



GLIMPSE OF THE COSMOS
ORION'S EXPEDITION

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GLIMPSE OF THE COSMOS
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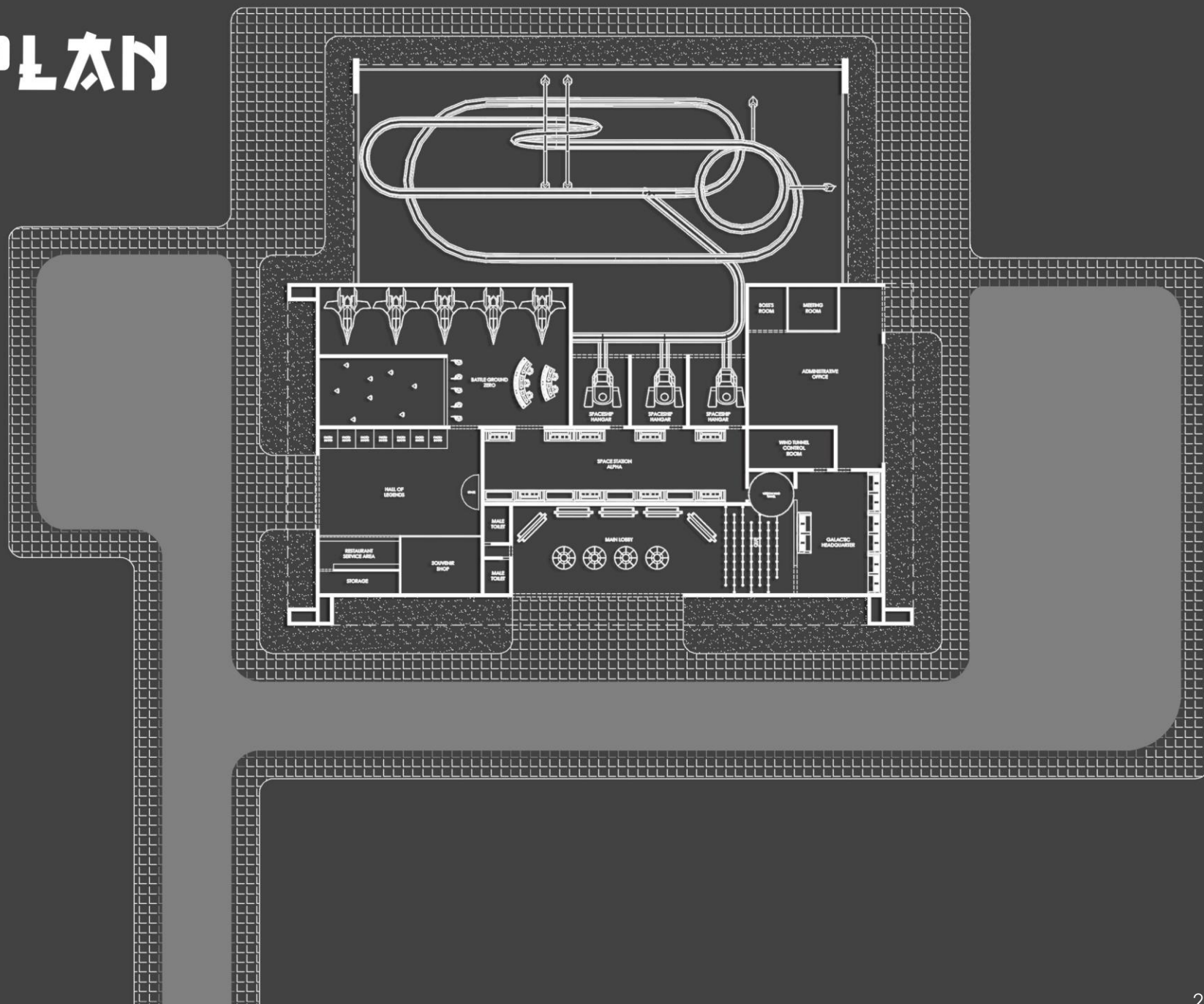
The background is a light gray space-themed illustration. It features various celestial bodies: a large ringed planet in the top left, a spiral galaxy in the top right, a ringed planet in the middle right, and a ringed planet in the bottom right. There are also several smaller planets, moons, and stars scattered throughout. A large, faint constellation-like pattern of stars is visible in the center. The overall style is clean and modern, with a focus on geometric shapes and lines.

INTRODUCTION

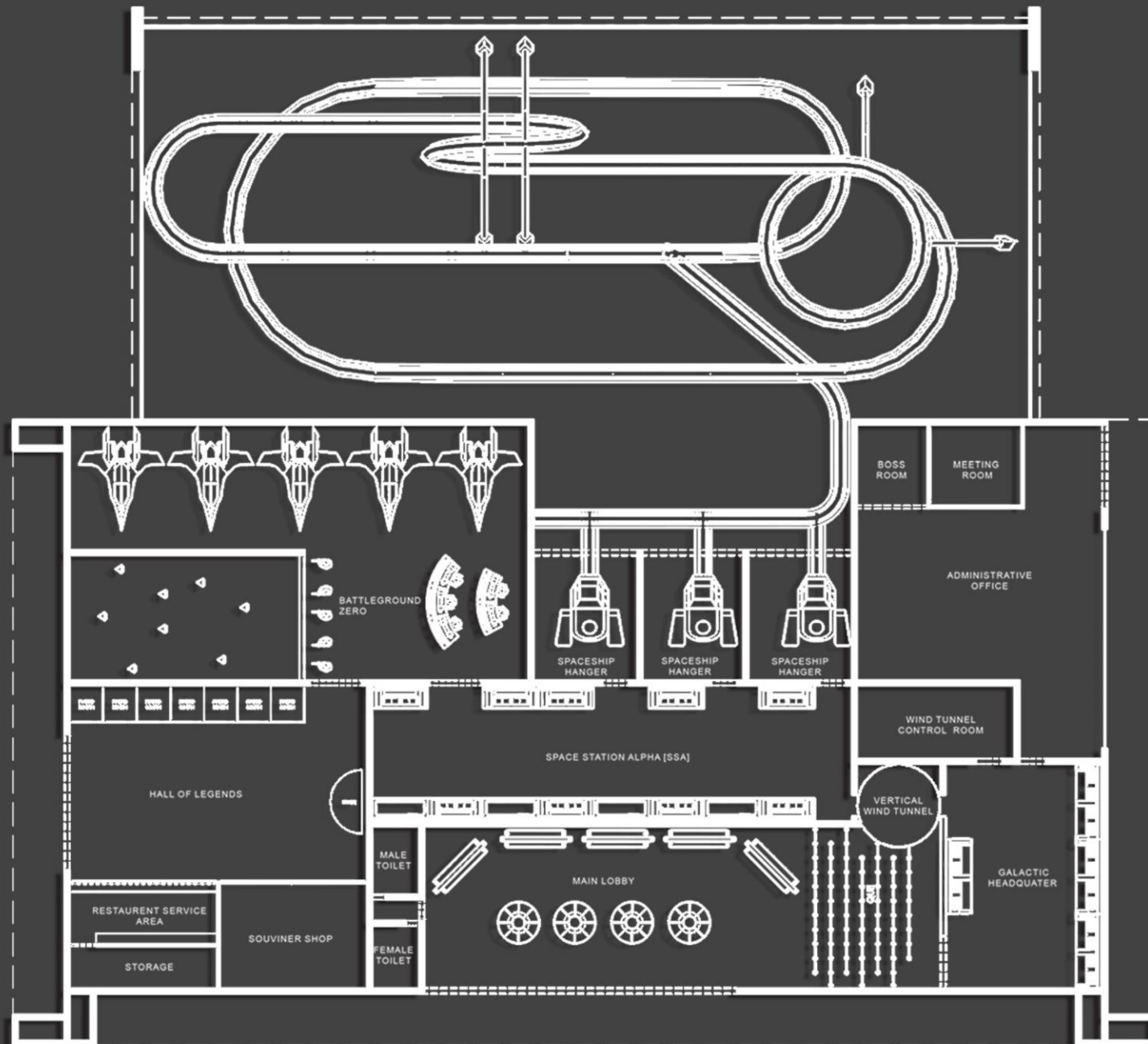
GLIMPSE OF THE COSMOS: ORION'S EXPEDITION

IN THE HEART OF A BUSTLING CITY, A NEW ENTERTAINMENT VENUE, " GLIMPSE OF THE COSMOS: ORION'S EXPEDITION," HAS OPENED ITS DOORS. THIS LOCATION BASED ENTERTAINMENT (LBE) EXPERIENCE PROMISES TO TRANSPORT VISITORS INTO A FAR-OFF GALAXY WHERE THEY BECOME THE HEROES OF THEIR OWN SPACE ADVENTURE. THIS IMMERSIVE EXPERIENCE TAKES PARTICIPANTS THROUGH THRILLING RIDES, ENGAGING MISSIONS, AND AWE-INSPIRING COSMIC PHENOMENA SUCH AS WORMHOLES, BLACK HOLES, AND DISTANT SPACE STATIONS. GOTC OFFERS A FUN AND EDUCATIONAL EXPERIENCE FOR ALL AGES.

