u>
<b><u>Description:</u></b>	<p>“As you walk through the courtyard of Solatarium, flourishing greenery and unique Art Nouveau structures flank your path. Specifically, beautiful art pieces featuring stained glass and reflective materials abstractly tell the story of Solaris’ fruition (<i>see Backstory Treatment</i>). As you move through the exterior of the space, you are enveloped in the beauty and warmth of Solaris, familiarizing yourself with both nature and technology as they intertwine and interconnect within this environment. Most notably, as you make your way under the Solatarium facade and into the structure, you note the beautiful “The Annual Solaris Skyrace” banner carefully hung above the doorway.”</p>
<b>Facility/Ride/Interface Requirements:</b>	Queue (Express & Standby) to accommodate all guests including ADA, Cast storage for scenes 101A, 101B, 102 and extended queue (Communication devices, “end of line” marker, Cleaning supplies, Fire safety equipment), Guests to be questioned by personnel on matters regarding ride procedures (young guest height check, supervise child, and/or observed risk signage as required) Guests entering the express queue to interact with personnel regarding express pass check-in technology.
<b>Staffing:</b>	Minimum 2 personnel - (1) Standby queue personnel and (1) Express queue personnel
<b>Timing:</b>	12 min
<b>Area Development (AD):</b>	Ride box facade, Park Access, Exterior queue,
<b>Artificial Foliage (AF):</b>	Enhances natural foliage, used for plants that are not native to the region, colors that need to be bright long term, and creative control of particular plants.
<b>Audio Hardware (AH):</b>	Hidden BGM speakers as required by area, 8ft apart to create sound immersion, shrouded by SS.



<b><u>Scene/Area:</u></b>	<b><u>Scene 101A: Solatarium Courtyard</u></b>
<b>Audio Software (AFX):</b>	Sounds of the land, minimum 4 hours of length to limit sound fatigue
<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Risk warning signage. Decorative Marquee signage, Express queue signage, Standby signage. Functional digital park signage for directions and wait times. "Annual Skyrace" banner graphic hung on the facade of the building and lamp post graphics
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on SS, SPAD, and TL.
<b>Show Lighting (SL):</b>	TL Lampposts pre-marquee 20ft diagonal stretches for ambient floods of light, Directional SL lighting for all posted signage and graphics, TL wall sconce fixtures on building facade, SL fixtures to highlight central sculptures in shrubbery beds, SL up-lighting in AF to enhance nighttime glow and coloration, Embedded SL wet-rated LED strips to accentuate sculptural elements of building facade to alter color at night, SL lighting for integrated artificial window systems, SL colored lighting for integrated artificial stain glass windows.
<b>Show Props &amp; Dressings (SPAD):</b>	Celebration decor for the annual race, Banners with GFX graphics on lampposts, "Annual Skyrace" Banner hung over the Solatarium entrance
<b>Show Sets (SS):</b>	Marquee arch, decorative sculpture elements within shrubbery





# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 101B: Solatarium Lobby
Description:	<p>“Now in the main lobby, the open-concept space features symmetrical styling and tall ceilings. The space feels majestic and regal, yet traditional in its political-esque purpose. Large windows welcome natural sunlight, and the warmth beams into the space. As you make your way through the guided pathway within the lobby, banners strewn from the walls beckon you in, announcing the Solstice Celebration, the unique food offerings, the nighttime celebration, and, of course, the highly anticipated annual Skyrace. As you move through the space, you encircle a grandiose sundial, glimmering as the sunbeams cascade down from the ceiling.”</p>
Facility/Interface Requirements:	Connected to scene 101A, Queue lines (Express & Standby) to accommodate all guests, including ADA.
Timing:	12 min
Area Developement (AD):	FAC Interior Show Building
Artificial Foliage (AF):	AF woven throughout the space, as though the building has grown alongside it. To be used in wall and ceiling application, including natural and unnatural colors that need to be bright long term, and to have creative control over plant shapes, size and placement without the need for sunlight and water. Visually depicted as potted plants and in larger banquets.
Audio Hardware (AH):	Hidden BGM speakers as required by area, 8ft apart to create sound immersion, shrouded by SS.
Audio Software (AFX):	Transition of sounds from land AFX to pre-show attraction AFX [theme song], Minimum 4 hours of length to limit sound fatigue

<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Risk warning signage, Solaris logo inlay into floor material scaled appropriately, "Annual Skyrace" celebration banner hung overhead
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on SS, SPAD, and TL. SP Mural on the walls to enhance history of Solaris and connect to local population
<b>Show Lighting (SL):</b>	Work lights [non-show element], TL wall sconces, Inlay floor SL lights, SL up-lighting in AF to enhance glow and coloration, sunset modes for all lights
<b>Show Props &amp; Dressings (SPAD):</b>	Material and tie-in of GFX "Annual Skyrace" celebration banner, Functional Art Nouveau stanchions, decorative chainlink,
<b>Show Sets (SS):</b>	Sundial show set, 6 stained glass windows telling Solaris' history placed evenly along the walls, colorful sunray made of strings overhead, Decorative acoustic paneling
<b>Special Effects (FX):</b>	The effect of outdoor natural light on the central dome always looks bright; Enhanced overhead light visual to simulate the sun effect on the sun dial



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 102: Solaris Museum
<b>Description:</b>	<p>“Moving under another doorway that reads ‘Museum of Solaris’, your pathway intertwines a variety of exhibits showcasing the beautiful history, technology, culture, and people of Solaris. Much of the museum focuses on teaching about different types of solar energy, with an emphasis on the work Solaris has completed towards harnessing the immense power of solar flares. However, the exhibits are clear that this technology is not yet approved for public use. Notably, you pass a large statue of a scientist, looking somehow both frazzled and illustrious, with a plaque reading ‘Doctor Sonny Photon - Genius Inventor &amp; Esteemed Innovator’.”</p>
<b>Facility/Interface Requirements:</b>	Connected to scene 101B, Queue lines (Express & Standby) to accommodate all guests including ADA.
<b>Timing:</b>	12 min
<b>Area Development (AD):</b>	FAC Interior Show Building
<b>Artificial Foliage (AF):</b>	Artificial Solaris foliage woven throughout the space, as though the building was grown alongside it. To be used in wall and ceiling application, including natural and unnatural colors that need to be bright long term, and to have creative control over plant shapes, size and placement without the need for sunlight and water. Visually depicted as potted plants and controlled museum-esque relics.
<b>Audio Hardware (AH):</b>	Hidden BGM speakers as required by area, 8ft apart to create sound immersion, shrouded by SS.

<b>Audio Software (AFX):</b>	Low ambience audio pre-show attraction AFX [theme song] , minimum 4 hours of length to limit sound fatigue,
<b>Graphics &amp; Signage (GFX):</b>	As required by code: Emergency Exit signage, Risk warning signage. Various plaques describing different museum artefacts, museum art, and sculptures. Sign under Dr. Photon's statue reading 'Doctor Sonny Photon - Genius Inventor & Esteemed Innovator', Sign under mayor of Solaris' statue reading 'Mayor Cyrus Ray - 15th Mayor of Solaris
<b>Figure Static (FS)</b>	Dr. Photon statue, Mayor Ray statue
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on SS, SPAD, and TL. SP Mural on the ceiling to display history of solaris
<b>Show Lighting (SL):</b>	Work lights [non-show element], TL wall sconces, SL on museum artifacts, SL up-lighting in AF to enhance glow and coloration, SL down-lighting at museum recommended angles for exhibit presentation.
<b>Show Props &amp; Dressings (SPAD):</b>	Museum artefacts, sculptures of Solaris, past-influential technology, old prototypes, artefacts that enhance that educational and informational content about the city is being provided to the audience.
<b>Show Sets (SS):</b>	SS to encase SL, FS, GFX, and AH as needed, to mimic traditional museum style exhibit



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 103: Dr.Photon's Solatarium
<u>Description:</u>	<p>“Entering the next room, you are now in Dr. Photon’s laboratory. The room is notably more futuristic, with an emphasis on a more neon-style lighting and clean architecture. You recognize the scientist from the statue you just saw, as he runs around the front of the room, tinkering and prodding at a variety of strange-looking experiments and bizarre, unfamiliar plants. He pays no attention to you as you all file in - enveloped in his work, it’s obvious he hasn’t yet noticed your presence. But when the door closes with an electronic buzz behind you, he jumps and looks up. He is surprised to see so many unfamiliar faces staring right at him. Yet, he greets you all enthusiastically. You must be his tour group for today, ready to experience the sights and serenity of Solaris. On the screens around you, Doctor Photon clicks through a short and speedy presentation explaining the technology behind Solaris’ solar-powered beauty - all thanks to him and his genius mind. But Dr. Photon quickly disregards the presentation for a much more exciting technology. Though it’s not <i>quite</i> board-approved yet, he’s been working on solar flare-powered Solarwing Flyers, which will be unveiled at the Annual Solstice Skyrace — a race against all the neighboring cities, each powered by a different energy source. He claims he’s got pretty much everything worked out, as he unveils a cylinder filled with an Aurora Borealis-esque glimmering light. Dr. Photon explains that solar flare energy is visualized in beautiful light and color, and as he turns up an energy dial, a sudden power surge sends the room into a momentary darkness. With a nervous laugh, Dr. Photon assures us to have no</p>

	<p>worries, because he has plenty of time to perfect his plans before the race in - TODAY?</p> <p>Dr. Photon looks down at his watch - he only has a few minutes to get to the starting line! Frantic, he runs around gathering his things, blabbering through his to-do list - get the Solarwing Flyers charged up - check, memorize the race track - check, pick up the city's best riders- oh no- Dr. Photon has no time to pick up the riders. Still, the Solarwings aren't programmed to fly empty... that's when you see Dr. Photon's lightbulb moment. You all need to join him in the Solarwing Skyrace, and there's no time to lose! Quickly, you're ushered into a secret door that leads to Dr. Photon's secret laboratory - time to race!"</p>
<b>Facility/Interface Requirements:</b>	Connected to scene 102, Queue space (Express & Standby) to interact with "merge" personnel. Entering into the Pre-show room, no longer in a line, standing room only. Cast storage for scenes 103 (Communication device, Flashlight, Cleaning supplies, Fire safety equipment, Counter).
<b>Staffing:</b>	Minimum 2 personnel - (1)"Merge" personnel at scene 103 entrance, (1) "Pre-show" personnel
<b>Timing:</b>	5 min (Includes load-in, pre-show scene, load-out)
<b>Area Development (AD):</b>	FAC Interior Show Building
<b>Animated Props (AP):</b>	In addition to AF overgrown plants, even more strange-looking AP plants enclosed in SS tubular shrouds interact with FA Dr. Photon. In addition to SPAD experiments, AP experiments also interact with FA Dr. Photon between resets and audience load-ins.
<b>Artificial Foliage (AF):</b>	Artificial Solaris foliage woven throughout the space, as though the building was grown alongside it. To be used in wall and ceiling application, including natural and unnatural colors that need to be bright long term, and to have creative control over plant shapes, size and placement without the need for sunlight and water. Plants are more overgrown and altered in this area.
<b>Audio Hardware (AH):</b>	Hidden BGM speakers as required by area, 8ft apart to create sound immersion shrouded by SS. PSA Speaker - Dr. Photon. PSA Speakers - Scientific equipment.



<b>Audio Software (AFX):</b>	Dr. Photon's narrative script, Experiments and instruments to make respective "whirring", "clinking", and/or "knocking", Solar Flare audio cue, Low ambient audio backing to run the length of the pre-show.
<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Risk warning signage, Labeled experiments, labeled instruments, and Dr. Photon's slideshow presentation deck.
<b>Media Software (VFX):</b>	Slideshow file, Dr. Photon pre-show narrative
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on SS, SPAD, and TL.
<b>Show Controls (SC):</b>	Show controls & network
<b>Show Lighting (SL):</b>	Work lights [non-show element], SL for each tubular SS shroud to create outward glow, TL wall sconces,
<b>Show Props &amp; Dressings (SPAD):</b>	Dr. Photon's lab instruments, notebooks, Planters, Switches, valves, Dr. Photon's desk
<b>Show Sets (SS):</b>	Dr. Photon's laboratory tables, laboratory stools, AP tubular shrouds, presentation screen shroud, shelves for instruments
<b>Video Hardware (VHD):</b>	Display screens for GFX slideshow, Scrim for Dr. Photon narrative display



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 104: Dr.Photon's Study
<b>Description:</b>	<p>"The next hallway serves as a brainstorming space for Dr. Photon, specifically regarding the technology of the Solarwing Flyers, and introduces you to the other competitors in the race. The first section of the room features blueprints, sketches, and models of previous Solarwing Flyer prototypes, with Dr. Photon's notes strewn about. Notably, solar flare prototypes flank the walls, marked with haphazard notes such as "ENERGY UNSTABLE" and "APPROVAL PENDING". After passing through this room, we place our items in the lockers used by the other scientists. The following section introduces the other competitors in the race, accompanied by annotated images, lists of characteristics, strengths, and weaknesses, as well as a section on the wall dedicated to each competing city. The final section of the room narrows, with screens above you featuring a final safety broadcast from Dr. Photon - explaining to store your items in his lab storage units and how to board your Solarwings safely. He reminds you that if anything goes wrong, have courage and 'Find Your Flare'."</p>
<b>Facility/Interface Requirements:</b>	Exiting the pre-show room (Scene 103), audience is funneled into a combined queue (no longer separated by Express & Standby) before reaching the locker bay. All loose articles must be stowed before experiencing the attraction. Extra space provided after lockers for queue backup.
<b>Staffing:</b>	Minimum 2 personnel - (1) Load side locker-aid, (1) Unload side locker-aid
<b>Timing:</b>	15 min
<b>Area Development (AD):</b>	FAC Interior Show Building & Locker System

<b>Artificial Foliage (AF):</b>	Artificial Solaris foliage woven throughout the space, as though the building had grown alongside it. To be used in wall and ceiling application, including natural and unnatural colors that need to be bright long term, and to have creative control over plant shapes, size and placement without the need for sunlight and water. Visually depicted as small potted plants that are less present than in other scenes.
<b>Audio Hardware (AH):</b>	Hidden BGM speakers as required by area, 8ft apart to create sound immersion, shrouded by SS.
<b>Audio Software (AFX):</b>	Mysterious low ambient audio with pulsing and humming energy, audio for a few features of the labs
<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Risk warning signage, Research graphics posted on wall, Solarwing prototypes graphics posted on wall, Informational graphics posted on wall, Visual research of the other race competitors, Visual research on the other cities, Locker system functional and themed signage
<b>Media Software (VFX):</b>	Safety video narrated by Dr. Photon, videos playing on lab computer/projectors
<b>Projection Equipment (VHX):</b>	Projectors swapping through Solarwing mockups and/or showing maps of the other cities and breakdowns of the other racers/energy forms
<b>Show Lighting (SL):</b>	TL pendants in central walkways, SL flood for wall graphics, Work lights [non-show element], SL floor guiding lights to emphasize transition zone lighting
<b>Show Props &amp; Dressings (SPAD):</b>	Dr. Photon's research notes, Dr. Photon's research books, Dr. Photon's equipment continuing from the past room, SPAD shrouds for safety video monitors, a vintage-style computer shroud to display Dr. Photon's research
<b>Show Sets (SS):</b>	Dr. Photon's study SS, Locker system shroud, Locker SS (bulletin boards, Dr. Photon's locker, etc)
<b>Video Hardware (VHD):</b>	Televised safety video narrated by Dr. Photon,



# Attraction Scope Document

**Attraction:** Solarwing Skyrace      **Date:** 10/01/2025  
**Location/Area:** Houston, Tx      **Revision:** \_\_\_\_\_

<b>Scene/Area:</b>	<b><u>Scene 105: Dr.Photon's Underground Lab</u></b>	
<b><u>Description:</u></b>	<p>"As you turn the corner into the large loading zone, you realize you have moved into Dr. Photon's Secret Lab. The magnificent Solarwing Flyers are revealed to you, enchanted and glowing, with seats for you hanging from their illuminated body. On either side of the loading bay, you can see glowing cylinders containing the untested, raw power from the sun - visualized in the form of Aurora Borealis. Intertwined energy wires snake from the cylinders, weaving through the lab and connecting to the Solarwings as they pulse with charging energy, awaiting your arrival. The ambient noise of immense power, whirring and twinkling, surrounds you. You're finally here - time to board the flyer and blast off!"</p>	
<b>Facility/Ride/Interface Requirements:</b>	<p>Exiting the locker bay (scene 104), audience is funneled into a short pathway to be grouped for loading. Grouped parties will be indicted to board by personnel as RV enters the the "Load Zone".</p>	
<b>Staffing:</b>	<p>Minimum 4 personnel - (1) "Grouper" personnel, (1) OCC remote panel personnel, (1) Load assist personnel, &amp; (1) "Tower" OCC main. Additional positions - (1) Wheelchair assist/Family swap</p>	
<b>Timing:</b>	<b>Load Platform:</b>	2 mph 30 sec 88 ft
	<b>Station Take-off:</b>	2 mph > 10 mph 10 sec 88ft
<b>Area Development (AD):</b>	FAC Ride Box Interior	
<b>Artificial Foliage (AF):</b>	<p>Artificial Solaris foliage woven throughout the space, as though the building had grown alongside it. To be used in wall and ceiling application, including natural and unnatural colors that need to be bright long term, and to have creative control over plant shapes, size and placement without the need for sunlight and water.</p>	

<b>Audio Hardware (AH):</b>	Inlaid into coaster vehicles, additional hardware for in-scene action sounds. Hidden BGM speakers as required by area, 8ft apart to create sound immersion, shrouded by SS.
<b>Audio Software (AFX):</b>	Mysterious low ambient audio with pulsing and humming energy
<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Risk warning signage, height requirement signage, Supervise child signage, and "Wait to load" medallion.
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on SS, SPAD, and TL.
<b>Show Controls (SC):</b>	Show controls & network (OCC Main panel and (2) OCC Remote panel)
<b>Show Lighting (SL):</b>	SL Inlay on the loading dock floor to illuminate "wait to load" medallion and the moving walkway belt, SL flood lights to highlight solar flare canisters, TL Pendants near dispatch panels, SL for pulsing light in connective tubing, Work lights [non-show element]
<b>Show Props &amp; Dressings (SPAD):</b>	Dr. Photon's research notes, Dr. Photon's research books, Dr. Photon's equipment continuing from past room(s)
<b>Show Sets (SS):</b>	Solar flare cylinder shrouds for VHD, Connective tubing to indicate movement of "Power" with pulsing light, Dispatch panel shroud, research desks for Dr. Photon's notes and books
<b>Video Hardware (VHD):</b>	Transparent OLEDs to display solar flares, (2) Passive cameras (will alert) for load and unload, (1) station stops per team member



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 106: Flight Over Solaris & The Starting Line	
<b>Description:</b>	<p>“As you exit the loading zone on your Solarwing flyer, you soar upwards and into the bright beauty of Solaris. Greeted by Dr. Photon, you hear him through an audio transmission, readying you for launch. For a moment, you just take in the astounding architecture and bustling city.”</p> <p>“Turning a corner, you reach the starting line. Inching forward, you see all the neighboring competitors - Zephyr, Cascadia, Atmora, and Eniac. Right before the countdown, the Atmora driver blasts smoke into your vehicle, and your Solarwing flickers. It returns to normal, and, with your ride vehicle gleaming with flare power, the buzzer blares and you blast off into the race!”</p>	
<b>Facility/Ride/Interface Requirements:</b>	Exiting the loading bay (Scene 105), Attraction and show building to dictate audience movement, Photo spot	
<b>Timing:</b>	<b>Solaris tour timing:</b>	10 mph > 5 mph 15 sec 165 ft
	<b>Starting line timing:</b>	5 mph > 0 mph 4 sec 25.67 ft 0 mph 3 sec 0 ft
	<b>Launch:</b>	0 mph > 20 mph 2 sec 29.33 ft
<b>Area Development (AD):</b>	FAC Ride Box Interior	
<b>Animated Props (AP):</b>	(2) Green flags that retract upon launch, to be seen by all three rows of RV	
<b>Artificial Foliage (AF):</b>	Artificial Solaris foliage growing along the sides of the track on the ground, less dense than in the queue, to fade completely away. To be used in wall and ceiling application, including natural and unnatural colors that need to be bright long term, and to have creative control over plant shapes, size and placement without the need for sunlight and water.	



<b>Audio Hardware (AH):</b>	AH Inlayed into the coaster vehicle, additional AH for in-scene action sounds, RV narration by Dr. Photon's, underlayed ride music
<b>Audio Software (AFX):</b>	Revvng engines from Atmora, Cascadia, Eniac and Zephyr vehicles, cheering crowd, countdown, Dr. Photon's narration, and mysterious music to fade as low, encouraging music rises
<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Risk warning signage, "Sky Race Start" banner
<b>Media Software (VFX):</b>	(2) LED Screens - displaying Atmora, Cascadia, Eniac and Zephyr racers pulling up next to you, crowds cheering, natural movement to enhance motion
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on SS, and SPAD.
<b>Show Controls (SC):</b>	Show control & networking cont.
<b>Show Lighting (SL):</b>	SL to enhance SS & SPAD, SL on RV to flicker as designated in story treatment, Work lights [non-show element], SL chasing light effect to influence race
<b>Show Sets (SS):</b>	SS of race startline (plant-grown start sign), SS to enhance elements in front of VHD, SS of Solaris city scapes
<b>Special Effects (FX):</b>	Wind FX on launch, Fog screen FX to transition to Scene 107
<b>Video Hardware (VHD):</b>	(2) Flat LED screens, (1) Ride photo camera,



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

<b>Scene/Area:</b>	<b>Scene 107: Zephyr City</b>	
<b>Description:</b>	“As you blast through the smoke, twisting and turning, you arrive in Zephyr City. Weaving through an oversized windmill farm, narrowly avoiding the massive blades, gusts of wind send your flyer spinning and swaying.”	
<b>Facility/Ride/Interface Requirements:</b>	Connected to scene 106, Attraction and show building to dictate audience movement,	
<b>Timing:</b>	<b>Transition [Scene 106-107]:</b>	20 mph 0.5 sec 14.67 ft
	<b>Zephyr Tour:</b>	20 mph 8 sec 234.67 ft
	<b>Surprise Windmill Hit:</b>	20 mph >15 mph 2 sec 51.33 ft
	<b>Windmill Field:</b>	15 mph > 15 mph 5 sec 110 ft
<b>Area Development (AD):</b>	FAC Ride Box Interior	
<b>Animated Props (AP):</b>	(2) Windmill blades: (1) function: up/down	
<b>Audio Hardware (AH):</b>	AH Inlayed into the coaster vehicle, additional hardware for in-scene action sounds, RV narration by Dr. Photon’s	
<b>Audio Software (AFX):</b>	AFX of windmills whooshing. Dr. Photon’s narration, underlayed ride music	
<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Risk warning signage. “Zephyr” Race marker sign, “Turn down/left” Story directional signage that does align with our path	
<b>Media Software (VFX):</b>	Atmora, Cascadia, Eniac and/Or Zephyr racer visual	

<b>Projection Equipment (PE):</b>	PE to enhance physical set depth and create motion.
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on AP, SS, and SPAD.
<b>Show Controls (SC):</b>	Show controls & network
<b>Show Lighting (SL):</b>	SL for SS & SPAD elements, SL for RV, Work lights [non-show element]
<b>Show Sets (SS):</b>	Zephyr physical set: SS clouds and additional SS windmills scaled for forced perspective
<b>Special Effects (FX):</b>	Wind FX from windmill blades, Fog FX for clouds, Fog screen FX to transition to Scene 108
<b>Visual Hardware (VHD):</b>	Flat LED screens behind each windmill blade



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 108: Cascadia City	
<b>Description:</b>	<p>“You suddenly dive into an enormous tunnel and find yourself in a beautiful, aquatic-inspired city tunnel system, with water flowing through the space all around you. As you peer through the viewing ports of the tunnel, you encounter a strange sea creature resembling a shark. Dr. Photon warns of the danger posed by the vicious beast, known as a Squalith. It follows your flyer from viewport to viewport, maintaining an inquisitive gaze, before headbutting the glass with a burst of rage. Your Solarwing sways from the impact. When the creature headbutts the glass a second time, a crack spiderwebs across the viewport, and water begins to pour into the tunnel. With a gasp from Dr. Photon, your engine revs, and you frantically fly into the next city!”</p>	
<b>Facility/Interface Requirements:</b>	Connected to scene 107, Attraction and show building to dictate audience movement,	
<b>Timing:</b>	<b>Transition Launch [Scene 107-108]:</b>	15 mph > 5 mph 4 sec 58.67 ft
	<b>Cityscape [Porthole One]:</b>	5 mph > 5 mph 3 sec 22 ft
	<b>Cascadia Buffer One:</b>	5 mph > 15 mph 1 sec 14.67 ft 15 mph > 15 mph .5 sec 11 ft 15 mph > 5 mph 1 sec 14.67 ft
	<b>Squalith Highlight [Porthole Two]:</b>	5 mph > 5 mph 3 sec 22 ft
	<b>Cascadia Buffer Two:</b>	5 mph > 15 mph 1 sec 14.67 ft 15 mph > 15 mph .5 sec 11 ft 15 mph > 5 mph 1 sec 14.67 ft
	<b>Squalith Attack [Porthole Three]:</b>	5 mph > 5 mph 3 sec 22 ft

	<b>Cascadia Buffer Three:</b>	5 mph > 15 mph 1 sec 14.67 ft 15 mph > 15 mph .5 sec 11 ft 15 mph > 5 mph 1 sec 14.67 ft
	<b>Squalith Animatronic [Porthole Four]:</b>	5 mph > 5 mph 5 sec 36.67 ft
<b>Area Development (AD):</b>	FAC Ride Box Interior	
<b>Animated Figures (FA):</b>	Squalith animatronic coming through porthole (3) functions: mouth open/close, head x axis, head y axis	
<b>Audio Hardware (AH):</b>	AH Inlayed into the coaster vehicle, additional hardware for in-scene action sounds, RV narration by Dr. Photon's	
<b>Audio Software (AFX):</b>	Aquatic music and burbling, other racers zooming by, Squalith pounding on glass; glass cracking, Dr. Photon's narration, underlayed ride music	
<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Risk warning signage. "Cascadia" Race marker sign, "Turn right" Story directional signage that aligns with our path	
<b>Media Software (VFX):</b>	Screen visuals of Cascadia through portholes, Screen cracking from Squalith Porthole One - cityscape flash of monster, Cascadia racer passes by, Porthole two - second cityscape and monster notices us, Porthole three - monster breaks glass	
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on AP, SS, and SPAD.	
<b>Show Controls (SC):</b>	Show controls & network	
<b>Show Lighting (SL):</b>	Work lights [non-show element] SL source 4's with Aquatic-textured gobo and blue/green gel, SL on Squalith FA during functions only	
<b>Show Sets (SS):</b>	Tunnel infrastructure curved on left and right sides, SS Tunnel with (3) porthole shrouds for VFX and FX (1) porthole with motion envelope for squalith FA,	
<b>Special Effects (FX):</b>	Water spritz FX Squalith cracks glass, Water stream FX when Squalith comes through porthole, Fog screen FX to transition to Scene 109	

<b>Video Hardware (VHD):</b>	(3) OLEDs
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# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 109: Atmora City	
Description:	<p>"You turn a corner into Atmora City. As you navigate through the machinery, massive geysers of steam blast off all around you, your vehicle vibrating with the reverberations, making it hard to stay on track. As the geysers burst, the view in front of you begins to obscure. "This steam is blocking the solar rays... and we're running low on power..." Dr. Photon worries. A forceful blast of steam that you can't avoid sends you careening off course, plummeting down into the dark, and suddenly—crash!"</p>	
Facility/Interface Requirements:	Connected to scene 108, Attraction and show building to dictate audience movement,	
Timing:	Transition Launch [Scene 108-109]:	5 mph > 20 mph 2 sec 36.67 ft
	Atmora Cityscape:	20 mph 10 sec 293.33 ft
	Conflict Hit:	20 mph > 15 mph 12 sec 308 ft
	Conflict Spiral:	15 mph > 0 mph 3 sec 33 ft
Area Development (AD):	FAC Ride Box Interior	
Animated Props (AP):	Oversized AP steampunk style gears (1) function: moving in a circle	
Audio Hardware (AH):	AH Inlayed into the coaster vehicle, additional hardware for in-scene action sounds, RV narration by Dr. Photon's	
Audio Software (AFX):	AFX Metallic clanking, AFX bursts of steam sounds, underlayed ride music	
Graphics & Signage (GFX):	As required by code, Emergency Exit signage, Risk warning signage. "Atmora"" Race marker sign, "Straight ahead"	

