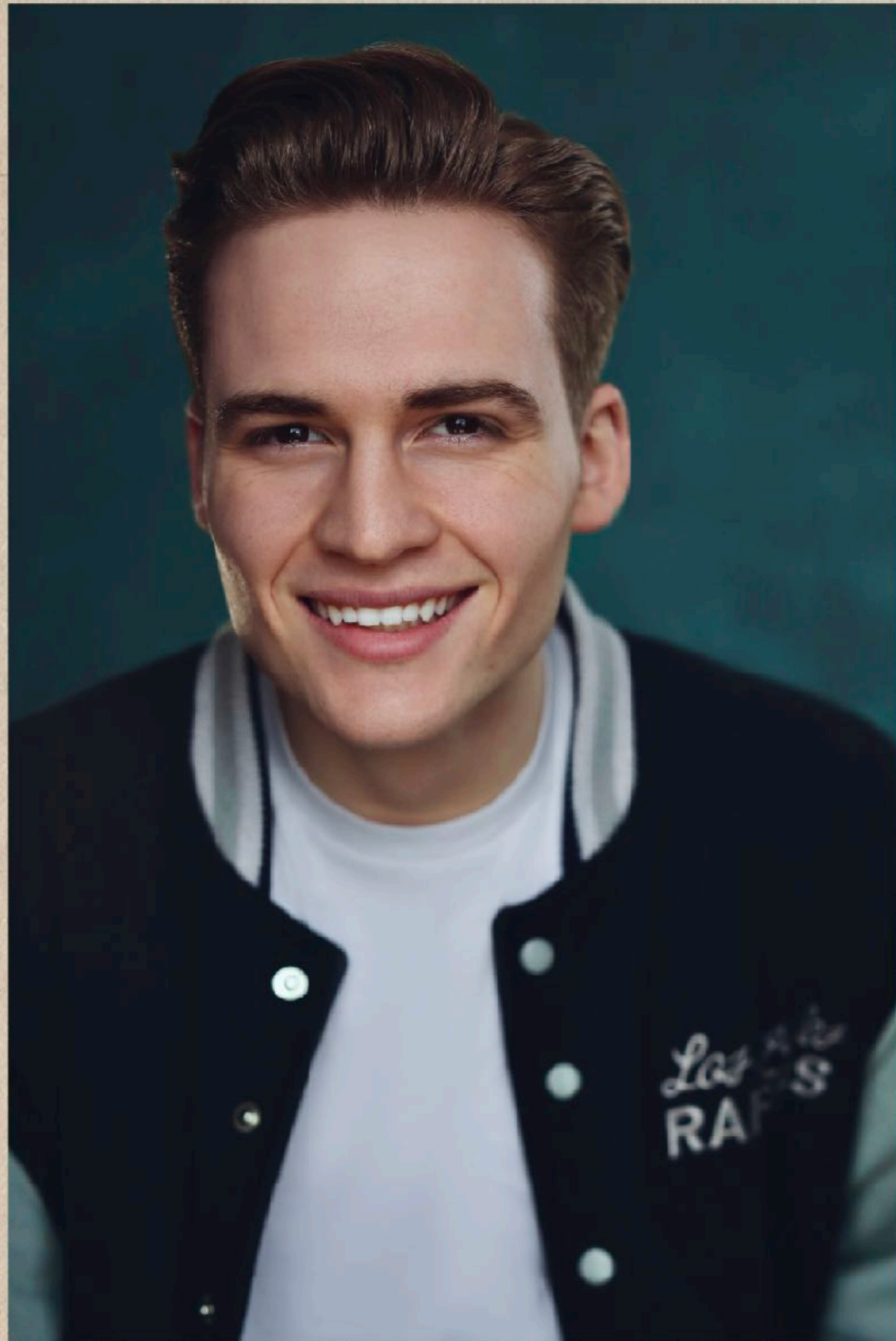


DINNO

DERBY

DINO
DERBY

MEET THE MAKER



HELLO THERE!

BEFORE WE DIVE INTO THE EXCITING WORLD OF 'DINO DERBY', I'D LIKE TO TAKE A MOMENT TO INTRODUCE MYSELF.

MY NAME IS TYLER DAVIS. I'M AN AMERICAN ACTOR CURRENTLY LIVING IN NYC PERFORMING ON BROADWAY IN SUNSET BLVD. I'M DEEPLY PASSIONATE ABOUT THEMED ENTERTAINMENT AND HOW THE MAGIC OF STORYTELLING CAN TOUCH AND TRANSFORM THE HEARTS AND MINDS OF AUDIENCES WHETHER THEY'RE IN A THEATER AUDITORIUM OR ON A ROLLERCOASTER.

'DINO DERBY' HAS BEEN SUCH A JOY TO IMAGINE, SO THANK YOU FOR TAKING TO TIME TO GIVE IT A LOOK!

... HAVE FUN, ENJOY THE JOURNEY.

**DINO
DERBY**

LAND & STORY

WELCOME RACERS, TO 'DINO DERBY LX'! HOP IN YOUR DINO BONE DERBY CAR AND RACE WITH US ON THIS DARING, HIGH-INTENSITY TRACK!

Setting: A DYSTOPIAN POST-APOCALYPTIC FORTRESS/RACING ARENA. PREHISTORIC CREATURES (DINOSAURS, MAMMOTHS) ONCE COEXISTED AMONGST THE HUMAN POPULATION. HOWEVER, DECADES OF CONFLICT BETWEEN WARRING FACTIONS (ULTIMATELY RESULTING IN NUCLEAR CATASTROPHE) HAS LEFT THE LAND BARREN - VOID OF LIFE. AFTER A 30 YEAR CEASEFIRE, THE 'RACING FACTION' ARE GATHERING NEW RACERS FOR 'DINO DERBY LX' IN AN EFFORT TO UNIFY THE FOUR FACTIONS ONCE AGAIN.

DINO
DERBY

PURPOSE OF CONCEPT

THIS IS NOT A DINOSAUR ADVENTURE. THIS IS A STORY ABOUT HUMAN CONFLICT AND THE CONSEQUENCES OF VIOLENT ACTIONS. AUDIENCES WILL COME EXPECTING 'DINO THRILLS', BUT HOPEFULLY, LEAVE WITH A BETTER UNDERSTANDING OF THE POWER OF TOGETHERNESS.

THE BASIC EXPECTATION OF THRILL IS FULFILLED. THE PROMISE OF 'DINOS' IS THE WEEENIE THAT DRAWS PEOPLE IN, BUT AS GUESTS DISCOVER THE REALITY OF THIS HARSH NEW WORLD, THE THRILL ELEMENT MANIFESTS ITSELF IN THE INNATE DRIVING SPIRIT OF COMPETITION.

THE 'DINO DERBY' IS MORE THAN A SPORT; IT IS THE LAST BIT OF HUMANITY THESE PEOPLE ARE HOLDING ON TO.

THEME

STRONGER TOGETHER.

SUB-THEMES:

1. THE UNIFYING POWER OF SPORT.
2. ENVIRONMENTAL INGENUITY AND SURVIVAL.
3. THE CONSEQUENCES OF HUMAN CONFLICT.

DINO DERBY LAYOUT



INTEGRATION

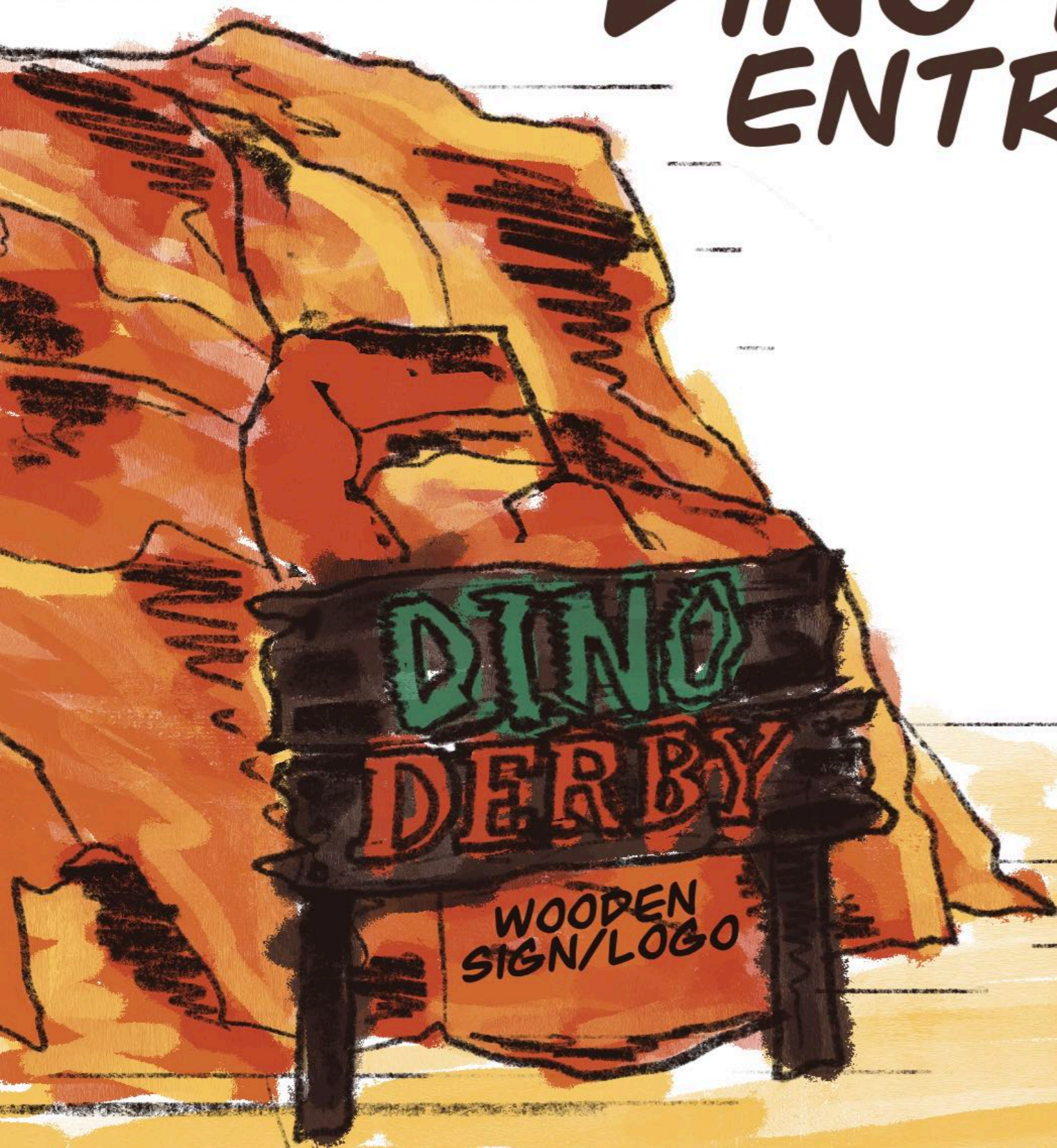
YOU COULD SEE 'DINO DERBY' AS AN E-TICKET ATTRACTION IN A THEME PARK. HOWEVER, I REALLY LIKED THE IDEA OF THE LBE BEING IN THE MIDDLE OF A 'HIGH STREET' IN LONDON, NEW YORK, ATLANTA, ETC. - BETWEEN A SUPERMARKET, A POST OFFICE, A MOVIE THEATER.

THE ENTRANCE TO 'DINO DERBY' IS DESIGNED AS A 'PORTAL'. GUESTS WOULD BE DRAWN TO THIS STRANGE, FOREIGN ROCK-WORK SPILLING OUT OF AN ORDINARY SPACE IN THE MIDDLE OF A STREET. I WANTED 'DINO DERBY' TO EXIST IN THE REALM OF THE CONDITIONS GUESTS WERE ARRIVING WITH. I WANT GUESTS TO BRING THE WORLD IN WITH THEM... SO THAT THEY CAN SEE THE PROXIMITY OF THE MESSAGES OF 'DINO DERBY' TO THEIR OWN REALITY.

SUDDENLY, THEY'VE GONE FROM THE BUSINESS OF THE CITY... TO A DYSTOPIAN, FANTASTICAL WORLD... AND YET, THE MEANING OF THE STORY SEEMS SO ACCESSIBLE.

