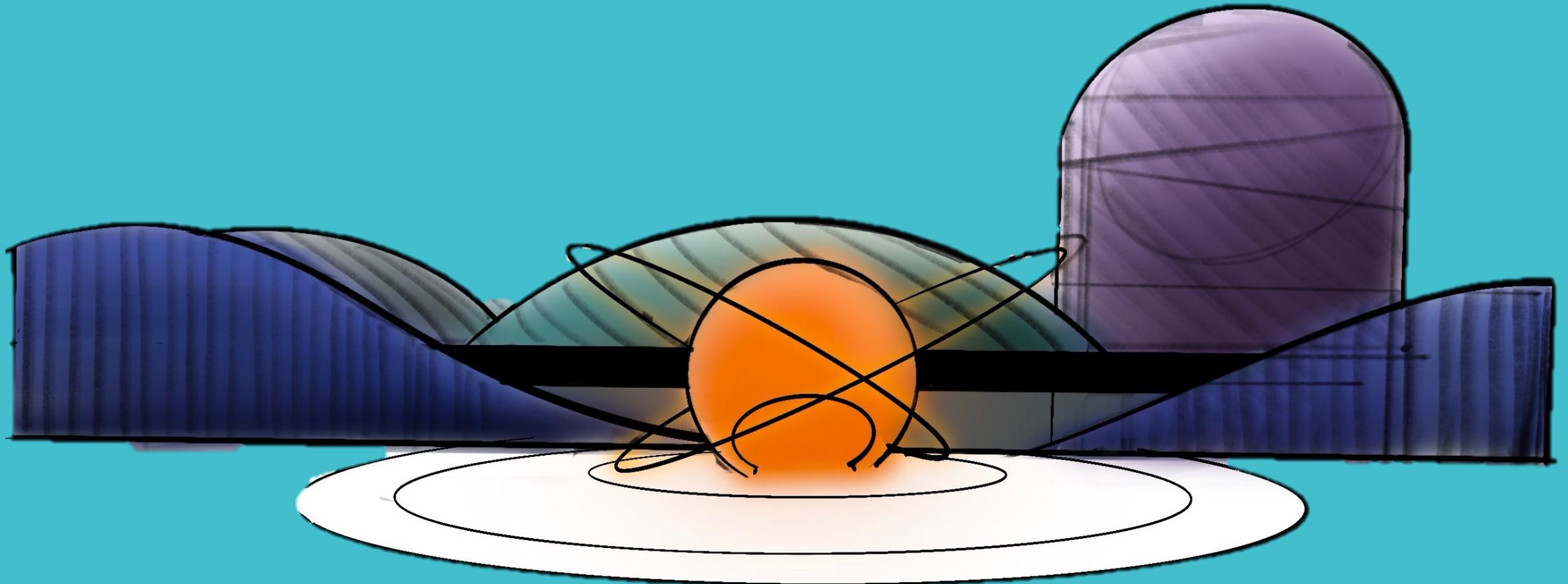


**Orbit: Arts Encounter** is an immersive arts experience that leverages all five senses to allow Gustav Holst's *The Planets* to shine in ways new and extraordinary. Visitors can take on a mission to Mars, dance with Jupiter, explore gardens and galleries, as well as learn and create with workshop classes. In the evening, the lobby transforms and offers a seven-course culinary experience after which diners will have access to the rest of the venue. Orbit is designed for all ages, with augmented and virtual reality experiences and so much to see and interact with, in the hope that visitors leave energized and with a newfound love and appreciation for the arts.