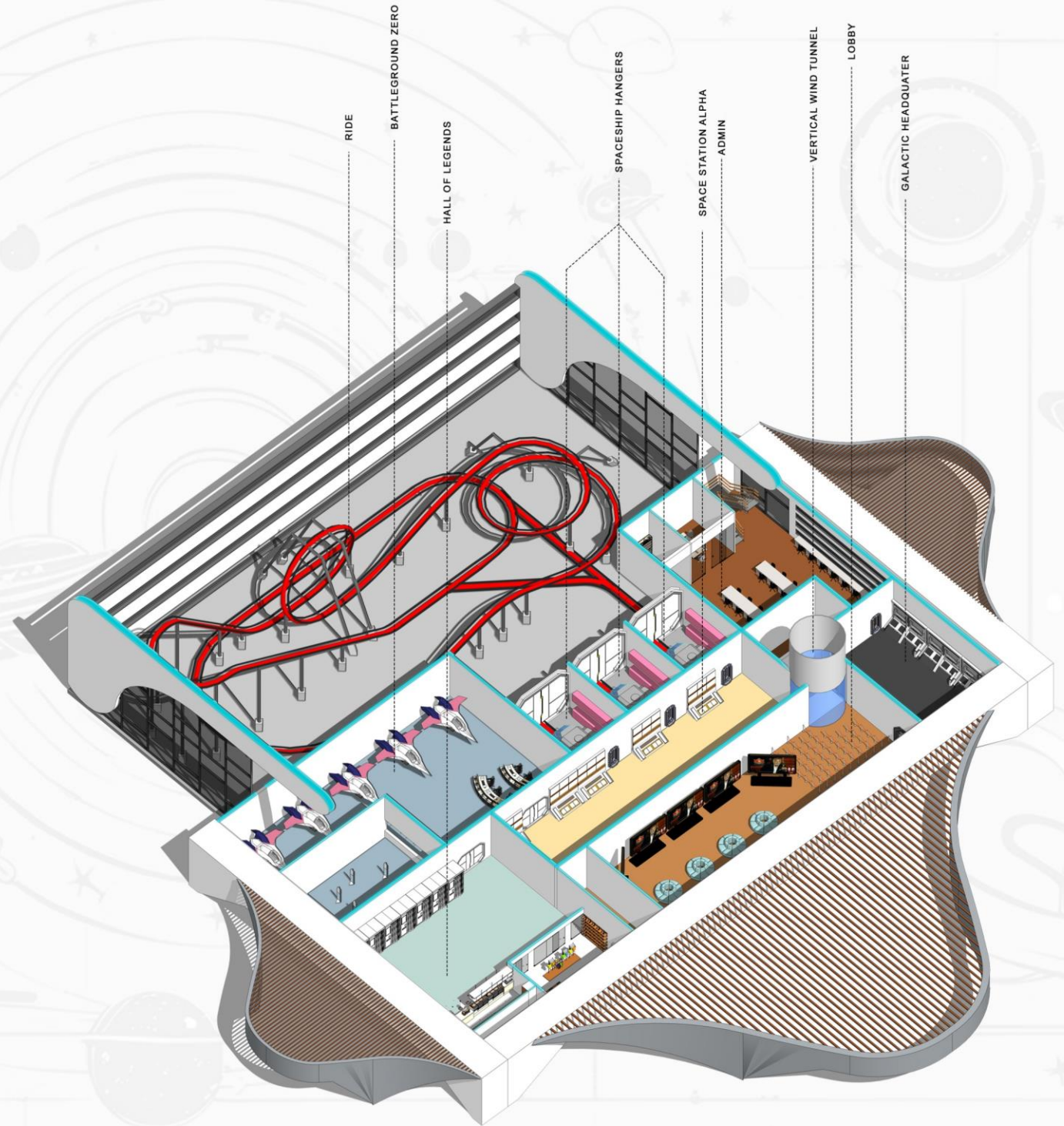
MASTERPLAN



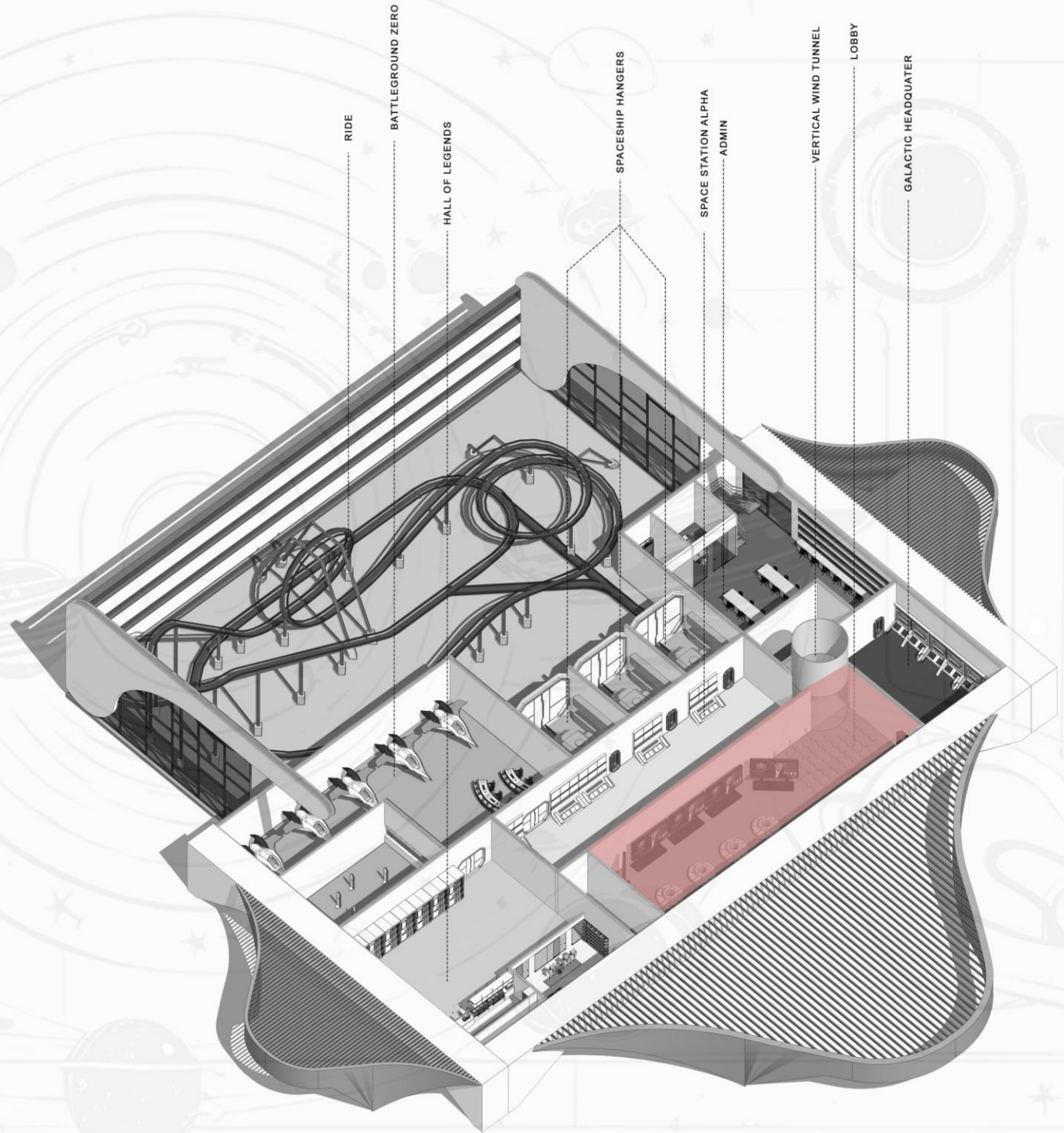
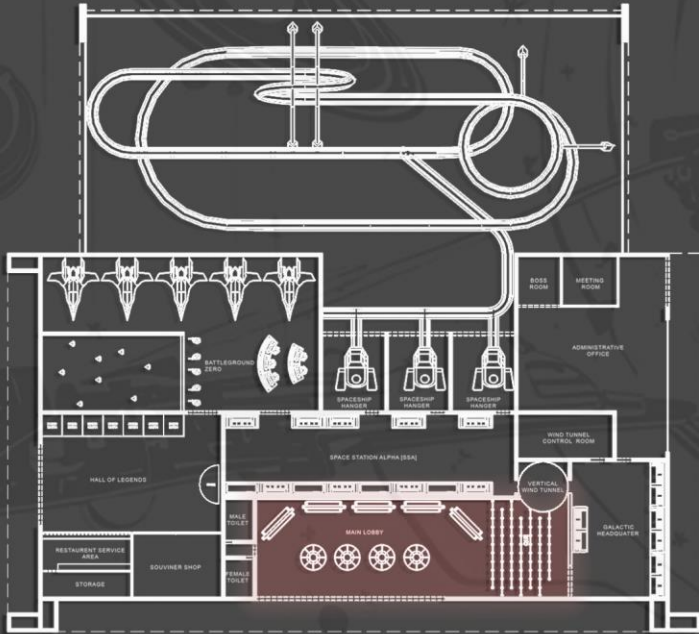
FLOOR PLAN



AXONOMETRIC VIEW



LOBBY ZONE



LOBBY

VISITORS ENTER GOTC AND ARE WELCOMED WITH A GRAND LOBBY. THE LOBBY DIVIDES THE FUNCTION INTO TWO MAIN PARTS.

- GENERAL AREA WITH SUPPORTIVE FUNCTIONS.
- MAIN ATTRACTION- ORION'S EXPEDITION.

THE GENERAL AREA COMPRISES OF-

1. INFORMATION ZONES WITH INFORMATION AND ILLUSTRATIONS OF SPACE AND ITS VARIOUS INTRIGUING ELEMENTS SUCH AS BLACK HOLES, WORMHOLES, SPACE STATIONS, OTHER PLANETS, AND EXOPLANETS.

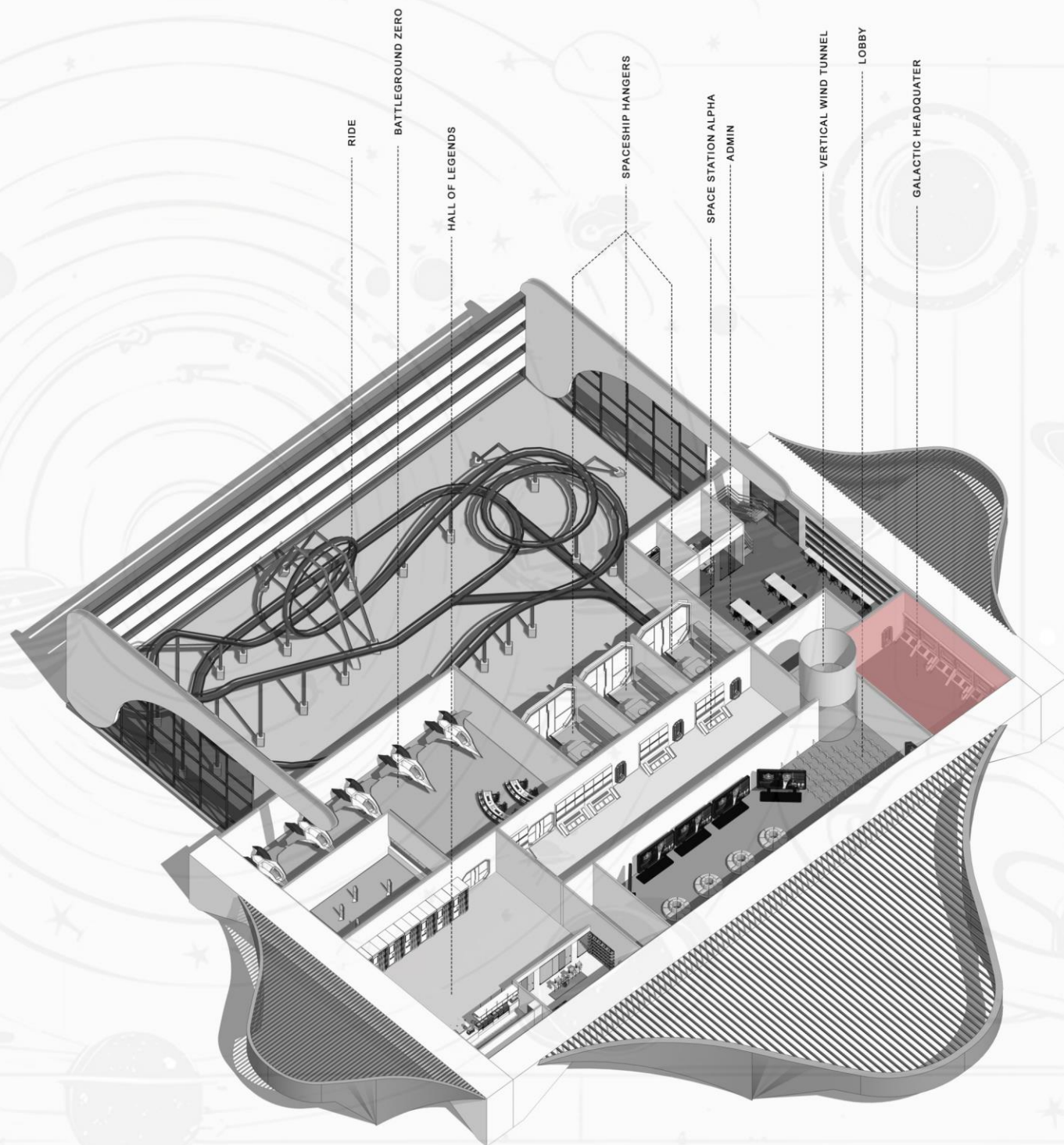
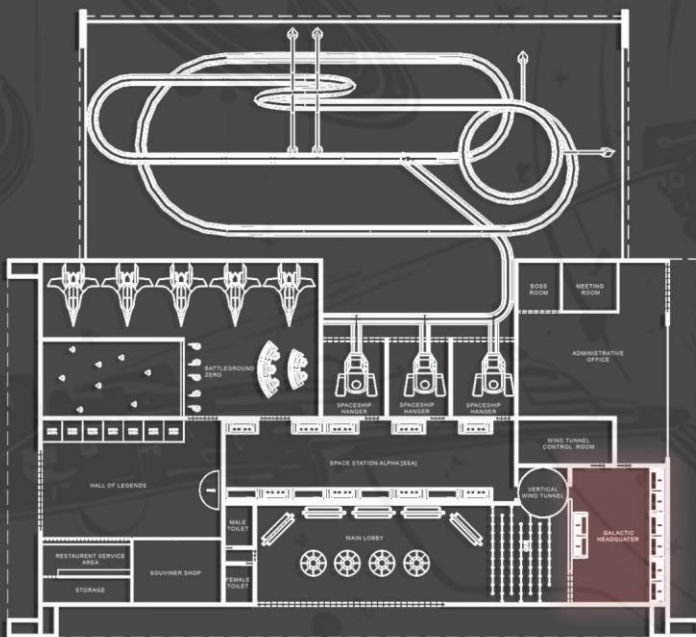
2. GENERAL EXHIBITION AREA EXHIBITING VARIOUS ARTIFACTS AND SCALED-DOWN MODELS OF AIRCRAFT, SPACE STATIONS, ETC.