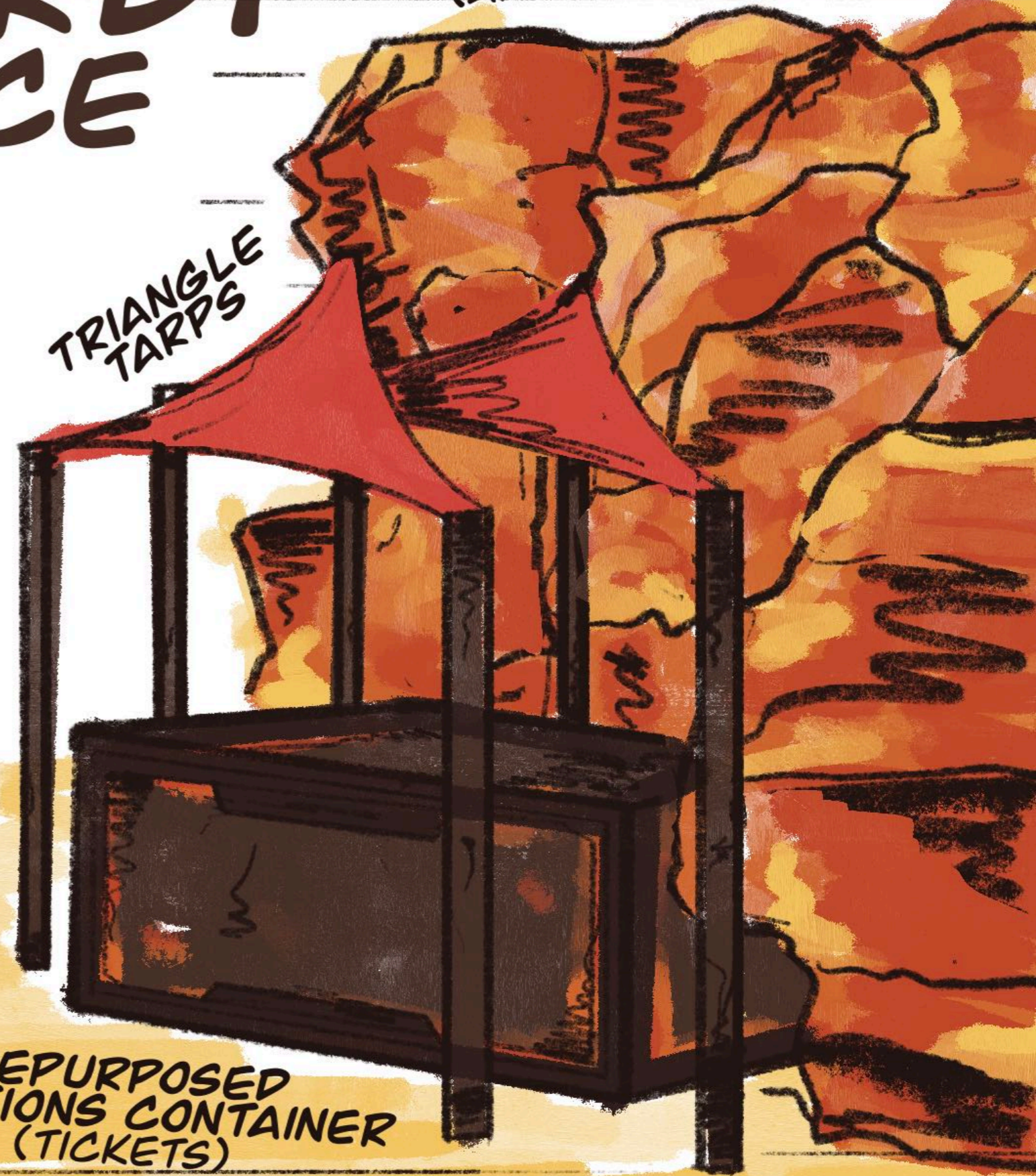
DINO DERBY ENTRANCE

RED SANDSTONE
(ANTELOPE CANYON)



WOODEN
SIGN/LOGO

TRIANGLE
TARPS

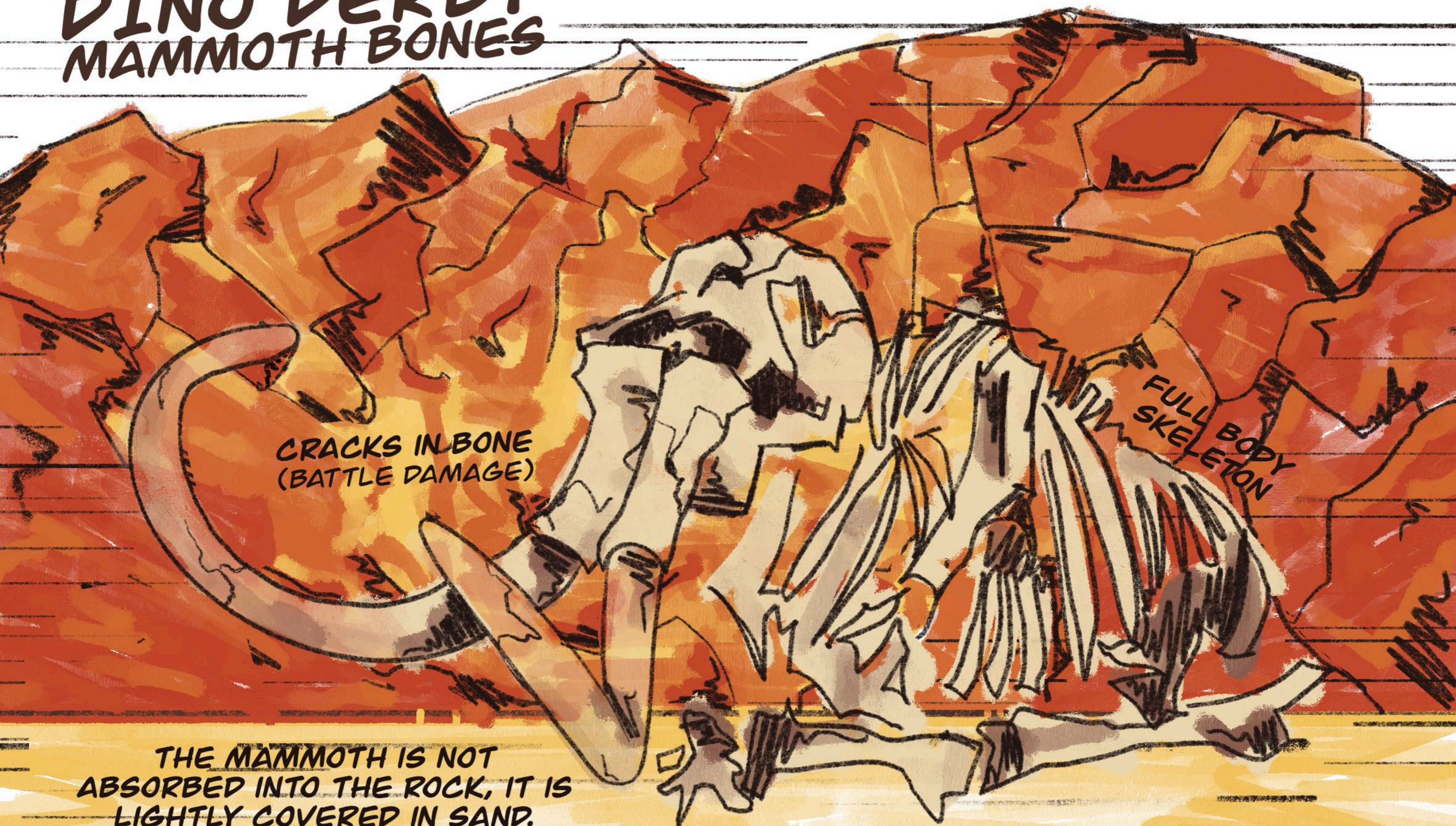


REPURPOSED
MUNITIONS CONTAINER
(TICKETS)

SANDY FLOOR

DINO DERBY

MAMMOTH BONES



CRACKS IN BONE
(BATTLE DAMAGE)

FULL BODY
SKELETON

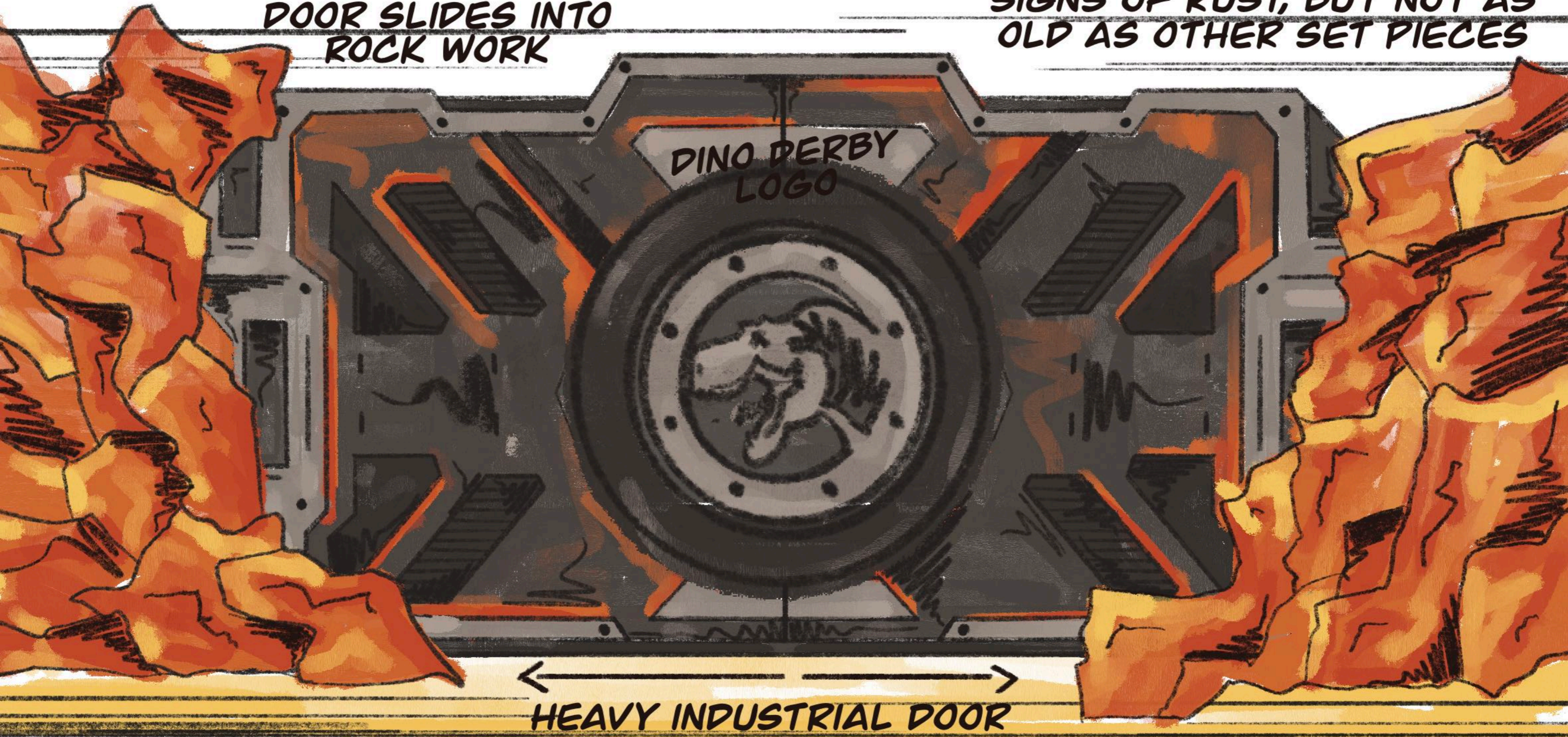
THE MAMMOTH IS NOT
ABSORBED INTO THE ROCK, IT IS
LIGHTLY COVERED IN SAND.
(AGE, BUT NOT ANCIENT)

BROKEN BONES
(THIS ISN'T AN EXHIBIT)