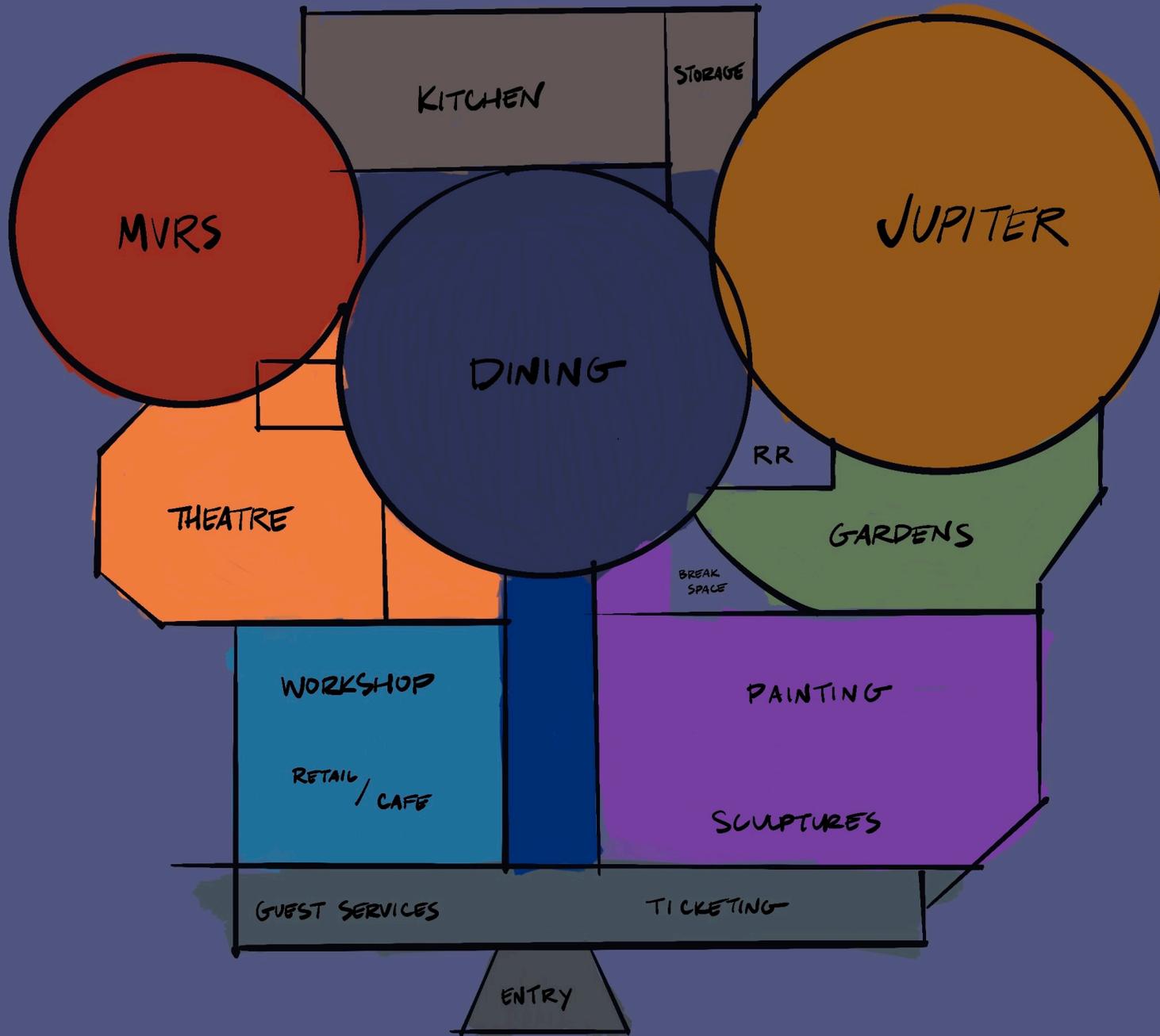
# Exploratory

- Galactigarden
- Outer Ring Theatre  
Interactive Experiences
- Gustav Gallery  
(Paintings & Sculptures)
- Crater Commerce

# Guided

- *The Planets* Culinary Experience
- MVRS
- Journey to Jupiter
- Satellite Workshop
- Outer Ring Theatre Performances

**There are two major categories into which the offerings at Orbit: Arts Encounter can be sorted. Exploratory offerings can be experienced at the Guests' own pace, and with no designed order. Guided offerings are organized by Orbit personnel, either on a specific schedule or in operation. A balance of exploratory and guided experiences makes for the best visit to Orbit: Arts Encounter.**



# Layout

Journey to Jupiter	10,200 ft <sup>2</sup>
Dining	12,500 ft <sup>2</sup>
MVRS	6000 ft <sup>2</sup>
Gustav Gallery	7000 ft <sup>2</sup>
Outer Ring Theatre	2768 ft <sup>2</sup>
Galactigarden	2544 ft <sup>2</sup>
Satellite Workshop	2000 ft <sup>2</sup>
Crater Commerce	2000 ft <sup>2</sup>
Breakroom	1200 ft <sup>2</sup>
Entry (The Bridge)	900 ft <sup>2</sup>
Restrooms	800 ft <sup>2</sup>