3. EDUCATIONAL ZONES WHERE VISITORS LEARN ABOUT HYDROPONIC PLANTS AND HOW FOOD IS GROWN IN SPACE, WITH INTERACTIVE DISPLAYS AND HANDS-ON ACTIVITIES.

VISITORS CAN ALSO DIRECTLY QUEUE UP TO ENTER THE MAIN ATTRACTION, "ORION'S EXPEDITION". TEAMS OF 5 ENTER THE ATTRACTION AT A TIME. THE NEXT TEAM ENTERS 2 MINUTES



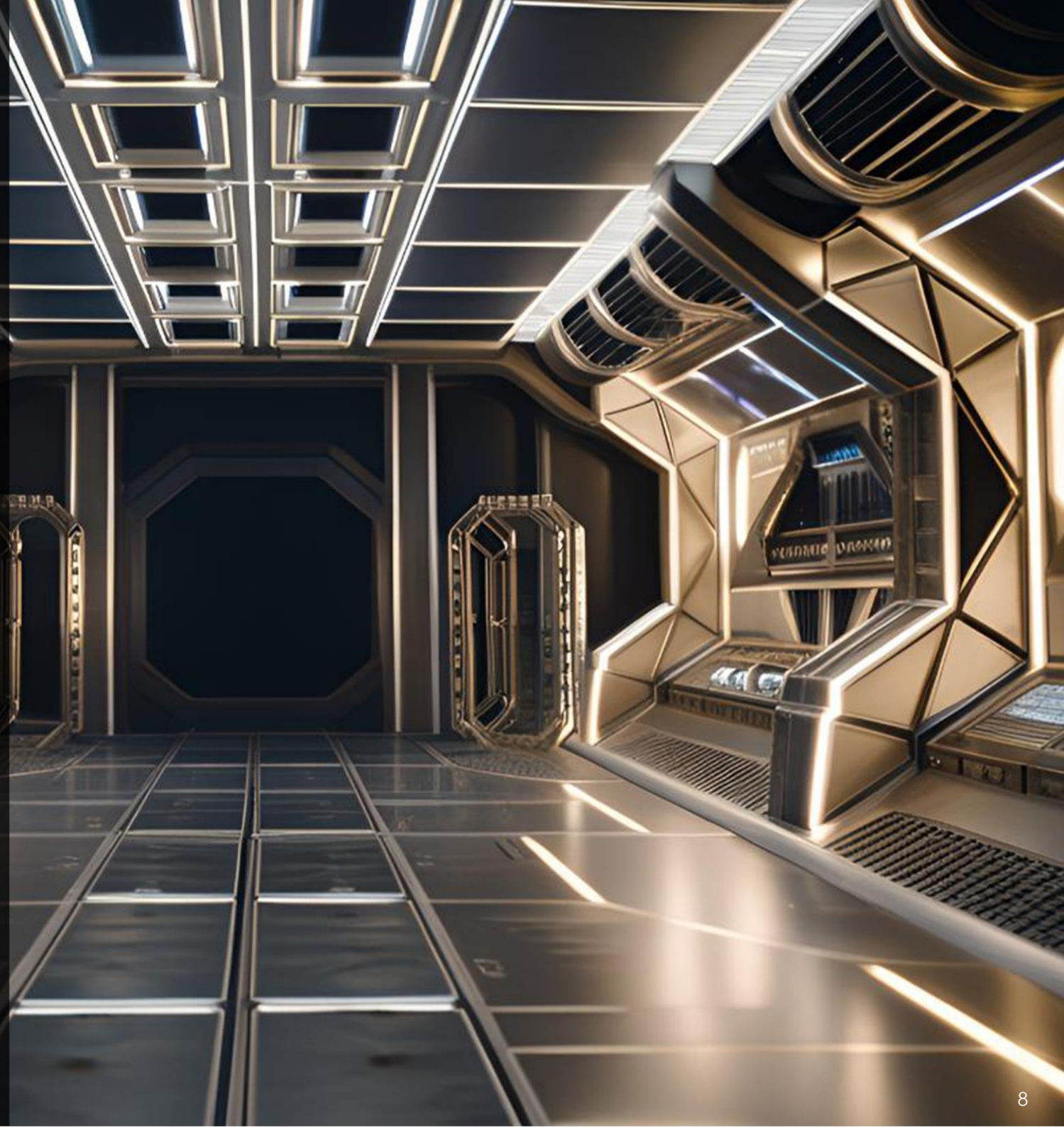
GALACTIC HQ ZONE



GALACTIC HQ

VISITORS BEGIN THEIR ADVENTURE AT GALACTIC HEADQUARTERS (HQ), AN ADVANCED COMMAND CENTER FILLED WITH HOLOGRAPHIC DISPLAYS, INTERACTIVE PANELS, AND FUTURISTIC DECOR.

THEY ARE WELCOMED WITH A VOICEOVER, "WELCOME TO THE GALACTIC HEADQUARTERS EXPLORERS. OUR LEADER COMMANDER ORION WILL JOIN YOU SHORTLY. PLEASE FEEL FREE TO EXPLORE THE HEADQUARTERS". VISITORS THEN START LOOKING AT THE SCREENS THAT DISPLAY INFORMATION ABOUT THE GALAXY DEFENSE FORCE (GDF) AND ITS PIONEERING MEMBERS.





COMMANDER ORION

THE FEARLESS LEADER OF THE GALACTIC FEDERATION WITH A RICH HISTORY OF SPACE EXPLORATION. HIS EXPERTISE AND COURAGE INSPIRE ALL WHO FOLLOW HIM. COMMANDER ORION WAS BORN ON THE SPACE COLONY OF KARA, ONE OF SATURN'S MOONS, TO A FAMILY OF EXPLORERS AND SCIENTISTS. FROM A YOUNG AGE, HE WAS FASCINATED BY THE STARS AND THE POSSIBILITIES THAT LAY BEYOND THE KNOWN UNIVERSE. ORION

EXCELLED AT THE GALACTIC ACADEMY, WHERE HE STUDIED ADVANCED SPACE NAVIGATION, MILITARY STRATEGY, AND DIPLOMACY. HIS EXCEPTIONAL PERFORMANCE AND NATURAL LEADERSHIP SKILLS QUICKLY CAUGHT THE ATTENTION OF THE GALACTIC FEDERATION. RISING THROUGH THE RANKS, ORION BECAME KNOWN FOR HIS FEARLESS NATURE AND STRATEGIC BRILLIANCE DURING CRITICAL MISSIONS. AS THE COMMANDER OF THE GALACTIC FEDERATION, ORION'S PRIMARY MISSION IS TO PROTECT THE GALAXY FROM ANY THREATS AND TO EXPLORE NEW WORLDS, CONSTANTLY PUSHING THE BOUNDARIES OF HUMAN KNOWLEDGE AND CAPABILITY

CAPTAIN VORTEX

A MYSTERIOUS AND SKILLED PILOT. SHE IS A MASTER NAVIGATOR OF THE COSMOS. CAPTAIN VORTEX IS A FIGURE WRAPPED IN AN ENIGMA. HER TRUE ORIGINS ARE A CLOSELY GUARDED SECRET, KNOWN ONLY TO A SELECT FEW WITHIN THE HIGHEST RANKS OF THE GALACTIC FEDERATION. SOME SAY SHE WAS FOUND AS AN ORPHANED CHILD ON A DERELICT SPACESHIP DRIFTING THROUGH SPACE, WHILE OTHERS BELIEVE SHE HAILS FROM A DISTANT AND FORGOTTEN STAR SYSTEM. WHAT IS KNOWN IS THAT VORTEX POSSESSES UNPARALLELED PILOTING SKILLS, AND AN INNATE ABILITY TO NAVIGATE THROUGH THE MOST TREACHEROUS REGIONS OF SPACE, FROM ASTEROID FIELDS TO UNCHARTED WORMHOLES. HER MYSTERIOUS PAST AND UNFLINCHING COMPOSURE UNDER PRESSURE HAVE EARNED HER A REPUTATION AS THE BEST PILOT IN THE GALAXY. CAPTAIN VORTEX JOINED THE GALACTIC FEDERATION UNDER CLASSIFIED CIRCUMSTANCES, BUT HER LOYALTY TO THE FEDERATION AND ITS MISSION IS UNQUESTIONABLE. SHE IS A TRUSTED ALLY OF COMMANDER ORION.