DINO DERBY BUNKER ENTRANCE

DOOR SLIDES INTO
ROCK WORK

SIGNS OF RUST, BUT NOT AS
OLD AS OTHER SET PIECES



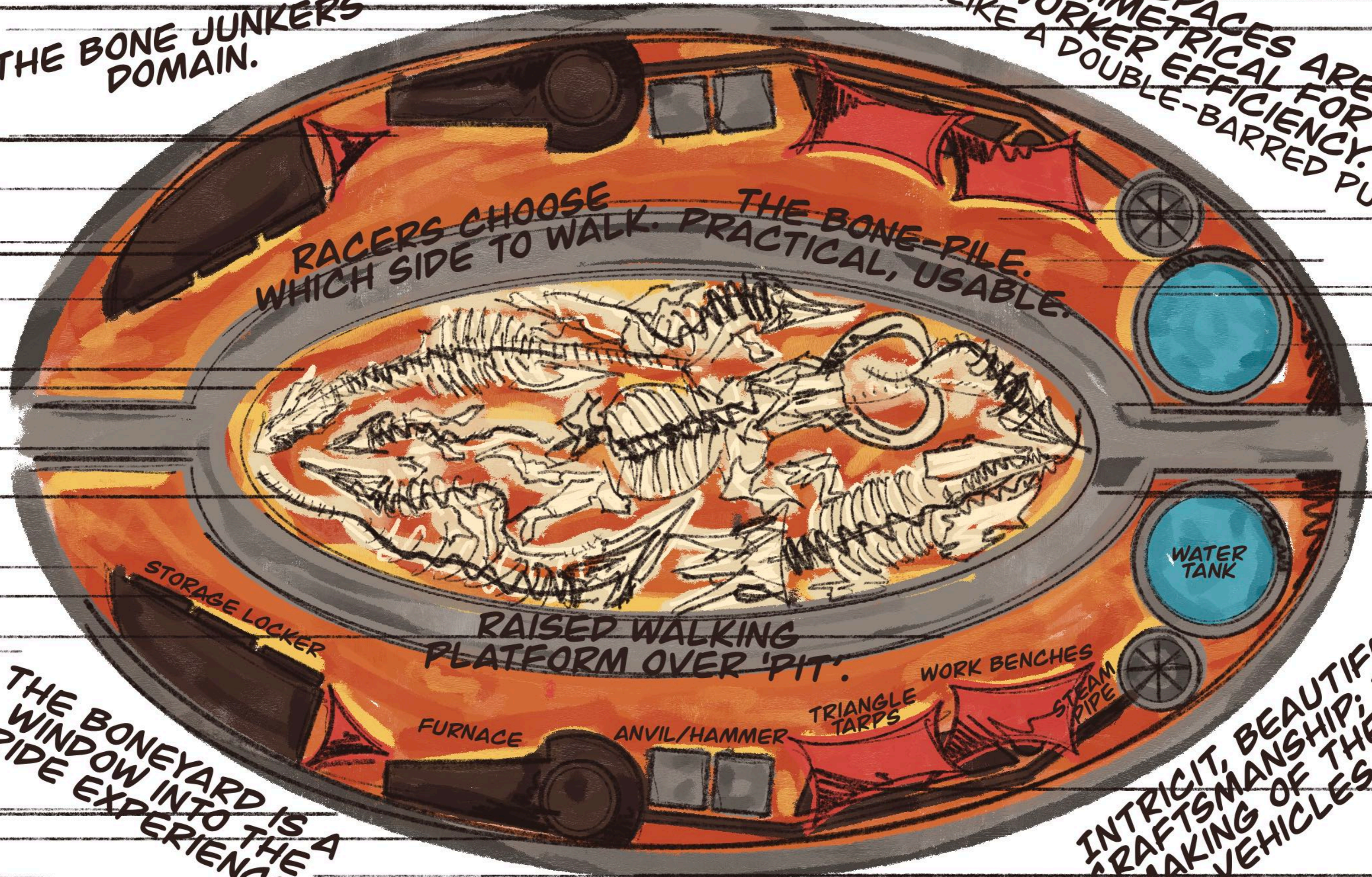
← HEAVY INDUSTRIAL DOOR →

THE BONEYARD

THE BONE JUNKERS
DOMAIN.

WORKSPACES ARE FOR
SYMMETRICAL EFFICIENCY.
(LIKE A DOUBLE-BARRED PUB)

RACERS CHOOSE
WHICH SIDE TO WALK. PRACTICAL, USABLE.



RAISED WALKING
PLATFORM OVER 'PIT'.

THE BONEYARD IS A
WINDOW INTO THE A
RIDE EXPERIENCE.

INTRICIT, BEAUTIFUL
CRAFTSMANSHIP; THE
MAKING OF THESE
VEHICLES.

PROP DETAILS

THE PROPS AND SCENERY USED THROUGHOUT 'DINO DERBY', ESPECIALLY IN THE CENTRAL EXPLORATION AREA, ARE INTRINSIC TO THE STORY'S THEMES. 'DINO DERBY LX' DEMONSTRATES UNIFICATION - AN END TO WARTIME - AND THE PROPS REFLECT THIS DISTINCTION. AMMO CRATES ARE REPURPOSED AS DESKS, OIL DRUMS ARE USED FOR AGRICULTURE, ENGINES THAT ONCE POWERED TANKS NOW POWER FOOD PRODUCTION, EMPTY EXPLOSIVE SHELLS HOLD TOOLS. THESE ELEMENTS SYMBOLIZE THE END OF CONFLICT AS WELL AS THE ENGINEERING INGENUITY OF THE RACING FACTION.



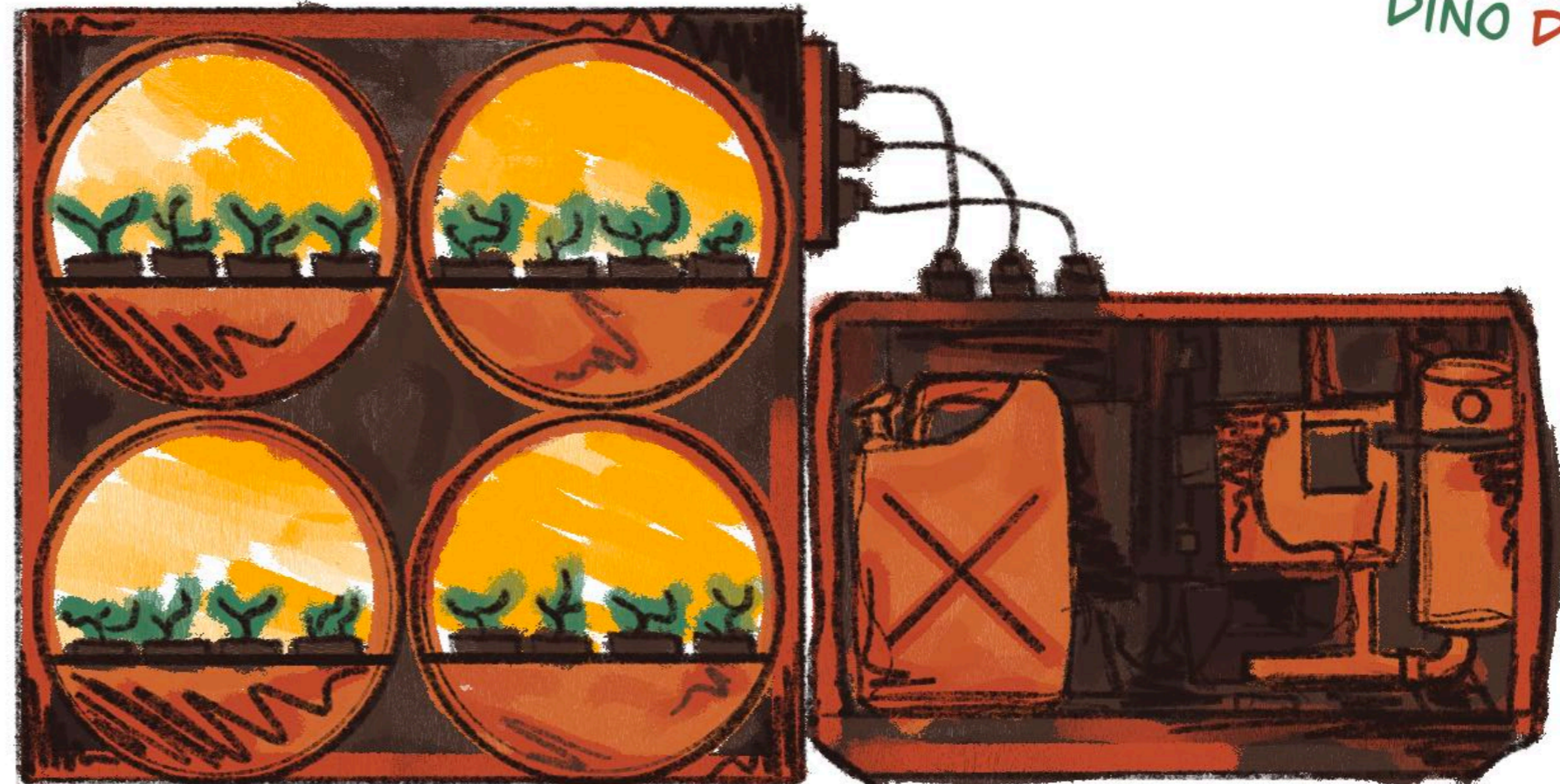
THE DINO CUP

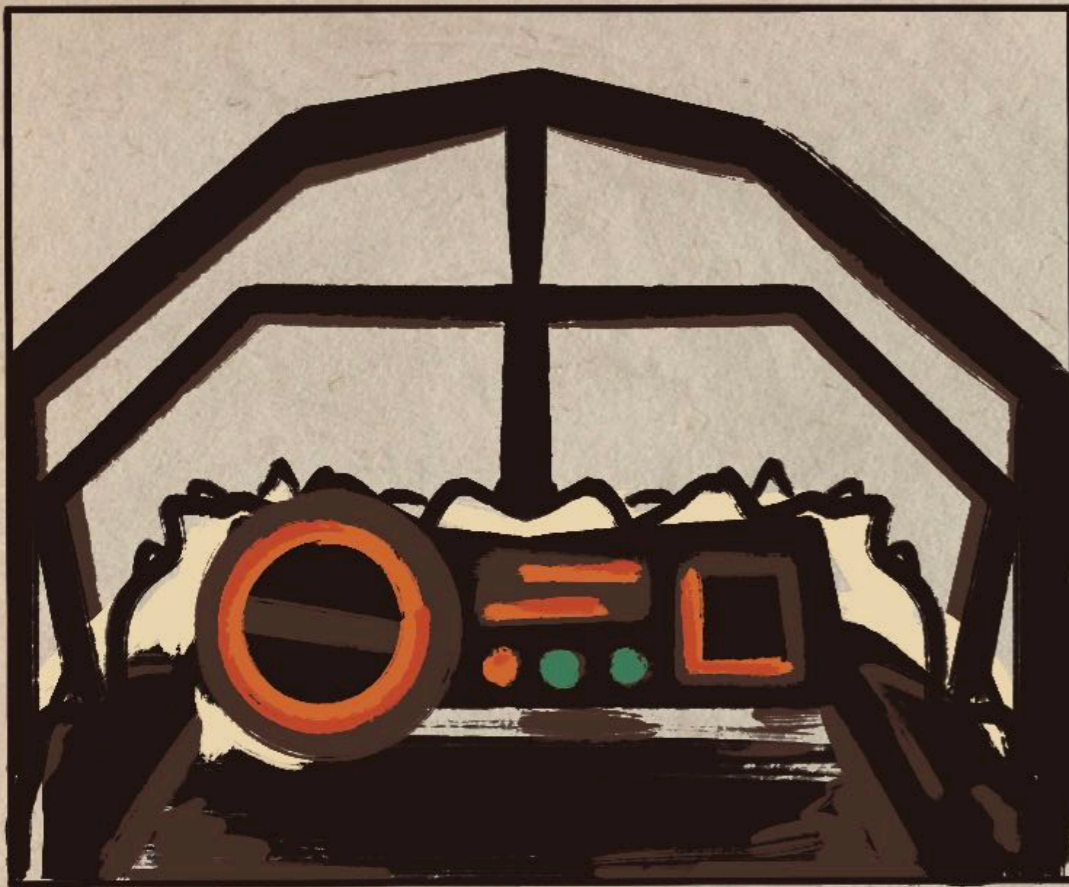
WELL KEPT,
BUT CLEARLY
HISTORIC.

GOLDEN CUP,
WOODEN BASE.

VELOCIRAPTOR
DETAILING.

THE CUP BELONGS
TO WHICHEVER
FACTION LAST
WON THE
DINO DERBY.





RACERS BOARD THEIR **DINO BONE DERBY CARS**. THEIR **MENTOR'S** VOICE CRACKLES THROUGH THE SPEAKERS, GREETING THE **RACERS** AS THE CARS LURCH FORWARD TOWARD THE STARTING LINE. THE **RACERS** ARE BRIEFED ON THE VEHICLE'S CONTROLS AND REMINDED, "DON'T WORRY ABOUT THE THROTTLE... IT NEVER LETS UP!"