Total: 47,912 ft<sup>2</sup>



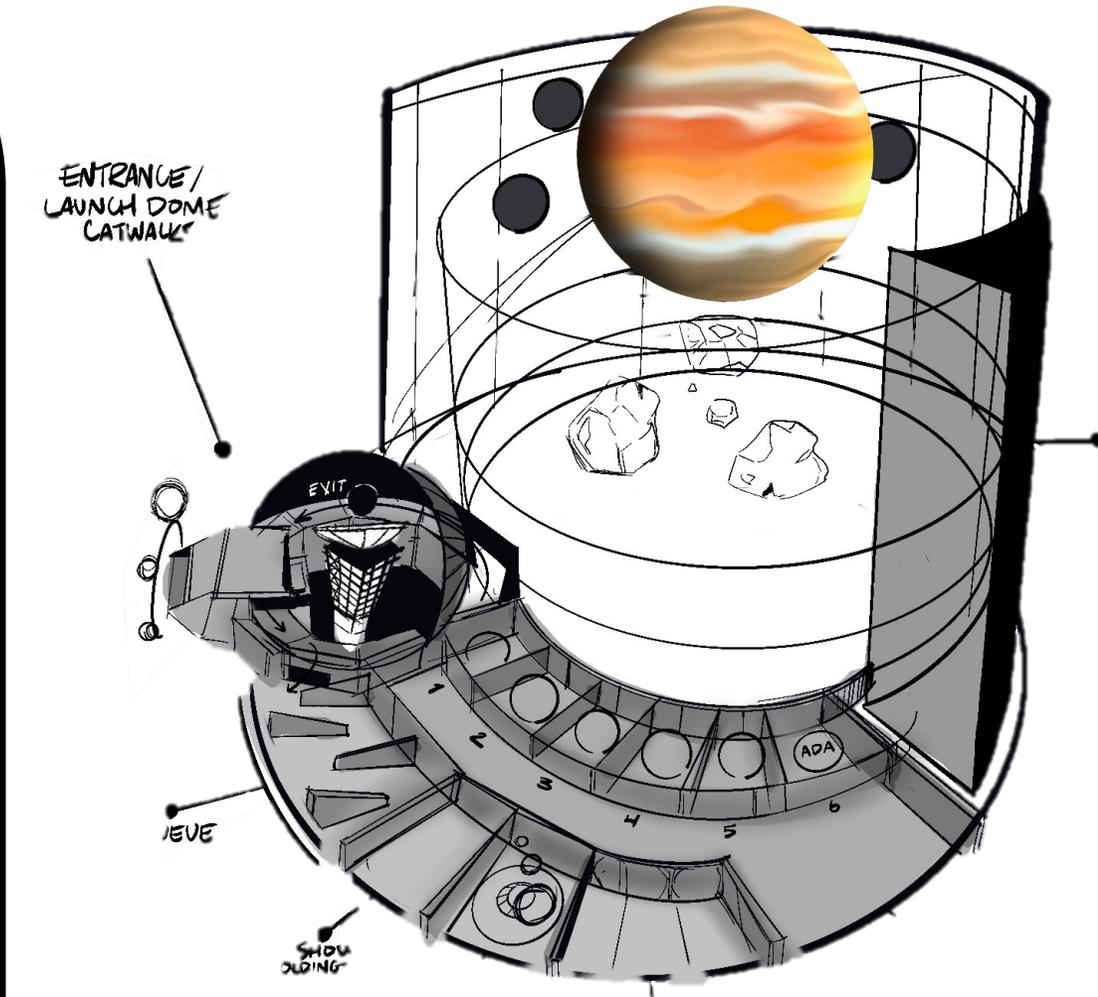
# THE PLANETS

## Culinary Experience

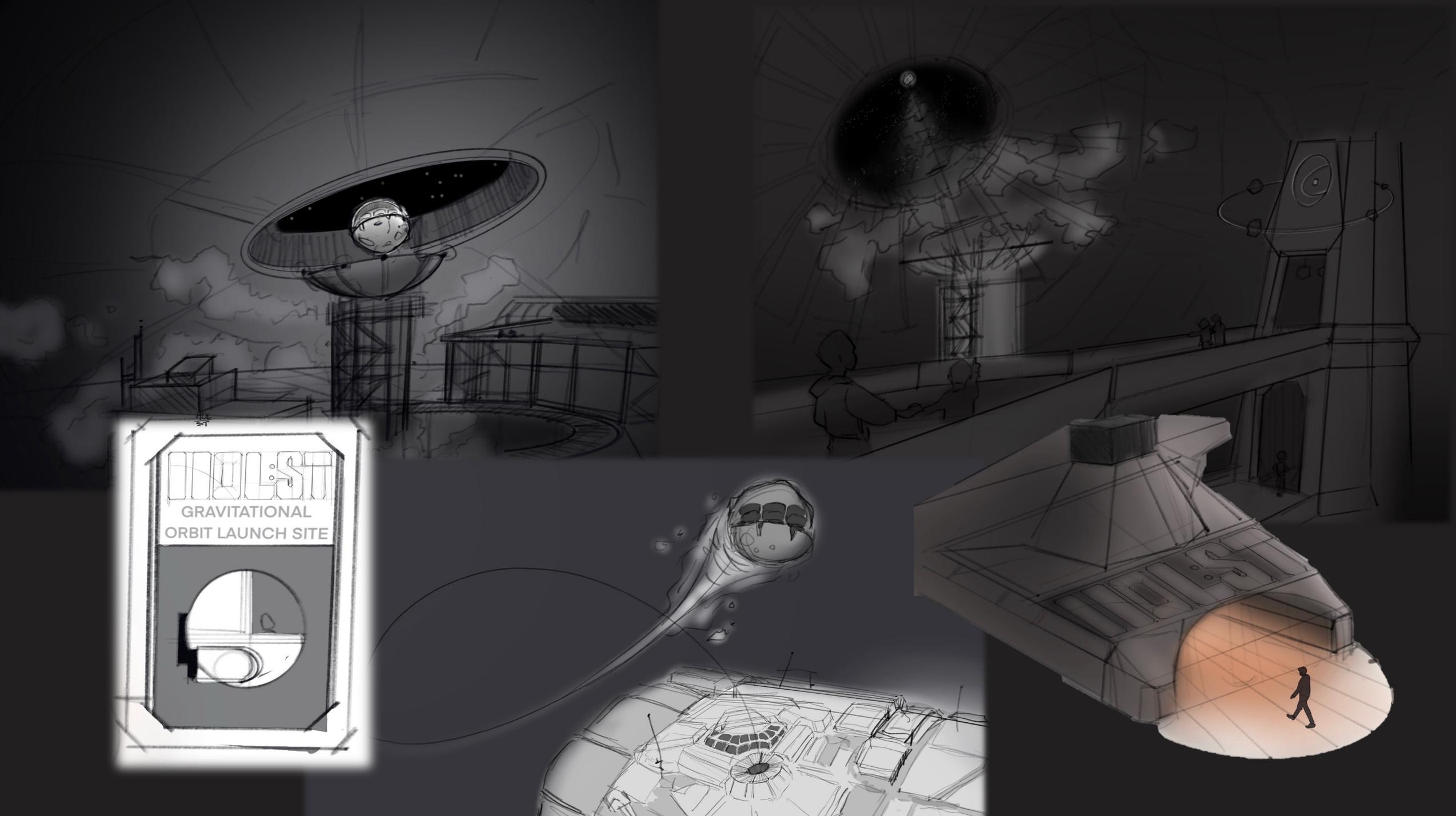
After the venue completes their daytime operation, the large lobby area transforms into an out of this world culinary experience.

Dining guests enjoy a 7-course meal prepared based on inspiration from Holst's work and highlight connections to each of the heavenly bodies. The space will feature planets in their orbit around a stationary sun in a top "corner" of the domed room. The heavenly bodies take their turns rotating through, and projection mapping brings to life the personifications of each planet - the bringers of war, jollity, peace, and old age, the mystic, the magician, and the winged messenger. Servers bring the pre fixe courses to each table, and the room is filled with the sounds of each movement, with an extended arrangement allowing for a relaxing experience. At the end of the meal, diners have the opportunity to experience the rest of Orbit: Arts Encounter until the venue closes for the evening.

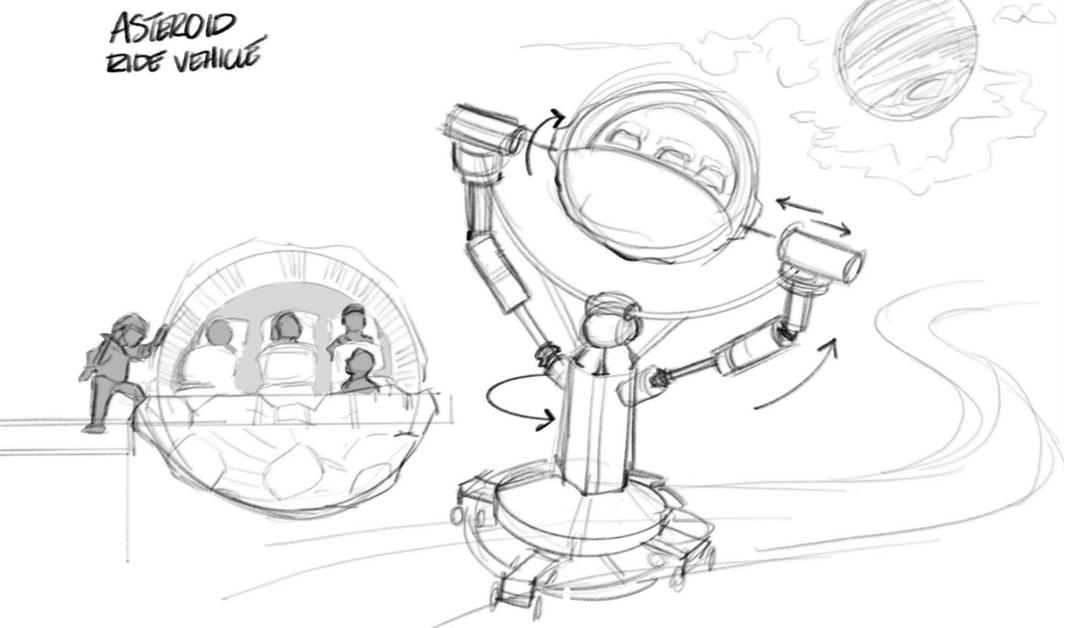
Orbit visitors are encouraged to visit the Helio-Orbit Logistics: Space Transit station in low earth orbit, where they can board a HOL:ST ship and go on a Journey to Jupiter. After a short message from the station chief, riders enter their ship and are taken into outer space, orbiting the Earth, launching past Mars and heading into our system's main asteroid belt. Earth and Mars are presented digitally with the window of the vehicle acting as a screen. While the vehicles make their way through the asteroid field, they end up in shadows that cover the ships in darkness, giving the vehicles the chance to drop the screens and lead to the reveal of Jupiter and its Galilean moons Io, Europa, Callisto and Ganymede. These moons and Jupiter itself are physical props to make the experience feel more realistic. The six spaceships then "dance" around the planet to Jupiter: The Bringer of Jollity and begin their return trip to low earth orbit. The vehicle path takes riders to three different levels, accessible via ramps, and culminates in the final Jupiter scene. At the end of the dance, the vehicles, reverse their path moving through the asteroids, past mars, and back to Earth, all now physical set pieces.