	Story directional signage that does <b>not</b> align with our path.
<b>Media Software (VFX):</b>	VFX of Atmora racer in the distance
<b>Projection Equipment (PE):</b>	PE spark effect onto gears
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on AP, SS, and SPAD
<b>Show Controls (SC):</b>	Show controls & network
<b>Show Lighting (SL):</b>	Work lights [non-show element], SL for steam blasts to enhance effect, SL interaction for simulated “blast”
<b>Show Sets (SS):</b>	Industrial oversized gears, pipes, bridges, paths, building facades, “blast” FX shroud
<b>Special Effects (FX):</b>	Warm wind FX to enhance steam sensation, Heat FX and Fog blast FX to throw our RV “off course”, Fog screen FX to transition to Scene 110
<b>Video Hardware (VHD):</b>	(2) LED screens to add depth to Atmora background and to show racers flying past us



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 110: Find Your Flare	
<b>Description:</b>	<p>“You’ve landed in a dark alley filled with thickening steam. Dr. Photon attempts to rev up the engine, but there are no solar flares to draw power from. You can hear the other racers flying by, and it seems clear that you will lose the race. Dr. Photon apologizes to you - he shouldn’t have used this unstable energy. Just when all hope seems to be lost, you see a beautiful aurora borealis forming, illuminating the alley in a gorgeous, glimmering light. But that’s only possible if... You notice a beam of light peeking through the steam. The beam grows brighter as Dr. Photon exclaims, “That’s not just a regular sunbeam - that’s a massive solar flare!” The room bursts with color as the Solarwings charge up, regain their power, and blast off to the final city!”</p>	
<b>Facility/Interface Requirements:</b>	Connected to scene 109, Attraction and show building to dictate audience movement,	
<b>Timing:</b>	<b>Conflict Pause:</b>	0 mph 30 sec 0 ft
	<b>Turing Moment:</b>	0 mph > 10 mph 10 sec 73.33ft
	<b>New Energy Launch:</b>	10 mph > 25 mph 1 sec 25.67 ft
<b>Area Development (AD):</b>	FAC Ride Box Interior	
<b>Audio Hardware (AH):</b>	AH Inlayed into the coaster vehicle, additional hardware for in-scene action sounds, RV narration by Dr. Photon’s. PSA - Solar flare start up, PSA - Atmora, Cascadia, Eniac and Zephyr racers	
<b>Audio Software (AFX):</b>	Faint sounds of Atmora: Metallic clanking, bursts of steam in the distance, Dr. Photon’s narration, Atmora, Cascadia, Eniac and Zephyr racers passing by, Solar flare ethereal music, invigorating turning point music	

<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Risk warning signage, "Area closed" graphic sign, "Out of service" graphic signs, "Broken parts" graphic sign
<b>Media Software (VFX):</b>	Media for solar flare (aurora borealis) growing to light up entire room
<b>Projection Equipment (PE):</b>	PE for aurora borealis, PE for Atmora, Cascadia, Eniac and Zephyr racer shadows passing by, PE for background enhancements
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on AP, SS, and SPAD, mechanical, industrial, distressed
<b>Show Controls (SC):</b>	Show controls & network
<b>Show Lighting (SL):</b>	Work lights [non-show element], SL low flood of light for fog movement, SL solar flare color explosion effect, RV SL glows differently with a newfound power
<b>Show Props &amp; Dressings (SPAD):</b>	Discarded mechanical SPAD, spiderwebs, dust, dirt, grim, fluid spills
<b>Show Sets (SS):</b>	SS shipping boxes, gears, old parts; completely physical set except for solar flare, out of service, dark cloud overhead
<b>Special Effects (FX):</b>	Fog screen FX to transition to Scene 111, Fog haze FX to aid dark cloud SS



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 111: Eniac City	
Description:	<p>“At this point, you are leagues behind the other racers. Luckily, the Solarwings have never glowed like this before—you are reaching unprecedented speed and agility as you blast through the final part of the race: Eniac City. One by one, you pass each of the other racers until you are neck-and-neck with the Eniac racer leading the pack. He is livid to see you keeping pace with him! He whips out every maneuver to try and throw you off, but it’s not enough - your solar-powered flyer is just too strong!”</p>	
Facility/Interface Requirements:	Connected to scene 110, Attraction and show building to dictate audience movement,	
Timing:	Transition Launch [Scene 110-111]:	25 mph .5 sec 18.33 ft
	Eniac Cityscape:	25 mph 10 sec 366.67 ft
Area Development (AD):	FAC Ride Box Interior	
Audio Hardware (AH):	AH Inlayed into the coaster vehicle, additional hardware for in-scene action sounds, RV narration by Dr. Photon’s	
Audio Software (AFX):	AFX Atmora, Cascadia, Eniac, and Zephyr race revving with Eniac revving the loudest, Dr. Photon’s narration, invigorating turning point music continues	
Graphics & Signage (GFX):	As required by code, Emergency Exit signage, Risk warning signage.“Eniac” Race marker sign, “Final stretch” Story directional signage that aligns with our path.	
Media Software (VFX):	VFX Eniac racer challenging us and swerving around us, VFX city scapes to create depth	

<b>Show Controls (SC):</b>	Show controls & network
<b>Show Lighting (SL):</b>	SL neon tube chasing light, RV SL continue to glow with their “new” power color, Work lights [non-show element]
<b>Special Effects (FX):</b>	Wind FX to simulate speed, Fog screen FX to transition to Scene 112,
<b>Video Hardware (VHD):</b>	(2) curved LED screens on either side



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 112: The Finish Line	
Description:	"Going through one last tunnel, with a final blast, you emerge back in Solaris and cross the finish line first as the Eniac racer falters from his too-fancy moves."	
Facility/Interface Requirements:	Connected to scene 111, Attraction and show building to dictate audience movement,	
Timing:	Transition Launch [Scene 111-112]:	25 mph 1 sec 36.67 ft
	Solaris Cityscape:	25 mph 10 sec 366.67 ft
	Finale Launch:	25 mph > 35 mph .5 sec 22 ft
	Finishline:	35 mph > 15 mph 8 sec 293.33 ft
Area Development (AD):	FAC Ride Box Interior	
Animated Props (AP):	(2) black/white checkered flags that retract upon finish	
Audio Hardware (AH):	AH Inlayed into the coaster vehicle, additional hardware for in-scene action sounds and crowds cheering/noise makers, RV narration by Dr. Photon	
Audio Software (AFX):	Dr. Photon's narration, Cheers of the crowd increase as you reach SS finish line, invigorating turning point music transitions to triumphant finale music	
Graphics & Signage (GFX):	As required by code, Emergency Exit signage, Risk warning signage. "Solaris" Race marker sign, "Finish" banner graphic	
Media Software (VFX):	Bright sunlight softening into cityscape (simulating eyes adjusting), Motion visuals depict speeding through Solaris towards the finish line, crowds can be seen as we close in on the finish line SS, Eniac racer swerving too fast and loses balance eventually, falling out of course	



<b>Show Controls (SC):</b>	Show controls & network
<b>Show Lighting (SL):</b>	Work lights [non-show element], SL light to shine upon transition (simulate eyes adjusting to sunlight)
<b>Show Sets (SS):</b>	Finish line SS (plant-grown finish line sign)
<b>Special Effects (FX):</b>	Wind FX on re-entry into Solaris
<b>Video Hardware (VHD):</b>	(2) curved LED screens on either side



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 113: Victorious Finale	
<b>Description:</b>	<p>“To deafening cheers, you slow in your dazzling Solarwing flyer. Dr. Photon stands, shaking hands enthusiastically with an official-looking executive. Frazzled but elated, he thanks you exuberantly for our help in winning the Skyrace! He proclaims, ‘I knew you could do it! And the board’s finally approved solar flare energy! The future of Solaris is bright - all thanks to you. When you dare to <i>find your flare</i>, you can achieve the impossible!”</p>	
<b>Facility/Interface Requirements:</b>	Connected to scene 112, Attraction and show building to dictate audience movement,	
<b>Timing:</b>	<b>Take-down Celebration:</b>	15 mph > 2 mph 20 sec 249 ft
<b>Area Development (AD):</b>	FAC Ride Box Interior	
<b>Animated Figures (FA):</b>	(1) Dr. Photon accepting gift, (1) Solaris’ mayor giving gift, (1) Eniac rider waving, slumped over vehicle, (1) Atmora rider waving, (1) Cascadia rider waving, (1) Zephyr rider waving	
<b>Animated Props (AP):</b>	Eniac vehicle - smoking, broken, Cascadia vehicle - still running, Zephyr vehicle - still running, Atmora vehicle - still running	
<b>Artificial Foliage (AF):</b>	Solaris AF growing along the sides of the track and throughout scene	
<b>Audio Hardware (AH):</b>	AH Inlayed into the coaster vehicle, additional hardware for in-scene action sounds. PSA Dr. Photon FA, Speaker crowds, PSA Atmora vehicle, PSA Cascadia vehicle, PSA Eniac vehicle, PSA Zephyr vehicle.	

<b>Audio Software (AFX):</b>	Dr. Photon's narration, Crowds cheering, underlaying triumphant finale music
<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Risk warning signage. "Solar Flare Approved" graphic signage
<b>Media Software (VFX):</b>	Crowds cheering in the background, Far-off visuals of Solaris to enhance background
<b>Projection Equipment (PE):</b>	PE for sparking effect on Eniac vehicle
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on AP, SS, and SPAD
<b>Show Controls (SC):</b>	Show controls & network
<b>Show Lighting (SL):</b>	Work lights [non-show element], SL flood downlight for FA Dr. Photon, SL flood downlight for FA mayor, SL flood downlight for FA Eniac racer, SL flood downlight for Eniac racer's AP vehicle, SL flood downlight for FA Cascadia racer, SL flood downlight for Cascadia racer's AP vehicle, SL flood downlight for FA Atmora racer, SL flood downlight for Atmora racer's AP vehicle, SL flood downlight for FA Zephyr racer, SL flood downlight for Zephyr racer's AP vehicl.
<b>Show Props &amp; Dressings (SPAD):</b>	Patent presentation between the FA mayor and FA Dr.Photon
<b>Show Sets (SS):</b>	SS presentation stage, SS Vehicle parking that represents components of the other SS towns, transitions to SS paddox/stadium return before transition to scene 104
<b>Video Hardware (VHD):</b>	(1) LED screen behind vehicles and animatronics



# Attraction Scope Document

Attraction: Solarwing Skyrace Date: 10/01/2025  
Location/Area: Houston, Tx Revision: \_\_\_\_\_

Scene/Area:	Scene 114: Champion's Exit	
Description:	"Your Solarwing Flyers return under an Art Nouveau-style awning, with celebratory banners welcoming the " Skyrace Champions" back home. Colorful garlands and confetti are scattered throughout the space, and it's clear that we have just entered the space where the crowd was cheering us on."	
Facility/Interface Requirements:	Connected to scene 113, Attraction and show building to dictate audience movement,	
Staffing:	Minimum 3 personnel - (1) Unload assist, (1) OCC remote panel personnel, & (1) "Tower" OCC main	
Timing:	Unload Platform:	2 mph 15 sec 44 ft
	Buffer Zone:	2 mph 10 sec 29.33 ft
Area Development (AD):	FAC Ride Box Interior	
Artificial Foliage (AF):	Solaris AF growing along the sides of the track, Artificial Solaris foliage woven throughout the space, as though the building was grown alongside it. To be used in wall and ceiling application, including natural and unnatural colors that need to be bright long term, and to have creative control over plant shapes, size and placement without the need for sunlight and water. Visually depicted as potted plants and controlled museum-esque relics.	
Audio Hardware (AH):	Inlayed into coaster vehicles, additional hardware for in-scene action sounds fade. BGM speakers return with vigorous triumphant finale music	
Audio Software (AFX):	Triumphant music	
Graphics & Signage (GFX):	As required by code, Emergency Exit signage, Risk warning signage. "Welcome back Skyrace Champions!"	

<b>Projection Equipment (PE):</b>	Projector for looping highlights from the race as we exit the watching area
<b>Scenic Paint (SP):</b>	Scenic paint required for physical set
<b>Show Controls (SC):</b>	Show controls & network
<b>Show Lighting (SL):</b>	Work lights [non-show element] Functional lighting for exiting onto moving walkway
<b>Show Props &amp; Dressings (SPAD):</b>	Other signs and posters scattered around space: "Way to finish strong, Skyracers!" Streamers and colorful garlands overhead Confetti scattered as though the party has just moved elsewhere
<b>Show Sets (SS):</b>	Unloading platform set - celebratory, bright - we are currently where the crowd was just watching the race Art Nouveau-style awning



# Retail Scope Document

**Attraction:** Skyrace Hall of Fame **Date:** 10/01/2025  
**Location/Area:** Houston, Tx **Revision:**

<b>Description:</b>  (Written Narrative/Story Board see attached)	<b>Project Goals:</b> <ul style="list-style-type: none"><li>• To create a space where guests can easily flow through from the ride to the exit while being enticed by buyable merchandise.</li><li>• To create a space where guests can explore the cultures of the race and of the surrounding cities.</li><li>• To give guests a way to support their favorite teams during this annual race and feel like they are a part of the world.</li></ul> <b>Project Description:</b> <p>“Congratulations to Solaris’ newest crowned champions of the Solaris Skyrace! You’ve made Dr. Photon proud. After an exhilarating victory, you first browse Solaris’ esteemed Winner’s Circle. Pose with your fellow racers for a victory photo, and purchase your own customizable winner’s merchandise to remember your race day! You can even leave with a piece of Dr. Photon’s incredible Solar Flare Helion Core, minimized down to pocket size! Next you move into the beautiful Skyrace Hall of Fame, where banners of past champions and trophies from past races adorn the perimeters of the hall. Here, you can purchase a variety of merchandise, repping Solaris or any neighboring city’s signature style!</p>	
<b>Retail Requirements:</b>	<b>Type:</b>	Exit-Retail
	<b>Size:</b>	2,100 ft²
	<b>Timing:</b>	15 min
	<b>Occupancy:</b>	30 People
<b>Area Development (AD):</b>	Connected to show box, Back stage access, Park access	
<b>Artificial Foliage (AF):</b>	To be used in wall and ceiling application, including natural and unnatural colors that need to be bright long term, and to have creative control over plant shapes, size and placement without the need for sunlight and water.	

<b>Audio Hardware (AH):</b>	Hidden BGM speakers as required by area, 8ft apart to create sound immersion shrouded in show set.
<b>Audio Software (AFX):</b>	Sounds of triumph that mimic the tones and notes of the ride, leading into the land. Minimum 4 hours of length to limit sound fatigue
<b>Graphics &amp; Signage (GFX):</b>	As required by code, Emergency Exit signage, Decorative Marquee signage, Functional digital park signage for directions and wait times. "Champion" trophy label graphic, "Record breaking" graphic shroud for ride photo visual, "Solaris Skyrace Champions Circle" graphic. Race vehicle graphics
<b>Media Software (VFX):</b>	Connection to ride photo VFX (Taken in scene 106),
<b>Scenic Paint (SP):</b>	As needed in the field, to enhance the depth of FFE from all departments, in both race and city sides of the retail experience.
<b>Show Lighting (SL):</b>	Work lights [non-show element], TL pendant lamps, TL race-track chandelier, SL for each tubular SS shroud to create outward glow, SL lighting for integrated artificial window systems, SL colored lighting for integrated artificial stain glass windows. SL up-lighting in AF to enhance nighttime glow and coloration. SL LED Tubing to enhance Solaris architecture and sync with color changing lighting at night.
<b>Show Props &amp; Dressings (SPAD):</b>	Racer helmets, Mechanics headsets, Solaris race suit top, Solaris race suit bottom,
<b>Show Sets (SS):</b>	SS Racks of solar wing parts, trophy cases, Experiment cylinders, Solaris architecture, Solaris planters, Dr. Photon's harnessed experiments, Art Nouveau decorative metal to enhance buyout display systems.
<b>Video Hardware (VHD):</b>	(1) LED Screen - display ride photos for purchase





# F&B Scope Document

**Attraction:** Solar Street Eats **Date:** 10/01/2025  
**Location/Area:** Houston, Tx **Revision:**

<b>Description:</b>  (Written Narrative/Story Board see attached)	<b>Project Goals:</b> <ul style="list-style-type: none"><li>● To create an eco-friendly food kiosk location where guests can enjoy tasty food while experiencing the atmosphere.</li><li>● To create a food kiosk where it appears as though futuristic solar technologies are the main source of the cooking operation.</li><li>● To immerse guests in a simple food experience that elevates the interactivity between the guest and the world.</li></ul> <b>Project Description:</b> <p>“You exit the retail store and re-enter the sunny streets of Solaris. A fresh, flavorful scent wafts by you, and you see a food street cart unlike any you have encountered before. As you approach the bedazzled food stand, you see the inner workings of the stand using solar power to cook the food. The cart is decorated with Art Nouveau details and flyers put up by merchants selling their wares in the bustle of the race day. The stunning stained glass windows cast a colorful shadow over you as you order a race recovery drink paired with a Skyrace-themed specialty snack. You watch as you see your food prepared and moved throughout various futuristic compartments and contraptions harnessing the power of the sun. Once your food is ready, you browse the city, fresh, cool drink and yummy snacks in hand.”</p>	
<b>F&amp;B Requirements:</b>	<b>Dining Type:</b>	Grab & Go
	<b>Size:</b>	276 ft <sup>2</sup>
	<b>Timing:</b>	20 min
<b>Machine Requirements:</b>	<b>Dry Stock:</b>	Protein, Garnishes, Honey sticks, Trail mix, Honey and agave, Quinoa

	<b>Refrigerated:</b>	Lemonade, Gatorade, Fresh fruit for Finish Line Fruit/Liquid Sun/Solar Nectar, Juice, Club soda, Edible flowers, Vegetables for Root for Solaris, Lettuce for SunWrap, Chicken for SunWrap
	<b>Freezer:</b>	Ice for drinks, Frozen bananas, blueberries, etc., Frozen acai
	<b>Tools:</b>	Blender, Disposable cups/bowls/utensils/skewers for kabobs, Ricecooker for quinoa
<b>Area Development (AD):</b>		Free-standing kiosk, Park access
<b>Artificial Foliage (AF):</b>	AF woven along the sides and around the kiosk. Includes natural and unnatural colors that need to be bright long-term, and to have creative control over plant shapes, size and placement without the need for sunlight and water.	
<b>Audio Hardware (AH):</b>	PSA solar-powered cooking,	
<b>Audio Software (AFX):</b>	AFX Solar-powered cooking sounds,	
<b>Graphics &amp; Signage (GFX):</b>	GFX that appear as physical posters rolled-on broadcasting discounts, sales, and other merchants' wares, "Solar Street Eats" GFX marquee, GFX Menu board, "Order Here" GFX, "Pick Up Here" GFX, "Enter Here" queue standee stanchion graphic	
<b>Media Software (VFX):</b>	Real-time, adaptive media to show guest orders is cooked using the sun, along with identifier	
<b>Scenic Paint (SP):</b>	TUTI As needed in the field, to enhance the depth of FFE on SS, and SPAD, kiosk cladding and Art Nouveau details	
<b>Show Lighting (SL):</b>	Interior work lights [non-show element], Embedded SL wet-rated LED strips to accentuate sculptural elements of kiosk facade and to alter color at night, SL action to correlate with FX to create internal glow on SS shroud	

<b>Show Props &amp; Dressings (SPAD):</b>	(3) Solar powered batteries to exist outside the kiosk, queue stanchions
<b>Show Sets (SS):</b>	(2) Solar powered batteries powering kiosk, VHD shroud for fabricated solar cooking in real time, Art Nouveau architectural enhancement and stained glass windows,
<b>Visual Hardware (VHD):</b>	(1) LED screen showing where/how the food is getting processed
<b>Special Effect (FX):</b>	Occasional air FX - simulates SS Solar-powered cooker

# Final Story

# Solarwing Skyrace

In an alternate universe, on a singular Earth-like planet named Futora, a vast network of islands gave rise to civilizations unlike any we have ever known. Each city, built on a unique energy source, contributed to the diverse and interconnected tapestry of Futora. Zephyr was built on wind-based energy, Cascadia on water-based energy, Atmora on steam-based energy, and Eniac on fusion core energy.

For ages, each city thrived in isolation, unbeknownst to the other civilizations rising around them. Yet, with new technology came further exploration of Futora, and with the discovery of neighboring cities came rivalry. War ignited amongst the land, as skies once lit with prosperity darkened with conflict. Each city proclaimed its own energy source as the superior force of life.

But from the turmoil arose Solaris, a city powered upon the one source of energy witnessed by all, but harnessed by none—the sun. Built upon a foundation of prosperity and the celebration of the unique, Solaris believed it could unite the cities once and for all. With compassion and honor, Solaris brought peace among the fractured nations under a shared promise: each energy's individuality shines on its own, but contributes light towards an even brighter whole. Centuries later, that promise remains true as the neighboring cities gather for Solaris' Annual Solstice. This celebration showcases the brilliance of all unique energies and their unity, which keeps Futora strong.

This celebration culminates in the Skyrace, where competitors race through each city on a vehicle powered by their home city's energy source. The race requires the brightest scientists, pilots, and inventors to create the best vehicle — one that navigates complex terrain and diverse challenges. The team that wins the race earns not only glory but also a spot in the Skyrace Hall of Fame, solidifying its city as a beacon of both individual innovation and broader coexistence.

# Solatarium Courtyard

## Scene 101A



We enter under the grandly hung “Solarwing Skyrace” banner, its bright, exciting colors contrasting against the natural tones of Solaris. As we walk through the Courtyard of the Solatarium, flourishing greenery and unique Art Nouveau structures flank our path. Specifically, striking art pieces featuring stained glass and reflective materials tell the history of Futora. Vibrant plants sprout from the thick foliage, as Solaris’ clean environment has encouraged many new species to flourish.

As we venture through the exterior of the space, we are enveloped in the beauty and warmth of Solaris, familiarizing ourselves with nature and technology as they intertwine and connect within this environment. Following the path, we venture inside the spectacular domed building ahead—the Solatarium, the centerpiece of Solaris.



# Solatarium Atrium

## Scene 101B



Now in the Atrium of the Solatarium, the open-concept space features symmetrical styling and a tall domed ceiling, enveloping us in a majestic, regal atmosphere. The large, stained-glass, domed ceiling welcomes warm sunlight, which reflects an awe-inspiring rainbow beam across the atrium. At our feet, the Solaris icon—a sparkling sun—is inlaid into the flooring, beckoning and bright. As we make our way through the guided pathway within the Atrium, stained-glass windows continue the story begun in the Courtyard, culminating in the fruition and rise of Solaris. Temporary banners strewn from the walls beckon us in, announcing the Solstice Celebration, the unique food offerings, and, of course, the highly anticipated annual Skyrace. We pass a statue of a stately woman with a bright smile, her hands on her hips. The accompanying plaque reads “CYRA RAY— Mayor of Solaris”.

Moving closer to the center of the room, we encircle a grandiose sundial reflecting the current time of day. The path passes close by, then cuts through the atrium and into a smaller hall.

# Solatarium Museum

## Scene 102



We enter a doorway marked "Museum of Solaris", where our path intertwines with exhibits showcasing artifacts from Solaris's rich history, technology, and culture. Much of the museum focuses on the history of solar energy technology, with an emphasis on Solaris's present efforts to harness the immense power of solar flares. However, the plaques clearly indicate that this technology is not yet approved for public use. Lastly, we pass a large statue of an illustrious scientist, with a plaque reading "DOCTOR SONNY PHOTON-Genius Inventor & Esteemed Innovator".



# Dr. Photon's Solatarium

## Scene 103



Entering the next room, we are now in Dr. Photon's Laboratory. The lab is notably more futuristic, with an emphasis on artificial-style lighting and clean architecture. We recognize the scientist from the statue you just saw, tinkering with the dials on the Solar Flare Cylinder on the desk before him. The Solar Flare Cylinder, a key component of Solaris's solar energy technology, is a device designed to harness and control the immense power of solar flares. Strangely, he looks more aged and frazzled than the previous statue implies.

Enveloped in his work, it's obvious he hasn't yet noticed our presence as we file into the room. But when the door closes with an electronic whirr behind us, he jumps dramatically, causing the Solar Flare Cylinder to spark momentarily and knocking some glass cylinders around on his desk. He is surprised to see so many unfamiliar faces staring right at him.

**DR. PHOTON**

*(surprised)*

*Oh! Hello there!*

He realizes he is still wearing his silly-looking goggles and haphazardly pushes them from his eyes and rests them on his head. Then, noticing the smoking Solar Flare Cylinder, he frantically fans it and blows on it, repeatedly pressing a button that lowers it back down into the desk. Once the cylinder is fully lowered, the smoke dissipates. Dr. Photon freezes in this mid-blow position for a beat, laughs nervously, and brushes his hands on his coat, examining the crowd.

**DR. PHOTON (cont'd)**

*(adjusting his goggles, examining the crowd)*

*You're not from the council, are you? Huh. Judging by your... interesting fashion sense...You're not from around here. Which means you must be my tour group for today! Without further ado, let's get started...*

He grabs a presentation clicker/laser pointer, and the screens on either side of him turn on to the first slide.

SLIDE 1: ESTABLISHING VISUAL OF SOLARIS

SLIDE 2: CLOSE-UP VISUAL OF SOLARIS LIGHTS

SLIDE 3: CLOSE-UP VISUAL OF SOLARIS VEHICLES

SLIDE 4: CLOSE-UP VISUAL OF SOLARIS FOOD

SLIDE 5: VISUAL OF THE SKYRACE FINISH LINE

SLIDE 6: VISUAL OF THE COMPETING CITIES, IN EACH QUADRANT OF THE SCREEN

SLIDE 7-15: VARIOUS VISUALS DEPICTING SUN RAYS AND THE ENERGY TRANSMITTERS. ONE SLIDE FEATURES AN UNINTENTIONAL ADDED SELFIE OF DR. PHOTON, WHICH HE SPEEDS THROUGH ALMOST INSTANTANEOUSLY.

**DR. PHOTON (cont'd)**

*Welcome to Solaris, the only island on our beautiful planet that runs entirely on solar power! My name is Dr. Sonny Photon, and I am Solaris' lead scientist. Everything you experience here-*

*(clicking through SLIDES 2, 3, 4)*

*The buildings, lights, vehicles, and even the food- use a special technology developed by yours truly. I assume you are all in town visiting for our Annual Skyrace,*

*(clicks to SLIDE 5)*

*where the surrounding islands compete with vehicles powered by their respective energy sources: wind, water, steam, and fusion core.*

*(clicks to SLIDE 6)*

*But, Solaris is extraordinary- our technology works by harnessing the energy from sunray particles, funneling them through a chamber,*

*(clicking through the SLIDES 7-15 increasingly fast)*

*and blah, blah, blah, boring, boring, you get power!*

*(clicks off the presentation, leaning closer)*

*But between you and me, the council hasn't exactly had much faith in me recently. Sure, the stuff in the museum is cool and all, but I*

**DR. PHOTON (cont'd)**

*haven't had an idea like that in years- until now. I'm working on something way better than regular solar power- solar flares! Solar flares occur when the sun emits up to a billion times more energy, and they often appear as beautiful, colorful light phenomena called an aurora. One solar flare alone makes a spark - but many together create a whole blaze!*

Dr. Photon pushes the button on his desk to slowly bring the Solar Flare Cylinder back into view. The Cylinder glows with a beautiful green, purple, and blue light, intertwining gracefully. The room darkens, and a light wind blows.

**DR. PHOTON (cont'd)**

*I've modified the vehicles for this year's Solarwings to allow us to harness and use a solar flare. And yes, it's not quite "council-approved," but I can assure you it works. It's honestly just paperwork at this point, I've got it all figured out-*

As he reaches out to lean a hand on the cylinder, suddenly-an electrical zap! and tech power-down boom. The room plunges into darkness and silence for a beat. We hear a click; Dr. Photon's safety goggles appear in the darkness, emitting a sun-like light. We see the goggles "float" awkwardly over to the wall.