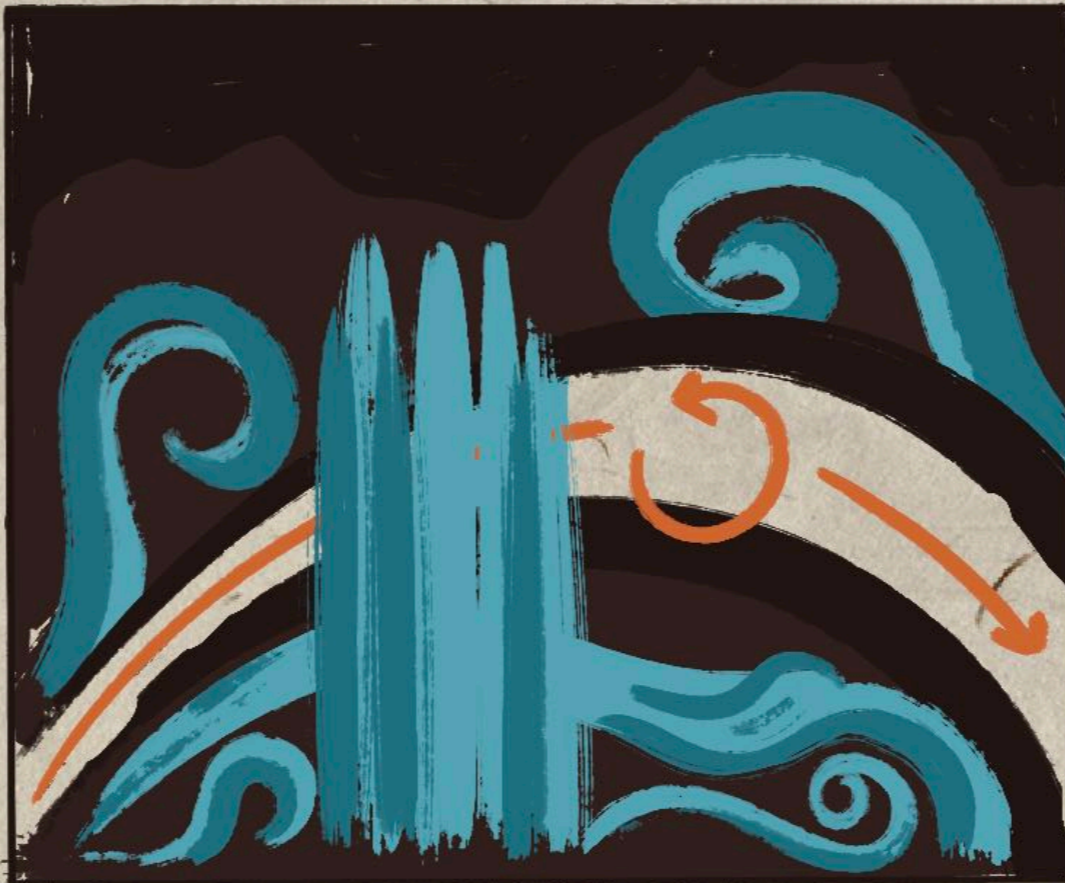
THE **RACERS** TAKE THEIR POSITIONS ON THE STARTING LINE, FLANKED BY TWO OTHER CARS. "**RACERS... START YOUR ENGINES!**" THE LIGHTS FLASH **RED, RED, RED...** THEN **GREEN!** THE CARS **EXPLODE** FORWARD, ROARING THROUGH THE PASSAGE AHEAD. **THE RACE IS ON!**



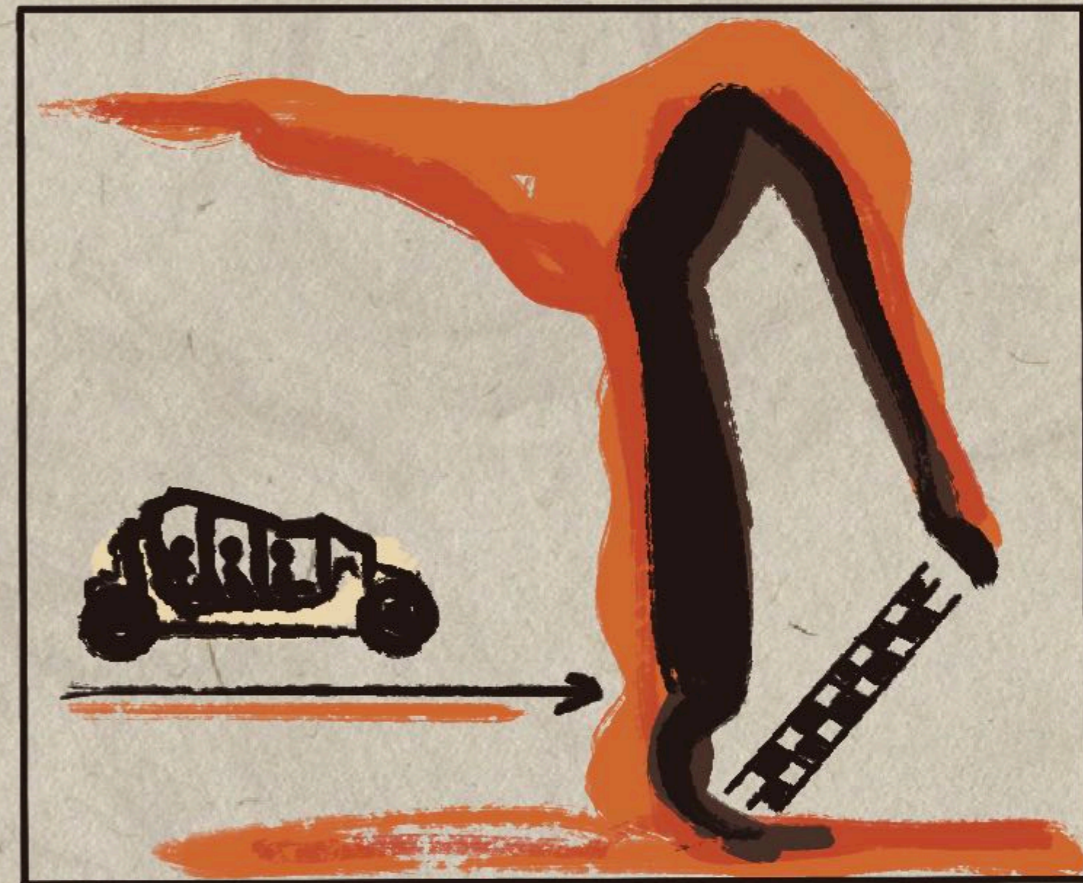
BURSTING OUT OF THE TUNNEL, THE TRACK OPENS INTO A BREATHTAKING LANDSCAPE OF RED AND ORANGE STONE CANYONS. THE CARS **TEAR** THROUGH THE TRACK, **TWISTING** AND **TURNING** THROUGH **WINDING PATHS** AND **NARROW PASSAGES**. **NEAR MISSES** AND **SPLIT-SECOND DECISIONS**.



THE TRACK **PLUNGES** INTO A DARKENED CAVERN. A SUDDEN MALFUNCTION **JOLTS** THE CAR, SENDING THE **RACERS** HURLING THROUGH A WOODEN SIGN MARKED "**DANGER.**" **MENTORS** QUICKLY ADVISE, "STAY SHARP... THESE CAVES ARE FLOODED." THE **RACERS** BRACE THEMSELVES FOR THE UNKNOWN.



THE CAVERNS LIVE UP TO THEIR WARNING: **RAGING RAPIDS** AND **CRASHING WATERFALLS** THREATEN TO DERAIL THE RACE. THE CAR SPINS OUT OF CONTROL, **NARROWLY AVOIDING JAGGED ROCKS** AND **DEADLY DROPS!** BUT THE **RACERS'** SKILL PREVAILS, AND THEY REGAIN CONTROL, **EMERGING** FROM THE **TREACHEROUS CAVERNS**.



"WE'RE BACK ON TRACK! NOW, LET'S FINISH THIS THING!" THE **MENTOR** SHOUTS. THE **RACERS** PUSH THEIR CAR TO THE **LIMIT**, CROSSING THE **FINISH LINE!** THEIR TIME IS MARKED AND RECORDED, A TESTAMENT TO THEIR SKILL. AS THEY ROLL TO A STOP, THE **RACERS** ARE CONGRATULATED ON THEIR FINISH AND DROPPED OFF, HEARTS STILL POUNDING FROM THE THRILL.

BACKGROUND TIMELINE

4 FACTIONS FORMED



THE LAND IS DIVIDED INTO 4 FACTIONS: MINING, LUMBER, RACING, ATOMIC. THE VERY FIRST 'DINO DERBY' IS OFFICIALLY HELD!

WAR!



FAILURE TO COMPROMISE, GREED, AND DEPLETING RESOURCES LEAD TO AN ALL OUT WAR BETWEEN THE FACTIONS.

'DINO DERBY' LX



30 YEARS LATER. THE FACTIONS HAVE BEEN SECLUDED FROM EACHOTHER AS THEY WAIT OUT THE RADIATION IN THEIR RESPECTIVE LANDS. THE RACING FACTION HOST THE 60TH 'DINO DERBY' IN AN EFFORT TO REKINDLE A NEW ERA OF PEACE BETWEEN THE FACTIONS!

WITH A DESIRE TO EXPAND THEIR INDUSTRY, THE MINING FACTION FORCEFULLY TAKE LAND FROM THE LUMBER FACTION.



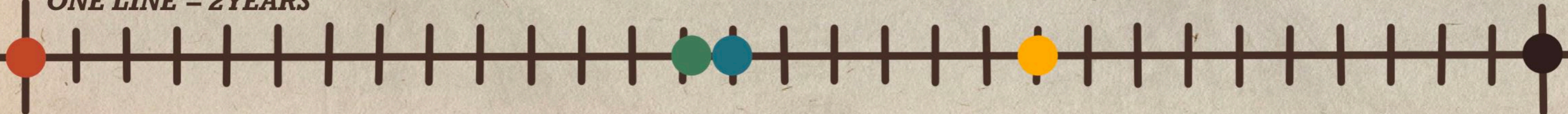
MINING FACTION OCCUPIES LUMBER FACTION LAND

IN AN EFFORT TO END THE ONGOING WAR - THE ATOMIC FACTION BEGINS DEVELOPING EXPERIMENTAL NUCLEAR WEAPONRY. TRAGICALLY, AN ACCIDENTAL CATACLYSMIC MELTDOWN OF THEIR REACTORS DESTROYS ALL NATURAL RESOURCES (WILDLIFE, ECOSYSTEMS).



ATOMIC PURGE

ONE LINE = 2YEARS



RACING FACTION

THE **RACING FACTION** HAS RELIED ON THE INCOME OF THE '**DINO DERBY**' SINCE THE INCEPTION OF THE 4 FACTIONS. CHARGED WITH THE CARE OF THE **BELOVED SPORT**, THEY BUILT THEIR FACTION UPON ITS SUCCESS. THE **RACING FACTION** IS LED BY THE FEARLESS **DAKOTA DAVIS** (RACING NAME: **DAME DANGER**). AFTER THE '**ATOMIC PURGE**', THE FACTION HAD TO **BAND TOGETHER** AND USE THEIR ENGINEERING KNOWLEDGE AND INGENUITY TO SURVIVE IN THEIR HARSH NEW ENVIRONMENT - AND THEY **THRIVED**.

THE 'DINO DERBY'

SINCE ITS INCEPTION, THE **RACING FACTION** HAS HOSTED 'ENTERTAINMENT' FOR ALL FACTIONS. THE '**DINO DERBY**' IS A **UNIFYING SPORT** FOR ALL PEOPLE TO ENJOY AND PARTICIPATE IN. IT IS FUNDED BY **TAXATION AND GAMBLING**. THE WINNER BRINGS HOME THE '**DINO CUP**', WHICH STAYS IN THEIR RESPECTIVE FACTION UNTIL A DIFFERENT FACTION BEATS THEM FOR IT!

COMPETITORS RACE IN **TEAMS** IN 3 DIFFERENT VEHICLE TYPES: **REX, CERA, MAMMO**. TEAM MEMBERS ARE ASSIGNED A **MENTOR** WHO CAN COMMUNICATE WITH THE CARS VIA RADIO DURING THE RACE. '**DINO DERBY**' LX IS DISTINCTLY FACTIONLESS, DEMONSTRATING UNIFYING THEMES.

THE '**DINO DERBY**' WAS ORIGINALLY RACED ON AND USING **LIVE DINOSAURS**. THE **RACING FACTION** TOOK PRIDE IN THE TRAINING OF THESE GREAT ANIMALS. TRAGICALLY, THE '**ATOMIC PURGE**' CAUSED THE MASS EXTINCTION OF THESE CREATURES. THIS NEW **DERBY** STRIVES TO **HONOUR** THAT LEGACY BY USING THE **BONES OF THE LAST DINOS** IN THE DESIGN OF THEIR NEW VEHICLES! THE DESIGNERS WHO BUILD THESE NEW CARS ARE CALLED '**BONE JUNKERS**' AND WORK AT '**THE BONEYARD**'.