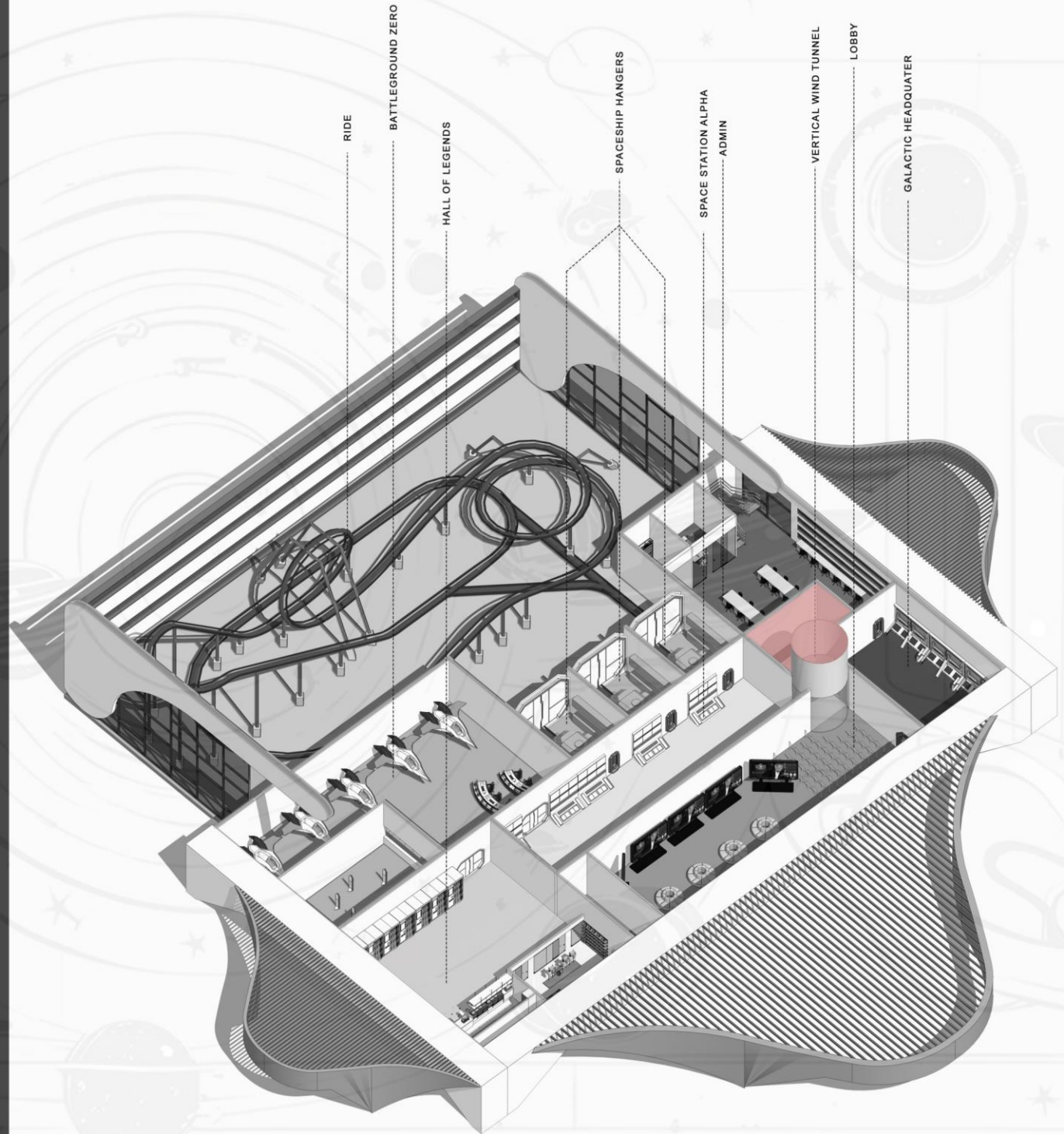
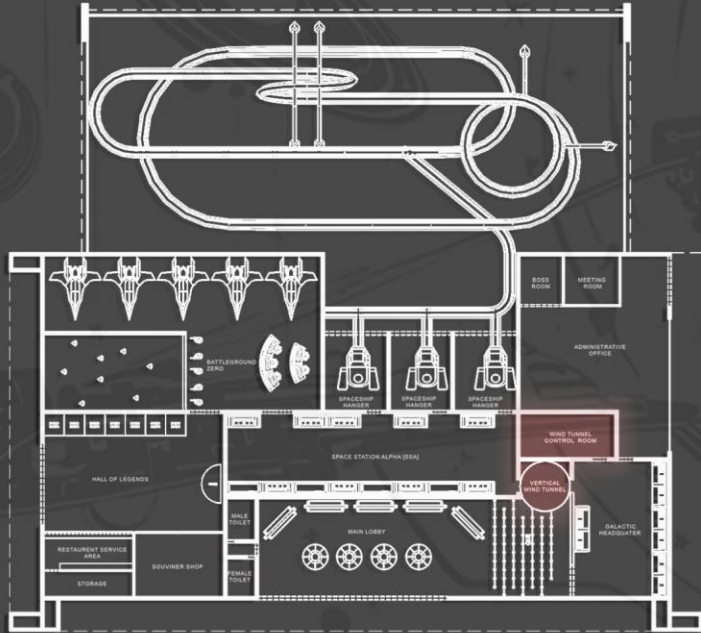




TECH WIZ

A YOUNG ENERGETIC AND TECH-SAVVY PRODIGY ENGINEER. TECH WIZ, WHOSE REAL NAME IS ALEXEI "LEX" IVANOV, WAS IVANOV. WAS BORN ON MARS, IN THE THRIVING COLONY OF TIMUSHA. HIS PARENTS WERE ENGINEERS WORKING ON THE COLONY'S INFRASTRUCTURE, AND THEY INSTILLED IN HIM A LOVE FOR TECHNOLOGY FROM A YOUNG AGE. LEX QUICKLY BECAME KNOWN AS A PRODIGY, ABLE TO REPAIR AND IMPROVE ANY DEVICE HE ENCOUNTERED. BY THE AGE OF 12, LEX HAD ALREADY DEVELOPED SEVERAL INNOVATIVE TECHNOLOGIES THAT WERE ADOPTED BY THE COLONY. HE ATTENDED THE MARS TECHNICAL INSTITUTE, WHERE HE FURTHER HONED HIS SKILLS IN ENGINEERING, ROBOTICS, AND ARTIFICIAL INTELLIGENCE. DESPITE HIS YOUNG AGE, HIS TALENTS WERE RECOGNIZED BY THE GALACTIC FEDERATION, AND HE WAS RECRUITED TO JOIN COMMANDER ORION'S TEAM. HE HAS A NATURAL TALENT FOR TEACHING AND OFTEN CONDUCTS WORKSHOPS AND TUTORIALS FOR CHILDREN ACROSS THE GALAXY, INSPIRING THE NEXT GENERATION OF ENGINEERS AND SCIENTISTS. HIS ABILITY TO FIX AND UPGRADE ANYTHING FROM SPACESHIPS TO MALFUNCTIONING AI SYSTEMS MAKES HIM AN INDISPENSABLE MEMBER OF THE TEAM.

THE TELEPORTATION CHAMBER ZONE



THE TELEPORTATION CHAMBER

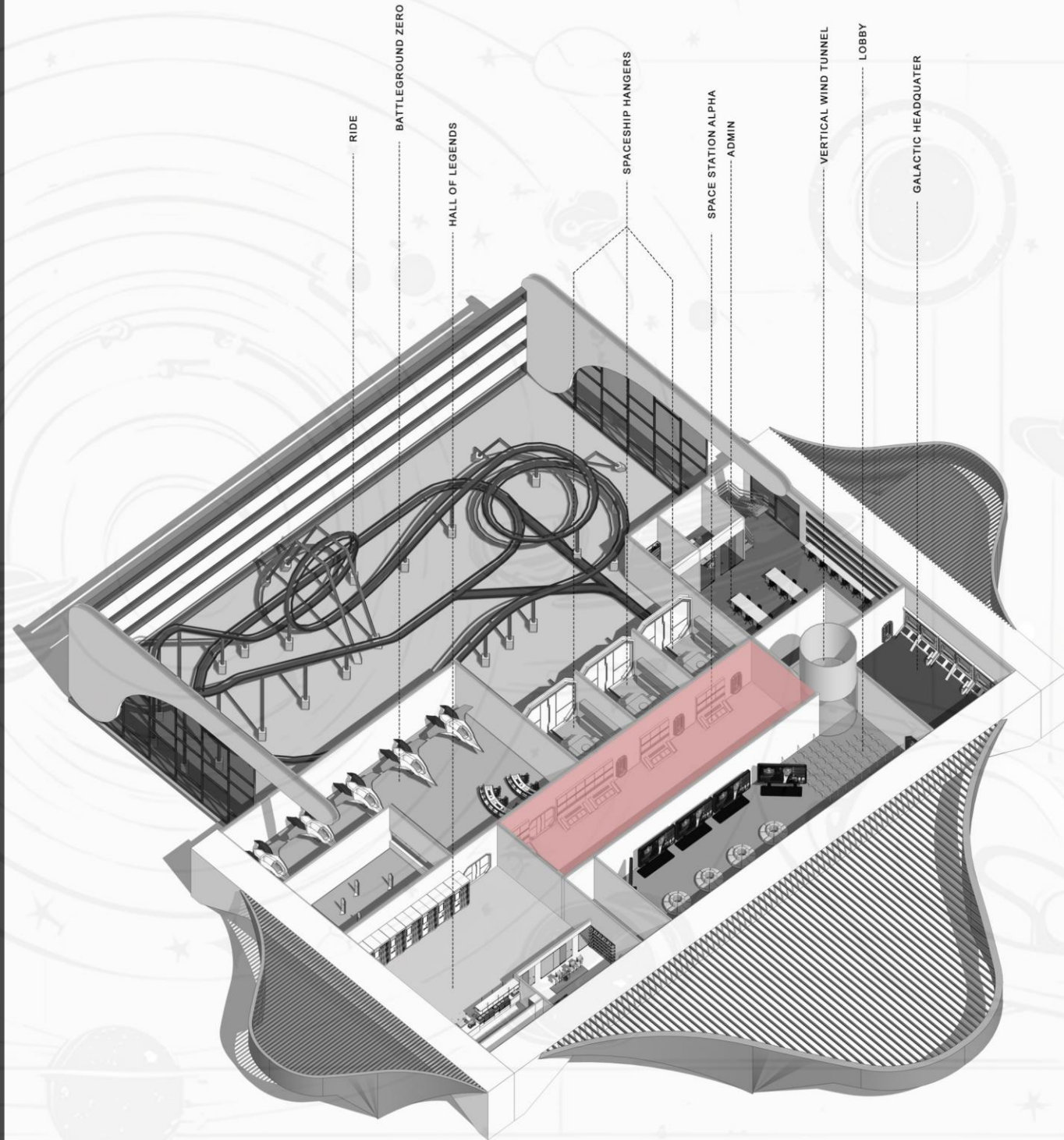
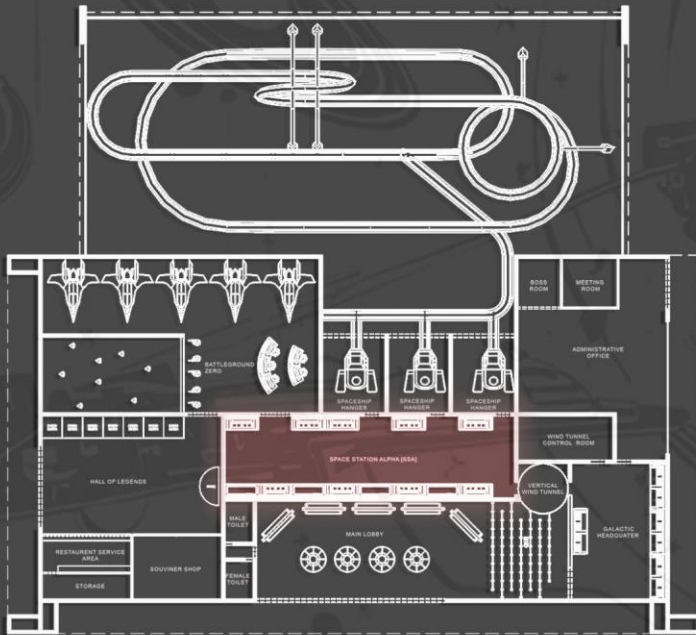
SUDDENLY, THE INFORMATION AND VISUALS ON THE SCREENS GET DISRUPTED, AND ALARMS BLARE AS LIGHTS ARE TURNED RED. CONFUSED, THE VISITORS PANIC. A VOICEOVER THEN ASKS THEM TO QUICKLY MOVE TOWARDS A DOORWAY. THEY IMMEDIATELY RUSH TOWARD IT

VISITORS THEN ENTER THE DOORWAY THAT OPENS UP LIKE A TELEPORTATION PORTAL. THE PORTAL LEADS THEM INTO A TUBULAR STRUCTURE WHICH USES A MECHANISM SIMILAR TO A VERTICAL WIND TUNNEL.