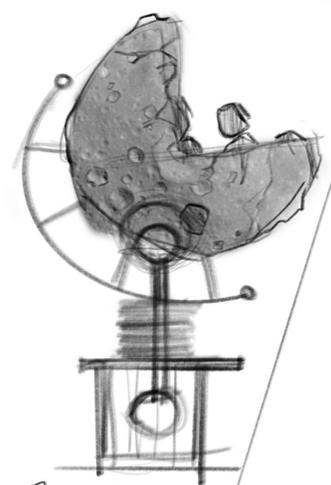
## Journey to Jupiter



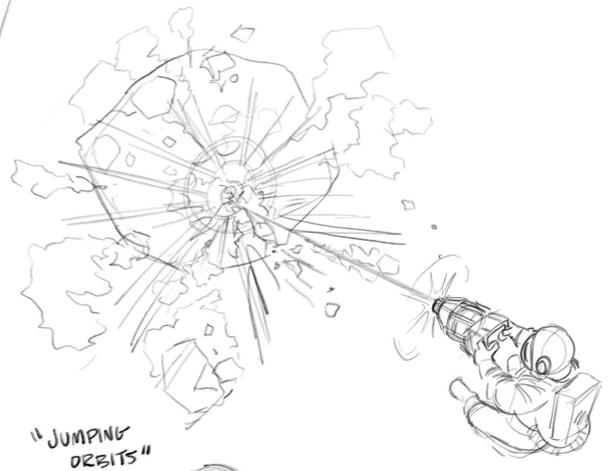
ASTEROID RIDE VEHICLE



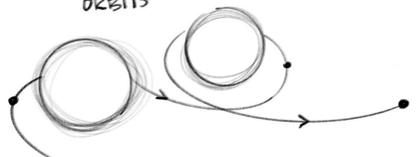
"CULTIVATING DANGEROUS ASTEROIDS"



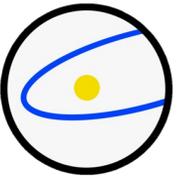
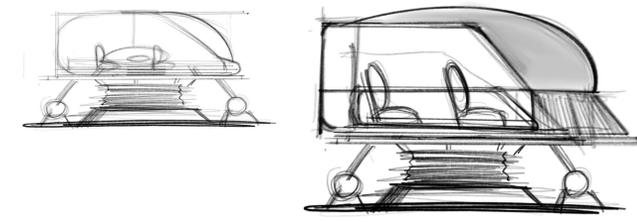
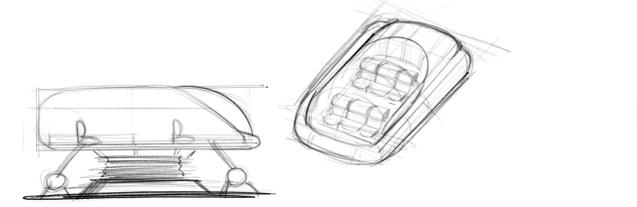
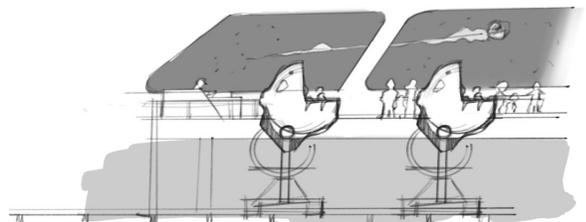
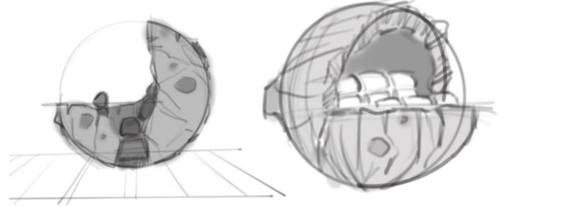
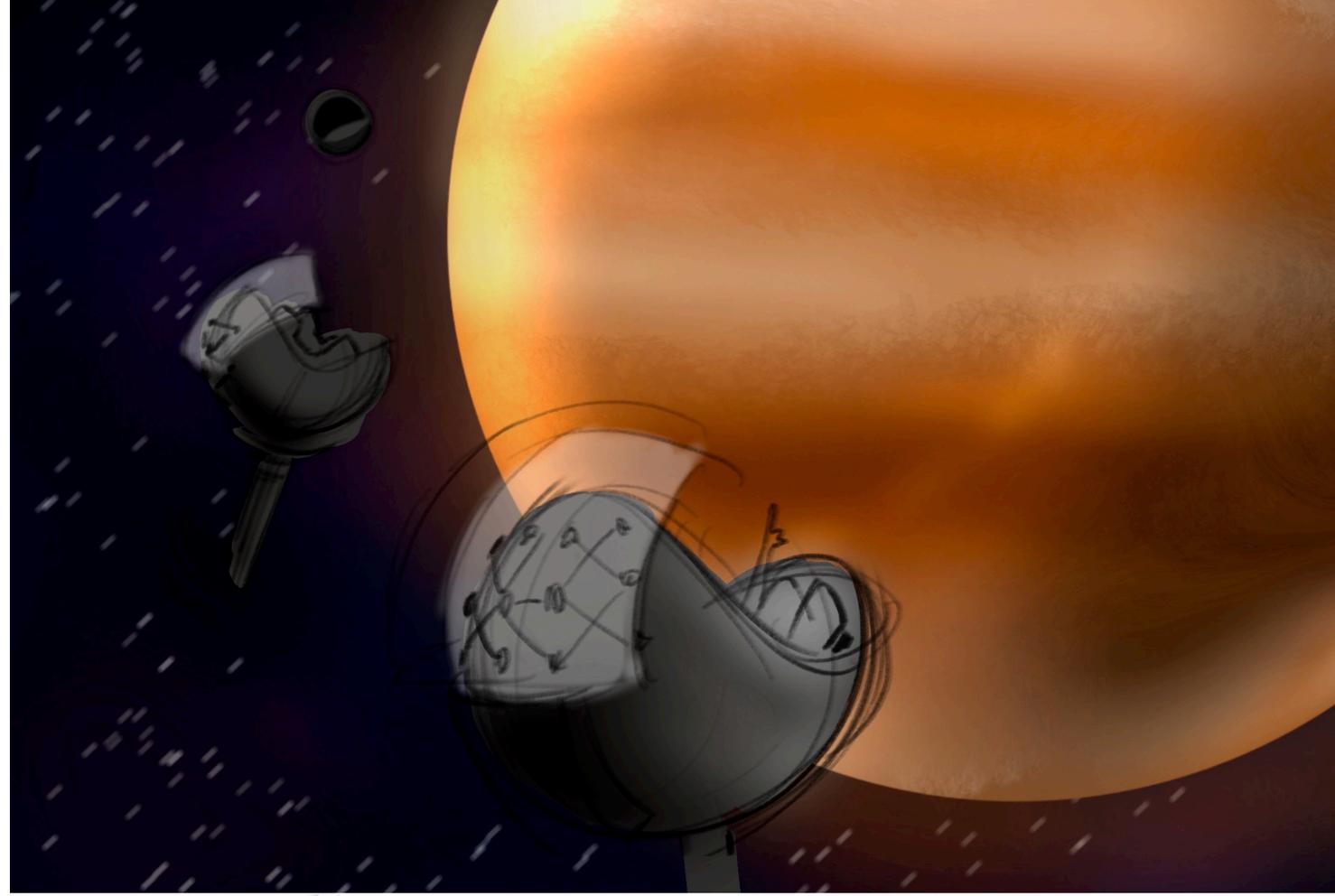
REPURPOSING TO BETTER UNDERSTAND THE GRAVITATIONAL PULL OF VARIOUS PLANETS