FLAG/SYMBOL



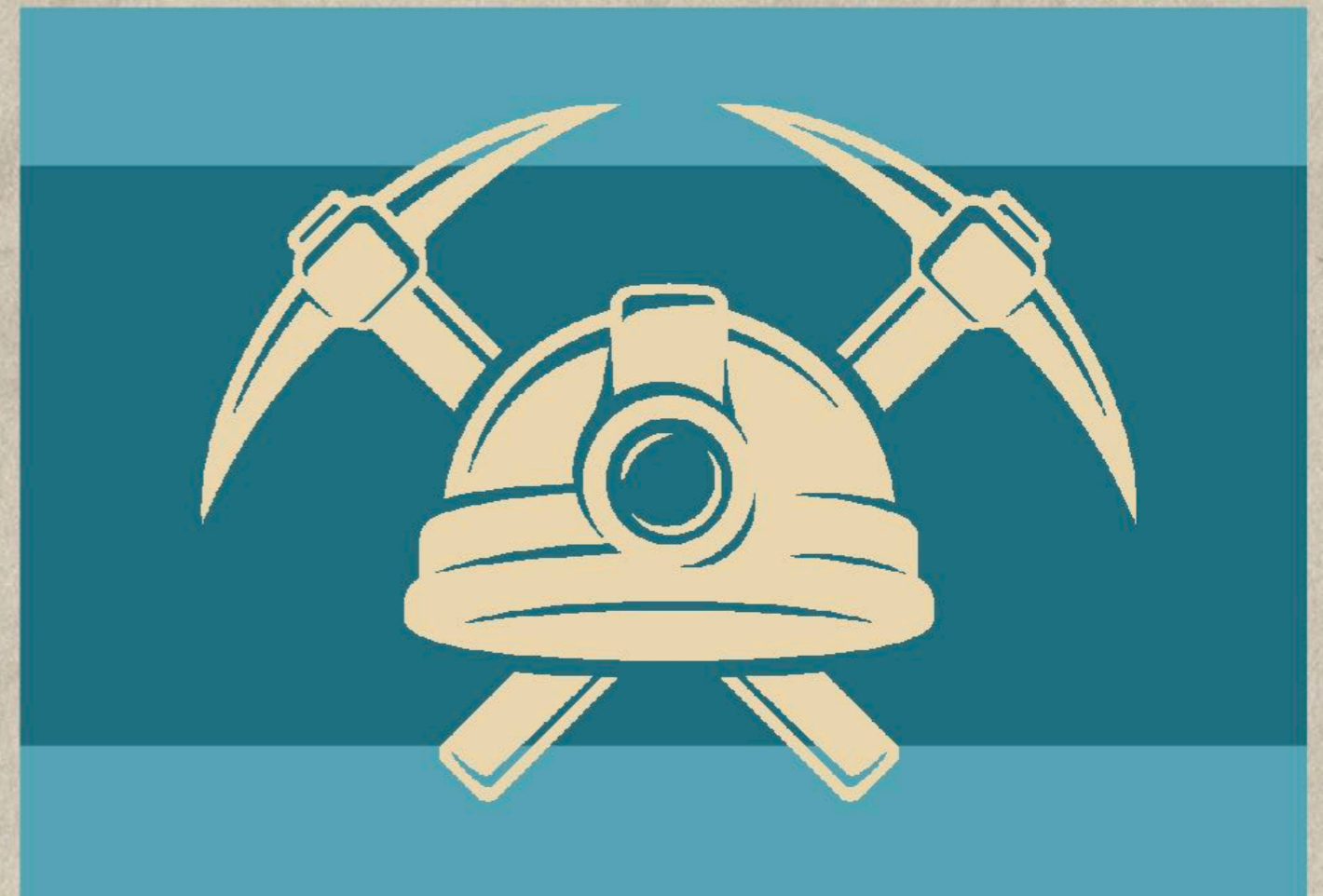
MINING FACTION

THE **MINING FACTION** ARE MOUNTAIN DWELLERS. BORN OF ROCK AND IRON, THEY RELY ON THE MINING OF PRECIOUS METALS AND MINERALS FOR INCOME. THEY ARE ALSO INCREDIBLE **BLACKSMITHS AND MASONS**. DURING THE '**ATOMIC PURGE**', THEY RETREATED INTO THEIR CAVES FOR SHELTER, WHERE THEY LIVED IN HIDING - SURVIVING. THE MINING FACTION IS LED BY THE BRUTAL **BARNABUS BROMLEY** (RACING NAME: **THE MASON**).

INVASION OF THE LUMBER FACTION

ALL FOUR FACTIONS RELY ON THE MINING OF PRECIOUS METALS AND MINERALS BY THE **MINING FACTION** FOR EQUIPMENT, VEHICLES, AND MORE. WITH A **GROWING DEMAND** FOR MATERIALS, THE **MINING FACTION** SOUGHT TO **EXPAND THEIR INDUSTRY** BY EXPLORING UNUSED MOUNTAINOUS REGIONS OF THE **LUMBER FACTION**. AFTER FAILED NEGOTIATIONS WITH THE **LUMBER FACTION**, THE **MINING FACTION** GREW DESPERATE AND WAS FORCED TO TAKE THAT LAND BY FORCE - THUS STARTING THE GREAT WAR BETWEEN THE FACTIONS.

FLAG/SYMBOL



LUMBER FACTION

THE **LUMBER FACTION** ARE PEOPLE OF THE FOREST: LOGGERS, FORAGERS, AND CARPENTERS. THEY HAVE BUILT THEIR FACTION ON THE SUCCESS OF THE TREES THEY INHABIT. THEY ARE ALSO VERY PROFICIENT AGRICULTURALLY, PROVIDING FOOD NOT ONLY FOR THEIR FACTION, BUT TO OTHERS AS WELL. THE **LUMBER FACTION** WERE PARTICULARLY FOND OF **MAMMOTHS**, WHICH THEY USED TO HELP TRANSPORT HEAVY LOADS AROUND THEIR LANDS. DURING THE '**ATOMIC PURGE**', THE **LUMBER FACTION** SUFFERED THE MOST. WITH THEIR TREES AND FARMS **REDUCED TO ASHES**, THEIR NUMBERS DWINDLED WITH THE LOSS OF PRECIOUS RESOURCES. ONLY THROUGH RESERVE FOOD STORAGES WERE THEY ABLE TO SURVIVE. THEY ARE LED BY **TYRELL THOMPSON** (RACING NAME: **TOMAHAWK**).

MINING FACTION INVASION

THE **LUMBER FACTION'S** LANDS RESIDE PRIMARILY IN THE FOREST. HOWEVER, THERE ARE **MOUNTAINOUS REGIONS** ON THE EDGE OF THEIR LANDS WHICH CONTAIN **PRECIOUS METALS AND MINERALS**. YEARS AFTER THE CREATION OF THE FIVE FACTIONS, NEGOTIATIONS BEGAN BETWEEN THE **MINING FACTION** AND THE **LUMBER FACTION** OVER THAT LAND. WHEN THE **LUMBER FACTION** EVENTUALLY **REFUSED** ACCESS TO THAT AREA, THE **MINING FACTION** **INVADED** AND TOOK THE LAND BY FORCE. CONSEQUENTLY, THIS SET THE PATH TO **ALL-OUT WAR** 2 YEARS LATER.

FLAG/SYMBOL



ATOMIC FACTION

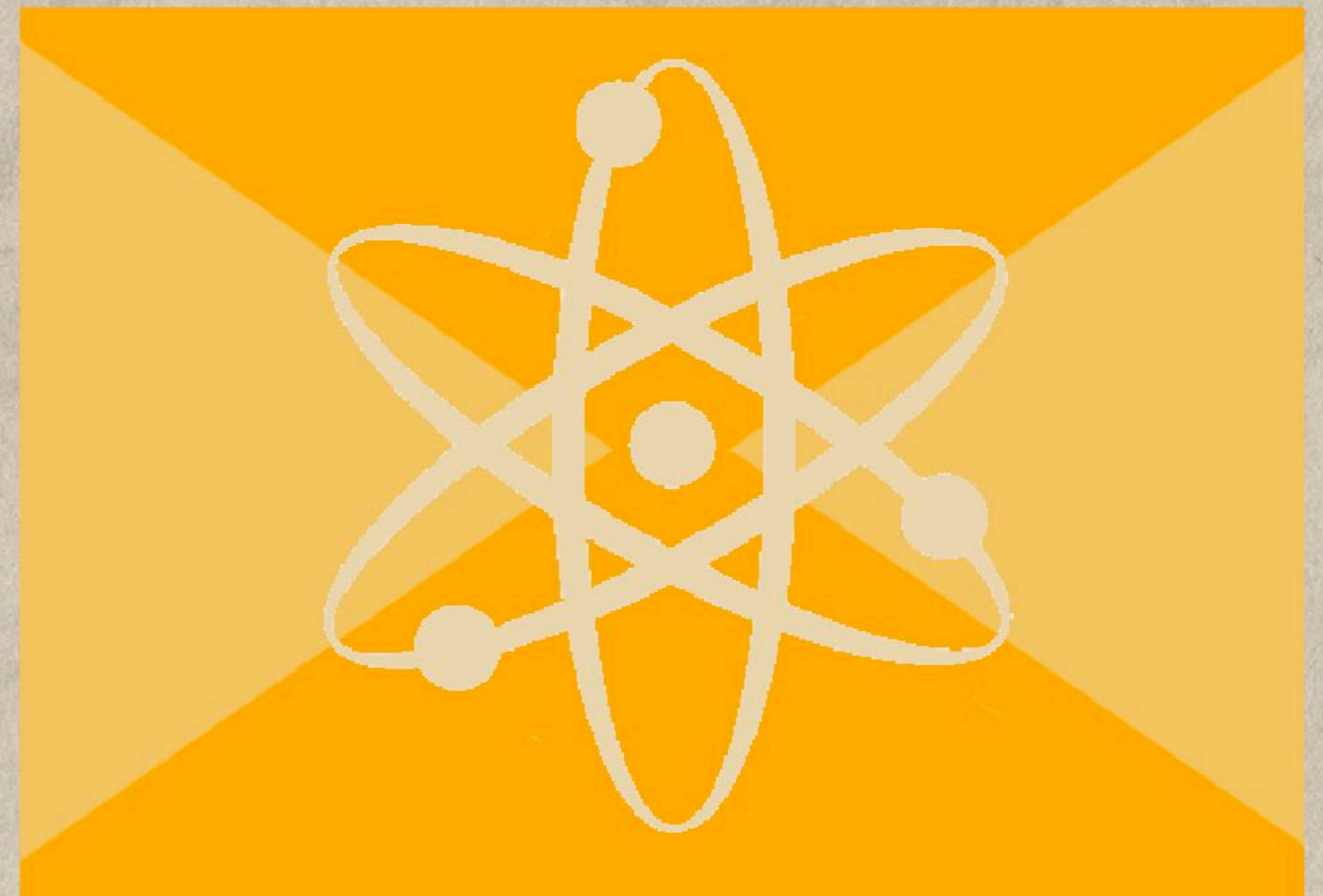
SINCE THEIR INCEPTION, THE **ATOMIC FACTION** WAS DEDICATED TO THE **BETTERMENT OF TECHNOLOGY** IN ORDER TO HELP THE OTHER FACTIONS PRODUCE MORE **EFFECTIVE AND EFFICIENT PRODUCT** IN THEIR GIVEN FIELDS. OVER THE YEARS, THEIR NAME HAS CHANGED WITH THEIR NEWEST PREVAILING ENERGY SOURCE: **HYDRO, ELECTRIC, ATOMIC**. THE **ATOMIC FACTION** ARE LED BY THE GENIUS **DR. DARWIN DRAGO**. (RACING NAME **DOC**).

THE 'ATOMIC PURGE'

THE **ATOMIC FACTION** ARE AS INTELLIGENT AS THEY ARE **CURIOUS**... SOMETIMES TO THEIR OWN DOWNFALL. AS WAR BEGAN BETWEEN THE ONCE SYMBIOTIC FACTIONS, THE **ATOMIC FACTION** BEGAN PLAYING SIDES, **SUPPLYING WEAPONS TO EVERY SIDE** OF THE CONFLICT WHILST TRYING TO MAINTAIN THEIR 'NEUTRAL' STANCE. EVENTUALLY (AND INEVITABLY), THEY WERE PULLED INTO THE INSUING CONFLICT.

THE **ATOMIC FACTION** BEGAN **OVER-PRODUCING** NEW ATOMIC WEAPONRY IN RESPONSE TO THE GROWING CONFLICT. THUS, CAUSING THE '**ATOMIC PURGE**', FORCING THE FACTIONS TO RETREAT TO THEIR OWN SIDES TO WAIT OUT THE IRREVERSIBLE RADIATION POISONING ON THE SURFACE LEVEL.

FLAG/SYMBOL



MENTORS



**RACING
FACTION**
DAKOTA DAVIS
(DAME DANGER)



**MINING
FACTION**
BARNABUS BROMLEY
(THE MASON)



**ATOMIC
FACTION**
DR. DARWIN DRAGO
(DOC)



**LUMBER
FACTION**
TYRELL THOMPSON
(TOMAHAWK)



DAKOTA DAVIS

CHARACTER BREAKDOWN

DAKOTA DAVIS (ALSO KNOWN AS '**DAME DANGER**') LEADS THE **RACING FACTION**. HER GRANDMOTHER WAS THE FIRST ELECTED LEADER WHEN THE FACTION BEGAN. WHILE LEADERSHIP ISN'T INHERENTLY HEREDITARY, THE DAVIS FAMILY HAS CONSISTENTLY PROVEN ITSELF AS **WORTHY SUCCESSORS**.