HENCE, THEY FLOAT FREELY IN THE TUNNEL. THIS GIVES THEM THE FEELING OF BEING TELEPORTED. THE TUNNEL FACADES ARE DESIGNED SO VISITORS OUTSIDE CAN SEE THEM AND FEEL EXCITED TO PARTICIPATE, WHILE PARTICIPANTS INSIDE WOULD ONLY BE IMMERSSED IN THE EXPERIENCE. ANOTHER DOORWAY OPENS IN THIS TUNNEL, AND THEY MOVE THROUGH IT TO THE NEXT STOP, THE SPACE STATION ALPHA (SSA).



SPACE STATION ALPHA ZONE

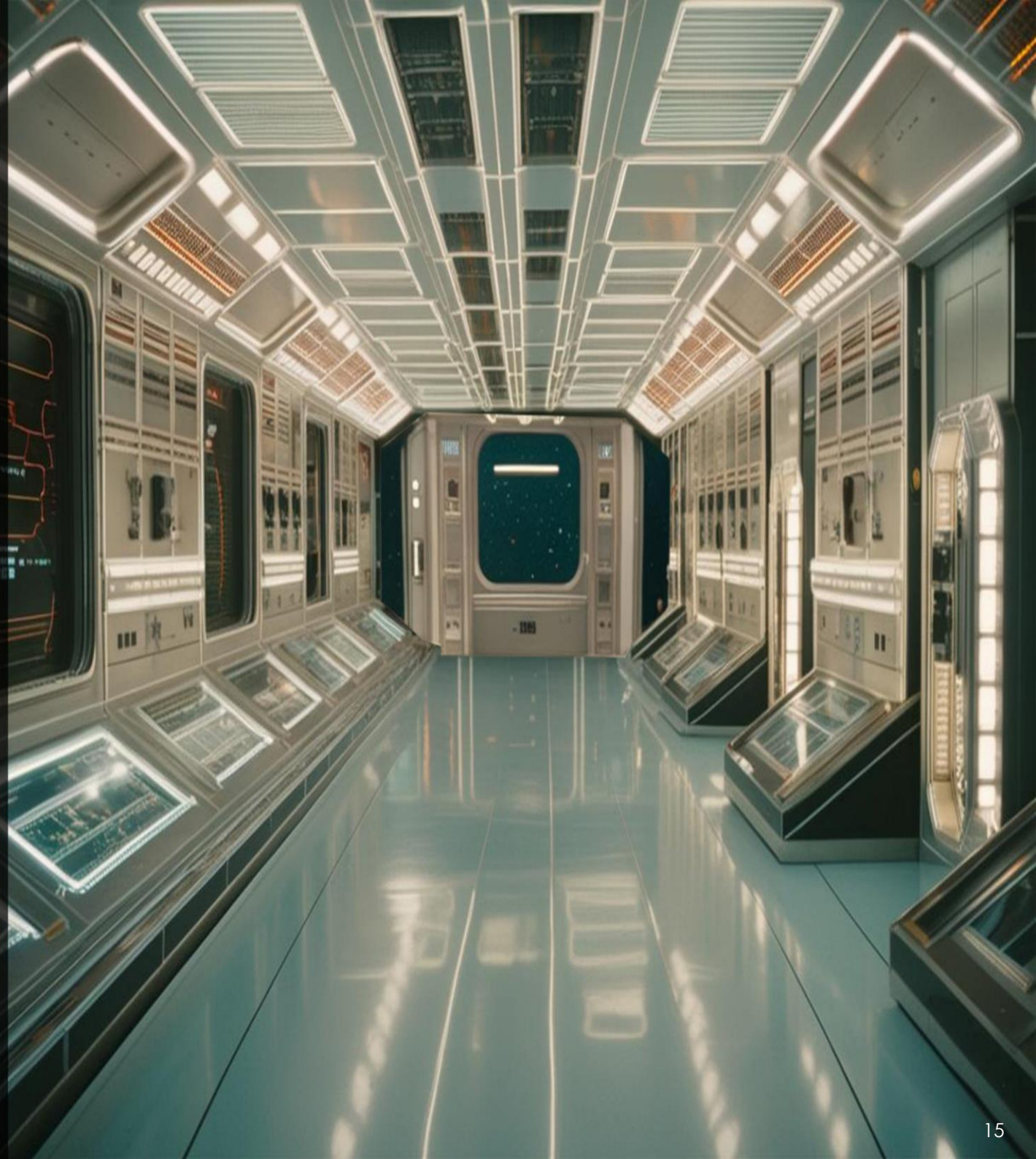


SPACE STATION ALPHA (SSA)

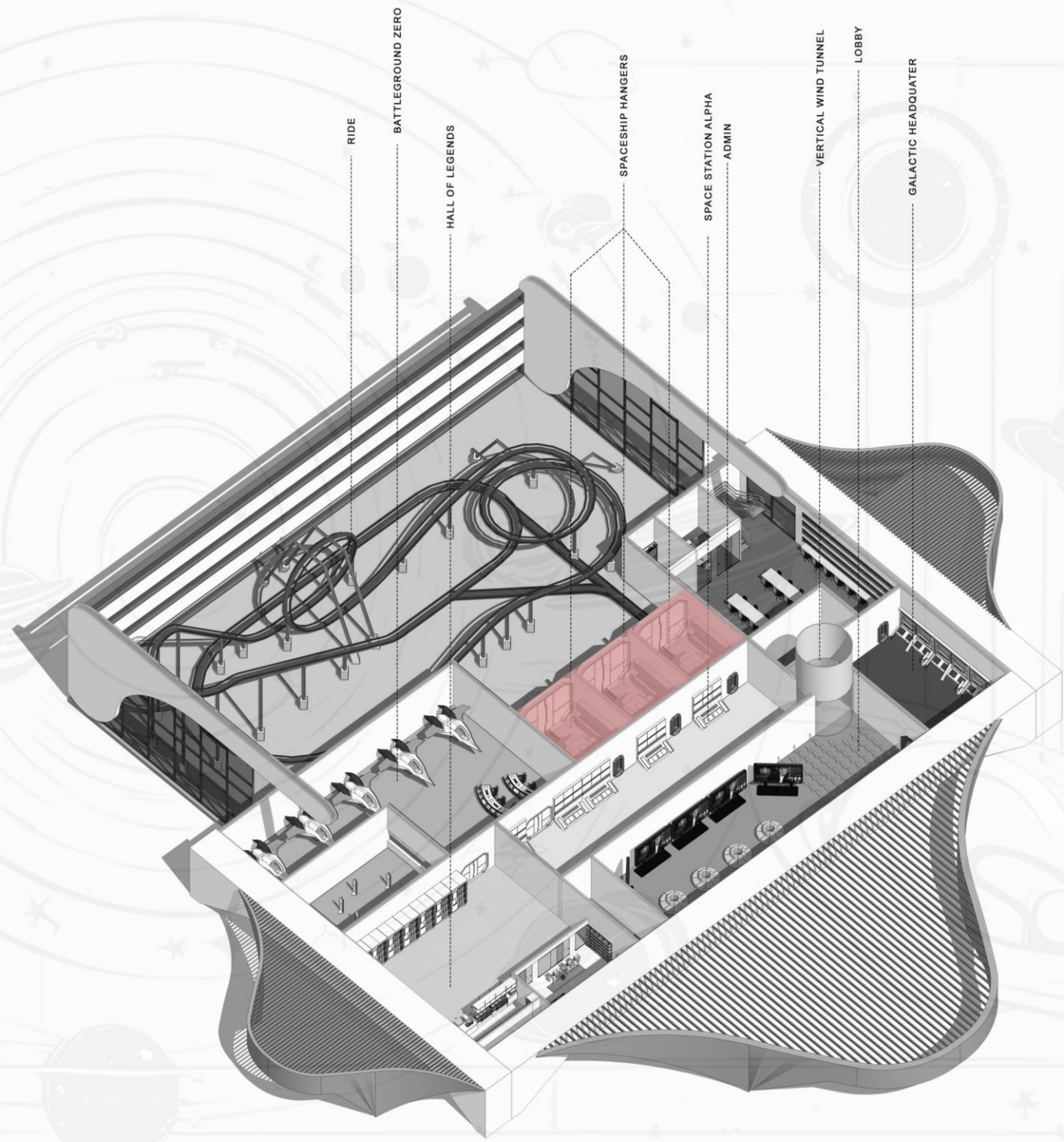
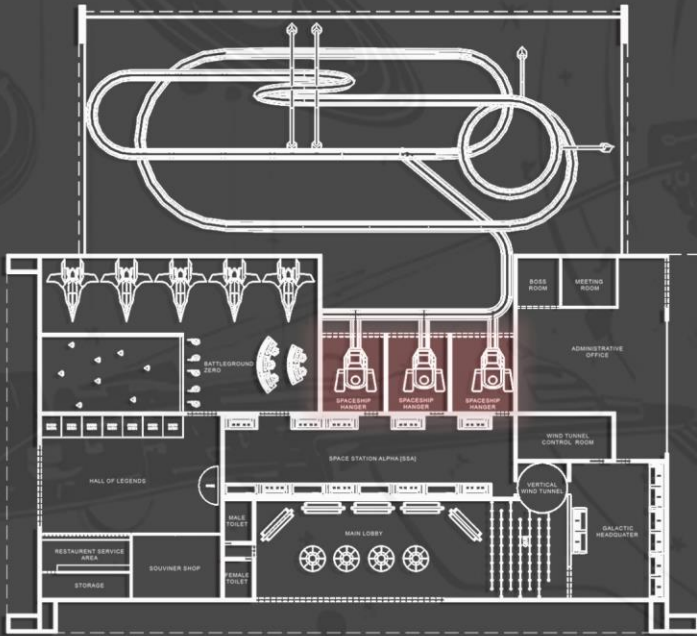
SPACE STATION ALPHA IS AN ENORMOUS SPACE STATION ORBITING A DISTANT PLANET. THIS STATION SERVES AS THE MAIN OPERATIONS BASE FOR THE GDF. COMMANDER ORION THEN INTRODUCES THEM TO THE GALAXY DEFENSE FORCE (GDF), WITH A MESSAGE-

"WELCOME, BRAVE EXPLORERS! OUR GALAXY IS UNDER THREAT FROM A SINISTER SHADOW COLLECTIVE, KNOWN AS THE" COSMO CONTROLLERS" A GROUP INTENT ON HARNESSING THE POWER OF A WORMHOLE TO OBTAIN AN ANCIENT ARTIFACT OF A LOST BUT POWERFUL RACE TO CONTROL THE COSMOS. WE NEED YOUR HELP TO STOP THEM.