**DR. PHOTON (cont'd)**

*(laughs nervously)*

*Just a teensy mishap. Totally normal.*

He fumbles around and flips a switch. Lights and screens ON. Dr. Photon returns to his desk and sends the Solar Flare Cylinder back down into its slot.

**DR. PHOTON (cont'd)**

*I'm not worried about it - I have plenty of time to perfect the mechanisms before the race, which is...*

*(looking at his watch)*

*TODAY?! I only have a few minutes to get to the starting line! I'll have to skip the final test stage, gather the Solaris racers- Holy Eclipse! I don't have time! No, no, no...*

Suddenly, he freezes. A lightbulb in back of the lab turns on.

**DR. PHOTON (cont'd)**

*I've got it!*

*(turning to us)*

*Listen closely. I'll be piloting the Solarwings remotely, so you all have to be the racers today. Go through my study-*

*(gesturing behind him, secretly)*

*to my top-secret lab. I'll dial in through the comm system once you're on board. And remember- if all else fails, find your flare!*

Dr. Photon walk-runs out of view, and after the scrim has been lifted, the gate in front of us swings open. Incredibly, we walk through his lab and into the back door, entering his study.



# Dr. Photon's Study

## Scene 104



The next hallway serves as a brainstorming space for DR. PHOTON, specifically regarding the technology of his Solarwing Flyers. The first section of the room features blueprints, sketches, and models of previous Solarwing Flyer prototypes (including the now-retrofitted Solar Streets Eats), with Dr. Photon's notes strewn about. Notably, solar flare prototypes flank the walls, marked with haphazard notes labeling the blueprints "ENERGY UNSTABLE" and "NEEDS TESTING".

After passing through this room, we encounter lockers, where a Lab Assistant directs us to place our items in the lab storage. The lockers are numbered, and many feature the names of the scientists, such as "Dawn Bright", "Ray Diant", and "Dr. Soleil Wattson" (as well as names of all creatives on the Solaris project).

Once we finish storing our items, the following hall introduces the other competitors in the race, with annotated posters, lists of characteristics, strengths, and weaknesses, and a wall section dedicated to each competing city. The final section of the room narrows, with screens above us featuring a final safety broadcast from Dr. Photon.



# Dr. Photon's Secret Lab

## Scene 105



As we turn the corner into the large loading zone, we've made it to Dr. Photon's Secret Lab. The magnificent Solarwing Flyers are revealed to us, enchanted and glowing, with seats hanging from the illuminated body. On either side of the loading bay, we see glowing cylinders containing untested, raw power from the sun, visualized as Aurora. Intertwined energy wires snake from the cylinders, weaving through the lab and connecting to the Solarwings as they pulse with charging energy, awaiting our arrival. The ambient noise of immense power, whirring and twinkling, surrounds us. We're finally here—time to board and blast off!

# Flight Over Solaris

## Scene 106



As we exit the loading zone on our Solarwing flyer, we soar upwards and into the bright beauty of Solaris. For a moment, we just take in the astounding architecture and bustling city. Then- a transmitter radio tune-in.

**DR. PHOTON**

*Hey- it's me, Dr. Photon! You all made it. Ah, beautiful Solaris... we'll be back for you. Look up ahead, the other cities' racers!*

Turning a corner, we reach the starting line. Inching forward, we see all the neighboring competitors- Zephyr, Cascadia, Atmora, and Eniac. Right before the countdown, the Atmora driver blasts smoke into our vehicle, and our Solarwing flickers.

**DR. PHOTON (cont'd)**

*AH! The steam blocked our transmitter, but I've stabilized it. Buckle up, team- we have a race to win!*

The Solarwing returns to normal, and our vehicle pauses. With our ride vehicle gleaming with flare power, the countdown begins. 3... 2...1... GO! You blast off into a smoke screen.



# City I: Zephyr

## Scene 107



As we blast through the smoke, twisting and turning, we arrive in Zephyr City.

### **DR. PHOTON**

*Zephyr City- powered by wind energy, and- woah! We're in the middle of a windmill farm! Watch out for the blades!*

We weave through an oversized windmill farm, narrowly avoiding the massive blades. Gusts of wind send your flyer spinning and swaying.

### **DR. PHOTON (cont'd)**

*Our next city is definitely less windy than this one- hang on, we're going down!*

# City 2: Cascadia

## Scene 108



We suddenly dive into an enormous tunnel and find ourselves in a beautiful, aquatic-inspired city tunnel system. Our ride vehicle shudders and slows.

### DR. PHOTON

*We're in the tunnels of Cascadia City now, powered by water. I can't get our speed up- the water all around us must be slowing the solar flare transmitter. No problem- we'll just find an exit and be on our way...*

Suddenly, through the portholes, you see a strange sea creature resembling a shark with strange, squid-like limbs.

### DR. PHOTON (cont'd)

*The magnificent SQUALITH. Harmless creatures, as far as I've researched. ...But I haven't done much research.*



# City 2: Cascadia (Continued)

## Scene 108



The Squalith follows our Solarwing as we slowly navigate the tunnel, maintaining an inquisitive gaze, before headbutting the glass with a seeming burst of rage. We sway from the impact and turn to move away from the window, when suddenly we see the creature crash through the porthole straight ahead of us! Between spritzes of water, we come face to face with the Squalith, and he gestures his head towards the tunnel.

**DR. PHOTON (cont'd)**

*AHHH!! Wait- he's just pointing us to an exit! Thanks, Mr. Squalith, we were just leaving!*

The engine revs, and we frantically fly up and into the next city.

# City 3: Atmora

## Scene 109



We find ourselves in Atmora City. As we navigate through the machinery, massive geysers of steam blast off all around us, our vehicle vibrating with the reverberations, making it hard to stay on track.

**DR. PHOTON**

(shouting over the machinery and steam geysers)

*Atmora City, powered by steam- obviously! Watch out for those geysers!*

As the geysers burst, the view in front of us begins to obscure.

**DR. PHOTON (cont'd)**

*Sunspots! We're running low on power- it's the steam again. It's blocking the solar flare's energy -WOOAAHH!!!*

Suddenly, a forceful blast of steam hits our vehicle, sending us careening off course, spinning out, and plummeting down into the dark - when suddenly, crash! We land in a dark alley filled with thickening steam.



# Find Your Flare

## Scene 110



Colorized with AI based on drawn image.

Dr. Photon attempts to rev up the engine, but there are no solar flares to draw power from. We can hear the other racers and see their shadows flying by.

**DR. PHOTON**

*I can't find any flare energy through this thick steam. We're stuck. I'm so sorry. I never should have tried the unstable solar flare energy. Maybe the council is right- I'm all out of good ideas.*

Then it starts – first just a twinkle, then a glow – we see a beautiful Aurora forming, illuminating the alley in a gorgeous, glimmering light.

**DR. PHOTON (cont'd)**

*Great, I'm so old I'm hallucinating- wait, you see that too? Purple, blue, green... the aurora is everywhere- which can only mean one thing!! Everyone, find your flare and grasp it! If we combine all the power, we'll blast off like never before! Let's charge up- this race isn't over yet!*

The room bursts with color as our Solarwing regains its power and blasts off to the final city!

# City 4: Eniac

## Scene III



Colorized with AI based on drawn image.

We shoot through a blast of fog and into a cybernetic, neon-alleyed city. Though we are still leagues behind the other racers, the Solarwings are glowing brighter than ever!

DR. PHOTON

**DR. PHOTON**

*Eniac City, powered by fusion core. This is the final stretch- we're unstoppable now!*

As we shoot through the city streets, one by one, we pass each of the other racers until we are neck-and-neck with the Eniac racer, leading the pack. He is livid to see us keeping pace with him! He whips out every maneuver to try and throw us off, but it's not enough- our solar-powered flyer is just too strong! We pass by him and blast through the final tunnel back to Solaris.



# The Finish Line

## Scene 112



Colorized with AI based on drawn image.

Emerging back in Solaris, we cross the finish line in first place, as the Eniac racer falters from his too-fancy moves!

# Victorious Finale

## Scene 113



Colorized with AI based on drawn image.

To deafening cheers, we slow in our dazzling Solarwing flyer. We turn the corner to see Dr. Photon standing, shaking hands enthusiastically with Mayor Cyra Ray, who is beaming from ear to ear. The other racers stand behind them, with the Zephyr and Cascadia racers waving at us, and Atmora and Eniac pouting, arms crossed. The Eniac racer looks especially beaten up from his last-minute spinout. Frazzled but elated, Dr. Photon thanks us exuberantly for your help in winning the Skyrace.

### DR. PHOTON

*Congratulations, racers- and look- the council's approved my solar flare energy! The future of Solaris is bright, all thanks to you. One flare makes a spark alone, but together we ignite!*



# Champion's Exit

## Scene 114



Our Solarwing Flyers return under an Art Nouveau-style awning, with celebratory banners welcoming the newly-crowned Skyrace Champions back home. Colorful garlands and confetti are scattered throughout the space. We disembark and head into The Winner's Circle & Skyrace Hall of Fame Retail, then grab a recovery snack and drink at Solar Sky Eats.

# Winner's Circle

## Scene 200



Congratulations to Solaris' newest crowned champions of the Solstice Sky Race! After an exhilarating victory, explore the esteemed Winner's Circle and purchase your own customizable merchandise to remember your race day. The Skyrace Winner's Circle looks much like that of one of your home cities, decorated with checkered flags and adorned with athletic yet futuristic team gear. The air is buzzing with excitement and celebration as you walk in. And for good reason! The city's newest champion is here: You!



# Solar Street Eats

## Scene 300



Knowing the crowds the Annual Solstice attracts, Lux Sundar, Solaris' resident historian and antique collector, had a brilliant idea: why not combine history with something everyone can enjoy: delicious food? Lux decided to make unique use of one of Solaris's treasured historical artifacts – an old Solarwing prototype built by Dr. Photon, retrofitted to provide solar-powered snacking for visitors. This street cart-style food stand features live sun-grown offerings prepared by implementing Dr. Photon's traditional solar energy technology. This innovation harnesses the power of the sun in high-energy bursts to grow and cook fresh food right before your eyes! Citizens of Solaris firmly believe that solar power is sacred; therefore, technology such as this old prototype cannot be wasted. Once a soaring dragonfly-inspired Solarwing vehicle, this food kiosk now serves delicious race recovery drinks and Skyrace specialty snacks.

# Show Reference Guide

# World Overview

## Park Overview

Welcome to Odyssey Realms, a magnificent new theme park that immerses guests in fantastic worlds and stories that center on the power of both communal unity and individual self-discovery. Comprising five unique lands, Odyssey Realms places guests at the center of their own adventure, as they step into lands of breathtaking beauty and endless exploration. Intended for families with young teens seeking a family-friendly yet thrilling experience, Odyssey Realms is more than just a destination — it's an all-encompassing journey.

### **One-Liner**

Chart your course at Odyssey Realms, an all-new park of immersive worlds bound together by unity and the spirit of discovery.

## Solaris Overview

Welcome to beautiful, beaming Solaris, a city powered entirely by the sun. The Solarians have welcomed you to their historic, radiant metropolis at their favorite time of year - the Annual Solstice Celebration, a vibrant festival celebrating the unique energies of each of Futora's cities, and the unity that binds them together. As you explore the gleaming streets, astounding technology, and meet the city's many kind citizens, you'll discover why Solaris stands at the heart of Futora as a beacon of light.

### **One-Liner**

A radiant city powered by the sun, Solaris welcomes all of Futora and its visitors to the Annual Solstice Celebration - celebrating every city's energy and the unity that makes them all shine bright.

## Solaris History

In an alternate universe, on a singular Earth-like planet named Futora, a vast network of islands gave rise to civilizations unlike any we have ever known. Each city, built on a unique energy source, contributed to the diverse and interconnected tapestry of Futora. Zephyr was built on wind-based energy, Cascadia on water-based energy, Atmora on steam-based energy, and Eniac on fusion core energy.

For ages, each city thrived in isolation, unbeknownst to the other civilizations rising around them. Yet, with new technology came further exploration of Futora, and with the discovery of neighboring cities came rivalry. War ignited amongst

the land, as skies once lit with prosperity darkened with conflict. Each city proclaimed its own energy source as the superior force of life.

But from the turmoil arose Solaris, a city powered upon the one source of energy witnessed by all, but harnessed by none--the sun. Built upon a foundation of prosperity and the celebration of the unique, Solaris believed it could unite the cities once and for all. With compassion and honor, Solaris brought peace among the fractured nations under a shared promise: Each energy's individuality shines on its own, but contributes light towards an even brighter whole. This promise was captured in the Sun Scroll, a document of peace and unity signed by all islands. All of Futora commemorated this synthesis of islands with a race of islands. Centuries later, that promise remains true as the neighboring cities gather for Solaris' Annual Solstice in honor of the Sun Scroll. This celebration showcases the brilliance of all unique energies and their unity, which keeps Futora strong.

The Solstice celebration culminates in the Skyrace, where competitors race through each city on a vehicle powered by their home city's energy source. The race requires the brightest scientists, pilots, and inventors to create the best vehicle — one that navigates complex terrain and diverse challenges. The team that wins the race earns not only glory but a spot in the Skyrace Hall of Fame, solidifying its city as a beacon of both individual innovation and broader coexistence.

## Guiding World Rules

1. Optimistic futures only
2. Nature leads the way
3. Turn towards the sun
4. Community over individualism
5. Every element earns its light

## Solaris' Relationship with the Outside World

Solaris exists in harmony with, and in keen awareness of, the Futorean islands surrounding it. Solarians welcome visitors from both Futora and elsewhere and are proud to show their history and technological advancements. Because they live on a planet completely separate from our own, they have no knowledge of our world or historical events that we are familiar with. If you mention your hometown to a Solarian, they may appear confused, but assume it exists in one of the many outlying islands in the ocean. Their entire way of existing - with technology, time, food, culture, and transportation - is foreign to us.

On the planet of Futora, Solaris serves as a leader among the other islands and

proudly strives to fulfill its role as uniter of the islands and their energy sources. Its citizens proudly regard Solaris as an innovative and awe-inspiring island. With a twinge of competitive nature, they consider Solaris to be better than any other island...but they will never say so.

## Technological Processes

Solar energy is widely accepted as the primary energy source in Solaris. Due to Dr. Photon's many incredible inventions, all technology is powered by solar energy harvested naturally by Dr. Photon's clean energy panels, which blend seamlessly into the intricate architecture and beauty of the city. But the Doctor always has something up his sleeve...and you're lucky enough to be the first to experience it. Though not yet approved for public use, Dr. Photon has been spending every waking minute perfecting his newest invention: solar flare energy, specifically modeled for his high-speed racing vehicles, Solarwing Flyers. To harness this overwhelming energy, Dr. Photon has created an even more powerful version of his traditional solar panel—an energy core he calls the Helion Core. Solar flares have historically been a source of fear, as the sheer power of one could affect everything as the Solarians know it.

However, the Helion Core processes solar flare energy in a manner similar to a traditional solar panel, capable of harnessing and transforming up to a billion times more energy. This groundbreaking mechanism uses a magnetic field array, similar to a solar sail, to stabilize the charged particles released during a solar flare. These particles are then funneled into a vacuum-like conversion chamber, where their kinetic energy is converted into an electric current via a high-tech induction process. Dr. Photon has installed the Helion Core into his Solarwing Flyers, and as it charges, you can see the core pulsing and beaming with energy. This is the conversion of the solar flare particles right before your eyes! Though solar flares can be notoriously unpredictable, they can provide an immense, never-before-seen power - only if captured correctly. Thanks to this technology, Solaris' future is brighter than ever - *literally*.

## Meanwhile, in Solaris...

As guests enter Solaris, celebratory banners, flyers, and pop-up decor indicate that we have visited on a very special day. While it is another exciting race day for all of Futora, Solaris' genius inventor, Dr. Photon, and his lab scientists feel an added sense of resolve. They have been working against the board for months to no avail, as the board has begun to feel that Dr. Photon's wild ideas have gotten out of hand. He eagerly awaits the opportunity to showcase his newest technology, which harnesses the immense power of solar flares. Hopefully, the board will see and approve his invention for what it is - a design that can change their planet forever - and back his research once again. When guests enter

Solaris, it is on a day that could turn the tides for Solaris; in the future, Solarians will look upon this race as the crux of time between pre- and post- solar flare energy.

## Roles & POVs

### ***Guest Role/POV***

Guests are visitors from an unknown island, but they blend into the crowd as Futoreans from all over pour into Solaris for the Annual Race. Guests are presumed to be general tourists, ready to see and experience all that Solaris has to offer. Solarians know that staples of a “visit to Solaris” include visiting the impressive Solatarium, browsing the Museum of Solaris, dining at the historic Solar Street Eats, and (if you’re lucky!) touring Solaris and the science lab with Dr. Photon himself.

### ***Team Member Roles/POVs Overviews***

#### *Solarians:*

Citizens of Solaris operate in many different roles:

- Solatarium employees
- Museum of Solaris historians
- Skyrace marshalls
- Skyrace Hall of Fame experts

They are upbeat and excited for the race later that day. They have a reverent appreciation for all that the sun provides.

[Location: Attractions Entrance, Queue Attendants, Preshow Attendants, Retail Attendants]

#### *Photon Lab Assistants:*

Slightly aloof but intellectually endearing, Dr. Photon’s lab assistants work with him on the Helion Core and solar flare updates to the Solarwings. They have negative opinions on the Solaris government and the science board, as they haven’t been very on board with their new scientific escapades.

[Location: Attractions Lockers, Load Station, Unload Station]

#### *Sundar Archivists:*

Sundar’s archivists are passionate about helping Lux in his quest to preserve the best and “brightest” of Solaris! The Sundar Archivists have a love and deep knowledge of Solaris’ history, especially as it is told through food. They are happy to share information about their rich social and culinary culture with visitors from other islands.

[Location: Solaris Street Eats]



# Nomenclature

*Solstice* - The longest day of the year; typically a celebrated event across cultures. The Solstice holds significance in Solaris, as it is the day of the Annual Skyrace and the day that the Sun Scrolls were signed by all islands.

*Skyrace* - Annual race hosted by Solaris to commemorate the islands coming together to create peace. A cause for celebration for Solaris and the neighboring cities.

*Solarwing Flyer* - This year's Skyrace flyer. Invented by Dr. Photon. Name of ride vehicle.

*Zephyr* - Wind-powered city, race competitor.

*Cascadia* - Water-powered city, race competitor.

*Atmora* - Steam-powered city, race competitor.

*Eniac* - Fusion core-powered city, race competitor.

## Solarian Phrases

### **Greetings**

- "Aren't you just beaming today!"
- "Good morning, merry sunshine!"
- "Sunny day ahead!"

### **Expletives**

- "Sunspots!"
- "Eclipse!"
- "For solar's sake!"
- "Well, photosynthesize me!"

### **Playful Insults**

- "Don't go dim on me!"
- "Don't be such a sunburn."
- "Those eclipsed [Eniacs, Cascadians, Zephyrians, Atmorans]!"
- "May the sun gods save you."

### **Telling Time**

- "When the sun has sailed away."  
(Sunset)
- "When the sun has sailed to \_\_\_\_."  
(Telling time)

### **Quips**

- "The future is bright for Solaris!"

### **Farewells**

- "May the sun light your path!"
- "Sunny day ahead!"
- "Keep on the sunny side!"
- "Stay brilliant!"

# Winner's Circle: Retail

Congratulations to Solaris' newest crowned champions of the Solstice Sky Race! After an exhilarating victory, explore the esteemed Winner's Circle and purchase your own customizable merchandise to remember your race day. The Skyrace Winner's Circle looks much like that of one of your home cities, decorated with checkered flags and adorned with athletic yet futuristic team gear. The air is buzzing with excitement and celebration as you walk in. And for good reason! The city's newest champion is here: *You!*

## Merchandise Offering

### **Solaris Skyrace Champion Rewards**

- Trophies, both generic and customizable
- Medals, both generic and customizable
- Pins, both generic and customizable

### **Apparel**

- 'Solaris Skyrace Champion' graphic on various shirts, race jackets, fanny packs, hats, stickers, magnets, and keychains
- Solaris, Zephyr, Cascadia, Atmora, and Eniac racer costumes

### **From the Race**

- Ride Photo--*The Dawning* cover featuring the Solarwing 'crossing the finish line' in the race--your row pictured!
- Toy versions of each race vehicle
- Harnessed solar flare, both generic and customizable

### **Miscellaneous**

- The Futora Medallion - A medallion symbolizing unity with engraved icons from all islands

## Interactives

### **Winner's Photo Shoot**

- Setting: In a vogue-style photo booth, guests can capture their moment of victory with a specialized magazine shoot!
- Action: Guests can choose from a selection of photo booth props, such as medals, trophies, and race gear, and pose for the camera.
- Payoff: Guests can purchase a digital or physical copy of *The Dawning*, Solaris' hottest sports magazine, with their photo on the cover. Purchase of the physical copy of *The Dawning* comes with:
  - An article about Solaris' backstory
  - Games to play while waiting in line
  - A scavenger hunt throughout Solaris, redeemable for a prize at the Hall of Fame counter
  - A Solar Street Eats drink voucher

# Skyrace Hall of Fame: Retail

After celebrating your victory in the high-energy Winner's Circle and all things Solaris, make your way to the Skyrace Hall of Fame, where action shots, trophies, and medals from previous races adorn the walls. Celebrating the victories and unique qualities of all competing cities, all cities are represented in apparel and accessories. Showcase your chosen city's individuality!

## Merchandise Offering

- Solaris, Zephyr, Cascadia, Atmora, and Eniac aesthetic shirts, jackets, fanny packs, hats, stickers, magnets, keychains, and jewelry
- Solaris-Specific Offerings
  - Solar-powered collectibles--calculators, chargers, flashlights
  - Various plants in stained glass pots
  - Solarwing Flyer matchbox model

## Interactives

### **City Affinity Test Kiosk**

- Setting: Small, arcade-style kiosks in the corners around the Hall of Fame
- Action: Guests answer a series of questions about visual aesthetics and personality tendencies to reveal "Which Futora racer are you?"
- Payoff: This test can determine which island you resonate with the most and want to represent!

# Solar Street Eats: F&B

## Backstory

Knowing the crowds the Annual Solstice attracts, Lux Sundar, Solaris' resident historian and antique collector, had a brilliant idea: why not combine history with something everyone can enjoy: delicious food? Lux decided to make unique use of one of Solaris's treasured historical artifacts — an old Solarwing prototype built by Dr. Photon, retrofitted to provide solar-powered snacking for visitors. This street cart-style food stand features live sun-grown offerings prepared by implementing Dr. Photon's traditional solar energy technology. This innovation harnesses the power of the sun in high-energy bursts to grow and cook fresh food right before your eyes! Citizens of Solaris firmly believe that solar power is sacred; therefore, technology such as this old prototype cannot be wasted. Once a soaring dragonfly-inspired Solarwing vehicle, this food kiosk now serves delicious race recovery drinks and Skyrace specialty snacks.

## Exterior

Adorned with banners and flags advertising this year's Solstice Celebration and Skyrace, the kiosk is both aesthetically astonishing and colorfully inviting. As you approach, a plaque at the beginning of the queue reads "On Loan From Sundar Archives. Once one of Dr. Photon's proprietary Solarwing prototypes, this kiosk has been reimagined to provide you with delicious Solarian snacks and refreshments." As you approach, you review the menu.

## Menu

### **Drinks**

Sunkissed Sip: A perfectly sour-then-sweet lemonade treat.

Pollen Power Punch: Mixed berry smoothie with a scoop of punchy protein powder.

Liquid Sun: A delightful blend of orange & mango juice with solar strawberry boba pearls.

Race Recovery: A fantastically fizzy raspberry soda with a sweet splash of coconut cream.

### **Snacks**

Sunflower Power: Edible flowers planted in a chocolate pudding and a cookie soil.

Photosynthesized Popcorn: Fresh popcorn with bee pollen sprinkled on top.

Finish Line Fruit: Tasty tanghulu, a candied strawberry & green grape kabob.

### **Entrees**

Solar Nectar: Acai bowl with fresh strawberries, sunflower seeds, and a sunny honey drizzle.

'Root' for Solaris: Quinoa, roasted veggies, and tzatziki sauce, garnished with an edible flower.

SunWrap: Grilled chicken, sundried tomatoes, arugula, and a creamy herb dressing in a spinach wrap.

Keep on the Sunny Side: Sunny-side-up egg on a thick slice of sourdough toast.

# Solar-Powered Cooking Experience

After ordering at the touchscreen kiosk, you watch the ingredients of your food grow and cook right before your eyes, thanks to a glass window that provides a clear view into the inner workings of the solar-powered science! The dragonfly tail of the kiosk glows with energy as the harness solar rays snake through its transmitter and into the food. Your strawberry begins as a single seed, sprouting into a beautiful plant in seconds. The solar heat makes your raspberry drink begin to bubble and fizz wildly! Your chicken grills in the focused light of the sun, complete with the perfect char. At times, when the window is unable to display the usual cooking process, a metal grate will rise, covering the window. The grate features posters advertising the Skyrace, tagged with graffiti-like marks by the neighboring competitors.

As the food finishes cooking, it moves out of view from the window just as a Sundar Archives volunteer carefully hands it to you. Enjoy your tasty, fresh-out-the-solar-panel treat!

## Accompanying Preparation Animations

### **Animated States**

#### Sun Chimney (3 animated states)

1. Idle: Looped media of constant pulsing of sunbeams refracted and funneled into a chamber that converts the sunbeam into Tesla-coil-esque energy.
2. Blast: Every few seconds, the solar energy in the chamber releases a blast that we see goes down into the Main LED screen and “photosynthesizes” the food. The solar energy blast is the same for every meal item.
3. Surge: A surge of sun comes through the chimney and glows extra brightly, crackling with power.

#### Solar-Powered Cooking (3 animated states)

1. Idle: A window into a futuristic but warmly lit kitchen. We see into a glass box with small doors on either side, clearly shielded from the rest of the kitchen. Burn marks dot the glass and the conveyor belt that it rests on. Through the glass on the other side, we can see wires and appliances in the background glowing and pulsing. Plants and vines crawl across the background. In the foreground, the conveyor belt moves slowly and steadily. Every few seconds, a plant in the background sprouts a flower or grows a bit more.
2. Real-Time Media: A greenhouse-inspired dish with large seeds comes into view on the conveyor belt. It has a guest’s name on the outside. The dish halts at the glass door, which opens, then moves into the center of the box. The blast from the Sun Chimney enters the glass box, and the entire window glows with light; the greenhouse dish shows a rapid “growth” of the food (exact animations depend on the food ordered). Once the sun blast is complete and the food is ready, the glass door on the other side opens, and



the conveyor belt moves the greenhouse dish off-screen to finish prepping. This entire media should only take about five to seven seconds.

3. High-Capacity: Looped media of various food orders being cooked by the sun in the same order as above, with no names attached. Serves as a non-individualized provided visual.

### ***Examples of Sun-Cooked Food Animations***

#### *Liquid Sun:*

The greenhouse dish appears with a cup inside and a guest's name shown with it. The seeds are in the cup. The blast from the Sun Chimney rapidly grows the seeds into an orange and a mango, and the greenhouse pressure forces the orange and mango to be juiced into the cup. As if sparks are flying, the boba pearls soar into the cup to top the drink. The cup, still in the greenhouse dish, is whisked away.

#### *Photosynthesized Popcorn:*

The greenhouse dish appears with seeds inside and a guest name attached. The blast from the Sun Chimney pops the popcorn until it is ready to burst. The greenhouse dish is whisked away.

#### *Solar Nectar:*

The greenhouse dish enters, featuring a guest's name, with seeds inside a pot. When the solar blast hits, an acai bush rapidly grows next to a strawberry, and the greenhouse pressure converts the acai bush into acai paste and slices the strawberry to top it. The greenhouse dish is whisked away.

# Team Member Characters

## Solarians

### **Biography**

Solarians are upbeat and energetic, especially during their favorite time of year - the Annual Solstice Celebration! They are excited to welcome visitors to their city and share what makes Solaris so special. Solarians provide clear, concise directions to all visitors, sprinkling in solar-themed language where appropriate. Additionally, all Solarians are familiar with the basic aesthetics of the surrounding cities and can greet visitors referencing their home city (Zephyr, Cascadia, Atmora, Eniac).