DAKOTA IS A JUST, STRONG, AND FEARLESS LEADER. SHE CARES **DEEPLY** FOR HER FACTION AND WANTS THE VERY BEST FOR IT. DAKOTA LEADS WITH AN ATTITUDE OF **PERSEVERANCE** AND **ACCEPTANCE**. SHE HAS NO INTEREST IN RULING FROM A THRONE; INSTEAD, SHE LIVES AND LEADS **AMONGST** AND **ALONGSIDE** HER PEOPLE.

HOWEVER, BEYOND THE PROSPERITY OF HER OWN FACTION, **DAKOTA** DESIRES ABOVE ALL TO EXIST IN HARMONY AND PROSPERITY **WITH** THE SURROUNDING FACTIONS. '**DINO DERBY LX**' IS HER CAMPAIGN TO **UNITE THE FACTIONS** ONCE AGAIN. YET, SHE FEARS THAT THE VIOLENT HISTORY BETWEEN THE ONCE-WARRING FACTIONS MAY PROVE 'TOO FAR GONE' FOR RECONCILIATION.

RACERS HAVE THE OPPORTUNITY TO HEAR FROM **DAKOTA** IN THE 'PRE-SHOW' SPACE. SHE IS ALSO ONE OF THE POTENTIAL **MENTORS RACERS** COULD HEAR FROM WHEN THEY ENTER THEIR VEHICLES.

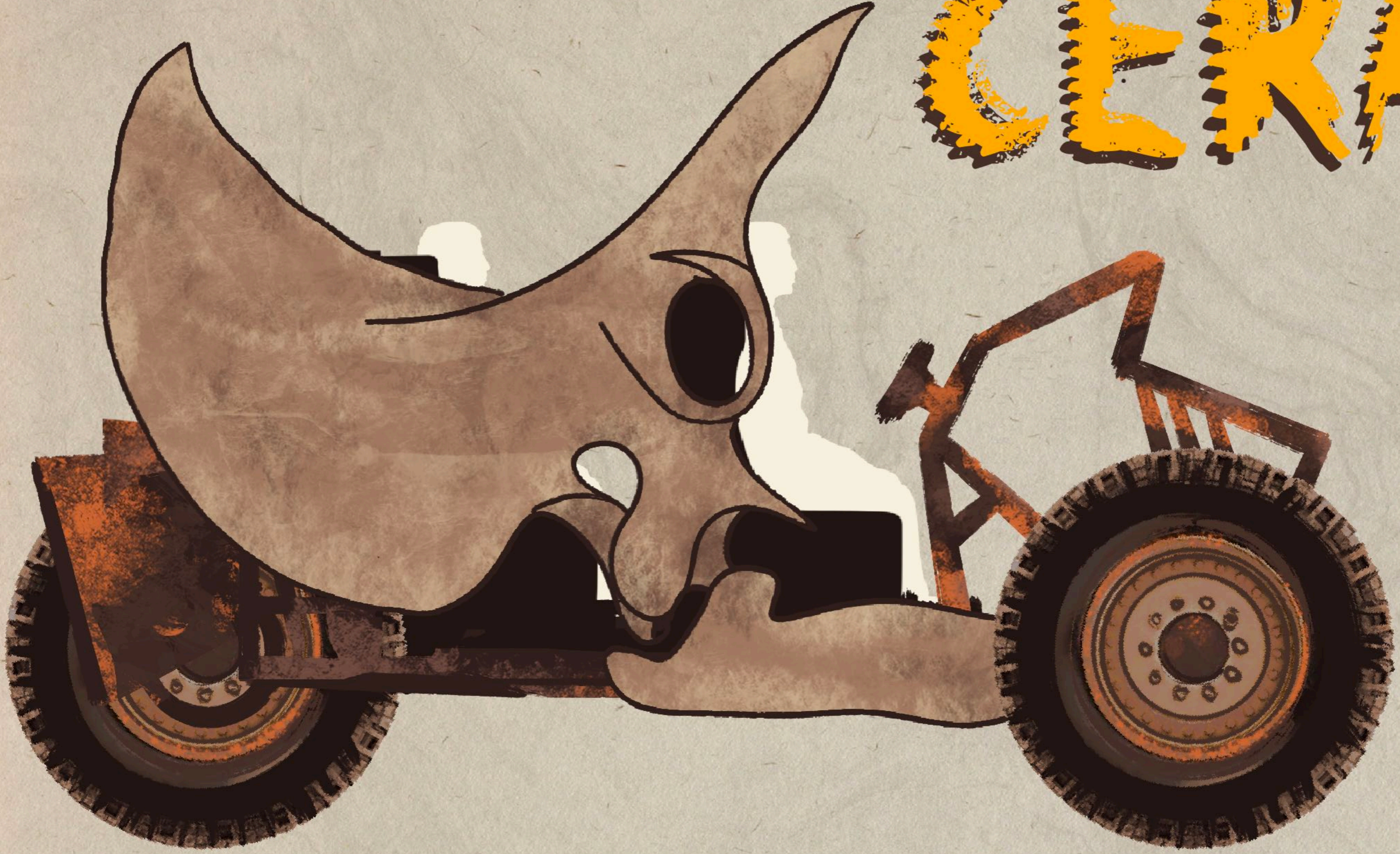
**DINO
DERBY**

REX



**DINO
DERBY**

CERA



**DINO
DERBY**

MAMMAMMO

6FT



13FT

MAMMO



1: FRAMING - DUNE BUGGY ROLL CAGE STYLE. ALLOWS FOR MORE VISIBILITY FOR GUESTS. GUESTS CAN USE THE METAL BARS TO ASSIST THEM AS THEY ENTER VEHICLE. FRAMING SUPPORTS 'MAMMOTH' VISUAL. EASY BOARDING ACCESS FOR QUICK LOAD AND UNLOAD - LARGE GAPS FOR MANOEUVRABILITY.

2: STEERING AFFECTS MOVEMENT OF FRONT 2 WHEELS FOR VISUAL BELIEVABILITY OF THE EXPERIENCE. WHEEL IS ADJUSTABLE TO ACCOMMODATE FOR DIFFERENT SIZED DRIVERS.

3: TUSKS - MAMMO IS BUILT TO CRASH THROUGH OBJECTS WITH EASE. IT'S LARGE BONE STRUCTURES SPLINTER EVERYTHING THAT COMES IN IT'S WAY.

4: ALL 4 WHEELS SPIN FOR ADDED IMMERSION VISUALLY AS WELL AS KINETICALLY.

5: BACK-OF-VEHICLE-BOX HOLDS ON BOARD COMPUTER HARDWARE FOR RIDE EXPERIENCE.

6. THE TUSKS ORIENTATION ALLOW FOR FORWARD VISIBILITY OF RIDERS. THEY ALSO 'WRAP' AROUND THE FRONT WHEELS, GIVING THEM ADEQUATE SPACE TO TURN.

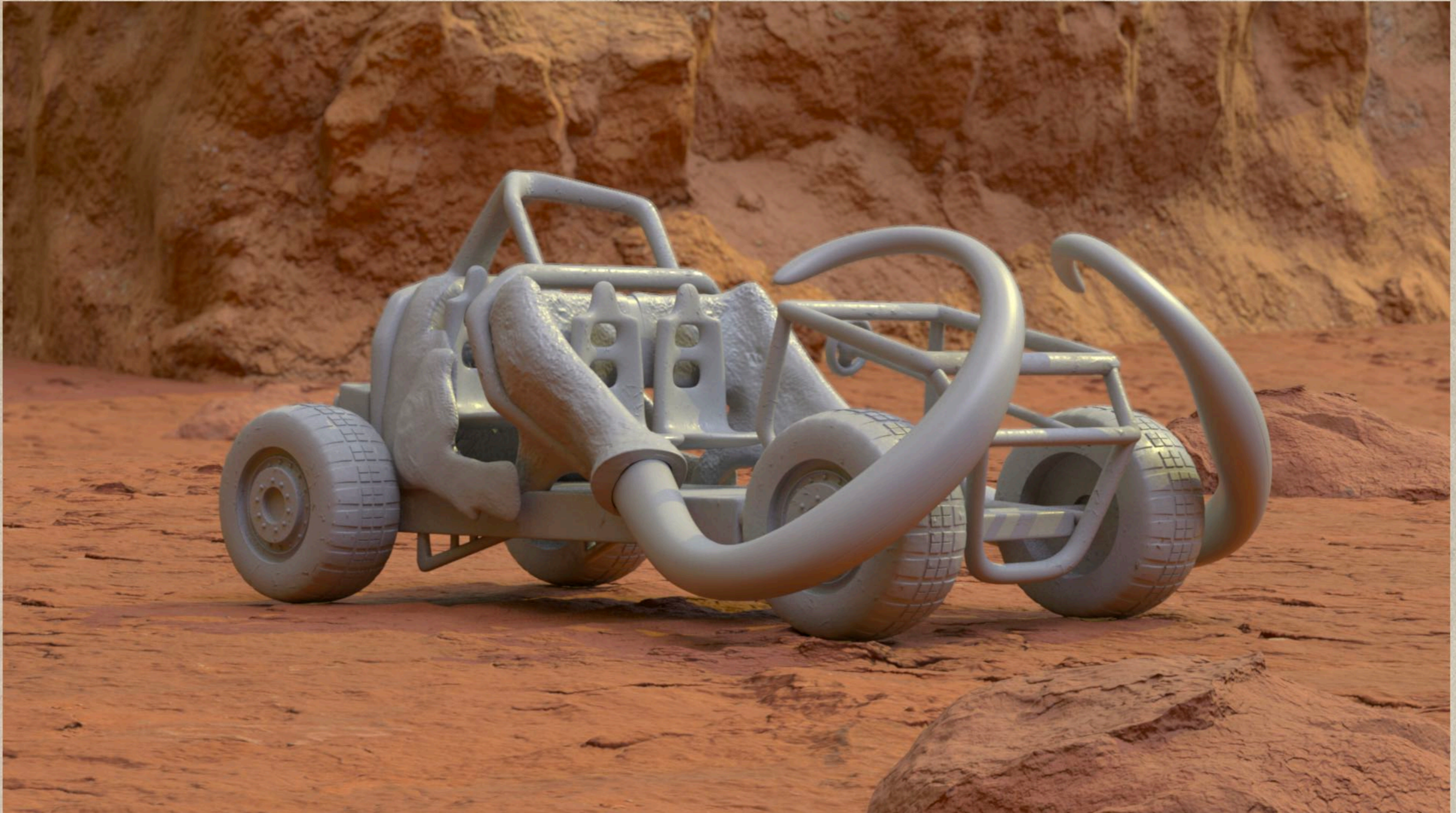
FRONT

BACK



**DINO
DERBY**

3D MODELLING



MODELLING BY: @PHESVFX

RIDE VEHICLE STORY & MEANING

AT FIRST GLANCE, THE RIDE VEHICLES MAY SEEM BARBARIC - BITS OF BONE FROM VARIOUS CREATURES SLICED AND MOLDED INTO MACHINERY.

HOWEVER, THE OPPOSITE IS TRUE. THE 'BONE JUNKERS' WHO CRAFTED THESE MACHINES DID SO TO HONOR THE FALLEN DINOSAURS AND MAMMOTHS, WITH WHOM THEY ONCE COEXISTED. EACH OF THESE SKULL 'HULLS' HAD A NAME; THEY TRULY LIVED ALONGSIDE THESE PEOPLE.

THE VEHICLES TELL A STORY - AND IT'S A STORY ABOUT THE CONSEQUENCES OF HUMAN CONFLICT. THE DEATH OF THESE MIGHTY CREATURES IS BOTH A TRAGEDY AND A LESSON.

RIDE SYSTEM

OPTION 1 **(FULL SCALE)**

CARS ARE MOUNTED ON TOP OF A TRACKLESS RIDE VEHICLE.

EXAMPLE: TRACKLESS ETF MULTI-MOVER WITH MOTION PLATFORM.

THE MULTI-MOVER MOVES RACERS THROUGH THE SPACE TOWARDS THE 'LAUNCH SEQUENCE'. LAUNCH. THE MULTI-MOVER MOVES GUESTS INTO A DOMED SCREEN ON A TURNTABLE. THE TURNTABLE ALLOWS FOR GREATER THROUGHPUT FOR THE ATTRACTION.

THE EXPERIENCE IS COMPUTER GENERATED IMAGERY, VERY SIMILAR TO A RACING STYLE VIDEO GAME. THE MOTION SIMULATOR RESPONDS TO THE DRIVERS ACTIONS, WHILST EMULATING THE LAYOUT OF THE TRACK.