THEY ARE THEN INSTRUCTED TO ENTER A SPACESHIP HANGAR. 3 DOORS LEAD TO 3 SPACESHIP HANGARS. EACH TEAM IS ASSIGNED TO A CERTAIN HANGAR.



SPACESHIP HANGER



SPACESHIP HANGER

TECH WIZ HAS PREPARED A FLIGHT FOR THEM TO NAVIGATE THROUGH THE WORMHOLE. IT HAS FACED SOME DAMAGE DUE TO THE MALFUNCTION OF ITS SYSTEMS. GUIDED BY TECH WIZ, TEAM ALPHA WORKS TOGETHER TO REPAIR THEIR SHUTTLE. THEY DO SO IN THE FORM OF PUZZLES AND GAMES. TEAM BETA AND GAMMA FOLLOW THE SAME PROCESS AND REACH A SIMILAR STAGE ONE AFTER THE OTHER. DIFFERENCES IN DIFFICULTY LEVELS RESULT IN ALL THREE TEAMS STARTING THE JOURNEY TOGETHER.

EACH SPACECRAFT IS CONNECTED TO A RAIL BELOW, THAT ULTIMATELY CONNECTS TO THE MAIN RIDE SYSTEM. THE HANGAR GATE TOWARDS THE RIDE SYSTEM OPENS UP AND THE VOYAGE BEGINS.



SPACESHIP

THE GLASS FACADES OF THESE SPACESHIPS ARE DIGITAL SCREENS UTILIZING VR TECHNOLOGY TO DISPLAY VISUALS OF DEEP SPACE AS PARTICIPANTS TRAVEL THROUGH A WORMHOLE.

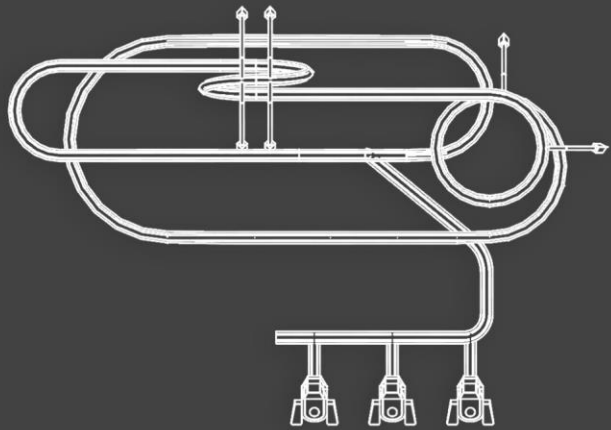


THE VOYAGE

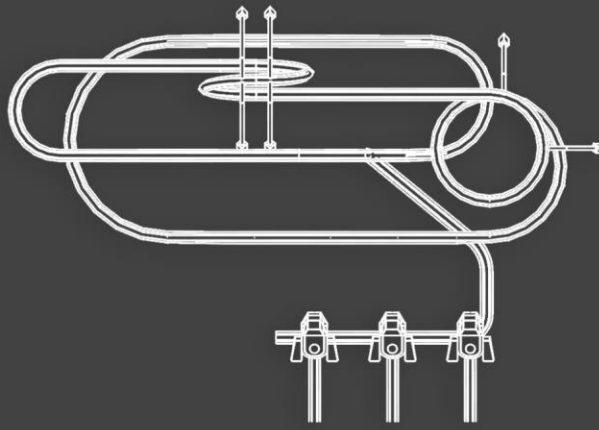
ONCE EVERYONE IS SEATED AND READY, THE VISUALS START TO APPEAR. THE HANGAR GATE TOWARDS THE RIDE SYSTEM OPENS UP AND THE VOYAGE BEGINS. THE SPACESHIPS REACH THE COMMON RAIL OF THE RIDE SYSTEM AND ROTATE TO ALIGN AND HINGE TO ONE ANOTHER LIKE TRAIN CARRIAGES. THE DIGITAL SCREENS DOESN'T LET ANY TEAM KNOW OF THE OTHER TEAM'S PRESENCE YET.



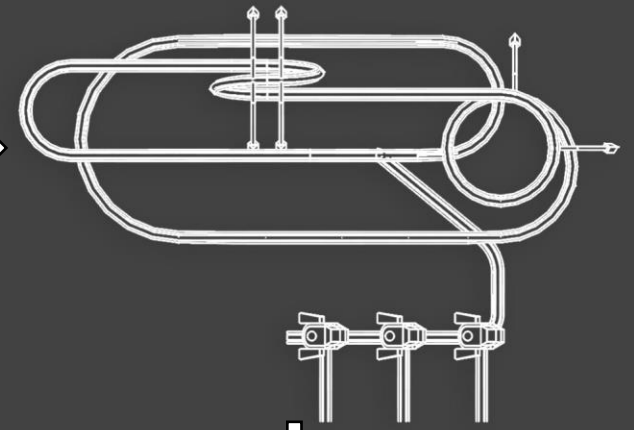
RIDE SYSTEM SEQUENCE



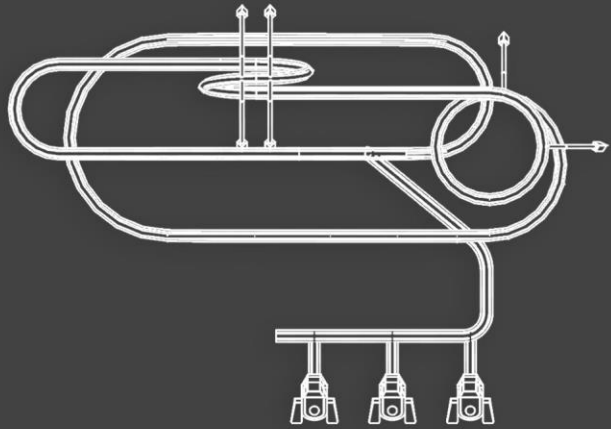
Visitors settle and the ride starts the journey from this point.



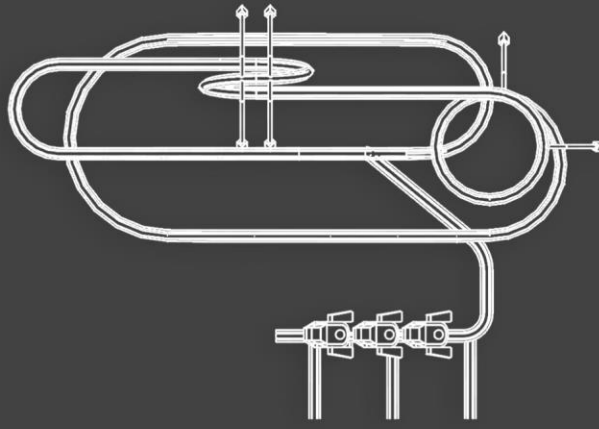
The spaceships reach this central point of the main rail



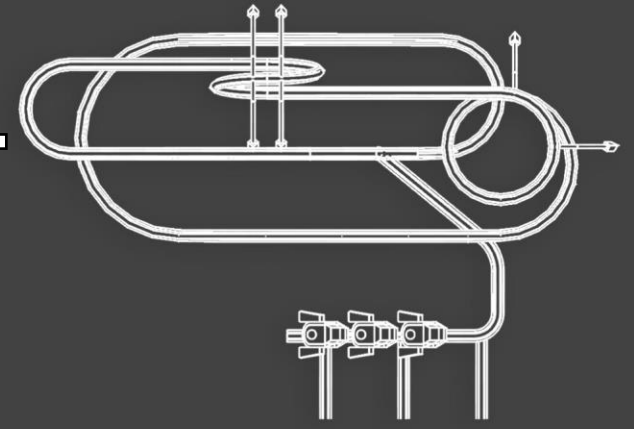
They rotate 90 degrees clockwise



They unhinge, rotate 90 degree clockwise again and go back to their starting position

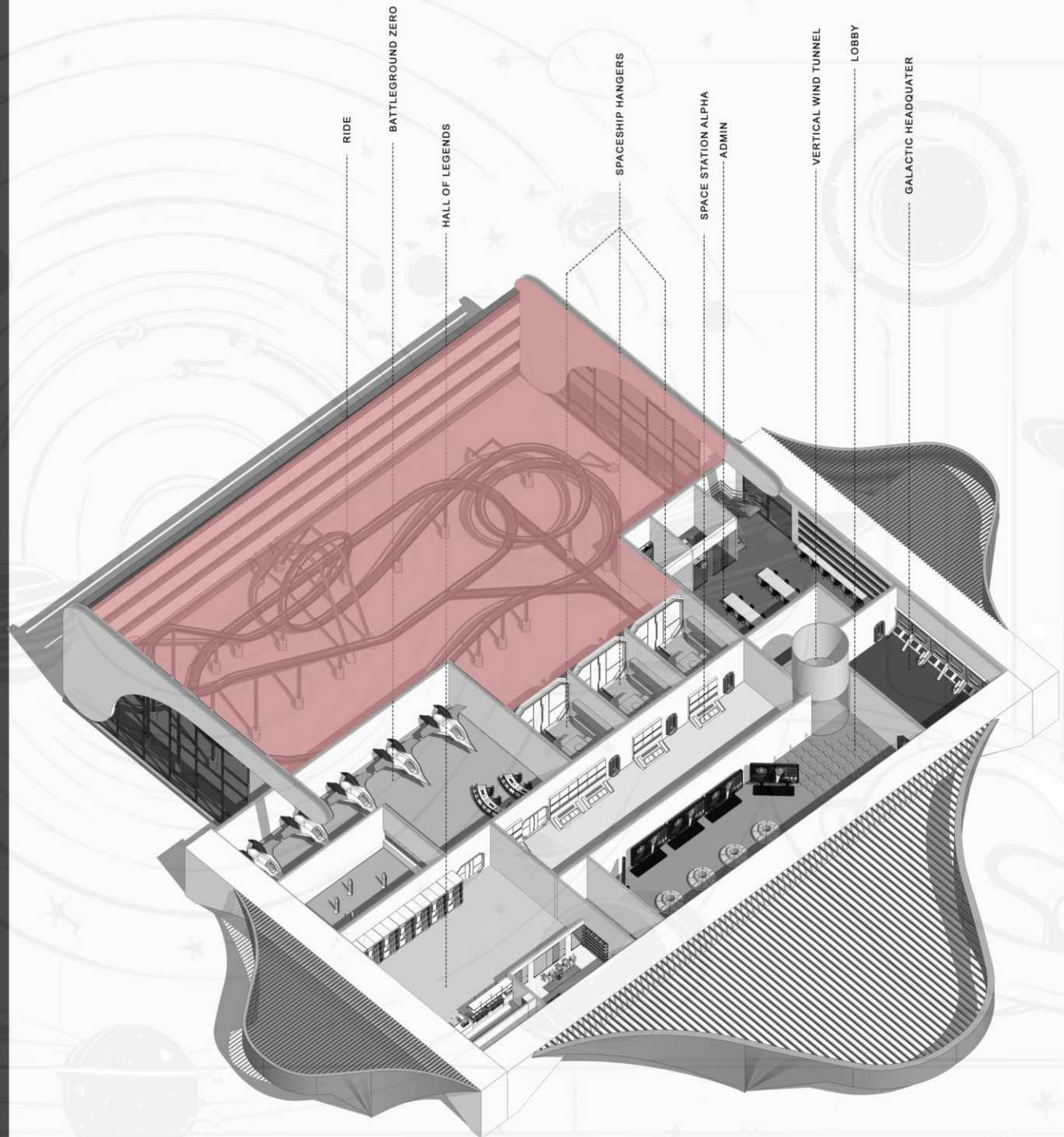
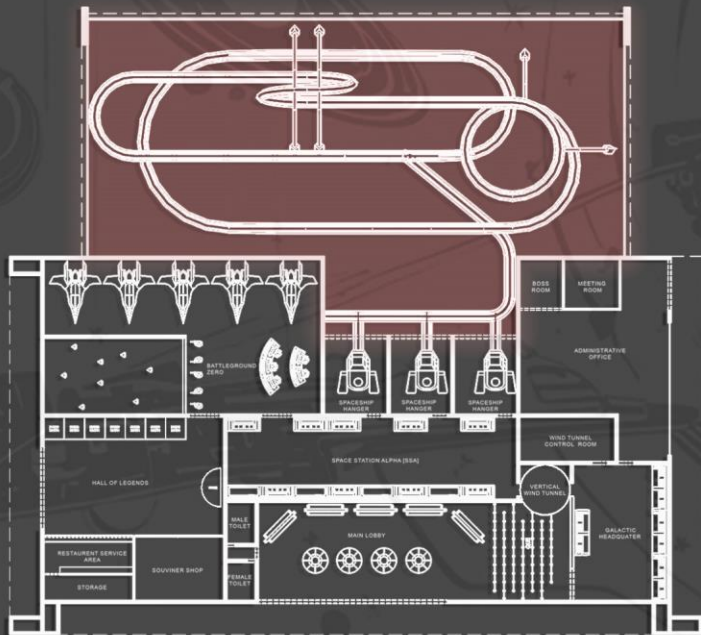