"JUMPING ORBITS"

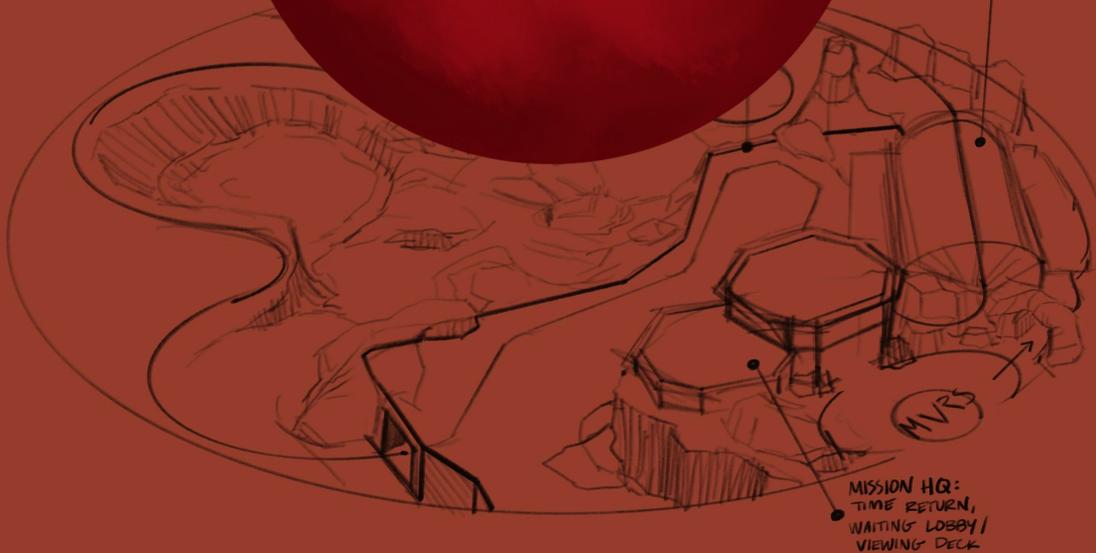


"RIDE THE (SOLAR) SYSTEM"  
 "THE SOLAR RODEO"  
 "RIDE THE SOLAR CIRCUIT"