PROS: IMMERSION. THROUGHPUT. GUEST MONEY VALUE.

CONS: COST. SIZE.

SEE 'LAYOUT' FOR OPTION #1 CAR PATH.

OPTION 2 **(SMALLER SCALE)**

CARS ARE MOUNTED ON A STATIONARY MOTION PLATFORM.

IN THIS VERSION OF THE EXPERIENCE... THE STORY IS ADAPTED TO SUIT THE NEEDS OF THE SCALE OF PRODUCTION:

... THE OUTSIDE WORLD CONTINUES TO BE SICK WITH RADIATION, UNSAFE FOR RACING. THE RACING FACTION HAVE BUILT RACING SIMULATORS TO MIMIC THE FEEL OF WHAT DINO DERBY CAN BE...

THE CARS IN THIS VERSION ARE SMALLER, SIMPLIFIED VERSIONS OF THE LARGER SCALE VEHICLES (REX, CERA, MAMMO) AND ARE BUILT FOR DOUBLE OR SINGLE RIDER PARTIES.

THE EXPERIENCE IS COMPUTER GENERATED IMAGERY, VERY SIMILAR TO A RACING STYLE VIDEO GAME. THE MOTION SIMULATOR RESPONDS TO THE DRIVERS ACTIONS, WHILST EMULATING THE LAYOUT OF THE TRACK.

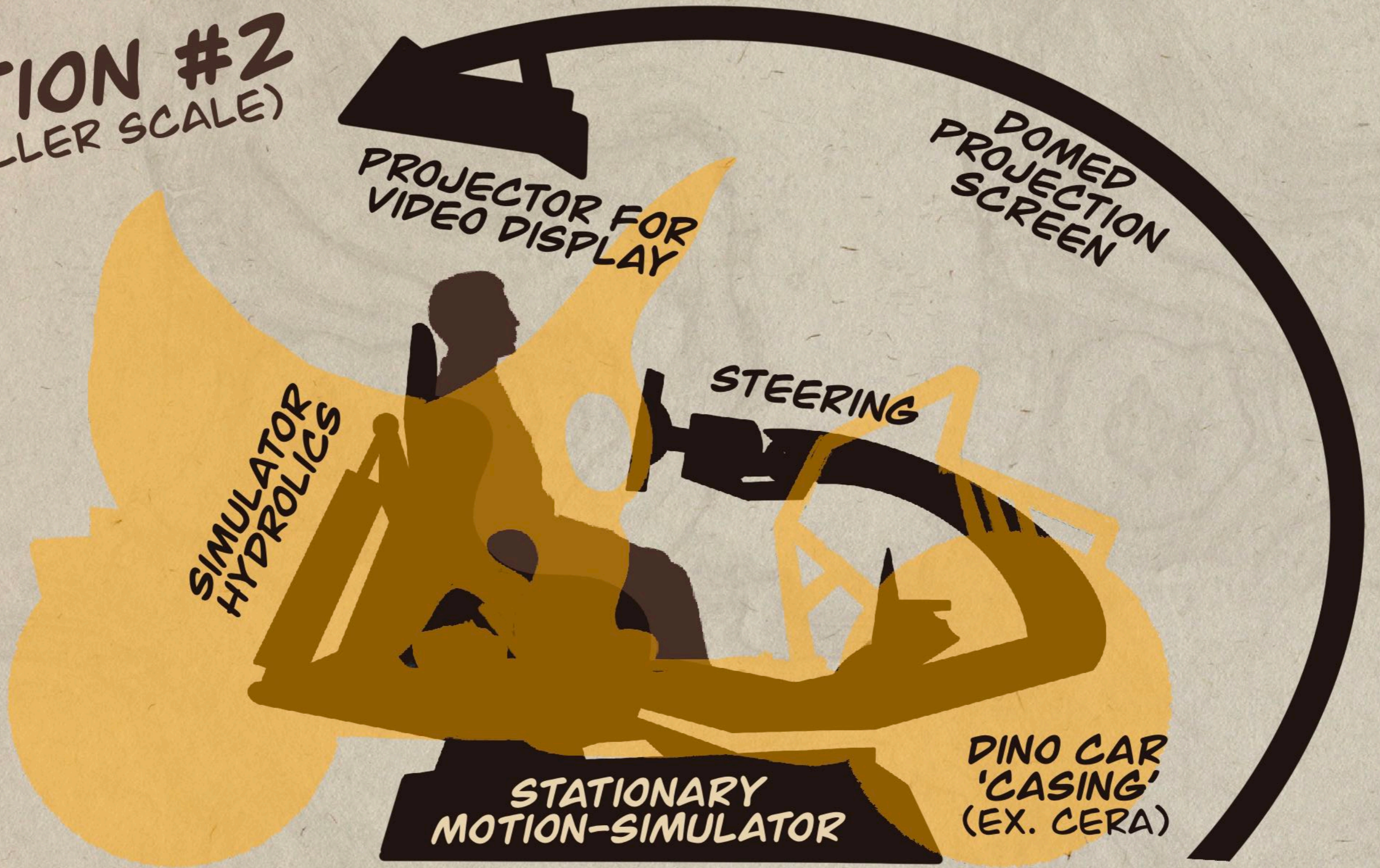
PROS: COST. SIZE.

CONS: STORY COMPROMISE. THROUGHPUT.

**DINO
DERBY**

RIDE SYSTEM

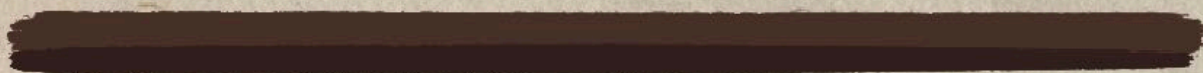
**OPTION #2
(SMALLER SCALE)**



EFFECTS

LAUNCH ILLUSION

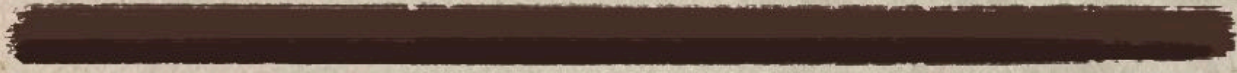
BACK ROCKWORK WALL



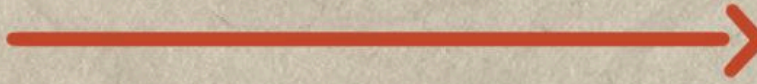
INITIAL 'DRIVE UP'



FRONT ROCKWORK



'HERO' CAR



ON 'LAUNCH' THE CARS RACE ALONGSIDE
'HERO' BEFORE DISAPPEARING.



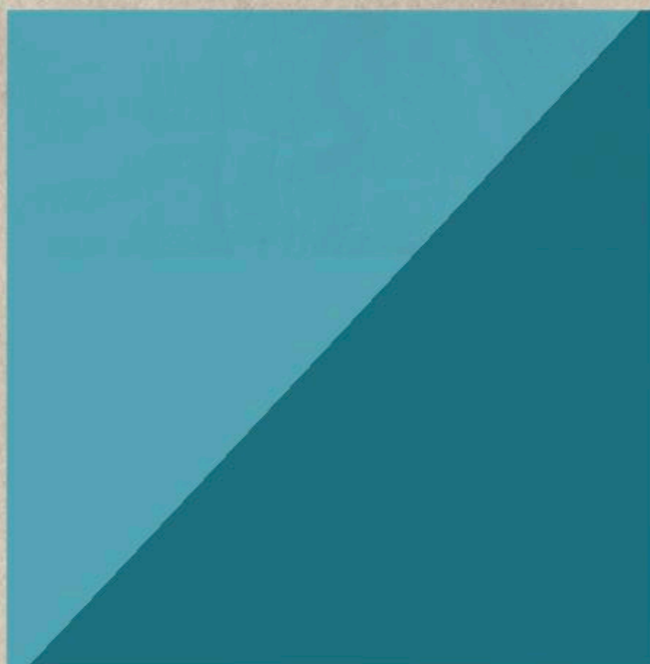
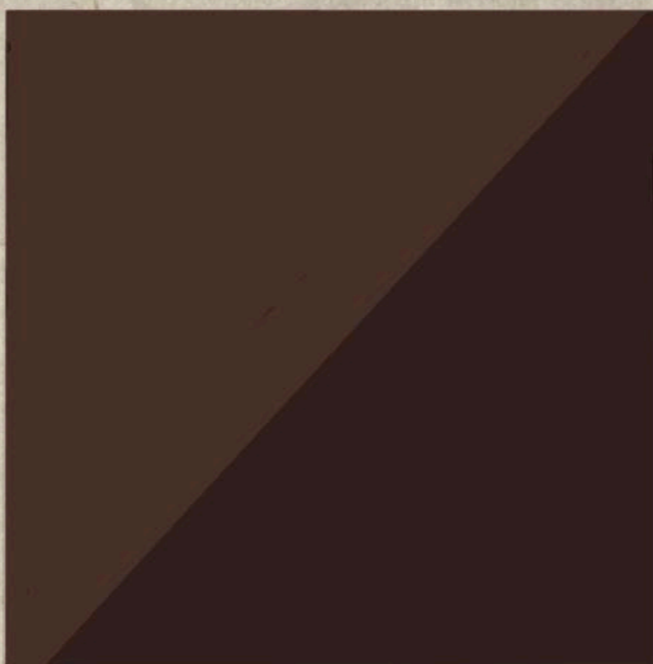
THE 'OPTION #1' LAUNCH ILLUSION USES LED MESH SCREEN TECHNOLOGY AND PHYSICAL ROCKWORK SET PIECES TO CREATE THE SENSATION OF RACING AGAINST OTHER VEHICLES FROM A 'START' LINE. AS THE VEHICLE LINES UP TO BEGIN THE RACE, TWO OTHER 'VEHICLES' (DISPLAYED VIA VIDEO) APPEAR ON EITHER SIDE. BECAUSE THE MESH IS TRANSPARENT, IF THE VIDEO FILE HAS A BLACK BACKGROUND AROUND THE SUBJECT, THE MESH REMAINS TRANSPARENT WHILE THE SCREEN SUBJECT DOES NOT. GUESTS CAN SEE THE ROCKWORK BEHIND THE PARTS OF THE LED SCREEN THAT ARE BLACK, WHILE THE ILLUMINATED SUBJECT REMAINS OPAQUE. THE FRONT (SHORTER) ROCKWORK HELPS WITH DEPTH PERCEPTION.

DEPENDING ON THE RIDE VEHICLE APPROACHING (REX, CERA, OR MAMMO), THE LED SCREEN WILL DISPLAY THE TWO OTHER VEHICLES NOT IN USE, ADDING BELIEVABILITY AND VARIETY.