They complete the journey and come back to their initial point



They hinge together like bogeys of a train

ROLLERCOASTER RIDE ZONE



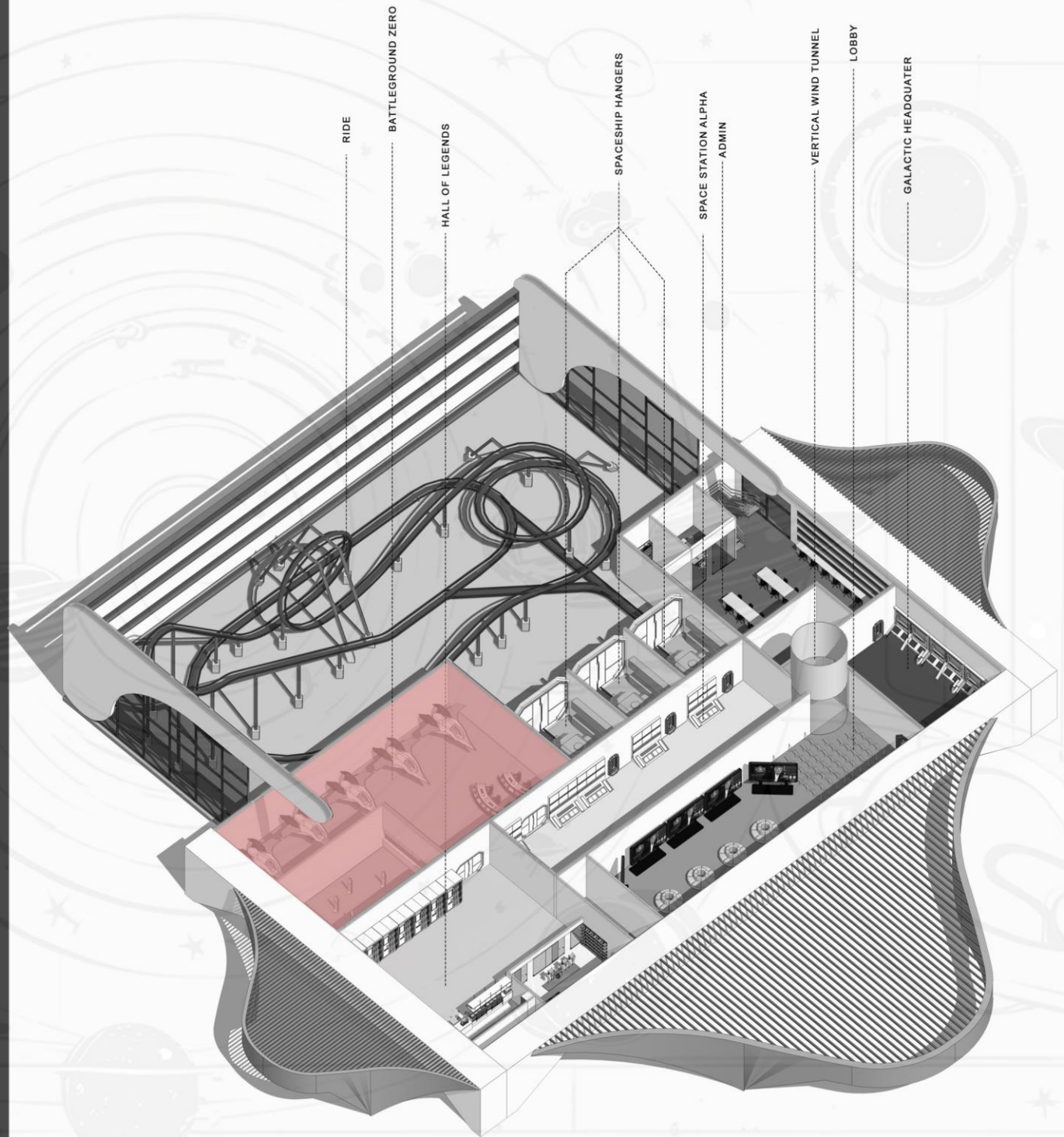
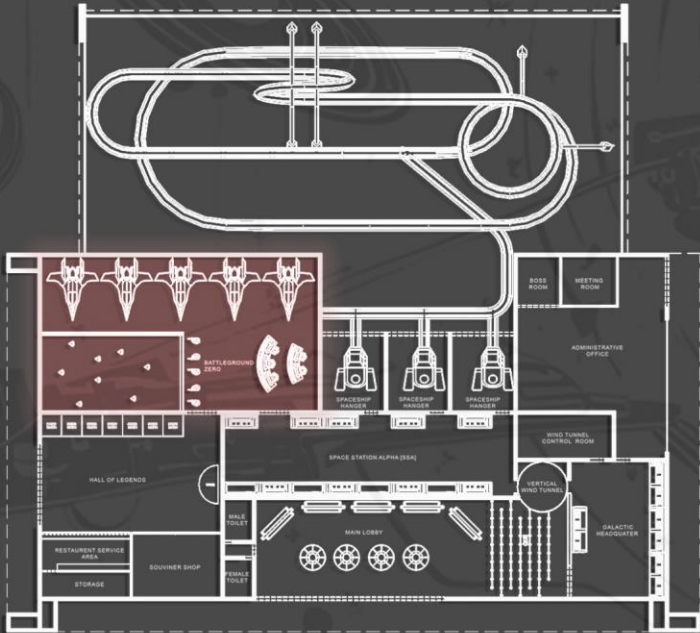
ROLLERCOASTER RIDE

A THRILLING VOYAGE BEGINS AS THE SPACESHIPS OPERATE LIKE A ROLLERCOASTER, SIMULATING TRAVEL THROUGH A WORMHOLE. THE RIDE IS FILLED WITH TWISTS, AND TURNS, ALONG WITH THE STUNNING VISUAL EFFECTS FOR AN IMMERSIVE EXPERIENCE. THEY ESCAPE METEORS AND SHOOT SPACE DEBRIS ALONG THE WAY. UPON SUCCESSFULLY NAVIGATING THE WORMHOLE, THE RIDE BRIEFLY STOPS AS VISITORS SUDDENLY ENCOUNTER A BLACK HOLE. THE ARTIFACT SURFACES BEFORE THE EVENT HORIZON. VISITORS SHOOT BEAM RAYS AT THE ARTIFACT IMPLYING THAT IT IS TELEPORTED BACK TO THE SSA. THE RIDE RESUMES AND COMES BACK TO THE SSA.

THE RIDE ENDS AND THE SPACESHIPS UNHINGE AND TAKE THEIR INITIAL POSITION. THE VISITORS COME OUT AND MEET EACH OTHER FOR THE FIRST TIME BACK IN THE SSA. THEY SEE THE TELEPORTED ARTIFACT. SOON, ALARMS BLARE WITH A MESSAGE FROM CAPTAIN VORTEX, "THE COSMO CONTROLLERS ARE LAUNCHING A FULL-SCALE ATTACK! WE NEED ALL HANDS-ON DECK." IT IS THEN REVEALED THAT THE COSMO CONTROLLERS