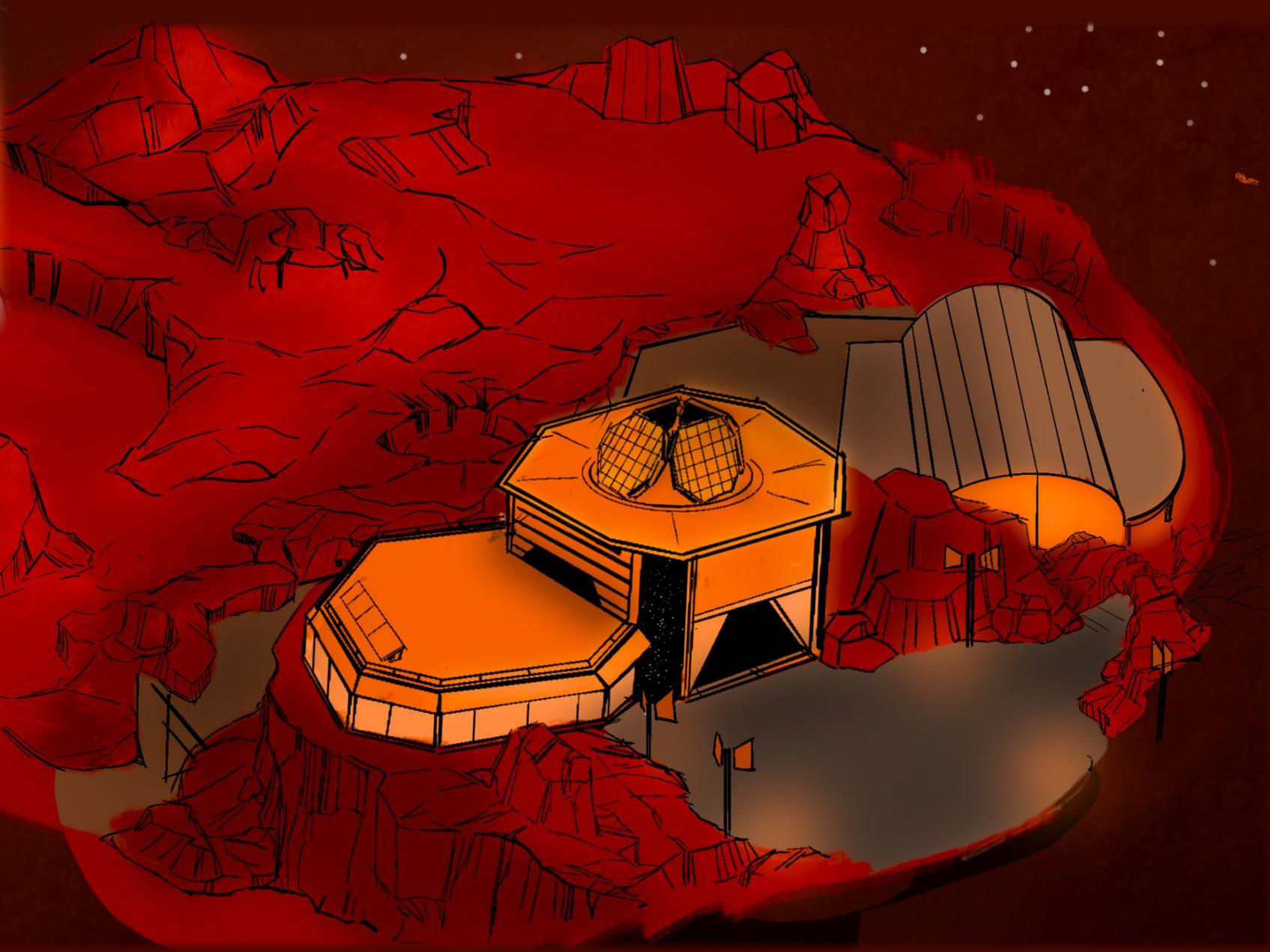


HELIO-ORBIT LOGISTICS

# MVRS

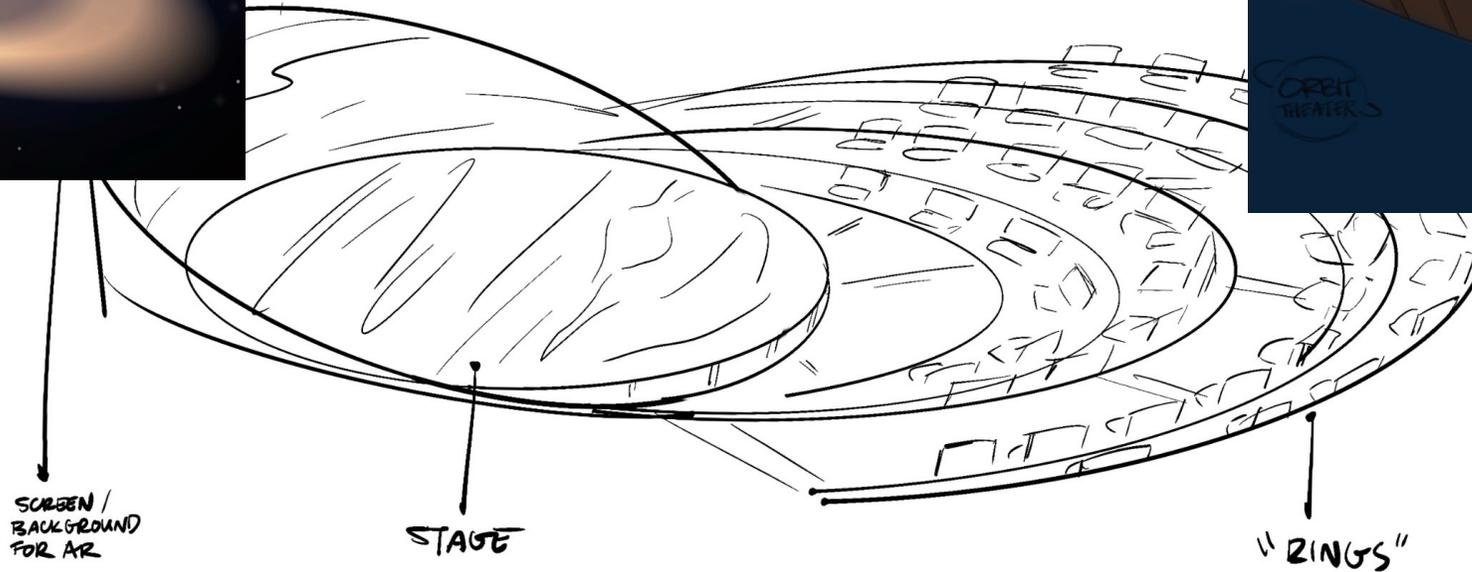
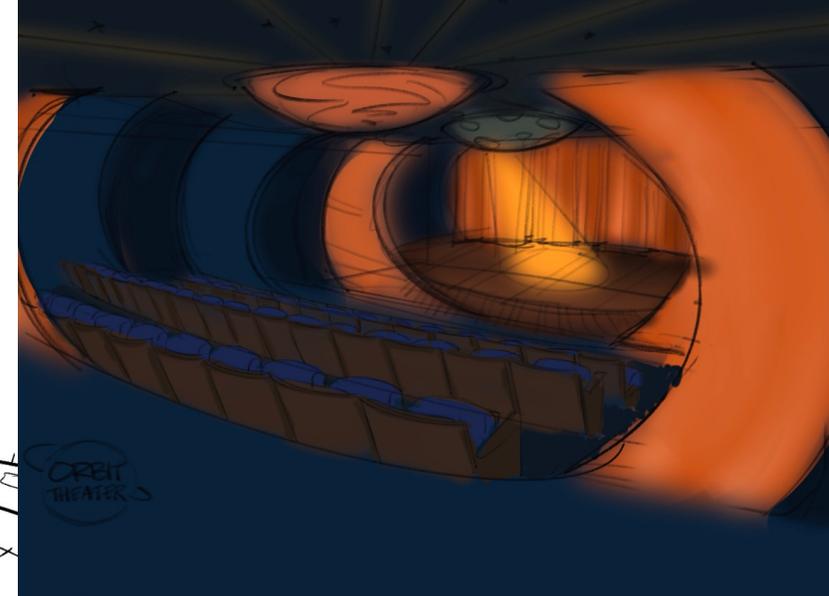
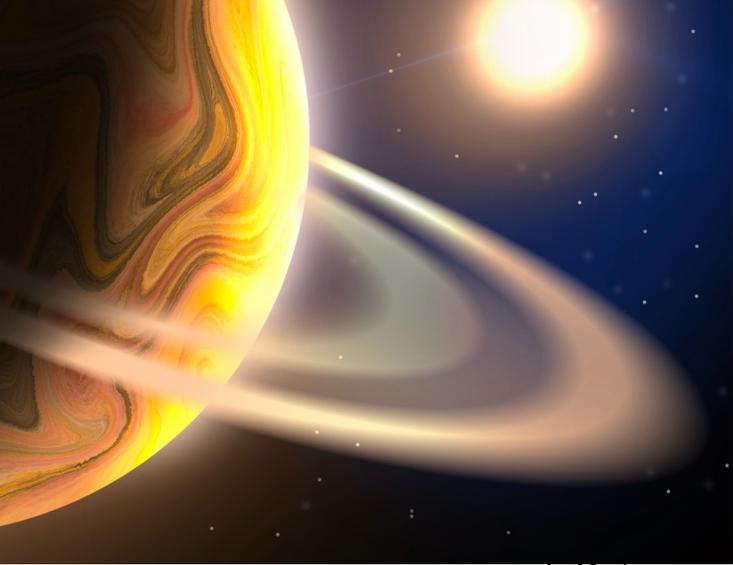