**DINO
DERBY**

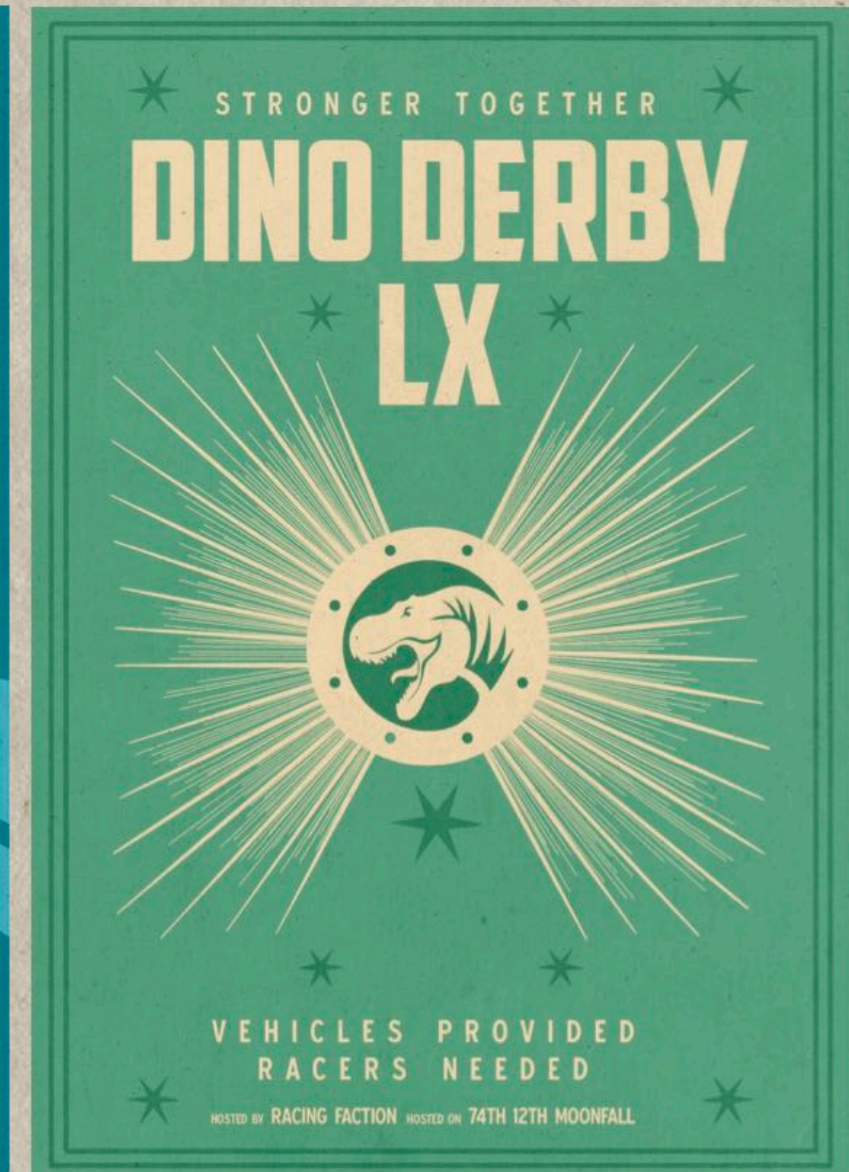
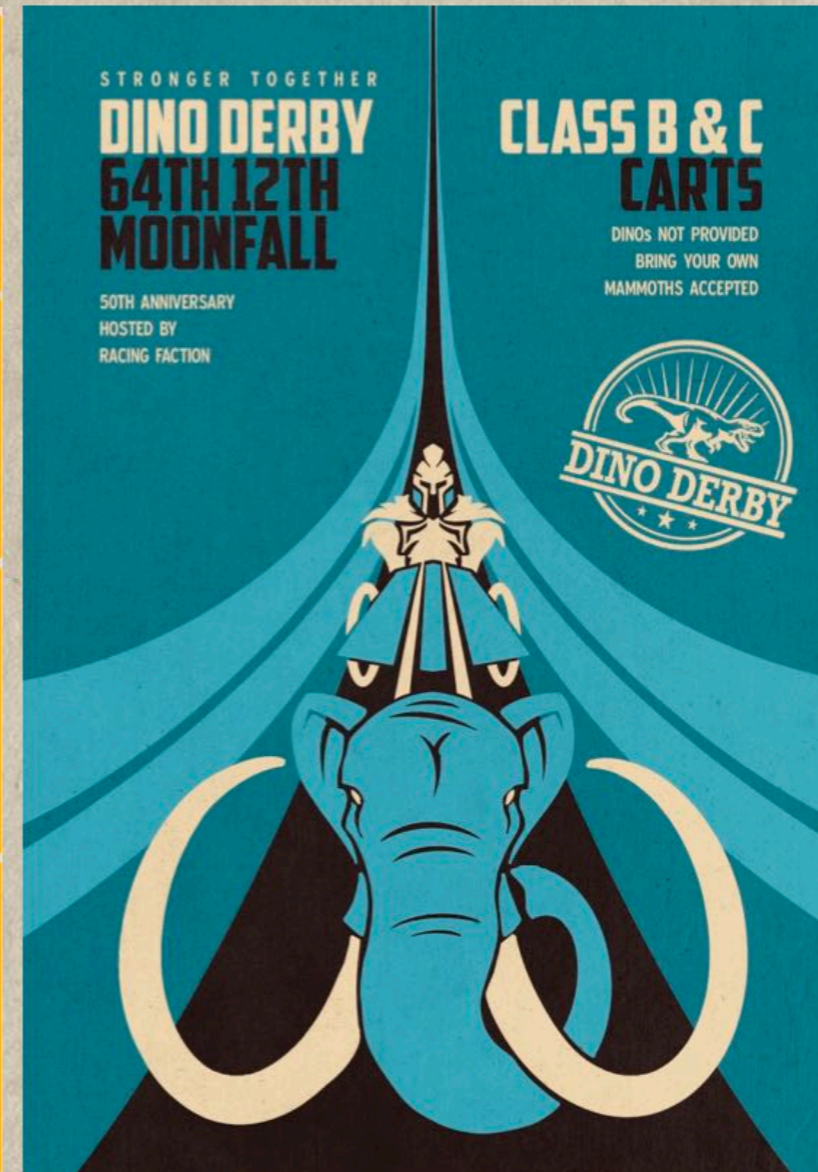
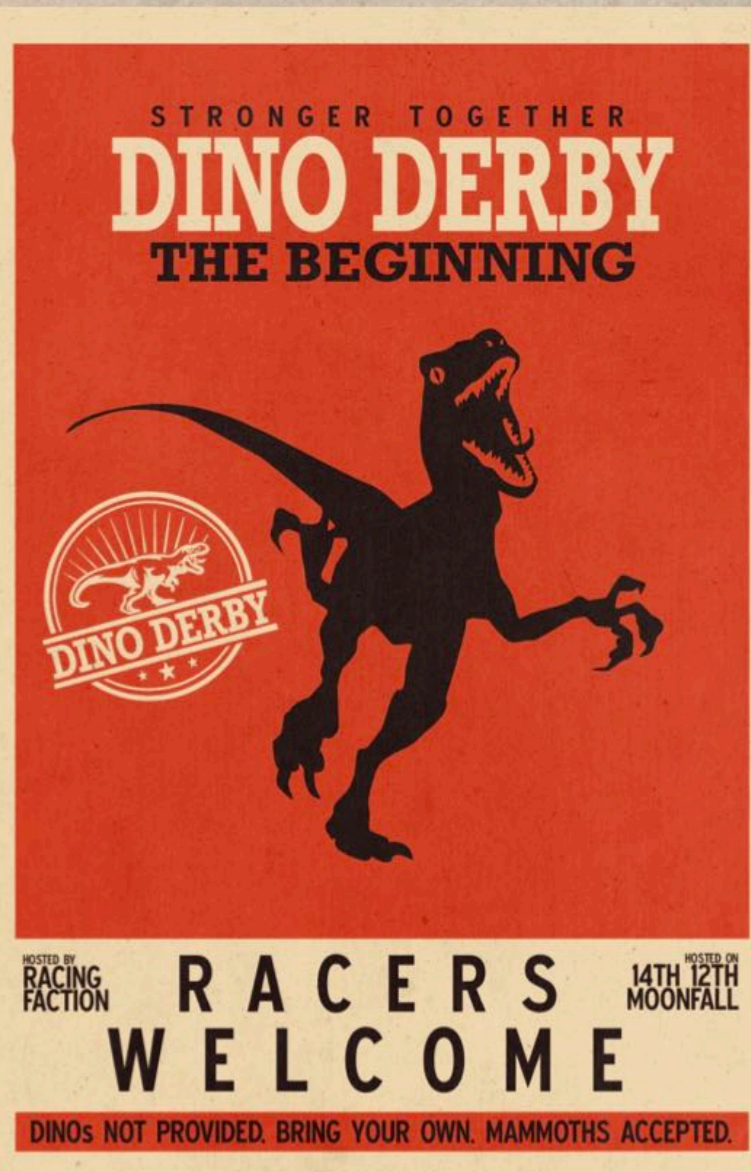
DINO

DERBY



**DINO
DERBY**

STORY GRAPHICS



LINING THE WALLS OF THE **RACING FACTION** ARE THE POSTERS OF PREVIOUS RACES. THESE POSTERS ARE INSTRUMENTAL IN TELLING THE STORY OF **DINO DERBY** AND THE IMPORTANCE OF ITS VARIOUS THEMES. BEGINNING WITH '**DINO DERBY I**', THE FIRST POSTER SETS UP THE METHOD OF DINO RACING: **LIVE, RIDER-FREE RACING**. THE **10TH ANNIVERSARY** POSTER SHOWS THAT **EACH DINOSAUR HAS A RIDER**. BY THE **50TH ANNIVERSARY**, IT'S CLEAR **CARTS** (CHARIOTS) ARE NOW ATTACHED TO THE MIGHTY CREATURES TO RACE. FINALLY... '**DINO DERBY LX**' TELLS ARRIVING RACERS ABOUT '**VEHICLE**' USE, INFORMING GUESTS THAT THIS RACE IS GOING TO BE A VERY DIFFERENT EXPERIENCE TO PREVIOUS RACES. IT ALSO BEGS THE QUESTION: **WHERE DID THE DINOS GO?**

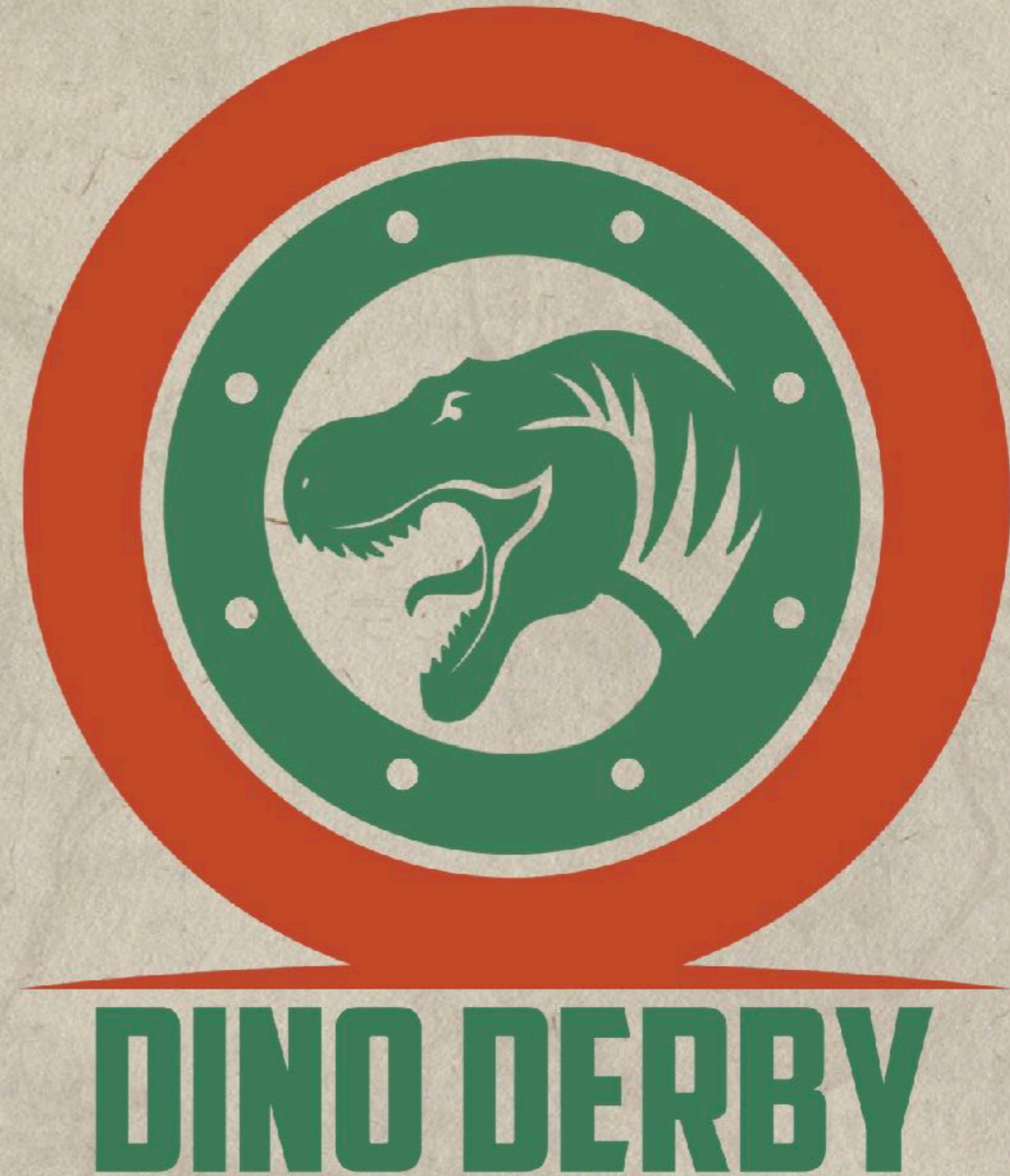
**DINO
DERBY**

LOGO DESIGN



**ORIGINAL DESIGN
DINO DERBY I-LIV**

CLASSIC VINTAGE DERBY/RACING LOGO. HIGHLIGHTS THE IMPORTANCE OF **LIVE DINOS** TO THE RACES AND MAKES THEM THE FOCAL POINT OF THE DESIGN. THIS LOGO WAS USED UP UNTIL THE ATOMIC PURGE. IT IS A SYMBOL OF A BYGONE AGE.



**NEW DESIGN
DINO DERBY LX**

PAYS HOMAGE TO THE DINOS OF OLD - MAINTAINS 'REX' AS FOCAL POINT. THE STYLING IS 'NEW' - 'MODERN': IT MAKES IT CLEAR THAT THESE RACES WILL BE **DIFFERENT**. INCLUDES WHEEL DESIGN AS A SECONDARY IMAGE ALLUDING TO THE USE OF VEHICLES.