### **Personality Traits**

Joyous, helpful, energetic, positive

### **Physical Description**

Well-kempt and put-together, these Solarians sport a clean, green uniform, signifying their working status as Skyrace assistants!

### **Location**

Solarwing Skyrace Attraction Attendants located at Entrance, Queue, Preshow, and Exit Retail

### **Taglines**

#### Greetings

- "Aren't you just beaming today!"
- "Good morning, merry sunshine!"
- "Sunny day ahead!"

#### Expletives

- "Sunspots!"
- "Eclipse!"
- "For solar's sake!"

#### Playful Insults

- "Don't go dim on me!"
- "Don't be such a sunburn."
- "May the sun gods save you."

#### Telling Time

- "When the sun has sailed away."  
(Sunset)
- "When the sun has sailed to \_\_\_\_."  
(Telling time)

#### Race-Specific

- "Soar on those sun beams!"
- "Watch out for Squaliths!"
- "All of Solaris is counting on you."

#### Farewells

- "May the sun light your path!"
- "Sunny day ahead!"
- "Keep on the sunny side!"

## Photon Lab Assistants

### **Biography**

The Lab Assistants, while still Solarian, are more stoic and move with a sense of urgency less common elsewhere in Solaris. They approach their duties with kindness, but also make clear the importance of all visitors' obedience while in Dr. Photon's secret lab. The scientists respond to visitors with the signature Solarian friendliness, yet their answers tend to be more technical due to their background in Solarian sciences. The lab assistants provide clear, concise directions to all visitors, sprinkling in solar-themed language where appropriate. Additionally, all Solarians are familiar with the basic aesthetics of the surrounding cities and can greet visitors referencing their home city (Zephyr, Cascadia, Atmora, Eniac).

### **Personality Traits**

Mysterious, stoic, genius, instructing, urgent

### **Physical Description**

Still sporting the clean, green uniforms, these Solarians also wear an additional lightweight, matching lab jacket, signifying their role as Dr. Photon's helpful lab assistants and heightened academic status.

### **Location**

Solarwing Skyrace Attraction Attendants located at Lockers, Load, and Unload.

### **Taglines**

- "It's not like you're the Helion Core or anything."
- "That eclipsed board!"
- "Dr. Photon has been working on something brilliant..."
- "Fly fast, racers!"
- "Find your flare!"

## Sundar Archivists (Solar Street Eat Attendants)

### **Biography**

Sundar Archive volunteers are also Solaris residents with a special interest in the culinary treats the Solstice has to offer! They are highly knowledgeable about the full Solar Street Eats menu, the contents of each dish, and how Solaris prepares each dish using solar power technology. Sundar Archivists provide clear, concise directions to all visitors, sprinkling in solar-themed language where appropriate. Additionally, all Solarians are familiar with the basic aesthetics of the surrounding cities and can greet visitors referencing their home city (Zephyr, Cascadia, Atmora, Eniac).

**Personality Traits**

Intelligent, quirky, excitable

**Physical Description**

The Sundar Archivists wear clean, bright uniforms in the golden color of the solar energy harnessed by the kiosk. They also wear a white apron with the Sunar Archives logo embroidered to signify their partnership with Lux Sundar!

**Location**

Solar Street Eats quick-service attendants located inside the food kiosk and wandering around dining areas to help as needed.

**Taglines**

- “The sun is nature’s greatest chef.”
- “The proof is in the popcorn!”
- “Easy as sun-baked pie.”
- “Sunrays are the best seasoning.” or “Seasoned with sunrays!”
- “The best way to tell Solaris’ story is through its cuisine.”

# Museum of Solaris Relics

## Paintings

- Solaris, rising as a civilization amidst the conflict of the other islands.
- The War of Futora.
- The Sun Scroll peace treaty signing.
- Past annual Skyrace: a Zephyrian child and a Solarian child blow on pinwheels together.
- The first Solaris victory in the Annual Skyrace.
- The construction/growing of the Solatarium.

## Solaris Artifacts

- The very first primitive solar panel.
- The first solar prism - cracked. Demonstrates solar refraction.
- The Sun Scroll - a signed document of peace between all of the islands.
- The trophy from the first Annual Skyrace, engraved with icons of all of the island's energy sources.
- An old, chunky sundial watch.
- A Heat Harp: an old instrument similar to a theremin. Notes are played when heat increases in one area; the harp is played by using a mirror to refract sunbeams into different regions.
- Original Solaris city plans - a hand-painted map showing the city being built to face the sun.
- "The Orbit": a holographic, glowing planet that features the principles Solaris was founded on.
- Ancient Solarian toy: play cars activated by sunlight, and dolls that danced when placed in the sun (like the dashboard ones).
- An early diagram of the movement of the stars and the sun
- The first edition of *The Dawning*, Solaris' biggest sports magazine.

## Futora Artifacts

- A small bucket of coals - a relic from a lost civilization.
- Zephyr's Wing: a gift from Zephyr Island - a perfectly crafted, lightweight steel wing with dimensions for a windmill.
- A solar-powered computer: a symbol of Eniac and Solaris working together.
- Cascadian underwater squid-ink pen: highly coveted trade item.
- Replica of a plate of favorite snacks of ancient Futoreans:
  - Sun cakes (Solaris), Coral chips (Cascadia), Airy chocolate (Zephyr), Buzzed biscuits (Eniac), Steamed vegetables (Atmora)



## Technological Artifacts

- A failed sun compass invention from the early days.
- Old plans to rotate the entire city of Solaris to face the sun, like a sunflower, constantly. These plans were ultimately not implemented.
- Dr. Photon's first technological contribution to Solaris: an eternally shining orb, showing that solar power can be harnessed and saved for later.
- Early prototypes of "catching solar rays": extensive mirror gadgets.
- An audio of captured sunbeam frequencies.

## Skyrace Artifacts

- Vintage race patches and uniforms.
- The first timer used for the race.
- Fabric from the banner, broken at the first race Solaris won.
- The first Skyrace trophy won by Solaris.

# Additional Concept Pieces

# Renders

## Queue Entrance



## Queue Entrance





## Solaris Atrium



## Solatarium Museum



## Dr. Photon's Lab





# Ride Vehicle



# Characters

## Team Members



## Dr. Photon

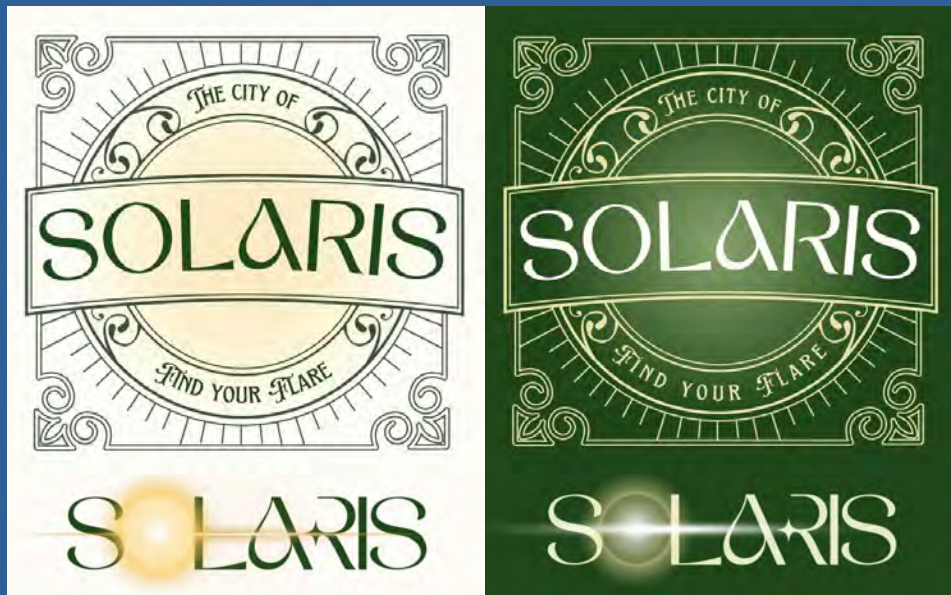


## Racers



# Final Logos

Solaris - Land



Solarwing Skyrace - Attraction



Solar Street Eats - F&B





# Informational Signage

## Solar Street Eats Menu



## Ride Warning Sign



# In-Ride Signage

Zephyr



Cascadia



Atmora



Eniac



Solaris



All images were colorized by AI based on drawn image.



# Scent Profile

## Top Notes - 5 - 10 Minutes

Quince Flower: Fresh, fruity, luminous

Linden Blossom: Honeyed, green, airy

Pink Peppers: Sparkling, spicy, rosy

## Heart Notes - 20 - 60 Minutes

Zinnia Accord: Bright, dewy, vibrant

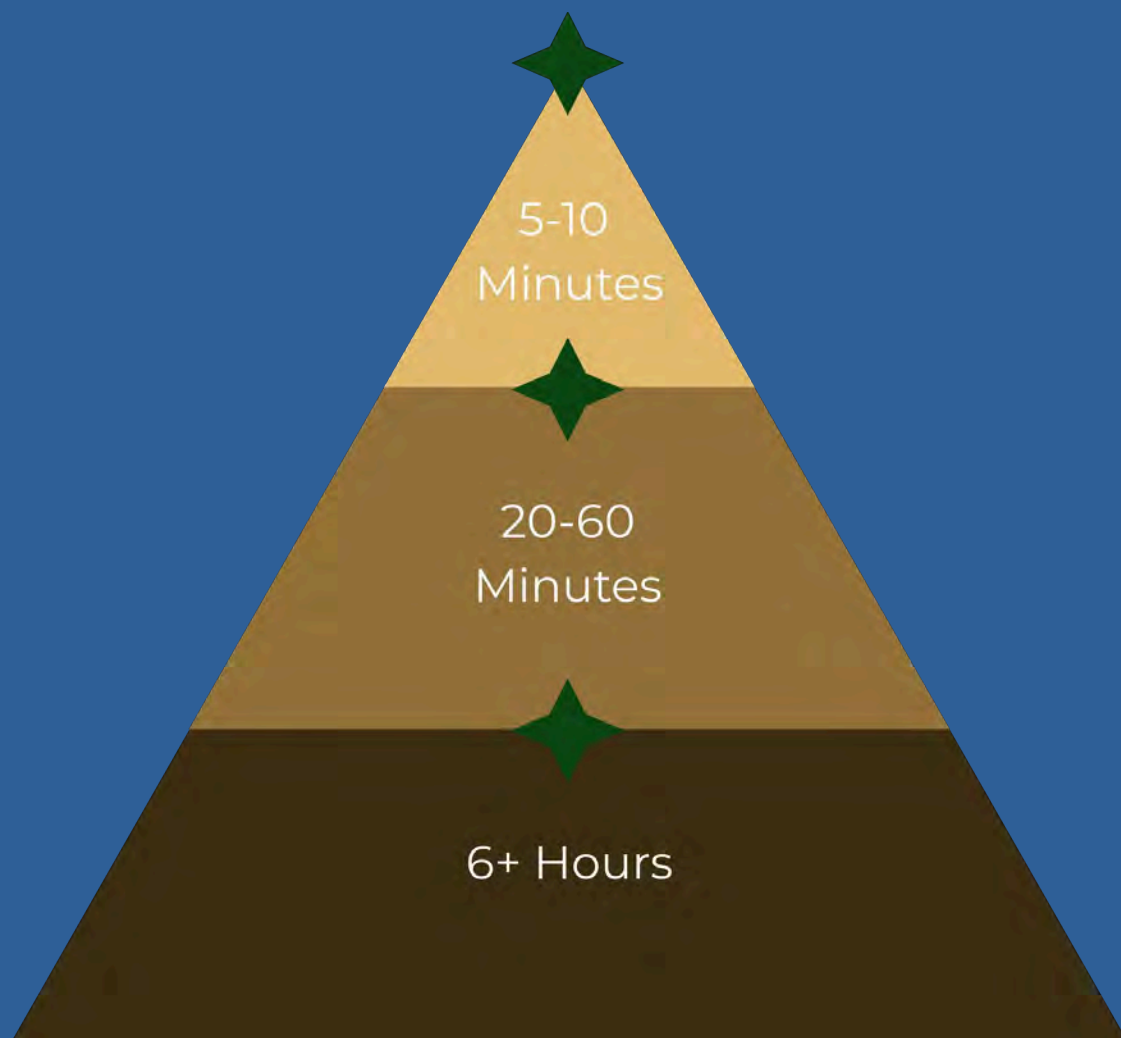
Solar Musk Accord: Warm, radiant, clean

## Base Notes - 6+ Hours

Driftwood: Saline, dry, woody

White Amber: Soft, creamy, luminous

Vetiver Root: Earthy, fresh, grounding



# Merchandise

Quelle Chimie



# Budget & Show Element List

# Marquee

## Scene 100

Budget  
\$290,360



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AD	1	100-AD-01	Solaris Exterior	Area Development for FOH area - greenery, foliage, florals	50	EA
AFX	1	100-AFX-01	Solaris Exterior	BGM: Music of the land	1	EA
AH	1	100-AH-01	Solaris Exterior	F&B Hidden BGM speakers, 8' apart	8	EA
GFX	1	100-GFX-01	Solaris Exterior	Functional Digital park signage for directions and wait time	1	EA
SS	1	100-SS-01	Solaris Exterior	Colored-iron benches	6	EA
TL	1	100-TL-01	Solaris Exterior	Lampposts 20' diagonal stretches	12	EA
SS	1	101-SS-01	Solaris Exterior	Ride Marquee	1	EA



# Solatarium Courtyard

Scene 101A

Budget  
\$624.695



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AD	1	101A-AD-01	Solaris Exterior	Art Nouveau stanchions with decorative chain link	100	EA
AF	1	101A-AF-01	Solaris Exterior	Bright colored 'Solaris' foliage - to enhance natural foliage	240	SQFT
AFX	1	101A-AFX-01	Solaris Exterior	Land soundtrack, 4 hour loop	1	LOT
AH	1	101A-AH-01	Solaris Exterior	Hidden BGM speakers, placed ~15 ft apart	30	EA
GFX	1	101A-GFX-01	Solaris Exterior	Risk Warning [Supervise & Height requirement]	1	EA
GFX	2	101A-GFX-02	Solaris Exterior	Solarwing Skyrace Marquee [Including SS]	1	EA
GFX	3	101A-GFX-03	Solaris Exterior	Express queue signage [Including SS]	1	EA
GFX	4	101A-GFX-04	Solaris Exterior	Standby queue signage [Including SS]	1	EA
SL	1	101A-TL-01	Solaris Exterior	LED Tube lighting, Solatarium facade; RGB	10	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SL	1	101A-SL-01	Solaris Exterior	Risk Warning sign; RGB uplight	1	EA
SL	2	101A-SL-02	Solaris Exterior	Marquee; RGB downlight	4	EA
SL	3	101A-SL-03	Solaris Exterior	Express Queue sign; RGB downlight	1	EA
SL	4	101A-SL-04	Solaris Exterior	Standby sign; RGB downlight	1	EA
SL	5	101A-SL-05	Solaris Exterior	Stained Glass Sculptures; [RGB]	4	EA
SL	6	101A-SL-06	Solaris Exterior	AF Up-lighting [White]	60	EA
SL	7	101A-SL-07	Solaris Exterior	AF Up-lighting [RGB]	60	EA
SL	1	101A-SP-01	Solaris Exterior	Scenic painting on outside of the Solarium	810	SQFT
SL	1	101A-SPAD-01	Solaris Exterior	Celebration Decor for annual race; Bundting	4	EA
SL	2	101A-SPAD-02	Solaris Exterior	Banners on Lampposts	12	EA
SL	3	101A-SPAD-03	Solaris Exterior	Celebration Decor for annual race; Fabric flags	7	EA
SL	1	101A-SS-01	Solaris Exterior	Stained glass art nouveau sculptures	4	EA

# Solatarium Atrium

Scene 101B

Budget  
\$6.023.045



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AD	1	101B-AD-01	Solatarium Lobby	Art Nouveau stanchions with decorative chain link	120	EA
AD	2	101B-AD-02	Solatarium Lobby	Solaris logo/sun inlay graphic printed on the floor	1964	SQFT
AF	1	101B-AF-01	Solatarium Lobby	Solatarium plants throughout lobby space	120	SQFT
AFX	1	101B-AFX-01	Solatarium Lobby	Solatarium Lobby Audio	1	LOT
AH	1	101B-AH-01	Solatarium Lobby	Hidden BGM Speakers, 8' apart, hidden in show set	30	EA
GFX	1	101B-GFX-01	Solatarium Lobby	Solaris logo/sun inlay graphic printed on the floor	1	EA
GFX	2	101B-GFX-02	Solatarium Lobby	Stained Glass Windows; telling the story of Solaris' history	6	LOT
SL	1	101B-SL-01	Solatarium Lobby	TL-Wall Sconces	20	EA
SL	2	101B-SL-02	Solatarium Lobby	Inlay floor lights	50	SQFT
SL	3	101B-SL-03	Solatarium Lobby	AF Up-lighting [White]	30	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SL	4	101B-SL-04	Solatarium Lobby	AF Up-lighting [RGB]	30	EA
SP	1	101B-SP-01	Solatarium Lobby	Solatarium Lobby scenic painting [murals]	1500	SQFT
SP	2	101B-SP-02	Solatarium Lobby	TUTI	39000	SQFT
SPAD	1	101B-SPAD-01	Solatarium Lobby	Paintings hung on the walls	8	EA
SS	1	101B-SS-01	Solatarium Lobby	Sundial Show Set	1	EA
SS	2	101B-SS-02	Solatarium Lobby	Stained Glass Windows; telling the story of Solaris' history	6	EA
SS	3	101B-SS-03	Solatarium Lobby	Decorative acoustic paneling to dampen echoes	3,250	SQFT
SS	5	101B-SS-05	Solatarium Lobby	Colorful sunray installation	1	LOT
SS	6	101B-SS-06	Solatarium Lobby	"Annual Skyrace" Banner hung on Solatarium	1	EA
SS	7	101B-SS-07	Solaris Museum	Mayor Ray museum plaque	1	EA
VHD	1	101B-VHD-01	Solatarium Lobby	Artificial media behind glass dome	2025	SQFT
VHD	2	101B-VHD-02	Solatarium Lobby	Artificial media behind stain glass windows	6	EA

[15]

# Solatarium Museum

## Scene 102

Budget  
\$124,600



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AD	1	102-AD-01	Solaris Museum	Permanent metal queue stanchions	25	EA
AD	2	102-AD-02	Solaris Museum	Art Nouveau stanchions with decorative chain link	80	EA
AF	1	102-AF-01	Solaris Museum	Artificial 'Solaris' foliage woven throughout the space and along walls	120	SQFT
AFX	1	102-AFX-01	Solaris Museum	Low ambience audio pre-show attraction AFX [theme song]	1	EA
AH	1	102-AH-01	Solaris Museum	Hidden BGM speakers	30	EA
FS	1	102-FS-01	Solaris Museum	Dr. Photon statue	1	EA
FS	2	102-FS-02	Solaris Museum	Mayor Ray statue	1	EA
GFX	1	102-GFX-01	Solaris Museum	Museum plaques [Various]	6	LOT
GFX	2	102-GFX-02	Solaris Museum	Museum art [Various]	6	LOT
GFX	3	102-GFX-03	Solaris Museum	"Museum of Solaris" entrance sign	1	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SL	1	102-SL-01	Solaris Museum	Up-lighting [White]	30	EA
SL	2	102-SL-02	Solaris Museum	Up-lighting [Colored]	30	EA
SL	3	102-SL-03	Solaris Museum	Gallery Lighting	6	LOT
SP	1	102-SP-01	Solaris Museum	Solatarium Lobby scenic painting	1000	SQFT
SP	2	102-SP-02	Solaris Museum	TUTI	525	SQFT
SPAD	1	102-SPAD-01	Solaris Museum	Museum artifacts, past influential tech [Various]	1	LOT
SPAD	2	102-SPAD-02	Solaris Museum	City model	1	EA
SS	1	102-SS-01	Solaris Museum	AH shrouds	4	LOT
SS	2	102-SS-02	Solaris Museum	FS podiums	2	EA
SS	3	102-SS-03	Solaris Museum	Artifact displays [GFX]	6	LOT
SS	4	102-SS-04	Solaris Museum	SPAD podiums	9	EA
SS	5	102-SS-05	Solaris Museum	Dr. Photon museum plaque	1	EA
SS	6	102-SS-06	Solaris Museum	Mayor Ray statue plaque	1	EA
SS	7	102-SS-07	Solaris Museum	"Museum of Solaris" entrance sign	1	EA
TL	1	102-TL-01	Solaris Museum	Wall sconces	6	LOT
VHD	1	102-VHD-01	Solaris Museum	Artificial media behind glass window	7	EA



# Dr. Photon's Solatarium

## Scene 103

Budget  
\$1,714,550



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AD	1	103-AD-01	Dr. Photon's Solatarium	Permanent metal railing barrier to separate guests; gate in the middle	8	EA
AF	1	103-AF-01	Dr. Photon's Solatarium	Artificial Solaris foliage woven throughout the space	120	SQF T
AFX	1	103-AFX-01	Dr. Photon's Solatarium	Scientific equipment whirring, clinking, and knocking	1	LOT
AFX	2	103-AFX-02	Dr. Photon's Solatarium	Solar Flare twinkling sound	1	LOT
AFX	3	103-AFX-03	Dr. Photon's Solatarium	Ambient music	1	LOT
AFX	4	103-AFX-04	Dr. Photon's Solatarium	Dr. Photon's dialogue	1	LOT
AH	1	103-AH-01	Dr. Photon's Solatarium	Hidden BGM speakers	15	EA
AH	2	103-AH-02	Dr. Photon's Solatarium	PSA Speaker - Dr. Photon & Solar Flare	2	EA
AH	3	103-AH-03	Dr. Photon's Solatarium	PSA Speakers - Scientific equipment	10	EA

D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AP	1	103-AP-01	Dr. Photon's Solatarium	Scientifically overgrown plants in cylinders - (1) function: swaying L/R	6	EA
AP	2	103-AP-02	Dr. Photon's Solatarium	Animated desk that Dr. Photon interacts with during his show (1) function - shake	1	EA
AP	3	103-AP-03	Dr. Photon's Solatarium	Solar Flare	1	EA
AP	1	103-FX-01	Dr. Photon's Solatarium	Wind effect for solar flare	1	EA
AP	1	103-GFX-01	Dr. Photon's Solatarium	Experiment plaques, instrument labels	4	EA
AP	2	103-GFX-02	Dr. Photon's Solatarium	Dr. Photon's slideshow	1	EA
AP	3	103-GFX-03	Dr. Photon's Solatarium	Dr. Photon's acrylic light-up panel	1	LOT
AP	1	103-SC-01	Dr. Photon's Solatarium	Pre-show controls	1	LOT
AP	1	103-SL-01	Dr. Photon's Solatarium	SS tubular shroud outward glow	6	EA
AP	2	103-SL-02	Dr. Photon's Solatarium	SS tubular shroud downlighting	6	EA
AP	3	103-SL-03	Dr. Photon's Solatarium	AF Up-lighting [White]	30	EA
AP	4	103-SL-04	Dr. Photon's Solatarium	AF Up-lighting [RGB]	30	EA
SL	5	103-SL-05	Dr. Photon's Solatarium	Up-lighting for Acrylic light-up panel - Dr. Photon's desk	2	EA
SP	1	103-SP-01	Dr. Photon's Solatarium	TUTI	450	SQF T
SPAD	1	103-SPAD-01	Dr. Photon's Solatarium	Lab instruments	1	LOT
SPAD	2	103-SPAD-02	Dr. Photon's Solatarium	Shelf Proppage (Notebooks; Research notes/books; planters, switches, valves)	1	LOT
SS	1	103-SS-01	Dr. Photon's Solatarium	Dr. Photon's solar-powered chair	1	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SS	2	103-SS-02	Dr. Photon's Solatarium	Tubular shrouds	6	EA
SS	3	103-SS-03	Dr. Photon's Solatarium	Presentation screen shrouds	3	EA
SS	4	103-SS-04	Dr. Photon's Solatarium	Shelves - 4 on left wall, 4 on right wall, 8 on back wall	12	EA
SS	5	103-SS-05	Dr. Photon's Solatarium	Acrylic light-up panel - Dr. Photon's desk	1	EA
TL	1	103-TL-01	Dr. Photon's Solatarium	Table lamp	1	EA
TL	2	103-TL-02	Dr. Photon's Solatarium	Wall sconces	6	LOT
VFX	1	103-VFX-01	Dr. Photon's Solatarium	Dr. Photon's slideshow	1	LOT
VFX	2	103-VFX-02	Dr. Photon's Solatarium	Visuals for media cylinder - Dr. Photon's chair	1	LOT
VFX	3	103-VFX-03	Dr. Photon's Solatarium	Visuals for Dr. Photon's computers	1	LOT
VFX	4	103-VFX-04	Dr. Photon's Solatarium	Media for solar flare cylinder	1	LOT
VHD	1	103-VHD-01	Dr. Photon's Solatarium	Presentation screen	3	EA
VHD	2	103-VHD-02	Dr. Photon's Solatarium	Dr. Photon's computer screens, floating above his desk	2	EA
VHD	3	103-VHD-03	Dr. Photon's Solatarium	Media cylinder for Dr. Photon's chair	1	EA
VHD	4	103-VHD-04	Dr. Photon's Solatarium	Scrim	1	EA

# Dr. Photon's Study

## Scene 104

Budget  
\$406,080



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AD	1	104-AD-01	Dr. Photon's Study	Wall inset hardscape - Solaris graphic	100	SQFT
AF	1	104-AF-01	Dr. Photon's Study	Artificial Solaris foliage woven throughout the space	120	SQFT
AFX	1	104-AFX-01	Dr. Photon's Study	Ambient music with pulsing and humming	1	LOT
AFX	2	104-AFX-02	Dr. Photon's Study	Research area PSAs - exact items TBD	4	EA
AH	1	104-AH-01	Dr. Photon's Study	Hidden BGM speakers	30	EA
AH	2	104-AH-02	Dr. Photon's Study	Research area PSA speakers	10	EA
GFX	1	104-GFX-01	Dr. Photon's Study	Research graphics of Solarwing	1	LOT
GFX	2	104-GFX-02	Dr. Photon's Study	Wall inset hardscape - Solaris graphic	1	EA
GFX	3	104-GFX-03	Dr. Photon's Study	Solarwing prototype, informational, competitor, city graphics	1	LOT
GFX	4	104-GFX-04	Dr. Photon's Study	Locker system signage	6	EA
SL	1	104-SL-01	Dr. Photon's Study	Inlaid floor guiding lights	44	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SL	2	104-SL-02	Dr. Photon's Study	AF Up-lighting [White]	30	EA
SL	3	104-SL-03	Dr. Photon's Study	AF Up-lighting [RGB]	30	EA
SP	1	104-SP-01	Dr. Photon's Study	TUTI	450	SQF T
SPAD	1	104-SPAD-01	Dr. Photon's Study	Notebooks; Research notes, Research books	1	LOT
SPAD	2	104-SPAD-02	Dr. Photon's Study	Scientific equipment; Switches, Valves	1	LOT
SS	1	104-SS-01	Dr. Photon's Study	Scientists' desks, shelves planters	1	LOT
SS	2	104-SS-02	Dr. Photon's Study	Shelving shroud - Locker system	16	EA
TL	1	104-TL-01	Dr. Photon's Study	Pendant lights	10	LOT
VFX	1	104-VFX-01	Dr. Photon's Study	Safety video by Dr. Photon	60	SEC
VHD	1	104-VHD-01	Dr. Photon's Study	Safety video overhead media screens	6	EA
VHD	2	104-VHD-02	Dr. Photon's Study	Overhead controlled light media screens	4	EA
VHX	1	104-VHX-01	Dr. Photon's Study	Projectors for Solarwing graphics, infographics, etc	4	EA
VHD	5	104-VHD-05	Solaris Museum	Artificial media behind ceiling windows [Flat]	3	EA