BATTLEGROUND ZERO ZONE



BATTLEGROUND ZERO

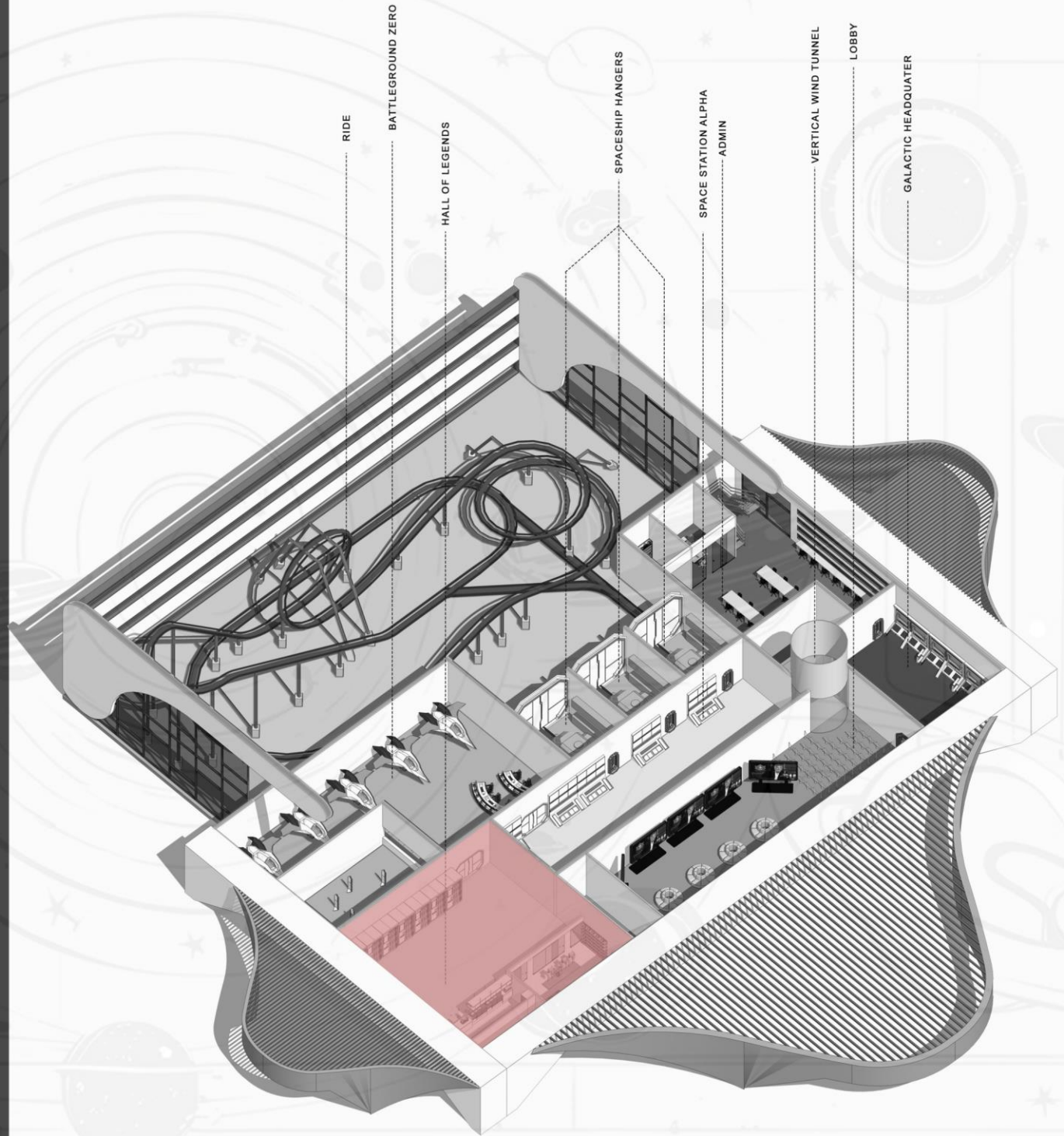
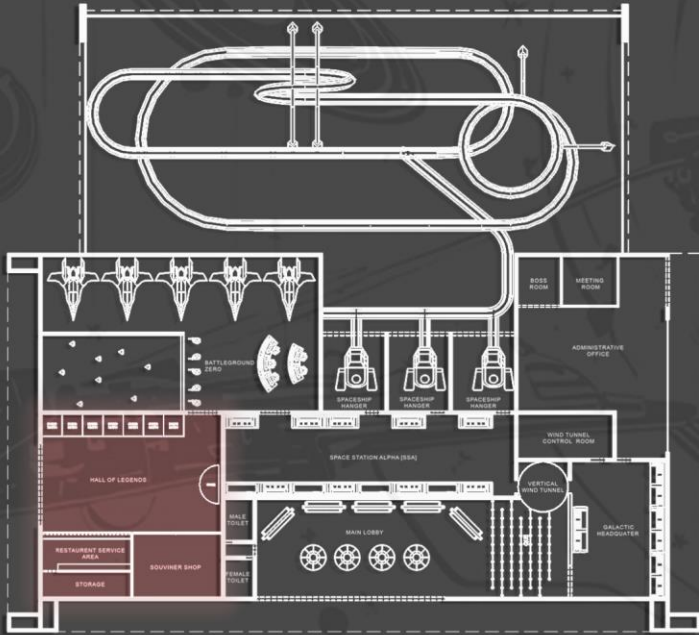
PARTICIPANTS ENTER THE BATTLEGROUND ZERO. THEY STRATEGIZE AND IMPLEMENT THEIR ATTACK DIVING INTO THREE FACTIONS. EACH GROUP IS GIVEN A ROLE IN A RANDOMIZED MANNER. THE FIRST FACTION (AERO FIGHTERS), GUIDED BY CAPTAIN VORTEX ENGAGES IN A SIMULATED STARSHIP BATTLE, WORKING TO STRATEGIZE AND DEFEAT THE ENEMY'S STARSHIP FORCES. 5 MEMBERS BOARD THE 5 FIGHTER PLANES TO DO SO. THE PLANES ARE CONNECTED TO THE GROUND VIA A HYDRAULIC MECHANISM. THEY GIVE A SENSE OF MOTION AND VIBRATIONS UPON IMPACTS AND HITS.

THE SECOND FACTION (SHOOTERS) GUIDED BY COMMANDER ORION ENGAGES IN A CLIMACTIC SHOWDOWN WITH THE COSMO CONTROLLERS IN A BATTLE ARENA. THEY USE VR HEADSETS AND LASER GUNS TO FIGHT OFF THE INVADERS. THEY DO SO IN A SHOOTING ARENA-LIKE SETTING. THEIR TARGETS OFTEN COME WITH OCCASIONAL SHIELDS. 5 MEMBERS OF THIS TEAM ARE ASSIGNED 5 MEMBERS FROM THE THIRD FACTION (DEFENDERS).

THE THIRD FACTION (DEFENDERS) GUIDED BY TECH WIZ DISABLES THE SHIELDS OF THE ATTACKERS. EACH MEMBER FROM THIS FACTION HELPS EACH ASSIGNED MEMBER OF THE SECOND FACTION (SHOOTERS). THEY COORDINATE AND SYNCHRONIZE WITH THE SHOOTERS TO DEFEAT THE ENEMY.



HALL OF LEGENDS ZONE



HALL OF LEGENDS

WITH THE COSMO CONTROLLERS DEFEATED AND THE GALAXY SAFE, COMMANDER ORION ADDRESSES THE VISITORS. "THANKS TO YOUR BRAVERY AND TEAMWORK, PEACE HAS BEEN RESTORED. REMEMBER, THE GALAXY WILL ALWAYS NEED HEROES LIKE YOU. UNTIL NEXT TIME, EXPLORERS!"

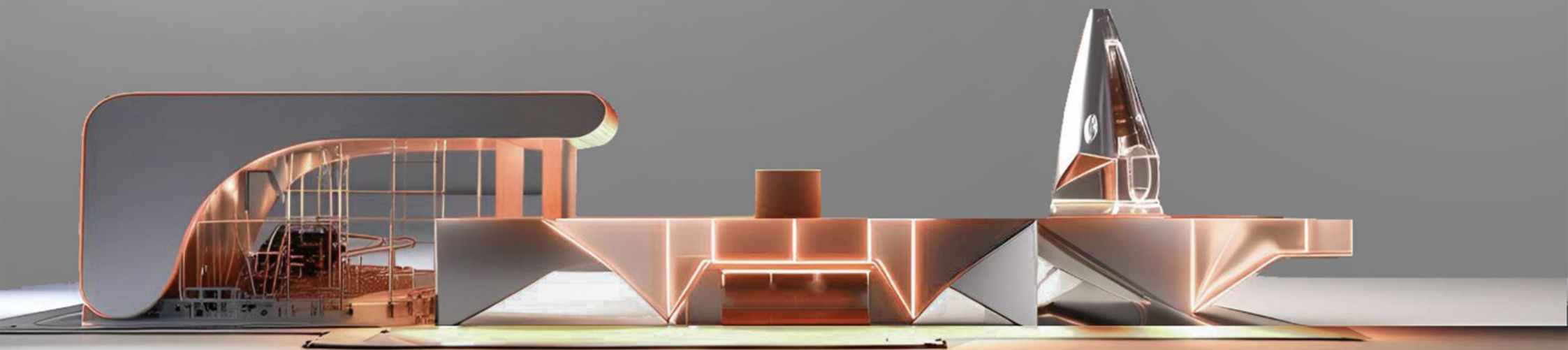
THEY MOVE TO THE HALL OF LEGENDS. THEY ARE AWARDED WITH A WHOLE CLIP OF THEIR ENTIRE JOURNEY. THEY RECEIVE PERSONALIZED CERTIFICATES AND MEDALS FOR THEIR BRAVERY AND CONTRIBUTIONS TO THE MISSION. THEY CAN TAKE PICTURES AT THE PHOTO BOOTH. A SPACE-THEMED CAFÉ SERVES FOOD WITH A GALACTIC TOUCH. THEY ALSO COME ACROSS A SOUVENIR SHOP FILLED WITH SPACE-THEMED MERCHANDISE, EAGER TO SHARE THEIR ADVENTURE WITH FRIENDS AND FAMILY.



EXTERIOR VIEW



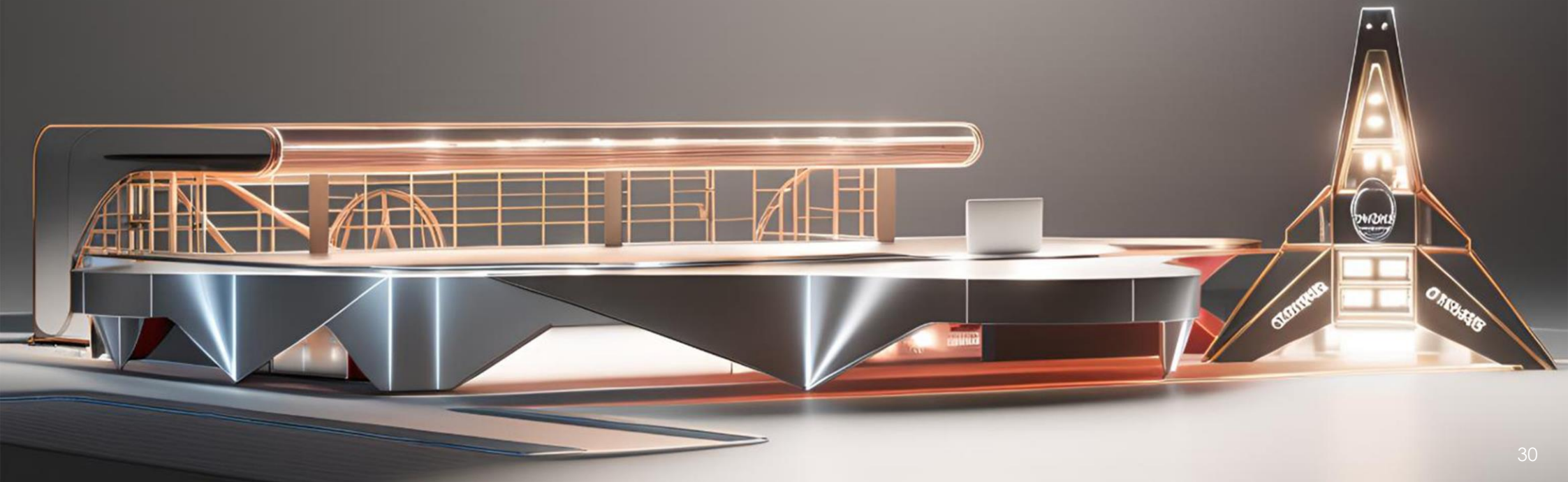
EXTERIOR VIEW



EXTERIOR VIEW



EXTERIOR VIEW





EPILOGUE

GLIMPSE OF THE COSMOS: ORION'S EXPEDITION

" GLIMPSE OF THE COSMOS: ORION'S EXPEDITION" IS NOT JUST AN EXPERIENCE BUT A PROMISE OF FUTURE ADVENTURES. THE GALAXY IS VAST, AND THE STORY OF ITS DEFENDERS IS ONLY BEGINNING. IT OFFERS A RICH, IMMERSIVE EXPERIENCE, BLENDING THRILLING RIDES, INTERACTIVE MISSIONS, AND AN ENGAGING STORYLINE. VISITORS LEAVE NOT ONLY ENTERTAINED BUT ALSO INSPIRED BY THE ENDLESS POSSIBILITIES OF THE COSMOS.



THANK YOU