# Underground Lab

Scene 105

Budget  
\$2,180,480



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AD	1	105-AD-01	Underground Lab	Permanent metal queue stanchions	20	EA
AF	1	105-AF-01	Dr. Photon's Study	Artificial Solaris foliage woven throughout the space	120	SQFT
AFX	1	105-AFX-01	Underground Lab	Ambient BGM: pulsing, humming, whirring, twinkling	1	LOT
AH	1	105-AH-01	Underground Lab	Hidden BGM speakers	16	LOT
GFX	1	105-GFX-01	Underground Lab	Height requirement signage	1	EA
GFX	2	105-GFX-02	Underground Lab	"Wait to load" floor medallion	3	EA
SC	1	105-SC-01	Underground Lab	Ride show controls and networking [OCC Main [2] OCC Remote]	1	EA
SC	2	105-SC-02	Underground Lab	Station stops [wall mounted]	1	LOT
SC	3	105-SC-03	Underground Lab	Station stops [Handheld]	1	LOT
SL	1	105-SL-01	Underground Lab	Loading dock inlaid to highlight GFX "Wait to Load" Medallion	3	EA
SL	2	105-SL-02	Underground Lab	LED Warning lights inlaid to highlight moving belt	44	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SL	3	105-SL-03	Underground Lab	Fresnel: highlight SS canisters	12	LOT
SL	4	105-SL-04	Underground Lab	Connective tube lighting for SS shrouds	16	EA
SL	5	105-SL-05	Underground Lab	AF Up-lighting [White]	30	EA
SL	6	105-SL-06	Underground Lab	AF Up-lighting [RGB]	30	EA
SP	1	105-SP-01	Underground Lab	TUTI	880	SQF T
SPAD	1	105-SPAD-01	Underground Lab	TM Desk Proppage: Notebooks; Research notes, Research books, Corkboards	1	LOT
SPAD	2	105-SPAD-02	Underground Lab	Scientific equipment; Switches, Valves	1	LOT
SS	1	105-SS-01	Underground Lab	Solar flare cylinder shrouds	6	EA
SS	2	105-SS-02	Underground Lab	Connective tubing from RV loading station to solar flare cylinders - to look like foliage	8	EA
SS	3	105-SS-03	Underground Lab	Remote dispatch panel shroud	1	EA
SS	4	105-SS-04	Underground Lab	Main dispatch panel shroud	1	EA
SS	5	105-SS-05	Underground Lab	TM Desk - themed and functional	1	EA
TL	1	105-TL-01	Underground Lab	Pendants for dispatch panels	2	EA
VFX	1	105-VFX-01	Underground Lab	Solar flare media for OLEDs	10	SEC
VHD	1	105-VHD-01	Underground Lab	Transparent-OLED	6	EA
VHD	2	105-VHD-02	Underground Lab	Passive cameras	30	LOT

# Flight Over Solaris

## Scene 106

Budget  
\$6,125,090



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AF	1	106-AF-01	Flight Over Solaris	Artificial Solaris foliage woven throughout the space	120	SQFT
AFX	1	106-AFX-01	Flight Over Solaris	Music, cheering crowds, countdown, Dr. Photon narration, blast-off	1	LOT
AFX	2	106-AFX-02	Flight Over Solaris	Revvng engines from the other riders	1	LOT
AH	1	106-AH-01	Flight Over Solaris	Left side PSA (Atmora/Cascadia)	1	EA
AH	2	106-AH-02	Flight Over Solaris	Right side PSA (Eniac/Zephyr)	1	EA
AP	1	106-AP-01	Flight Over Solaris	Green Flag; Retract upon launch	2	EA
FX	1	106-FX-01	Flight Over Solaris	Wind [Launch]	1	EA
FX	2	106-FX-02	Flight Over Solaris	Fog Screen [Scene Transition]	1	EA
GFX	1	106-GFX-01	Flight Over Solaris	"Sky race start" banner	1	EA
SL	1	106-SL-01	Flight Over Solaris	RV; Flickering at story element	1	EA
SL	2	106-SL-02	Flight Over Solaris	Ellipsoidal Front Light GFX banner	3	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SL	3	106-SL-03	Flight Over Solaris	AF Up-lighting [White]	30	EA
SL	4	106-SL-04	Flight Over Solaris	AF Up-lighting [RGB]	30	EA
SL	5	106-SL-05	Flight Over Solaris	LED strip light; chase light effect	2	EA
SP	1	106-SP-01	Flight Over Solaris	TUTI	295	SQFT
SS	1	106-SS-01	Flight Over Solaris	Race start line show set build - plant-grown start banner	1	EA
SS	2	106-SS-02	Flight Over Solaris	Solaris physical set (to be enhanced by VHD)	1	LOT
SS	3	106-SS-03	Flight Over Solaris	Start line physical elements in front of screens	200	SQFT
VFX	1	106-VFX-01	Flight Over Solaris	LED screen media: Racers, City scapes, Race start line ambiance	40	LOT
VHD	1	106-VHD-01	Flight Over Solaris	OLED Screens [Flat] - 165 x 8	2	EA
VHD	2	106-VHD-02	Flight Over Solaris	OLED Screens [Curved] on either side of RV	2	EA
VHD	3	106-VHD-03	Flight Over Solaris	Camera [Ride photo]	2	EA

# City I: Zephyr

## Scene 107

Budget  
\$5,176,050



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AFX	1	107-AFX-01	Zephyr City	"Whooshing" blade audio	1	EA
AFX	2	107-AFX-02	Zephyr City	BGM: light/airy theme with encouraging rise	1	EA
AP	1	107-AP-01	Zephyr City	Windmill Blades [1] function: up/down	2	EA
FX	1	107-FX-01	Zephyr City	Wind [Windmill blades]	1	EA
FX	2	107-FX-02	Zephyr City	Fog [Cloud Enhancement]	1	EA
FX	3	107-FX-03	Zephyr City	Fog Screen [Scene Transition]	1	EA
GFX	1	107-GFX-01	Zephyr City	"Zephyr" race marker	1	EA
GFX	2	107-GFX-02	Zephyr City	"Turn down/Left" Story directional signage	1	EA
PE	1	107-PE-01	Zephyr City	Projection - Enhance set depth and create motion	3	EA
SL	1	107-SL-01	Zephyr City	Fresnel AP Angled front light	4	EA
SL	2	107-SL-02	Zephyr City	Ellipsoidal: Cloud Backlighting [RGB]	4	EA
SL	3	107-SL-03	Zephyr City	Ellipsoidal: Cloud Uplighting [White]	4	EA
SP	1	107-SP-01	Zephyr City	TUTI	295	SQFT
SS	1	107-SS-01	Zephyr City	Clouds, 8 sqft ea.	6	EA

D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SS	2	107-SS-02	Zephyr City	Cityscape Physical elements (enhanced by media)	200	SQFT
SS	3	107-SS-03	Zephyr City	Force perspective windmills	3	EA
SS	4	107-SS-04	Zephyr City	Zephyr race marker SS - est. 4 sq ft	1	EA
SS	5	107-SS-05	Zephyr City	Turn down/Left directional signage SS	1	EA
VFX	1	107-VFX-01	Zephyr City	All racers speeding by, show media	15	SEC
VHD	1	107-VHD-01	Zephyr City	OLED flat screens behind windmill blades and physical set	2	EA

135



# City 2: Cascadia

## Scene 108

Budget  
\$2.426.180



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AFX	1	108-AFX-01	Cascadia City	Show audio: bubbly theme, racers zooming by, rumbles, glass cracking, Squalith thumping/pounding, Dr. Photon's narration	1	EA
AFX	2	108-AFX-02	Cascadia City	Show audio: Squalith jumpscare audio	1	EA
AH	1	108-AH-01	Cascadia City	PSA: Porthole 1	1	EA
AH	2	108-AH-02	Cascadia City	PSA: Porthole 2	1	EA
AH	3	108-AH-03	Cascadia City	PSA: Porthole 3	1	EA
AH	4	108-AH-04	Cascadia City	PSA: Porthole 4 (Squalith PSA)	1	EA
FA	1	108-FA-01	Cascadia City	Squalith FA - [3] Functions: Mouth open/close, head x-axis, head y-axis	1	EA
FX	1	108-FX-01	Cascadia City	Water Spritz [Porthole 3]	1	EA
FX	2	108-FX-02	Cascadia City	Water Stream [Porthole 4]	1	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
FX	3	108-FX-03	Cascadia City	Fog Screen [Scene Transition]	1	EA
GFX	1	108-GFX-01	Cascadia City	"Cascadia" race marker	1	EA
GFX	2	108-GFX-02	Cascadia City	"Turn up/right" Story directional signage	1	EA
SL	1	108-SL-01	Cascadia City	Automated lights: Water [Aquatic-Textured gobo, Blue/Green gel]	10	EA
SL	2	108-SL-02	Cascadia City	Source Four: Front light Squalith FA during functions	2	EA
SP	1	108-SP-01	Cascadia City	TUTI	500	SQFT
SS	1	108-SS-01	Cascadia City	Tunnel infrastructure [curved sides]	1000	SQFT
SS	2	108-SS-02	Cascadia City	Porthole shroud [3]	3	EA
SS	3	108-SS-03	Cascadia City	Cascadia race marker SS	1	EA
SS	4	108-SS-04	Cascadia City	Turn up/right directional signage SS, est 4 sqft	1	EA
SS	5	108-SS-05	Cascadia City	Porthole window [motion envelope needed]	1	EA
VFX	1	108-VFX-01	Cascadia City	Screen visual [Porthole 1: Cityscape & Racers]	5	SEC
VFX	2	108-VFX-02	Cascadia City	Screen visual [Porthole 2: Shadow descends]	5	SEC
VFX	3	108-VFX-03	Cascadia City	Screen visual [Porthole 3: Squalith attempts attack]	5	SEC
VHD	1	108-VHD-01	Cascadia City	OLED Screens	1	LOT

# City 3: Atmora

## Scene 109

Budget  
\$2.689.300



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AFX	1	109-AFX-01	Atmora City	Show audio: Dr. Photon's narration (RV), metallic clanking, steam burst sounds, theme music	1	EA
AH	1	109-AH-01	Atmora City	PSA: Steam enhancement, placed by FX and APs	10	EA
AP	1	109-AP-01	Atmora City	Steampunk Gears [1] function: Rotation from single point	3	EA
FX	1	109-FX-01	Atmora City	Warm wind [enhance overall steam]	1	EA
FX	2	109-FX-02	Atmora City	Heat ["blast"]	1	EA
FX	3	109-FX-03	Atmora City	Fog Cannon ["blast"]	1	EA
FX	4	109-FX-04	Atmora City	Fog Screen [Scene Transition]	1	EA
GFX	1	109-GFX-01	Atmora City	"Atmora" racer marker	1	EA
GFX	2	109-GFX-02	Atmora City	"Straight Ahead" Story directional signage	1	EA
PE	1	109-PE-01	Atmora City	Sparks for AP Gears	2	EA
SL	1	109-SL-01	Atmora City	Automated Light: Steam blast [Shredded Fire gobo, Red/orange gel]	2	EA
SL	2	109-SL-02	Atmora City	Source 4: Enhanced Steam [Glowing texture gobo]	6	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SL	3	109-SL-03	Atmora City	Ellipsoidal: Gear Downlighting [RGB]	4	EA
SL	4	109-SL-04	Atmora City	Ellipsoidal: Gear Uplighting [White]	4	EA
SP	1	109-SP-01	Atmora City	TUTl	295	SQFT
SS	1	109-SS-01	Atmora City	Atmora add-on SS - gears, pipes	90	SQFT
SS	2	109-SS-02	Atmora City	Atmora building facade SS	1000	SQFT
SS	3	109-SS-03	Atmora City	Force perspective paths	45	SQFT
SS	5	109-SS-05	Atmora City	Atmora racer marker SS	1	EA
SS	6	109-SS-06	Atmora City	Straight ahead directional signage SS	1	EA
VFX	1	109-VFX-01	Atmora City	Racers in the distance	11	SEC
VHD	1	109-VHD-01	Atmora City	OLED Screens (flat) to enhance background	2	EA
AFX	1	109-AFX-01	Atmora City	Show audio: Dr. Photon's narration (RV), metallic clanking, steam burst sounds, theme music	1	EA
AH	1	109-AH-01	Atmora City	PSA: Steam enhancement, placed by FX and APs	10	EA

# Find Your Flare

Scene 110

Budget  
\$2.689.300



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AFX	1	110-AFX-01	Find Your Flare	Show audio: clanking, steam bursts, racers passing, theme music (low, humming -> invigorating ethereal glittering), our engine revving	1	EA
AH	1	110-AH-01	Find Your Flare	PSA: Racers passing by behind us	2	EA
AH	2	110-AH-02	Find Your Flare	PSA: Solar flare	1	EA
FX	1	110-FX-01	Find Your Flare	Fog [enhance dark cloud]	1	EA
FX	2	110-FX-02	Find Your Flare	Fog Screen [Scene Transition]	1	EA
GFX	1	110-GFX-01	Find Your Flare	"Area Closed Story signage	1	EA
GFX	2	110-GFX-02	Find Your Flare	"Out of Service" Story signage	1	EA
GFX	3	110-GFX-03	Find Your Flare	"Broken Parts" Story signage	1	EA
PE	1	110-PE-01	Find Your Flare	Solar flare [Aurora Borealis]	1	EA
PE	2	110-PE-02	Find Your Flare	Atmora, Cascadia, Eniac, and Zephyr racer shadows	1	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
PE	3	110-PE-03	Find Your Flare	Background & solar flare climax enhancements	5	EA
SL	1	110-SL-01	Find Your Flare	Automated Light: Solar Flare [Nebula gobo, Blue/Pink gel]	4	EA
SL	2	110-SL-02	Find Your Flare	Automated Light: Solar Flare [Aurora Borealis gobo, Green/Purple gel]	4	EA
SL	3	110-SL-03	Find Your Flare	Source 4: Enhanced glow [Aperture Glow gobo]	10	EA
SL	4	110-SL-04	Find Your Flare	Ellipsoidal: Gear Downlighting [RGB]	2	EA
SL	5	110-SL-05	Find Your Flare	Ellipsoidal: Gear Uplighting [White]	2	EA
SP	1	110-SP-01	Find Your Flare	TUTI	2000	SQFT
SPAD	1	110-SPAD-01	Find Your Flare	Discarded technology, gears, broken pipes, dust, spiderwebs, fluid spills	1	LOT
SS	1	110-SS-01	Find Your Flare	Dead-end SS: wooden shipping containers & boxes, large technology parts	1	LOT
SS	2	110-SS-02	Find Your Flare	Building facade set	1	LOT
SS	3	110-SS-03	Find Your Flare	Force perspective paths	1	LOT
SS	4	110-SS-04	Find Your Flare	Cloud overhead	4	EA
SS	5	110-SS-05	Find Your Flare	Area Closed signage SS	2	EA
SS	6	110-SS-06	Find Your Flare	Out of service signage SS	1	EA
SS	7	110-SS-07	Find Your Flare	Broken parts signage SS	1	EA
VFX	1	110-VFX-01	Find Your Flare	Solar flare [Aurora]	60	SEC

# City 4: Eniac

## Scene III

Budget  
\$3,590,510



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AFX	1	111-AFX-01	Eniac City	Show audio:power returning to vehicle, blast-off, BGM invigorating turning-point music, other racers engines distorting as we pass, Eniac racer	1	LOT
AH	1	111-AH-01	Eniac City	PSA: Racer engines whooshing by	2	EA
AH	2	111-AH-02	Eniac City	PSA: Eniac racer audio	1	EA
FX	1	111-FX-01	Eniac City	Wind [Simulate Speed]	1	EA
FX	2	111-FX-02	Eniac City	Fog Screen [Scene Transition]	1	EA
GFX	1	111-GFX-01	Eniac City	"Eniac" race marker	1	EA
GFX	2	111-GFX-02	Eniac City	"Final Stretch" Story directional signage	1	EA
SL	1	111-SL-01	Eniac City	LED strip light; chase light effect	2	EA
SS	1	111-SS-01	Eniac City	Eniac race marker sign	1	EA
SS	2	111-SS-02	Eniac City	Final stretch directional sign	1	EA
VFX	1	111-VFX-01	Eniac City	Cityscape with Eniac Racer Challenge	12	SEC
VHD	1	111-VHD-01	Eniac City	OLED [Curved] on either side	2	EA



# The Finish Line

## Scene #12

Budget  
\$3,145,710



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AFX	1	112-AFX-01	The Finish Line	Show audio: Eniac engine roaring, cheering, triumphant finale music	1	LOT
AH	1	112-AH-01	The Finish Line	PSA: Eniac racer	1	EA
AH	2	112-AH-02	The Finish Line	PSA: Crowd stands (on either side)	2	EA
AP	1	112-AP-01	The Finish Line	Checkered flag [Black & White]; Retract upon finish	2	EA
FX	1	112-FX-01	The Finish Line	Wind [Enhance speed]	1	EA
FX	2	112-FX-02	The Finish Line	Heating effect entering Solaris	1	EA
GFX	1	112-GFX-01	The Finish Line	"Solaris" race marker	1	EA
GFX	2	112-GFX-02	The Finish Line	"Finish" banner graphic	1	EA
SL	1	112-SL-01	The Finish Line	Ellipsoidal Reflector Spotlight [Sunlight effect]	4	EA
SP	1	112-SP-01	The Finish Line	TUTI	400	SQFT
SS	1	112-SS-01	The Finish Line	Finish line set - plant-grown posts & banner	1	EA
VFX	1	112-VFX-01	The Finish Line	Cityscape [Simulated sunlight, Eniac racer & Motion visuals]	12	SEC
VHD	1	112-VHD-01	The Finish Line	OLED [Curved] either side of RV	2	EA

# Victorious Finale

## Scene 113

Budget  
\$4,939,690



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AF	1	113-AF-01	Victorious Finale	Artificial Solaris foliage woven throughout the space	120	SQFT
AFX	1	113-AFX-01	Victorious Finale	Show audio - cheers	1	LOT
AFX	2	113-AFX-02	Victorious Finale	Vehicles rumbling	1	LOT
AFX	3	113-AFX-03	Victorious Finale	Dr.Photon audio	1	LOT
AH	1	113-AH-01	Victorious Finale	PSA: Dr. Photon	1	EA
AH	2	113-AH-02	Victorious Finale	PSA: Crowds	2	EA
AH	3	113-AH-03	Victorious Finale	PSA: Atmora Vehicle	1	EA
AH	4	113-AH-04	Victorious Finale	PSA: Cascadia Vehicle	1	EA
AH	5	113-AH-05	Victorious Finale	PSA: Eniac Vehicle	1	EA
AH	6	113-AH-06	Victorious Finale	PSA: Zephyr Vehicle	1	EA
AP	1	113-AP-01	Victorious Finale	Atmora Vehicle	1	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AP	2	113-AP-02	Victorious Finale	Cascadia Vehicle	1	EA
AP	3	113-AP-03	Victorious Finale	Eniac Vehicle	1	EA
AP	4	113-AP-04	Victorious Finale	Zephyr Vehicle	1	EA
FA	1	113-FA-01	Victorious Finale	Dr.Photon [Patent Presentation]	1	EA
FA	2	113-FA-02	Victorious Finale	Mayor Ray [Patent Presentation]	1	EA
FA	3	113-FA-03	Victorious Finale	Atmora Rider [wave]	1	EA
FA	4	113-FA-04	Victorious Finale	Cascadia Rider [wave]	1	EA
FA	5	113-FA-05	Victorious Finale	Eniac Rider [wave]	1	EA
FA	6	113-FA-06	Victorious Finale	Zephyr Rider [wave]	1	EA
GFX	1	113-GFX-01	Victorious Finale	"Solar Flare Approved" Story signage	1	EA
PE	1	113-PE-01	Victorious Finale	Sparks [Eniac vehicle]	1	EA
SL	1	113-SL-01	Victorious Finale	Ellipsoidal: FA Angled Front Light	12	EA
SL	2	113-SL-02	Victorious Finale	Fresnel: AP Eniac Up-lighting [Orange]	6	EA
SL	3	113-SL-03	Victorious Finale	Fresnel: AP Up-lighting [White]	4	EA
SL	4	113-SL-04	Victorious Finale	AF Up-lighting [White]	30	EA

D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SL	5	113-SL-05	Victorious Finale	AF Up-lighting [RGB]	30	EA
SP	1	113-SP-01	Victorious Finale	TUTI	1500	SQFT
SPAD	1	113-SPAD-01	Victorious Finale	Patent Presentation frame	1	EA
SPAD	2	113-SPAD-02	Victorious Finale	Trophy Pedestal, held by Dr. Photon	1	EA
SS	2	113-SS-02	Victorious Finale	"Solar Flare Approved" sign	1	EA
SS	3	113-SS-03	Victorious Finale	Vehicle Parking	4	EA
SS	4	113-SS-04	Victorious Finale	Screen shroud	2	EA
SS	5	113-SS-05	Victorious Finale	Paddox [Transition to 114]	1	EA
VFX	1	113-VFX-01	Victorious Finale	Crowd in Grandstand [Solaris cityscape backing]	29	SEC
VHD	1	113-VHD-01	Victorious Finale	OLED [Grandstand VFX]	2	EA

113



# Champion's Exit

Scene 114

Budget  
\$2.267.180



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AD	1	114-AD-01	Champion's Exit	Confetti engrained floor material	1000	SQFT
AF	1	114-AF-01	Champion's Exit	Artificial Solaris foliage woven throughout the space	120	SQFT
AFX	1	114-AFX-01	Champion's Exit	Scene audio: Triumphant music, distant cheering	1	LOT
AH	1	114-AH-01	Champion's Exit	Hidden BGM speakers	16	LOT
GFX	1	114-GFX-01	Champion's Exit	"Welcome Back Skyrace Champions!" Story signage	1	EA
GFX	2	114-GFX-02	Champion's Exit	Crowd's encouraging race signs	1	EA
SC	1	114-SC-01	Champion's Exit	Ride show controls and networking [OCC Main [2] OCC Remote]	1	EA
SC	2	114-SC-02	Champion's Exit	Station stops [wall mounted]	1	EA
SC	3	114-SC-03	Champion's Exit	Station stops [Handheld]	1	EA
SL	1	114-SL-01	Champion's Exit	Wall flood lights	8	EA
SL	2	114-SL-02	Champion's Exit	Inlaid floor guiding lights	44	EA

D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SL	3	114-SL-03	Champion's Exit	AF Up-lighting [White]	30	EA
SL	4	114-SL-04	Champion's Exit	AF Up-lighting [RGB]	30	EA
SP	1	114-SP-01	Champion's Exit	TUTI	880	SQFT
SPAD	1	114-SPAD-01	Champion's Exit	GarlandS & streamers [Solaris Colors]	1	LOT
SS	1	114-SS-01	Champion's Exit	Parc Fermé / Grand Stand	1	LOT
SS	2	114-SS-02	Champion's Exit	"Welcome Back Skyrace Champions!" sign	1	EA
SS	3	114-SS-03	Champion's Exit	Crowd's encouraging race signs	10	EA
SS	4	114-SS-04	Champion's Exit	Garage themed shroud - Locker system	1	LOT
TL	1	114-TL-01	Champion's Exit	Pendant lights	8	EA





# Winner's Circle

Scene 200

Budget  
\$779.740



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AF	1	200-AF-01	Skyrace Hall of Fame	Artificial Solaris foliage woven all over retail	250	SQFT
AFX	1	200-AFX-01	Skyrace Hall of Fame	BGM: triumphant music that leads to the land	1	EA
AFX	2	200-AFX-02	Skyrace Hall of Fame	"Winning Shot" audio	1	EA
AH	1	200-AH-01	Skyrace Hall of Fame	Hidden BGM speakers, 8' apart	30	EA
AH	2	200-AH-02	Skyrace Hall of Fame	Winning Shot PSA speaker under ride photo	2	EA
GFX	1	200-GFX-01	Skyrace Hall of Fame	"Champion" trophy label graphic	2	EA
GFX	2	200-GFX-02	Skyrace Hall of Fame	Marquee signage	1	EA
GFX	3	200-GFX-03	Skyrace Hall of Fame	"Record-breaking!" graphic shroud for ride photo	3	EA
GFX	4	200-GFX-04	Skyrace Hall of Fame	"Solaris Skyrace Champions Circle" graphic	1	EA
GFX	5	200-GFX-05	Skyrace Hall of Fame	Race vehicle graphic border	1	EA
PE	1	200-PE-01	Skyrace Hall of Fame	Functional digital park signage for directions & wait times	1	EA

D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SPAD	5	200-SPAD-05	Skyrace Hall of Fame	Trophies [All Shapes & Sizes]	15	EA
SC	1	200-SC-01	Skyrace Hall of Fame	Show Control	1	EA
SC	2	200-SC-02	Skyrace Hall of Fame	Connection to ride photo VFX	1	LOT
SL	1	200-SL-01	Skyrace Hall of Fame	SL - tubular SS shrouds	6	EA
SL	2	200-SL-02	Skyrace Hall of Fame	LED tubing to enhance Solaris architecture and sync w/ color-changing lighting	16	EA
SL	3	200-SL-03	Skyrace Hall of Fame	AF Up-lighting [White]	60	EA
SL	4	200-SL-04	Skyrace Hall of Fame	AF Up-lighting [RGB]	60	EA
SL	5	200-SL-05	Skyrace Hall of Fame	SS tubular shroud outward glow	6	EA
SP	1	200-SP-01	Skyrace Hall of Fame	TUTI	730	SQFT
SPAD	1	200-SPAD-01	Skyrace Hall of Fame	Racer helmets	5	EA
SPAD	2	200-SPAD-02	Skyrace Hall of Fame	Mechanics headsets	3	EA
SPAD	3	200-SPAD-03	Skyrace Hall of Fame	Solaris race suit top	2	EA
SPAD	4	200-SPAD-04	Skyrace Hall of Fame	Solaris race suit bottom	2	EA
SS	1	200-SS-01	Skyrace Hall of Fame	Racks of Solarwing parts	5	EA
SS	2	200-SS-02	Skyrace Hall of Fame	Trophy cases	3	EA
SS	3	200-SS-03	Skyrace Hall of Fame	Screen shroud for ride photo screen	3	EA
SS	4	200-SS-04	Skyrace Hall of Fame	Experiment cylinders [Dr. Photon's harnessed experiments]	6	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
SS	5	200-SS-05	Skyrace Hall of Fame	Solaris architecture	730	SQFT
SS	6	200-SS-06	Skyrace Hall of Fame	Solaris planters	8	EA
SS	7	200-SS-07	Skyrace Hall of Fame	Art Nouveau decorative metal shelving display	30	EA
TL	1	200-TL-01	Skyrace Hall of Fame	Pendant Lamps	12	EA
TL	2	200-TL-02	Skyrace Hall of Fame	Race-track chandelier	1	EA
VHD	1	200-VHD-01	Skyrace Hall of Fame	Media LED screen [display ride photos]	3	EA
VHD	2	200-VHD-02	Skyrace Hall of Fame	Artificial media behind stain glass windows	6	EA



# Solar Street Eats

Scene 300

Budget  
\$981,450



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AD	1	300-AD-01	Kiosk	Art Nouveau stanchions with decorative chain link	12	EA
AF	1	300-AF-01	Kiosk	Artificial Solaris foliage woven throughout/on top of the kiosk	200	SQFT
AFX	1	300-AFX-01	Kiosk	PSA: Main LED Screen (Solar-Powered Cooking)	1	LOT
AFX	2	301-AFX-02	Kiosk	PSA: Dragonfly Tail LED Screens	1	LOT
AH	2	300-AH-02	Kiosk	PSA speaker: Main LED Screen	1	EA
AH	3	301-AH-03	Kiosk	PSA speaker: Dragonfly Tail LED Screens	1	EA
FX	1	300-FX-01	Kiosk	Air Effect [Solar Power Cooking]	1	EA
GFX	1	300-GFX-01	Kiosk	"Solar Street Eats" sign	1	EA
GFX	2	300-GFX-02	Kiosk	Menu Board	1	EA
GFX	3	300-GFX-03	Kiosk	"Order Here" [Including SS]	1	EA



D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
GFX	4	300-GFX-04	Kiosk	"Pick-Up Here" [Including SS]	1	EA
SL	1	300-SL-01	Kiosk	"Booster" lights [back of kiosk]	6	EA
SL	2	300-SL-02	Kiosk	AF Up-lighting [White]	60	EA
SL	3	300-SL-03	Kiosk	AF Up-lighting [RGB]	60	EA
SP	1	300-SP-01	Kiosk	TUTI	200	SQFT
SP	2	300-SP-02	Kiosk	Graffiti	25	SQFT
SPAD	1	300-SPAD-01	Kiosk	Solar Power Batteries	3	EA
SS	1	300-SS-01	Kiosk	VHD Shrouds	7	EA
SS	2	300-SS-02	Kiosk	Kiosk Dressing	1	LOT
TL	1	300-TL-01	Kiosk	"Tire" lights	4	EA
VFX	1	300-VFX-01	Kiosk	Solar Cooking	1	LOT
SFX	2	301-SFX-02	Kiosk	Real-Time Media to allow guests to see their orders being "cooked" or "grown"	1	LOT
VHD	1	300-VHD-01	Kiosk	OLED [Flat] Solar Cooking	7	EA
AD	1	300-AD-01	Kiosk	Art Nouveau stanchions with decorative chain link	12	EA



# Facility

## Scene 999

Budget

\$478,204.755

D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
FAC	1	999-FAC-01	Attraction	Attraction Buildings Including BOH	310635	SQFT
FAC	2	999-FAC-02	Retail	Retail	2190	SQFT
FAC	3	999-FAC-03	F&B	F&B	416	SQFT
FAC	4	999-FAC-04	AD	Land	695	ACRE
FAC	5	999-FAC-05	AD	AD FOH	142799	SQFT
FAC	6	999-FAC-06	AD	AD BOH	88,242	SQFT
FAC	7	999-FAC-07	Attraction	Coaster Foundation	75,000	SQFT
FAC	8	999-FAC-08	Attraction	Coaster Cost	1	EA
FAC	9	999-FAC-09	Other	Business Planning [Permits]	1	LOT
FAC	10	999-FAC-010	F&B	Commercial Kitchen	1	LOT
FAC	11	999-FAC-011	Other	POS System	4	EA
SAE	1	999-SAE-01	Attraction	Guest Safety	2	EA
SAE	2	999-SAE-02	Attraction	Standard Equipement	2	EA

# Ride Vehicle & Cross-Scene Elements

Scene 000

Budget

\$478,204.755

D.O.W.	#	SEL TAG	Creative Intent	Description	Qty	U/M
AFX	1	000-AFX-01	RV	RV complete audio track	1	LOT
AH	1	000-AH-01	RV	RV inlaid speakers - 24 per vehicle	288	EA
AH	1	000-AH-01	RV	Hidden BGM Speakers	36	EA
SC	1	000-SC-01	RV	Ride Show Controls	1	LOT
SL	1	000-SL-01	RV	RV	1	LOT
SS	1	000-SS-01	RV	Ride Vehicle	12	EA

# Show Summary

Budget  
\$90,659,825

D.O.W	Cost	Occurance
AD	\$571,210.00	10
AF	\$120,000.00	9
AFX	\$49,680.00	26
AH	\$73,250.00	32
AP	\$2,700,000.00	11
FA	\$4,400,000.00	7
FS	\$300.00	2
FX	\$8,400,000.00	19
GFX	\$684,590.00	36
PE	\$1,815,000.00	6
SC	\$5,015,000.00	8
SL	\$257,260.00	59
SP	\$507,800.00	16
SPAD	\$57,335.00	16
SS	\$46,569,900.00	65



D.O.W	Cost	Occurance
TL	\$75,500.00	8
VFX	\$930,000.00	16
VHD	\$18,413,000.00	21
VHX	\$20,000.00	1



# Retail

## Summary

Budget  
\$779.740

D.O.W	Cost	Occurance
AF	\$25,000.00	1
AFX	\$2,000.00	2
AH	\$5,440.00	2
GFX	\$257,300.00	5
PE	\$3,000.00	1
SC	\$16,000.00	2
SL	\$12,800.00	5
SP	\$7,300.00	1
SPAD	\$28,900.00	5
SS	\$392,500.00	7
TL	\$20,500.00	2
VHD	\$9,000.00	2

# Food & Beverage

## Summary

Budget  
\$981,450

D.O.W	Cost	Occurance
AD	\$840.00	1
AF	\$20,000.00	1
AFX	\$2,000.00	2
AH	\$340.00	2
SFX	\$5,000.00	1
FX	\$150,000.00	1
GFX	\$700,000.00	4
SL	\$5,520.00	3
SP	\$2,250.00	2
SPAD	\$7,500.00	1
SS	\$64,000.00	2
TL	\$12,000.00	1
VFX	\$5,000.00	1
VHD	\$7,000.00	1

# Budget Overview

Scene 100 .....	\$290,360
Scene 101A .....	\$624,965
Scene 101B .....	\$6,023,450
Scene 102 .....	\$124,600
Scene 103 .....	\$1,714,550
Scene 104 .....	\$406,080
Scene 105 .....	\$2,180,480
Scene 106 .....	\$6,125,090
Scene 107 .....	\$5,176,050
Scene 108 .....	\$2,426,180
Scene 109 .....	\$2,689,300
Scene 110 .....	\$2,689,300
Scene 111 .....	\$3,590,510
Scene 112 .....	\$3,145,710
Scene 113 .....	\$4,939,690
Scene 114 .....	\$2,267,180
Scene 200 .....	\$779,740
Scene 300 .....	\$981,450
Scene 000 .....	\$46,109,920
Scene 999 .....	\$478,204,775

\$570,625,770



# Technical Overview

# Park Details

## Plot

Park size (Acres): 489

Parking (Acres): 206


Total Acres: 695

**4 County Road 2204, Cleveland, TX 77327**  
695 Acres | T-4 | CR 2204 | 01286/01287


[Notes](#) [Print](#) [Share](#)

**\$5,282,000** | 448 days on market | Updated 33 days ago

[Request Info](#) [View Flyer](#)



[View Map](#) [Street View](#) [11 Photos](#)



Various Tracts | CR 2204 | Liberty Co., Texas

## Attendance Targets

Annual Attendance: 9,750,000

Average Weekly Attendance Target: 186,984

Design Day Attendance Target: 26,712

## Attraction Breakdown

Total Lands: 5

Total Rides: 30

Family Attractions: 48%

Teen & Adult Attractions: 37%

Children's Attractions: 15%

Rides per Hour: 1.2

# Floor Plans



# SOLARWING SKY RACE



SHEET INDEX			
Sheet Number	Sheet Name	Drawn By	
100	SHEET INDEX	J. BUCK	
100A	OVERALL FLOOR PLAN	J. BUCK	
100B	SOLARIS QUEUE BUILDING	J. BUCK	
100BC	SOLARIS QUEUE BUILDING	J. BUCK	
101A	OUTDOOR QUEUE	J. BUCK	
101AC	OUTDOOR QUEUE COLOR	J. BUCK	
101AR	OUTDOOR QUEUE RENDER	J. BUCK	
101B	LOBBY	J. BUCK	
101BC	LOBBY COLOR	J. BUCK	
101BR	LOBBY RENDER	J. BUCK	
102	MUSEUM	J. BUCK	
102C	MUSEUM COLOR	J. BUCK	
102R	MUSEUM RENDER	J. BUCK	
103	LABORATORY PRE-SHOW	J. BUCK	
103C	LABORATORY PRE-SHOW COLOR	J. BUCK	
103CR	LABORATORY PRE-SHOW RENDER	J. BUCK	
104	STUDY	J. BUCK	
104C	STUDY COLOR	J. BUCK	
200	STORE	J. BUCK	
200C	STORE COLOR	J. BUCK	
Grand total: 20			

1 Solarwing Sky Race  
6" = 1'-0"



COLLABORATIVE STUDIO

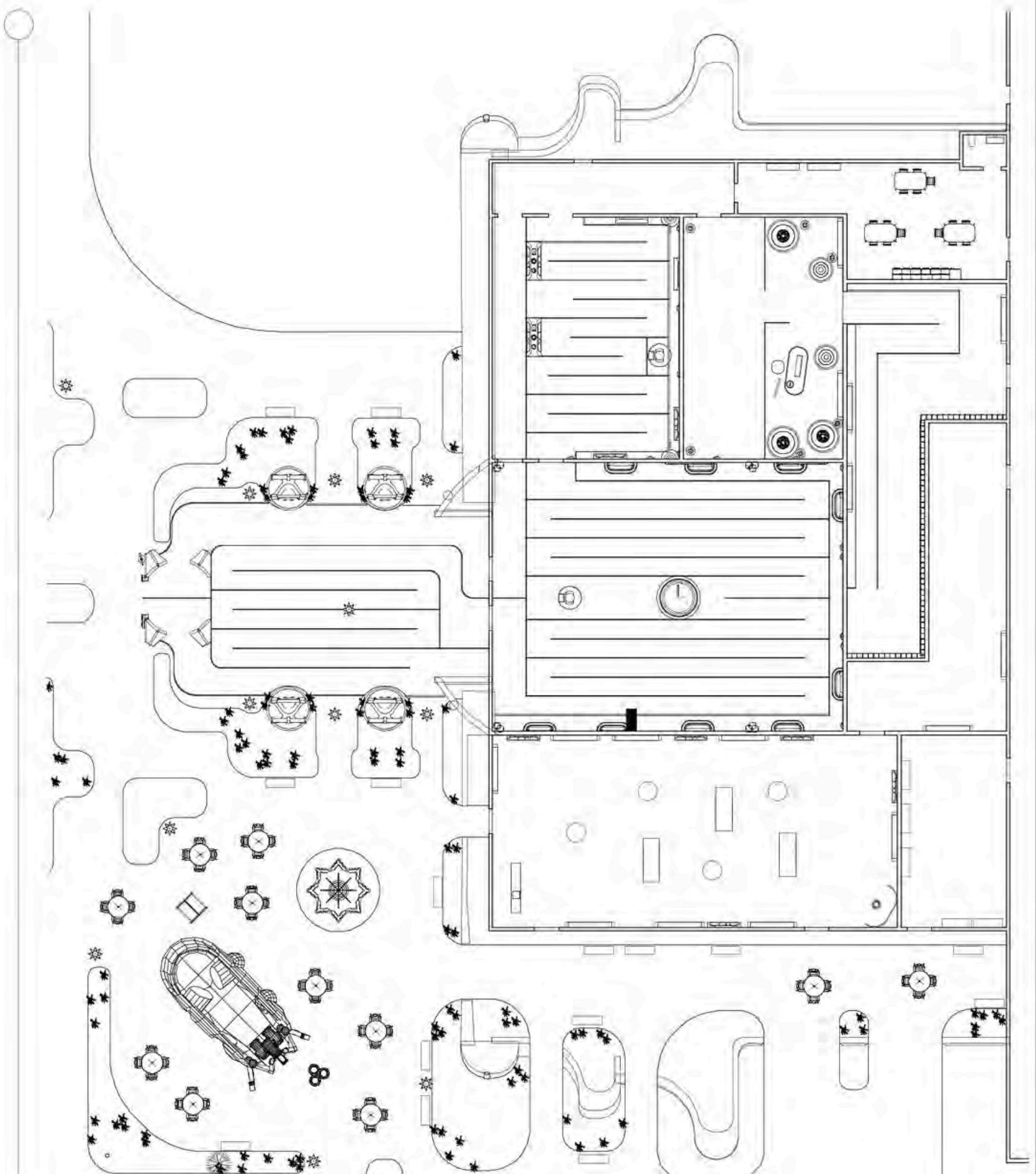
SOLARIS

No.	Descr i p t i o n	Date

SHEET INDEX		
Project number	BLUE SKY	100
Date	12/3/25	
Drawn by	J. BUCK	
Checked by	C. LOWTHER	
Scale		6" = 1'-0"











1 FloorPlan\_Queue\_Building Color  
3/64" = 1'-0"



## COLLABORATIVE STUDIO

### SOLARIS

No.	Descr i p t i o n	Date

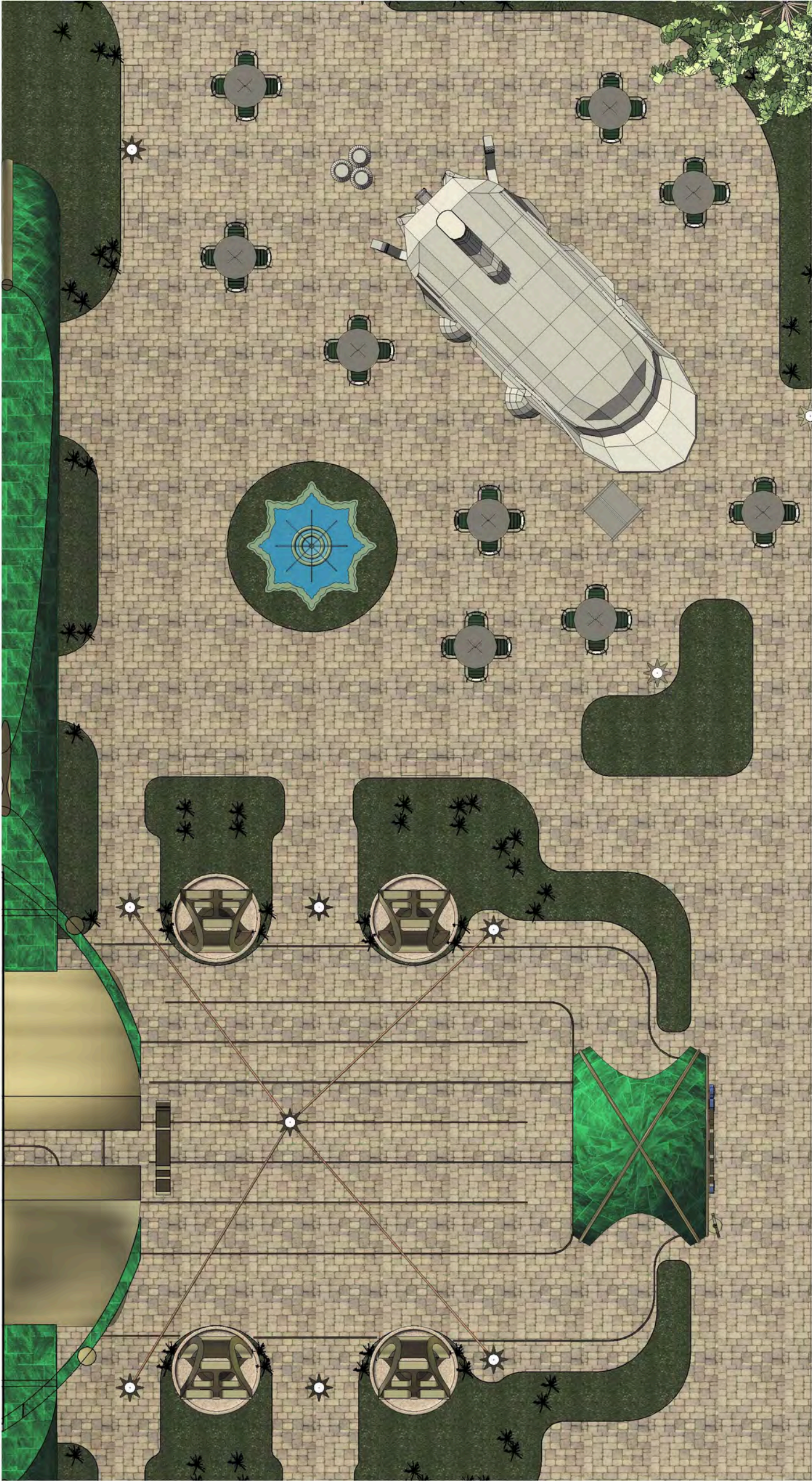
## SOLARIS QUEUE BUILDING

Project number	BLUE SKY	100BC
Date	12/3/25	
Drawn by	J. BUCK	
Checked by	C. LOWTHER	
		Scale 3/64" = 1'-0"



[illegible][illegible]





1 Outdoor Queue Color  
1" = 10'-0"



## COLLABORATIVE STUDIO

### SOLARIS

No.	Descr i p t i o n	Date

OUTDOOR QUEUE COLOR			
Project number	BLUE SKY		
Date	12/3/25		
Drawn by	J. BUCK		
Checked by	C. LOWTHER		

Scale 1" = 10'-0"

101AC





2 Exterior Queue With Street Eats  
6" = 1'-0"

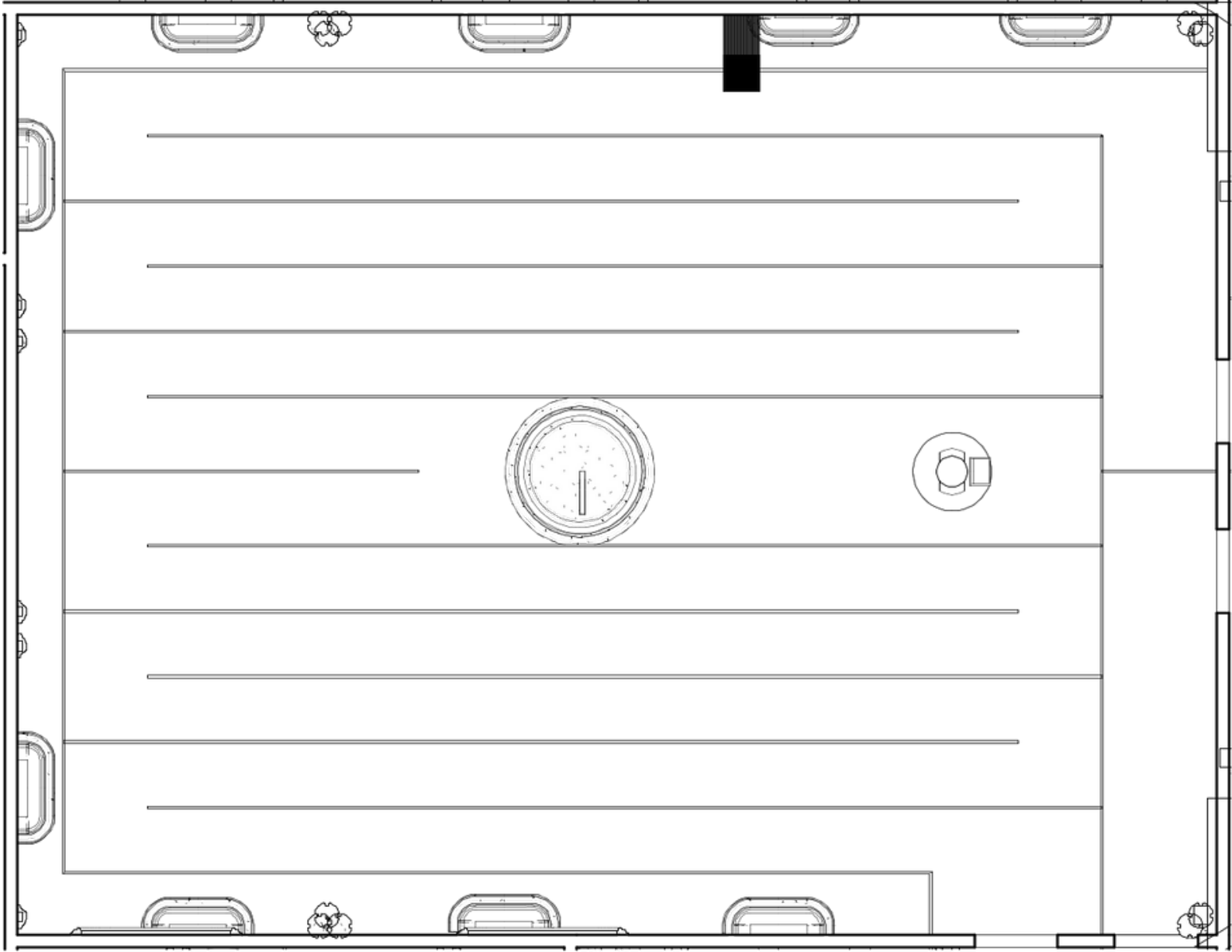


COLLABORATIVE STUDIO  
SOLARIS

No.	Descr i p t i o n	Date

OUTDOOR QUEUE RENDER			
Project number	BLUE SKY		101AR
Date	12/3/25		
Drawn by	J. BUCK		
Checked by	C. LOWTHER		
			Scale 6" = 1'-0"





1 FloorPlan\_Lobby  
1/8" = 1'-0"



# COLLABORATIVE STUDIO

## SOLARIS

No.	Descr i p t i o n	Date

LOBBY		
Project number	BLUE SKY	101B
Date	12/3/25	
Drawn by	J. BUCK	
Checked by	C. LOWTHER	Scale 1/8" = 1'-0"



COLLABORATIVE STUDIO

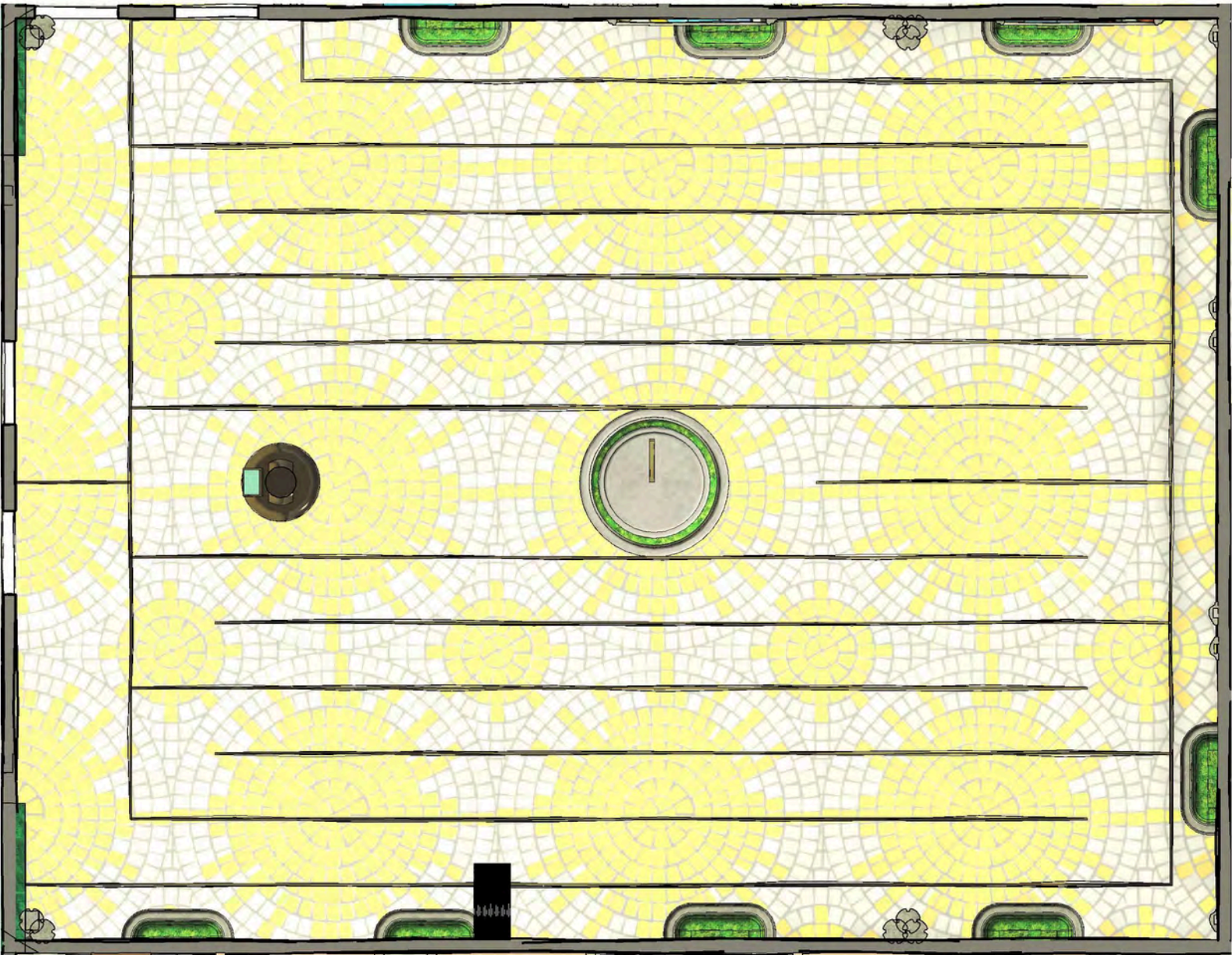
SOLARIS

No.	Descr i p t i o n	Date

LOBBY COLOR			
Project number	BLUE SKY	101BC	
Date	12/3/25		
Drawn by	J. BUCK		
Checked by	C. LOWTHER	Scale 1/8" = 1'-0"	

1 Lobby Color

1/8" = 1'-0"







1 Lobby Render  
6" = 1'-0"

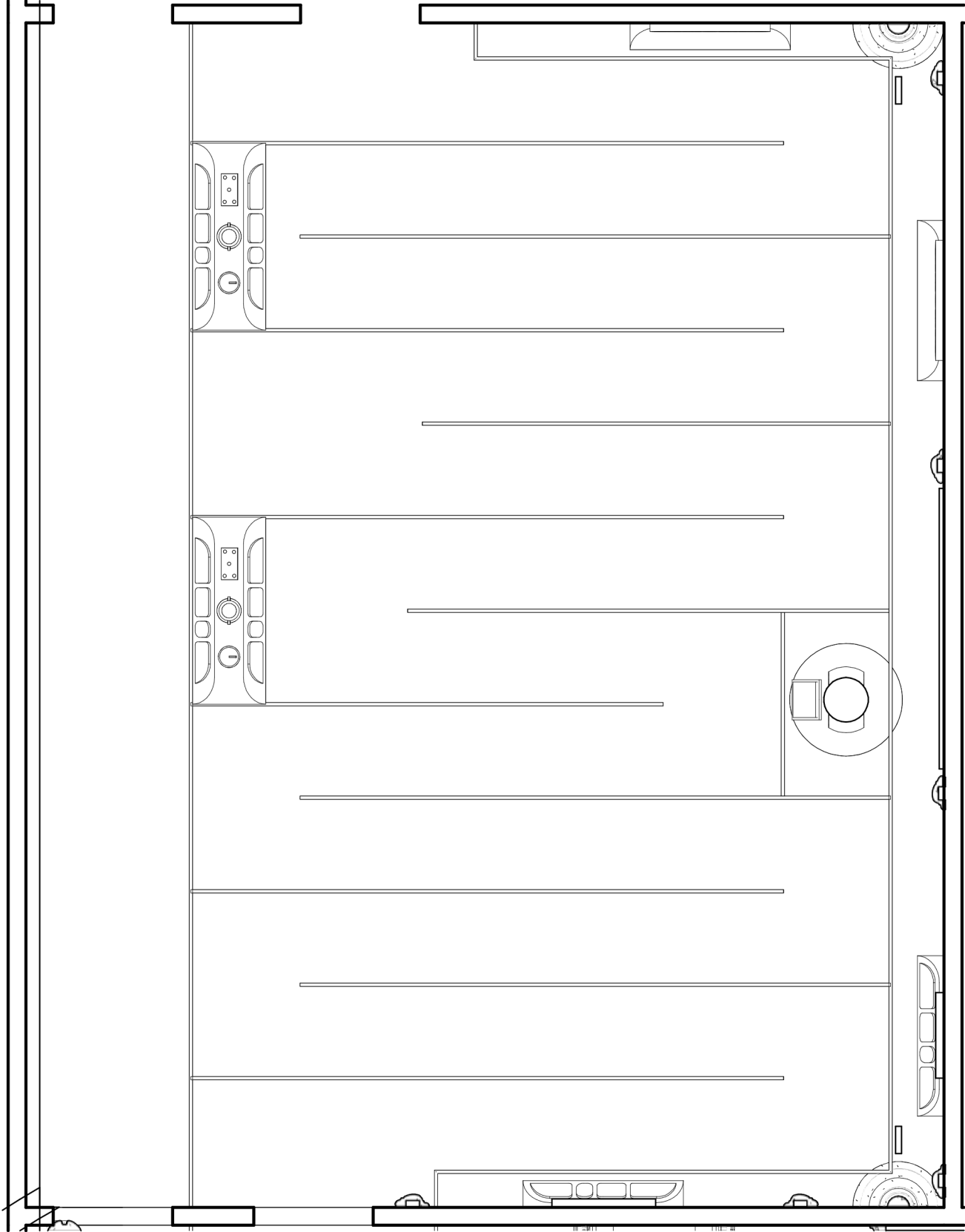


COLLABORATIVE STUDIO

SOLARIS

No.	Descr i p t i o n	Date

LOBBY RENDER		
Project number	BLUE SKY	101BR
Date	12/3/25	
Drawn by	J. BUCK	
Checked by	C. LOWTHER	Scale 6" = 1'-0"



1 Museum  
3/16" = 1'-0"



# COLLABORATIVE STUDIO

## SOLARIS

No.	Descr i pt i on	Date

MUSEUM			
Project number	BLUE SKY	102	
Date	12/3/25		
Drawn by	J. BUCK		
Checked by	C. LOWTHER	Scale	3/16" = 1'-0"



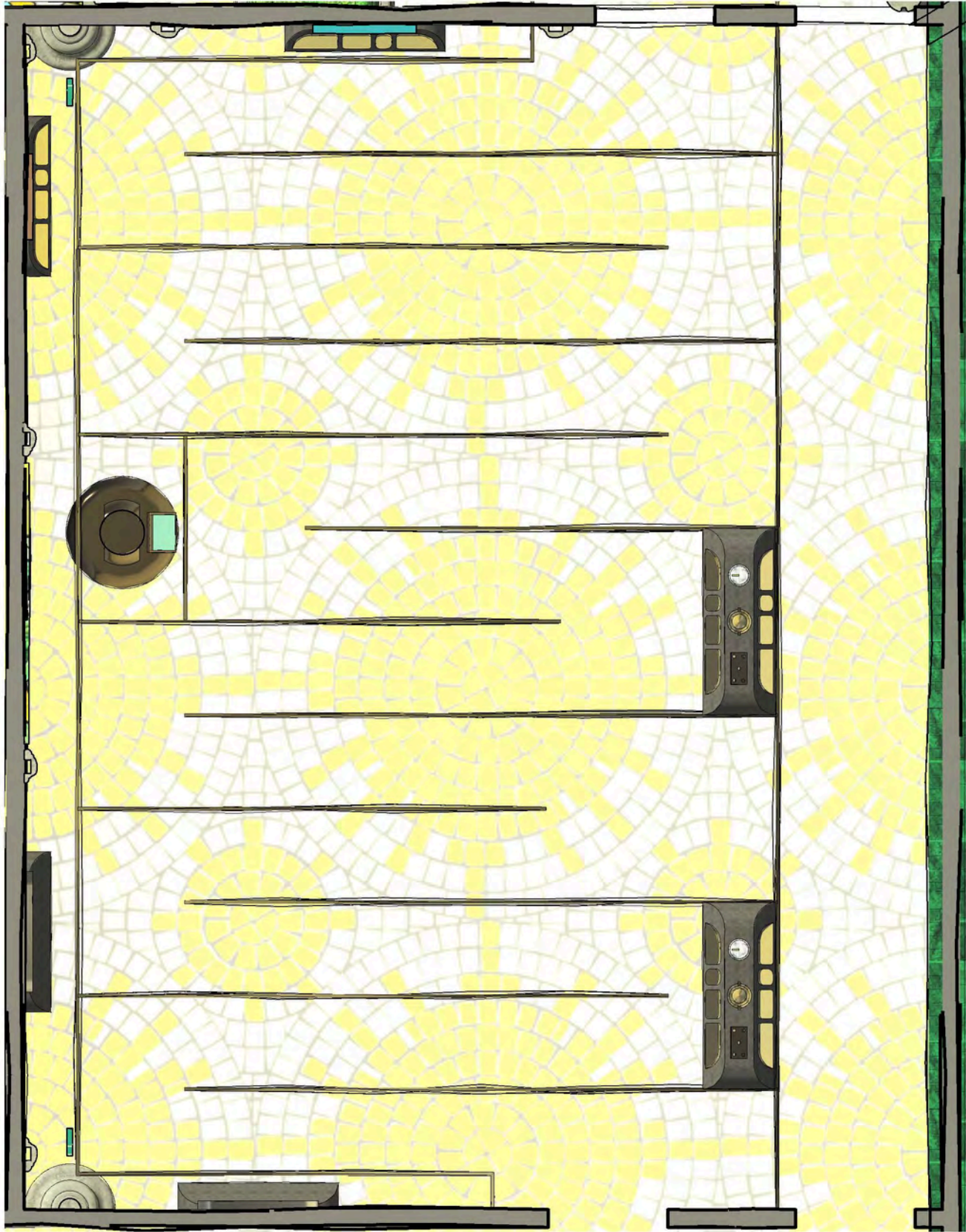


COLLABORATIVE STUDIO

SOLARIS

No.	Descr i p t i o n	Date

MUSEUM COLOR			
Project number	BLUE SKY	102C	
Date	12/3/25		
Drawn by	J. BUCK		
Checked by	C. LOWTHER	Scale 3/16" = 1'-0"	



1 Museum Color  
3/16" = 1'-0"





1 Museum Render  
6" = 1'-0"



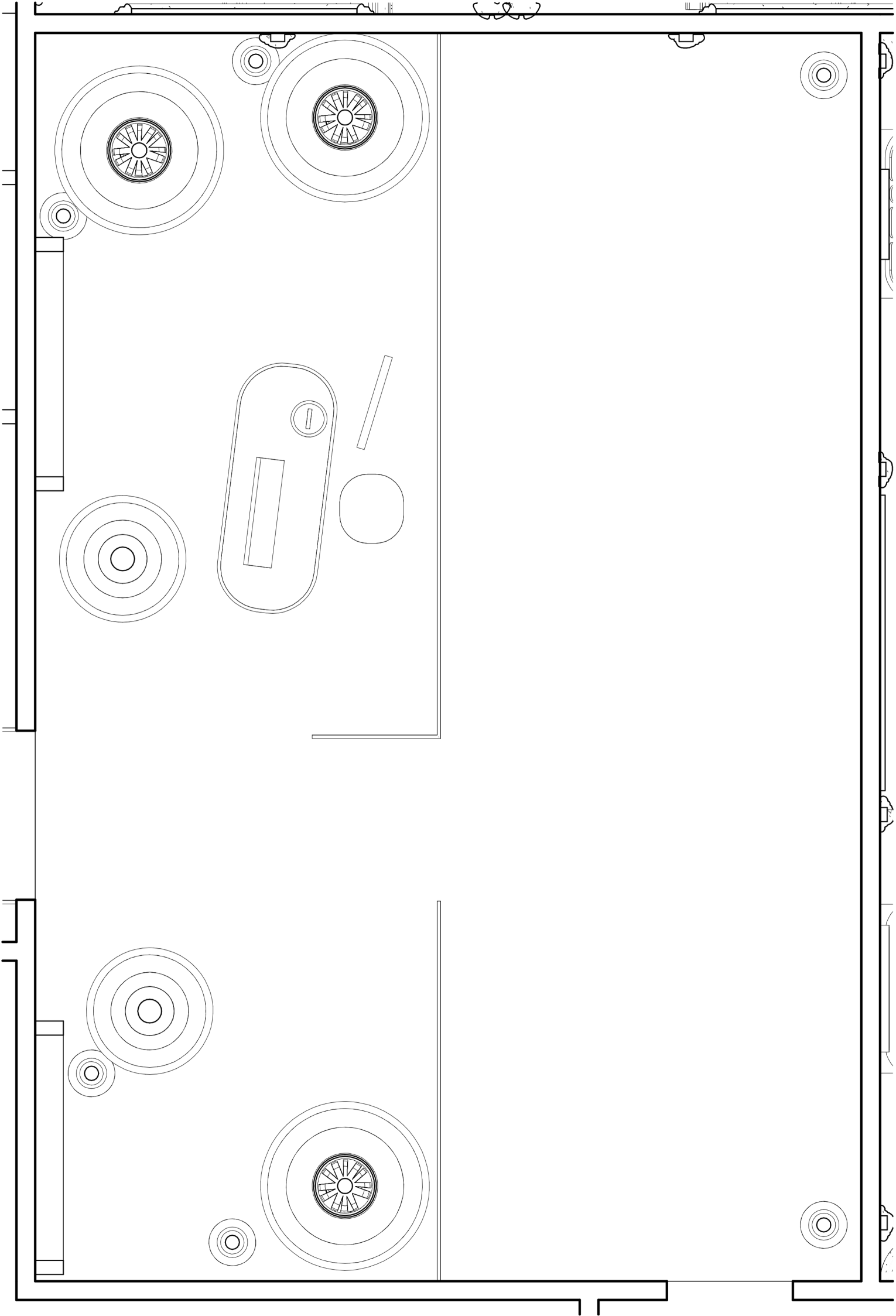
## COLLABORATIVE STUDIO

## SOLARIS

No.	Descr i p t i o n	Date

MUSEUM RENDER		
Project number	BLUE SKY	102R
Date	12/3/25	
Drawn by	J. BUCK	
Checked by	C. LOWTHER	
		Scale 6" = 1'-0"





1 Laboratory Pre-Show  
1/4" = 1'-0"



## COLLABORATIVE STUDIO

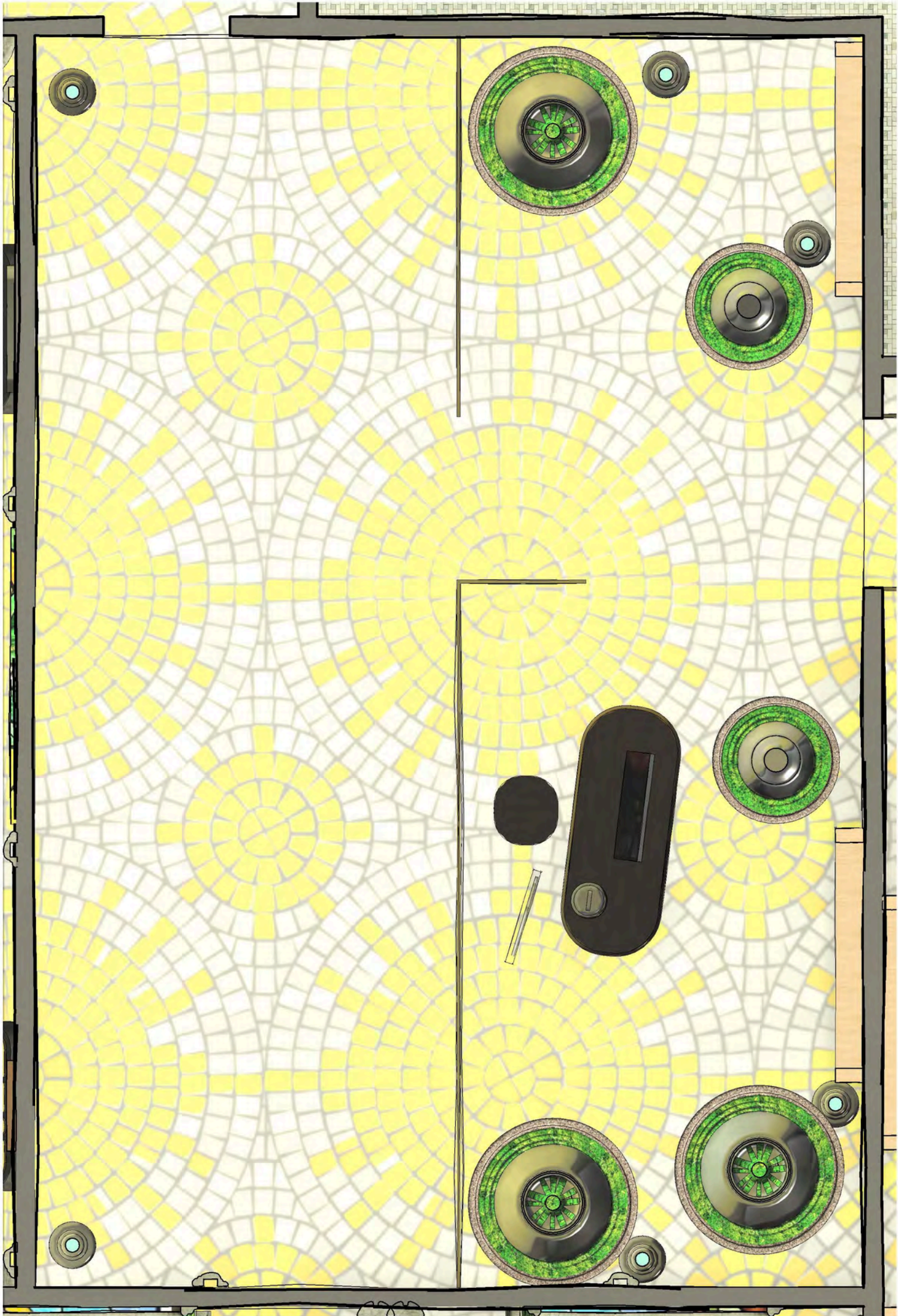
### SOLARIS

No.	Descr i p t i o n	Date

## LABORATORY PRE-SHOW

Project number	BLUE SKY	103
Date	12/3/25	
Drawn by	J. BUCK	
Checked by	C. LOWTHER	
Scale		1/4" = 1'-0"





1 Laboratory Pre-Show Color  
1/4" = 1'-0"



# COLLABORATIVE STUDIO

# SOLARIS

No.	Descr i p t i o n	Date

LABORATORY PRE-SHOWCOLOR		
Project number	BLUE SKY	
Date	12/3/25	
Drawn by	J. BUCK	
Checked by	C. LOWTHER	
		Scale 1/4" = 1'-0"

103C





1 Laboratory Pre-show Render  
12" = 1'-0"

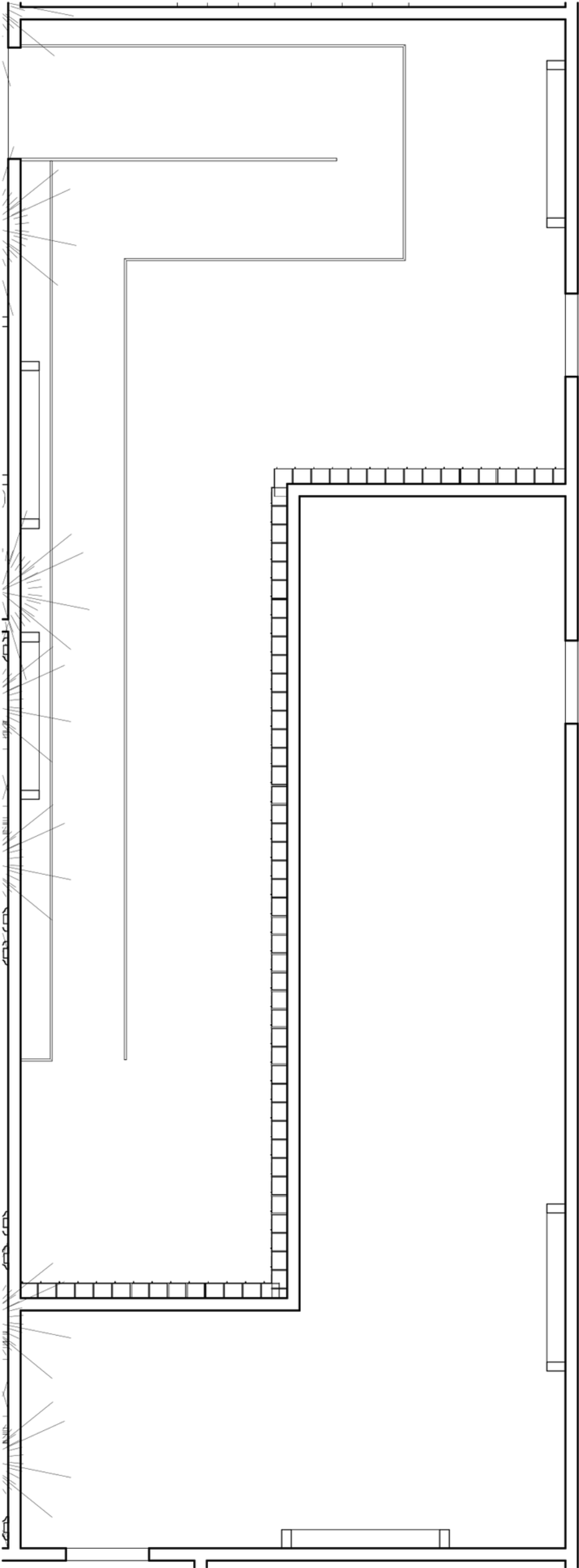


# COLLABORATIVE STUDIO

## SOLARIS

No.	Descr i p t i o n	Date

LABORATORY PRE-SHOWRENDER			
Project number	BLUE SKY	103CR	
Date	12/3/25		
Drawn by	J. BUCK		
Checked by	C. LOWTHER		Scale 12" = 1'-0"



1 FloorPlan\_Study  
3/16" = 1'-0"



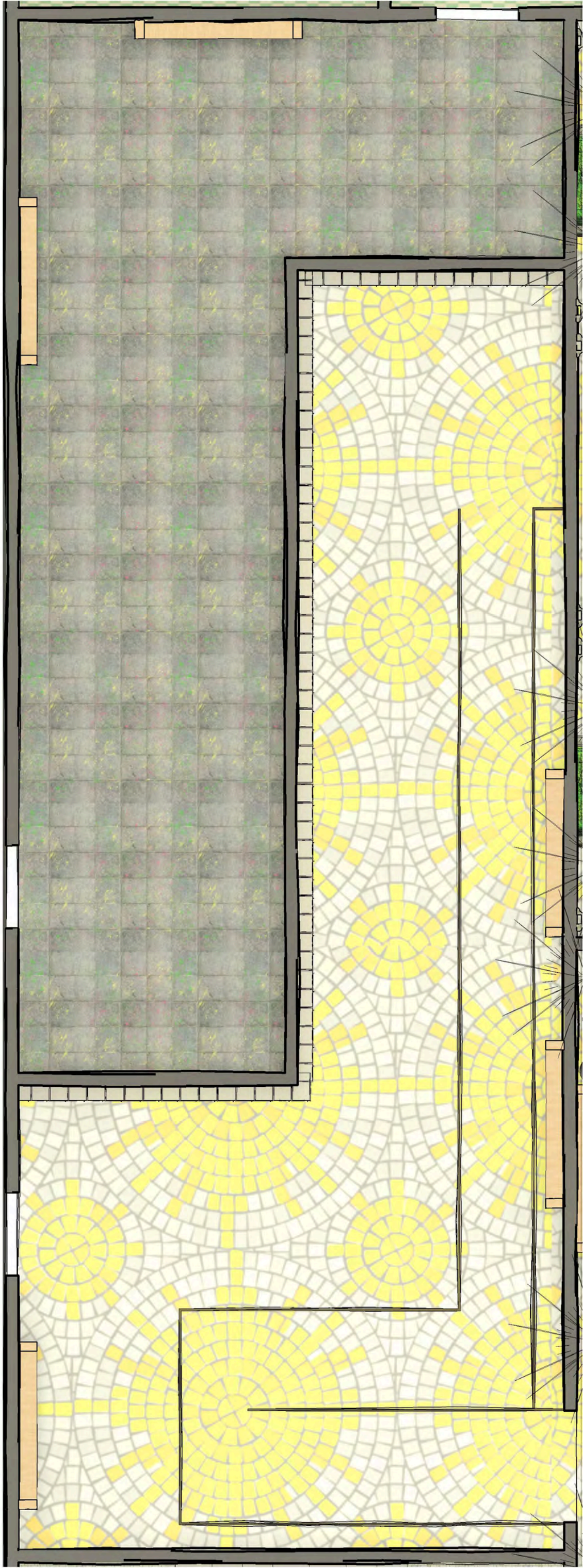
# COLLABORATIVE STUDIO

## SOLARIS

No.	Descr i pt i on	Date

STUDY			
Project number	BLUE SKY		104
Date	12/3/25		
Drawn by	J. BUCK		
Checked by	C. LOWTHER		
			Scale 3/16" = 1'-0"





1 FloorPlan\_Study Color  
3/16" = 1'-0"



COLLABORATIVE STUDIO  
SOLARIS

No.	Descr i p t i o n	Date

STUDY COLOR			
Project number	BLUE SKY	104C	
Date	12/3/25		
Drawn by	J. BUCK		
Checked by	C. LOWTHER		
			Scale 3/16" = 1'-0"





COLLABORATIVE STUDIO

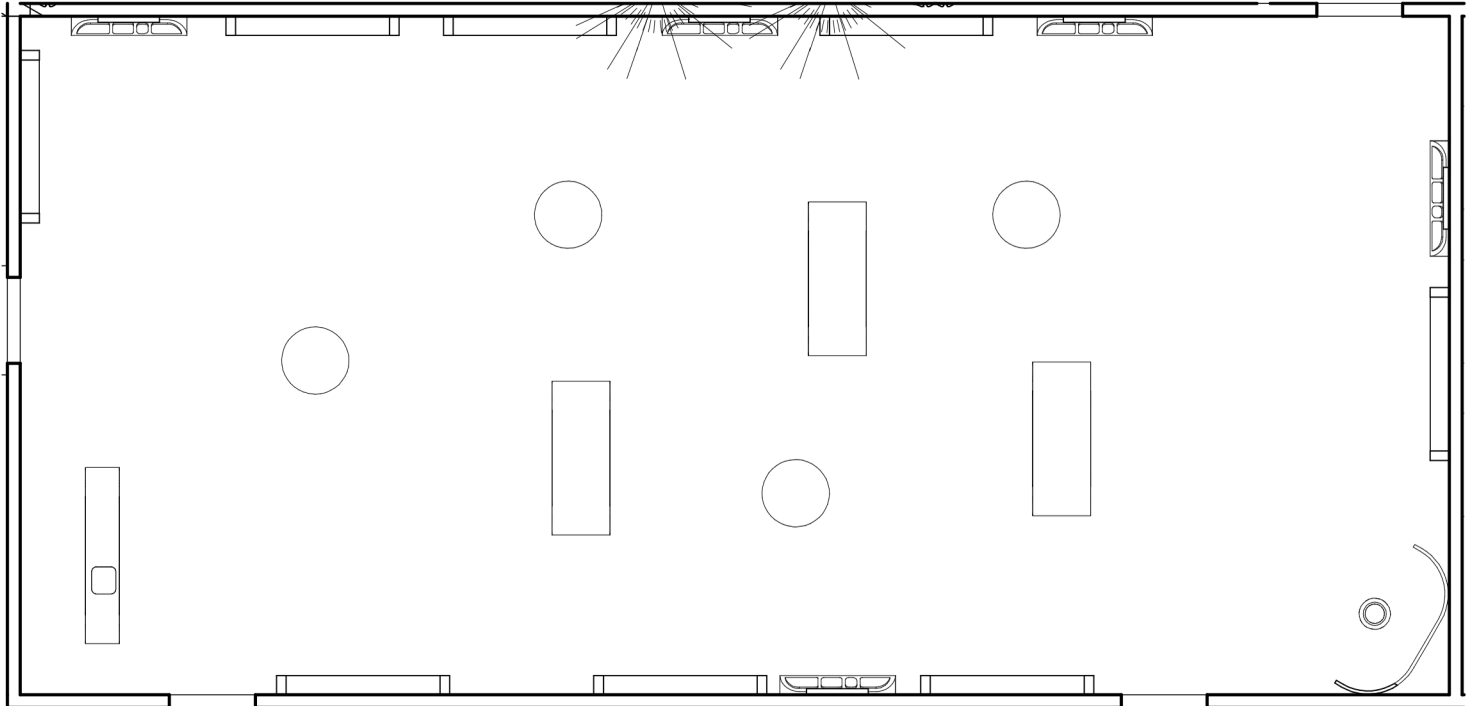
SOLARIS

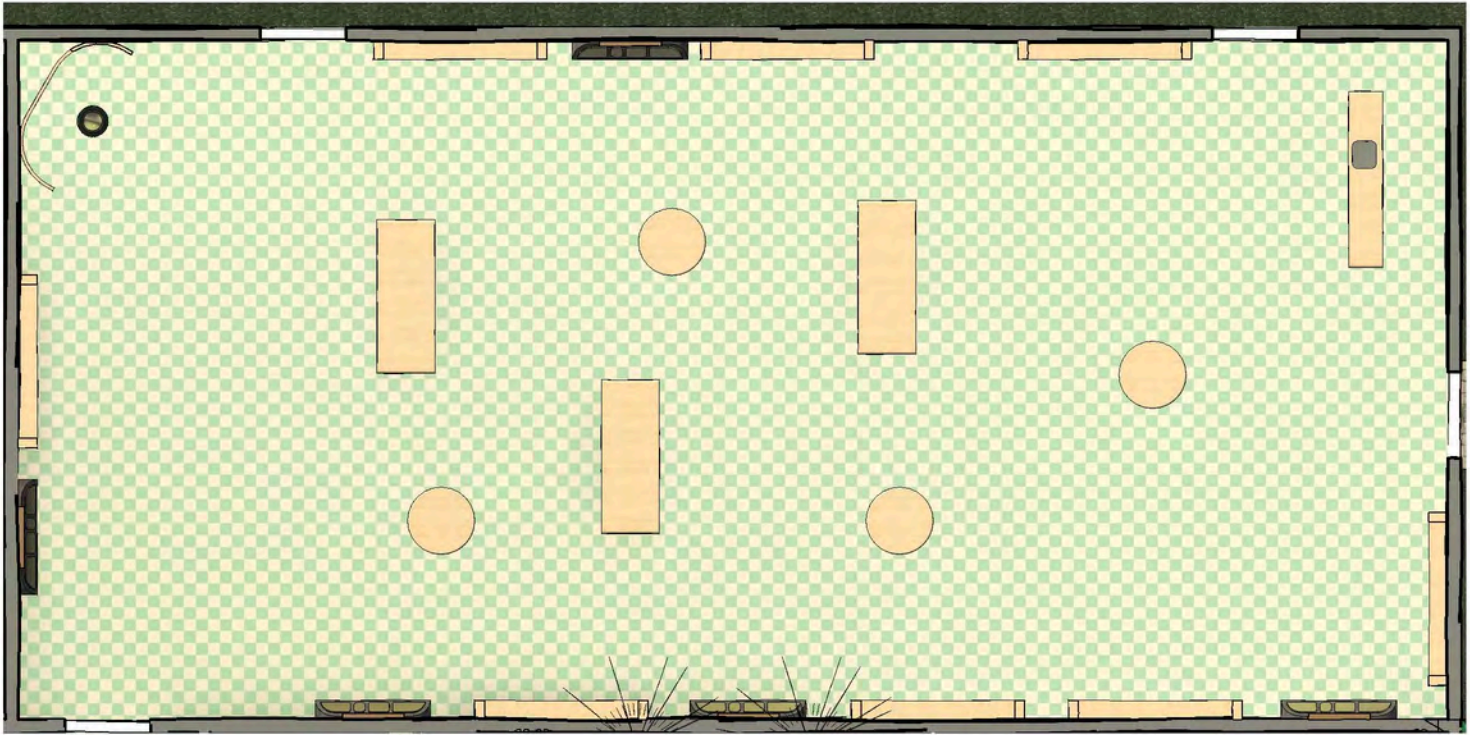
No.	Descr i pt i on	Date

STORE			
Project number	BLUE SKY		200
Date	12/3/25		
Drawn by	J. BUCK		
Checked by	C. LOWTHER		
			Scale 1" = 10'-0"

1 Store

1" = 10'-0"





1 Store Color  
1" = 10'-0"



COLLABORATIVE STUDIO  
SOLARIS

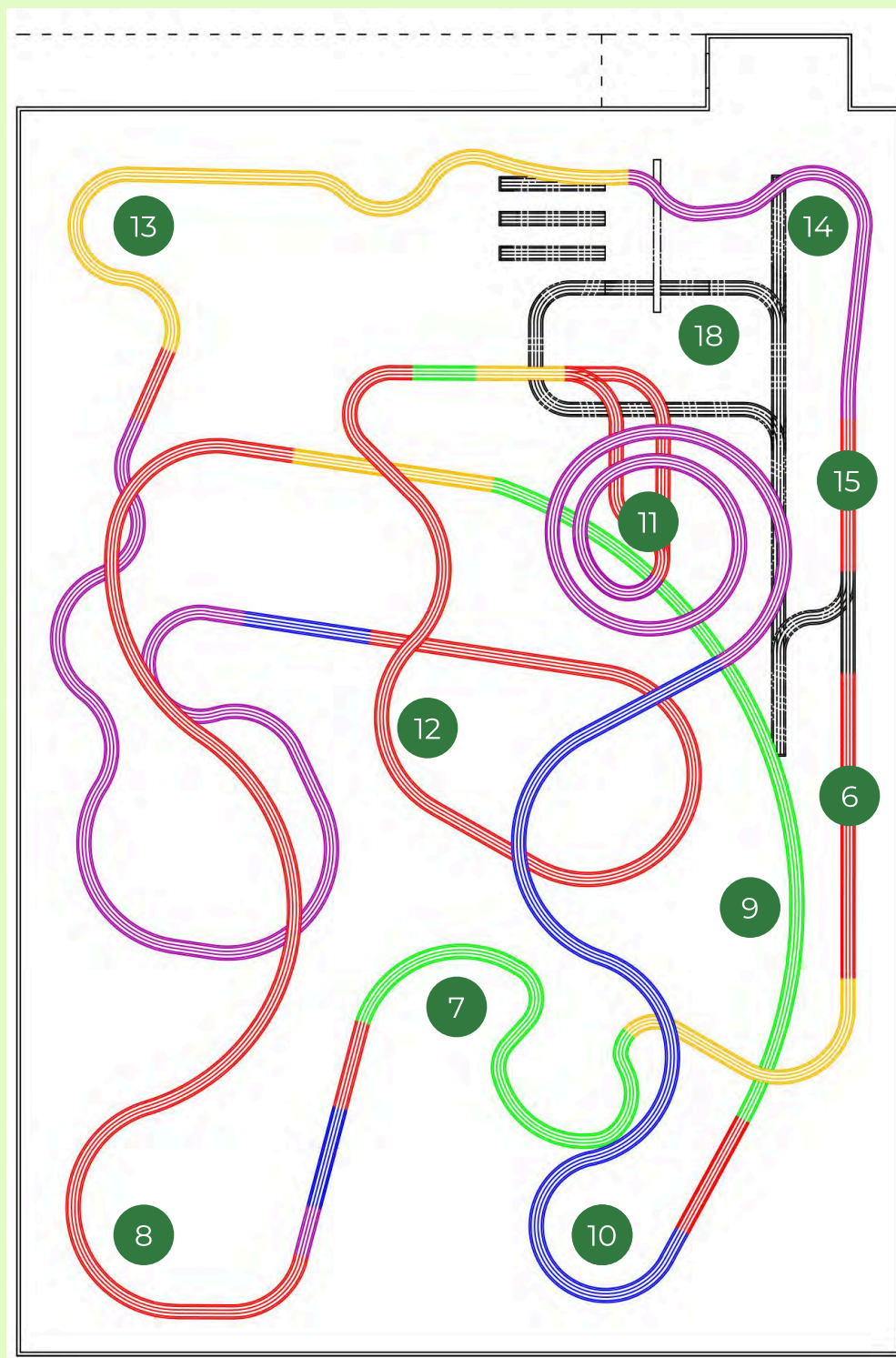
No.	Descr i p t i o n	Date

STORE COLOR			
Project number	BLUE SKY	200C	
Date	12/3/25		
Drawn by	J. BUCK		
Checked by	C. LOWTHER		Scale 1" = 10'-0"

# Ride Track Plan

## Overall Track

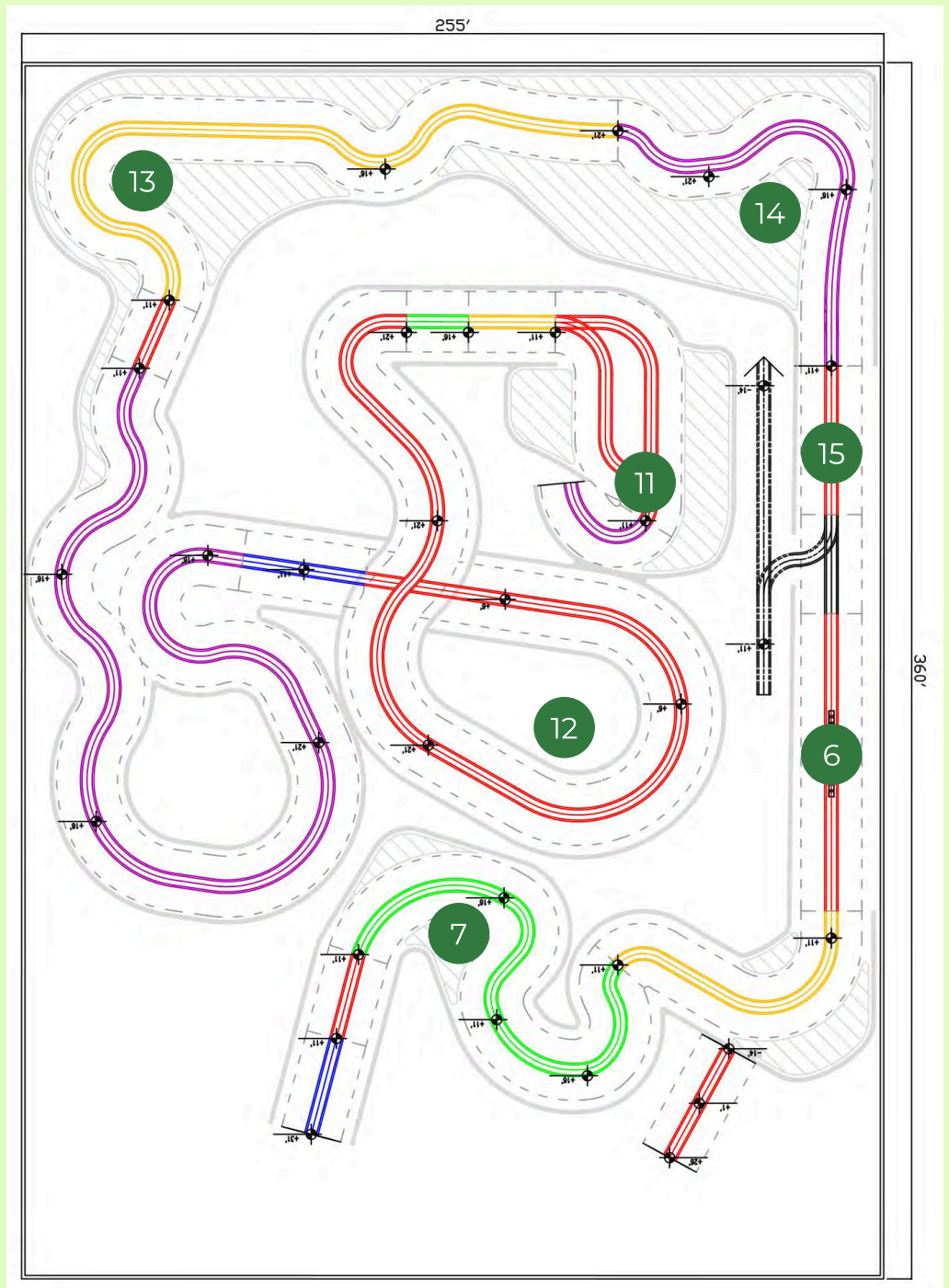
1. Solatarium Courtyard
2. Solatarium Lobby
3. Solaris Museum
4. Dr. Photon's Solatarium
5. Dr. Photon's Study
6. Dr. Photon's Underground Lab
7. Flight Over Solaris
8. Zephyr City
9. Cascadia City
10. Atmora City
11. Find Your Flare
12. Eniac City
13. The Finish Line
14. Victorious Finale
15. Champion's Exit
16. Solarwing Skyrace Winner's Circle
17. Solar Street Eats
18. Maintenance





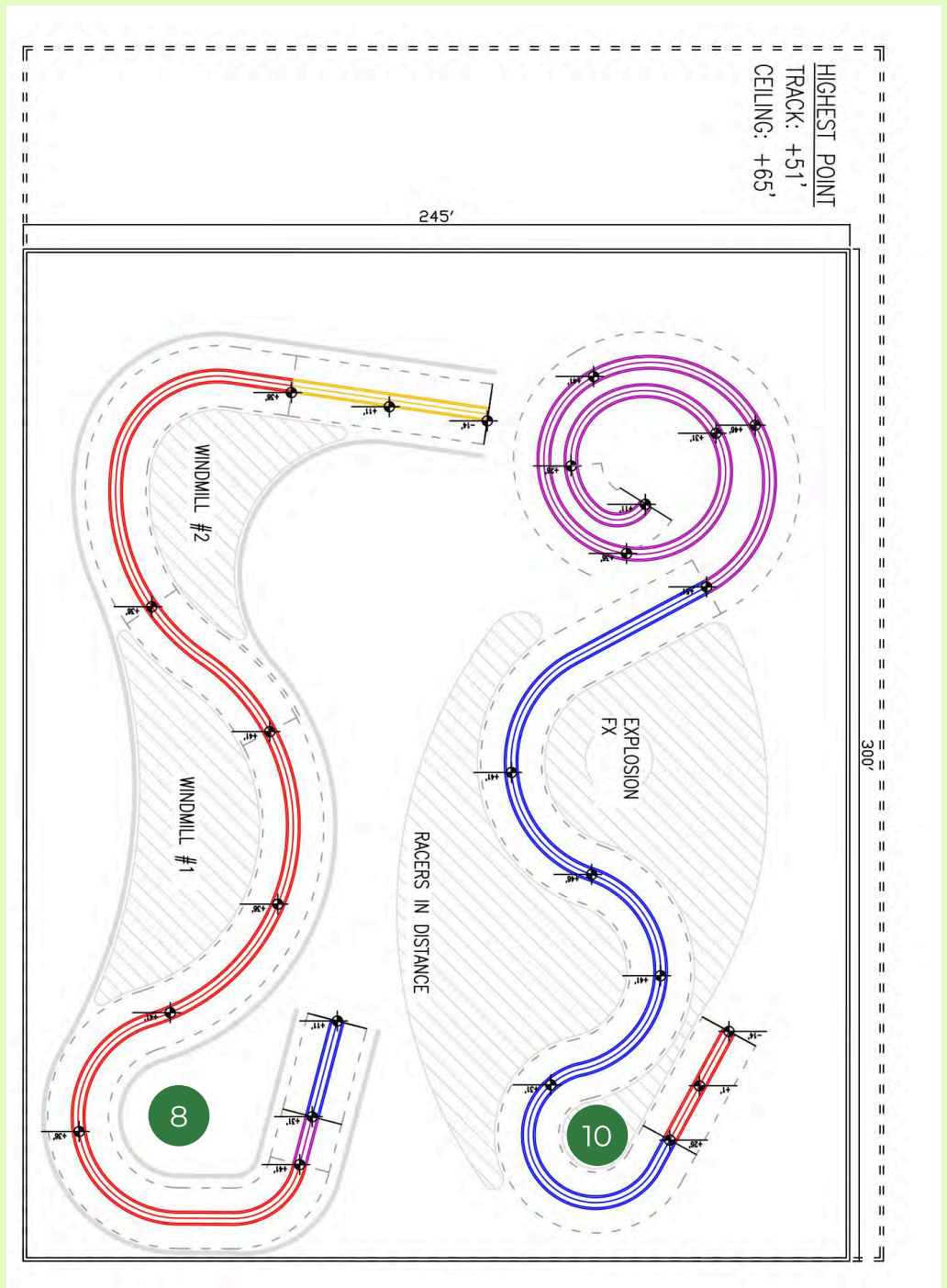
# Mid-Level

1. Solatarium Courtyard
2. Solatarium Lobby
3. Solaris Museum
4. Dr. Photon's Solatarium
5. Dr. Photon's Study
6. Dr. Photon's Underground Lab
7. Flight Over Solaris
8. Zephyr City
9. Cascadia City
10. Atmora City
11. Find Your Flare
12. Eniac City
13. The Finish Line
14. Victorious Finale
15. Champion's Exit
16. Solarwing Skyrace Winner's Circle
17. Solar Street Eats
18. Maintenance



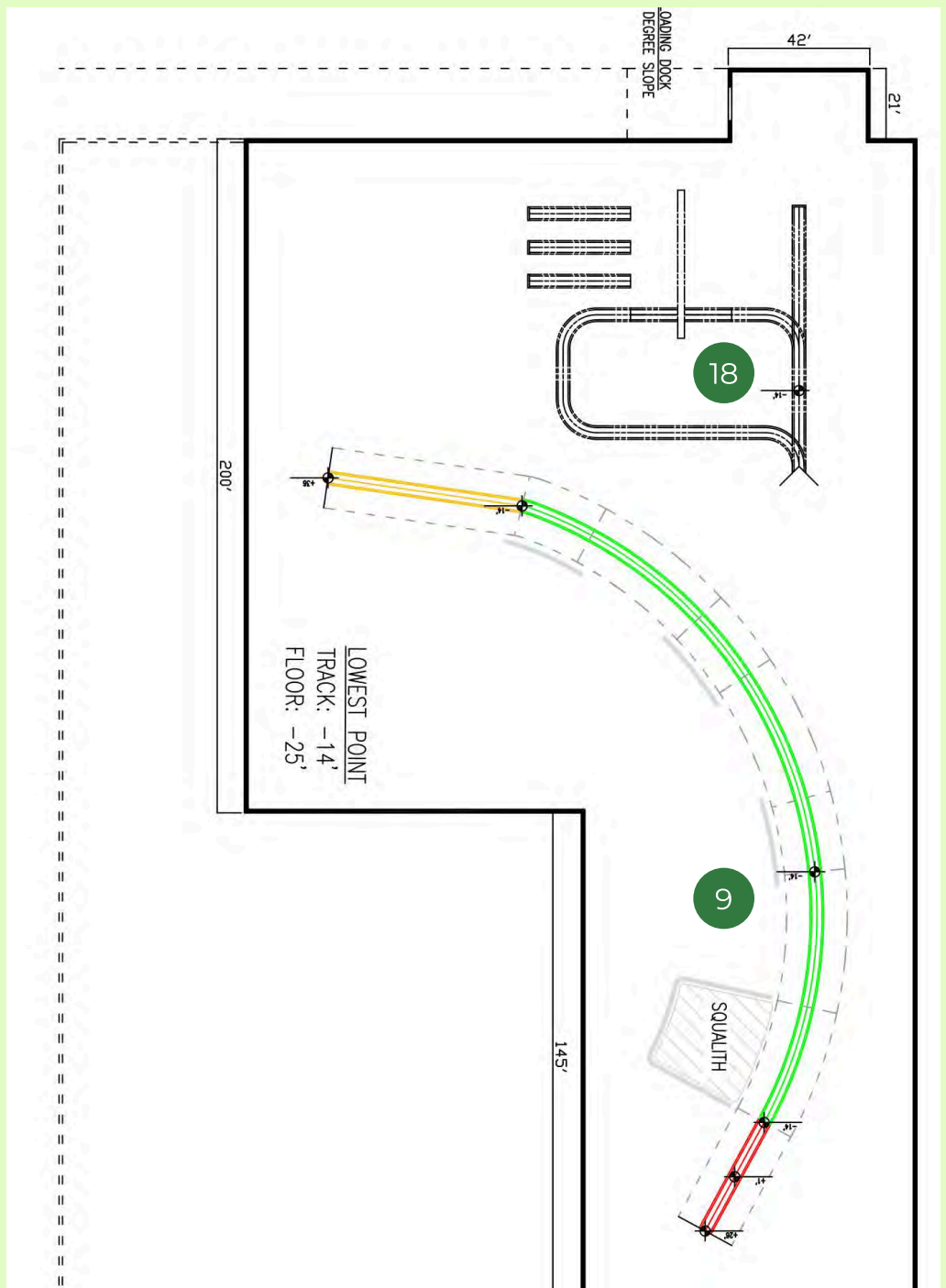
# Upper-Level

1. Solatarium Courtyard
2. Solatarium Lobby
3. Solaris Museum
4. Dr. Photon's Solatarium
5. Dr. Photon's Study
6. Dr. Photon's Underground Lab
7. Flight Over Solaris
8. Zephyr City
9. Cascadia City
10. Atmora City
11. Find Your Flare
12. Eniac City
13. The Finish Line
14. Victorious Finale
15. Champion's Exit
16. Solarwing Skyrace Winner's Circle
17. Solar Street Eats
18. Maintenance



# Lower-Level

1. Solatarium Courtyard
2. Solatarium Lobby
3. Solaris Museum
4. Dr. Photon's Solatarium
5. Dr. Photon's Study
6. Dr. Photon's Underground Lab
7. Flight Over Solaris
8. Zephyr City
9. Cascadia City
10. Atmora City
11. Find Your Flare
12. Eniac City
13. The Finish Line
14. Victorious Finale
15. Champion's Exit
16. Solarwing Skyrace Winner's Circle
17. Solar Street Eats
18. Maintenance



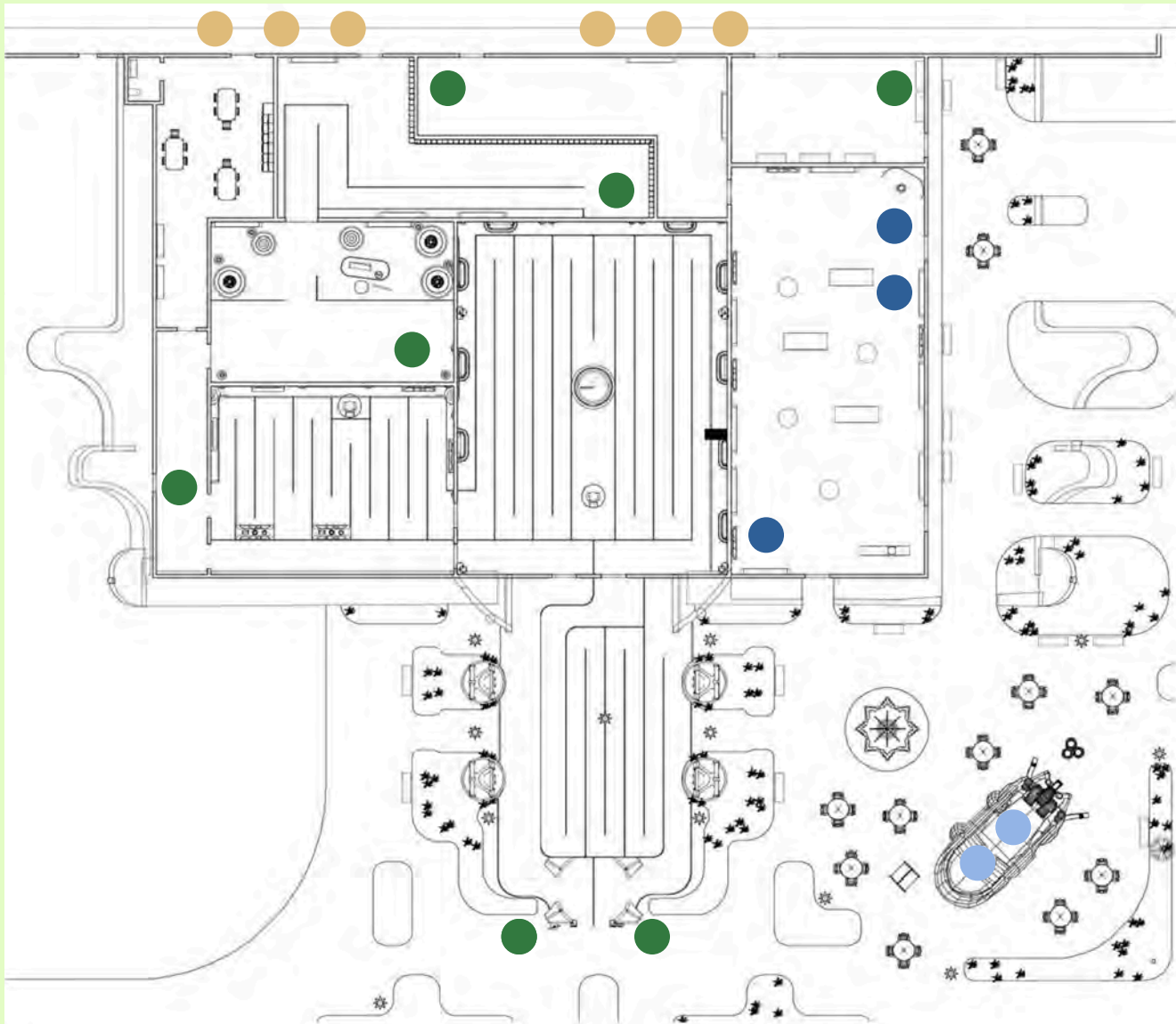


# Track Timing

Scenes	Initial Velocity (mph)	Final Velocity (mph)	Average Velocity (mph)	Timing (sec)	Timing (hr)	Distance (mi)	Distance (ft)
105 Loading	2	2	2	30	0.0083	0.0167	88.00
106 Initial Take-off	2	10	6	10	0.0028	0.0167	88.00
106 Solaris Tour	10	5	7.5	15	0.0042	0.0313	165.00
106 Start Line (pause 3sec)	5	0	2.5	7	0.0019	0.0049	25.67
106-107 Launch	0	20	10	2	0.0006	0.0056	29.33
106-107 Trans. to Zephyr	20	20	20	0.5	0.0001	0.0028	14.67
107 Zephyr #1	20	20	20	8	0.0022	0.0444	234.67
107 Zephyr #2 Hit	20	15	17.5	2	0.0006	0.0097	51.33
107 Zephyr #3	15	15	15	5	0.0014	0.0208	110.00
107-108 Trans. to Cascadia	15	5	10	4	0.0011	0.0111	58.67
108 Cascadia #1 porthole	5	5	5	3	0.0008	0.0042	22.00
108 Cascadia 1-transfer	5	15	10	1	0.0003	0.0028	14.67
108 Cascadia btwn 1-2	15	15	15	0.5	0.0001	0.0021	11.00
108 Cascadia transfer-2	15	5	10	1	0.0003	0.0028	14.67
108 Cascadia #2 porthole	5	5	5	3	0.0008	0.0042	22.00
108 Cascadia 2-transfer	5	15	10	1	0.0003	0.0028	14.67
108 Cascadia btwn 2-3	15	15	15	0.5	0.0001	0.0021	11.00
108 Cascadia transfer-3	15	5	10	1	0.0003	0.0028	14.67
108 Cascadia #3 porthole	5	5	5	3	0.0008	0.0042	22.00
108 Cascadia 3-transfer	5	15	10	1	0.0003	0.0028	14.67
108 Cascadia btwn 3-4	15	15	15	0.5	0.0001	0.0021	11.00
108 Cascadia transfer-4	15	5	10	1	0.0003	0.0028	14.67
108 Cascadia #4 porthole (monster)	5	5	5	5	0.0014	0.0069	36.67
108-109 Trans. to Atmora	5	20	12.5	2	0.0006	0.0069	36.67
109 Atmora	20	20	20	10	0.0028	0.0556	293.33
109-110 Conflict Hit	20	15	17.5	12	0.0033	0.0583	308.00
109-110 Conflict Fall	15	0	7.5	3	0.0008	0.0063	33.00
110a Turning moment (pause 30sec)	0	10	5	10	0.0028	0.0139	73.33
110b Turning moment (pause 30sec)	0	10	5	10	0.0028	0.0139	73.33
110-111 Launch	10	25	17.5	1	0.0003	0.0049	25.67
110-111 Trans. to Eniac	25	25	25	0.5	0.0001	0.0035	18.33
111 Eniac	25	25	25	10	0.0028	0.0694	366.67
111-112 Trans. to Solaris	25	25	25	1	0.0003	0.0069	36.67
112 Solaris	25	25	25	10	0.0028	0.0694	366.67
112-113 Launch	25	35	30	0.5	0.0001	0.0042	22.00
113 Finish Line	35	15	25	8	0.0022	0.0556	293.33
113 Final Take-down	15	2	8.5	20	0.0056	0.0472	249.33
114 Offloading	2	2	2	15	0.0042	0.0083	44.00
Buffer Zone btwn On & Off	2	2	2	10	0.0028	0.0056	29.33
Total Time (sec)				236	Total Distance (ft)		3,358.67
Total Time (min)				3.93			
Total Time (w/o Loading) (sec)				181			
Total Time (w/o Loading) (min)				3.02			

Track Length: 3,358.67 Ft

# Minimum Staffing Plan



## Standby Queue - 7

Standby Queue Personnel, Express Queue Personnel, Merge Personnel, Pre-Show Personnel, Load-Side Locker-Aid, Unload-Side Locker-Aid, Wheelchair Assist/Child Swap

## Retail - 3

Cashier, FOH Attendant, BOH Attendant

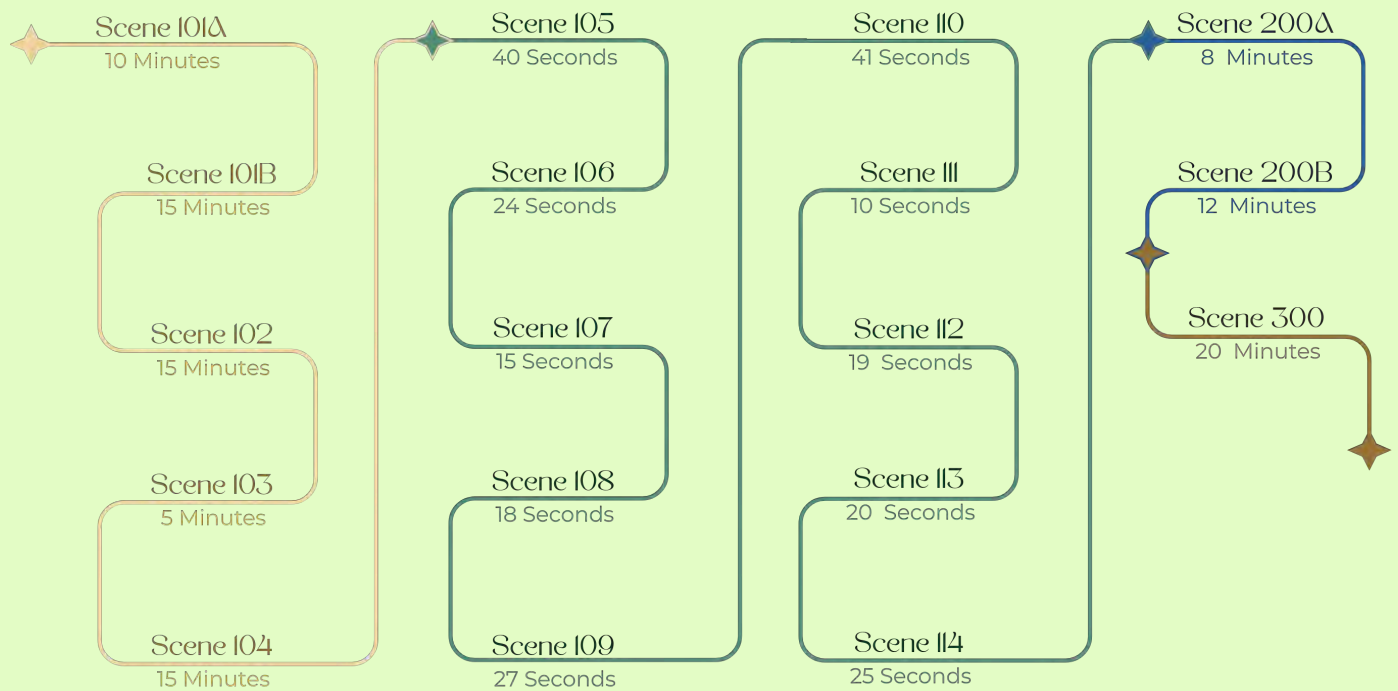
## Track - 6

Grouper Personnel, Load OCC Remote Panel, Load-Assist Personnel, Load Tower OCC Main Panel, Unload OCC Remote Panel, Unload-Assist Personnel

## F&B - 2

Cashier, Food Runner

# Guest Flow & Timing



Queue - 1 Hour

Ride - 4 Minutes

Retail - 12 Minutes

F&B - 20 Minutes



# Contributions

# Teams

## Creative Leads

Asheton Arnold  
Courtney Spaeder

## Production

Courtney Brewer  
Lizzie Lillywhite  
Clairece Lowther

## Story

Evelyn Beltrani  
Lizzie Lillywhite

## Art

Courtney Brewer  
Meagan Campbell  
Matthew Graham

## Tech

Juli Buck  
Olivia Kolling  
Clairece Lowther

One flare makes a spark alone,  
but together we ignite!