**MVRS (pronounced Mars) is a virtual reality experience that lets visitors to Orbit: Arts Experience see what life on the surface of Mars would be like, complete with a Mars habitat and the chance to take an EVA walk. MVRS is completely self-sustainable, with activities in the Mars habitation that power the VR experience. In the case that supplemental power is necessary, solar panels will have been installed on the top of the Orbit: Arts Experience building. After exploring the hab, visitors are tasked with completing an EVA – going out onto the planet’s surface to fix a receiver. Guests put on a VR helmet and a harness that allows them to be connected to a rail in the ceiling that helps mimic Mars gravity and guides the guest across the surface. During the EVA, Holst’s Mars movement plays, and after the receiver is repaired, and as the music swells, an alert of a dust storm comes through the helmet and the final quarter of the track is a race back to the air lock.**



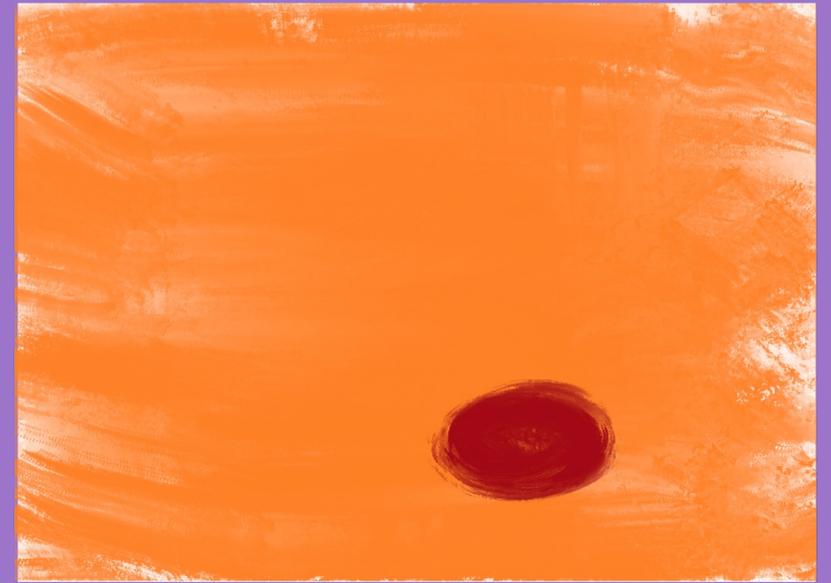
MVRS

# Outer Ring Theatre



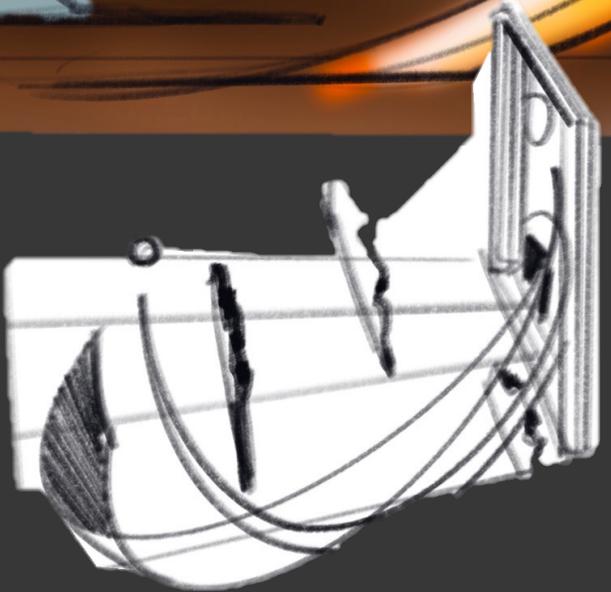
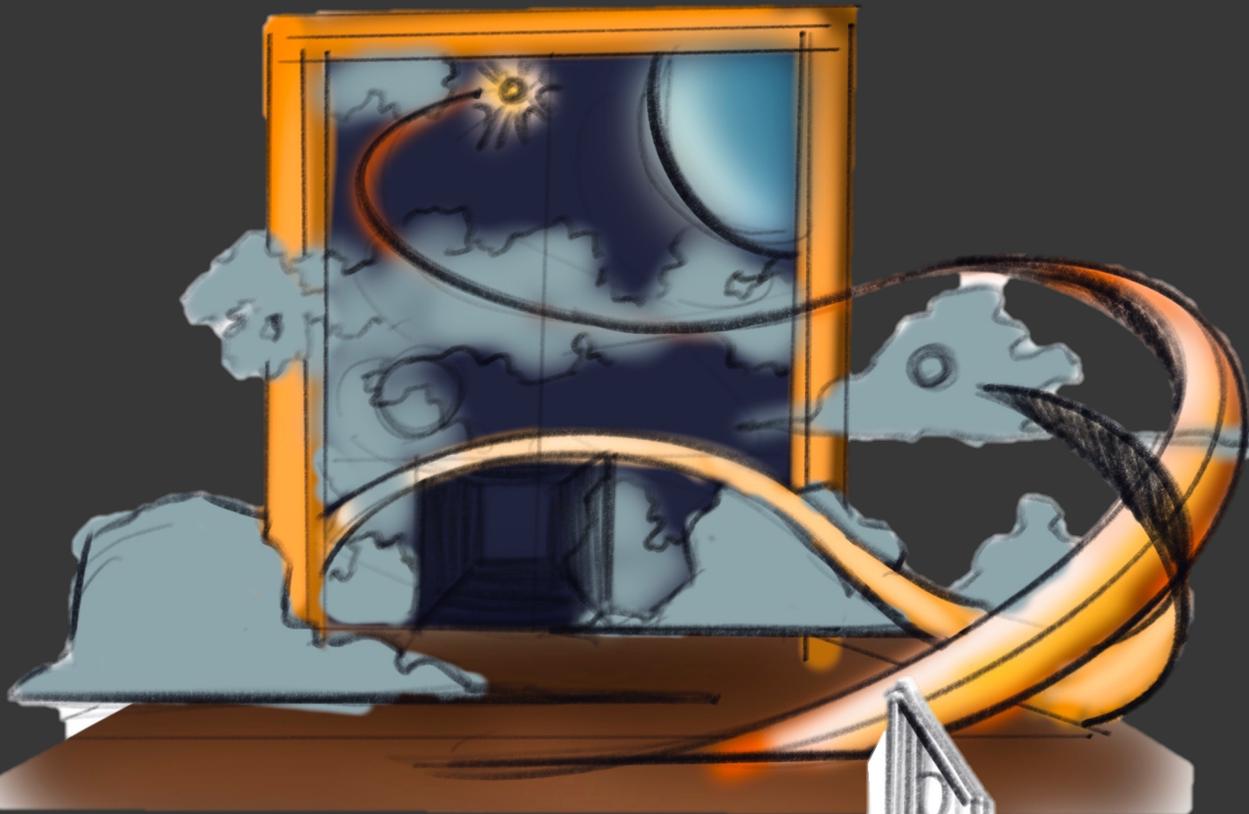
Inside the Outer Ring Theatre, inspired by Saturn, visitors to Orbit are invited to view hybrid live action and augmented reality performances. Dancers perform choreography to each of the movements of Holst's *The Planets* with asteroids, spaceships, and shooting stars sharing the stage. Each seat has a built in AR headset that attaches to a pair of glasses given to each person as they enter. Performances are scheduled, but the AR environment also allows for full performances to be viewed at the leisure of each person. Provided headphones play music for individual viewings, and visitors can watch choreographed dances or choose to view an orchestral performance, controlling which sections of the orchestra are visible and audible by using a built-in tablet.

The Gustav Gallery is divided into two sections, highlighting either two- or three-dimensional art. In the two-dimensional portion of the gallery are watercolor, oil, and acrylic paintings, charcoal, graphite, and ink drawings, all created by artists connecting to the movements in Holst's The Planets suite. Imagine a large piece inspired by Rothko with single red oval on a giant orange canvas, or a red ink drawing showing the topography of Mars and its many craters. A portion of the gallery would be reserved for local artists to exhibit works created specifically for the venue, to further connect Orbit: Arts Encounter to its host city.

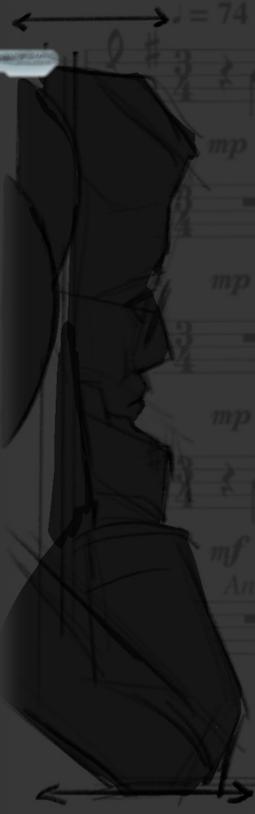


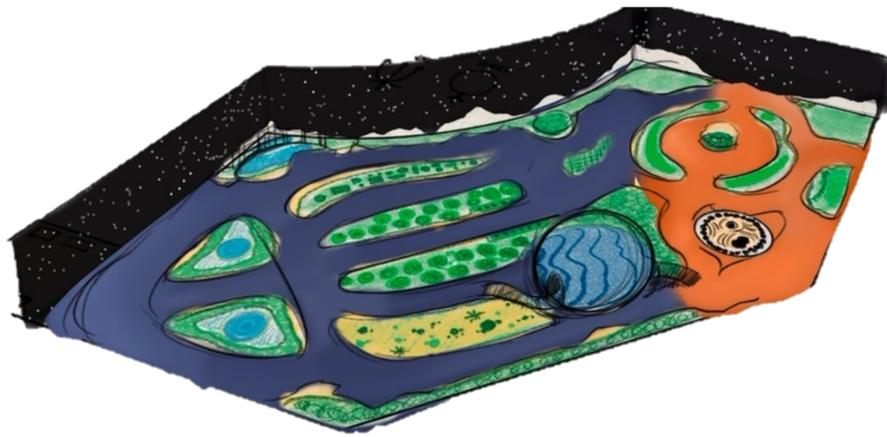
The three-dimensional portion of the gallery is home to a collection of statues and sculptures, made from all manner of materials – wood, steel, clay, stone, household objects. The two sections are connected by a walkthrough that combines the two- and three-dimensional with a painting coming out of the wall on one side, and a giant bust of Gustav Holst over the doorway in the other.





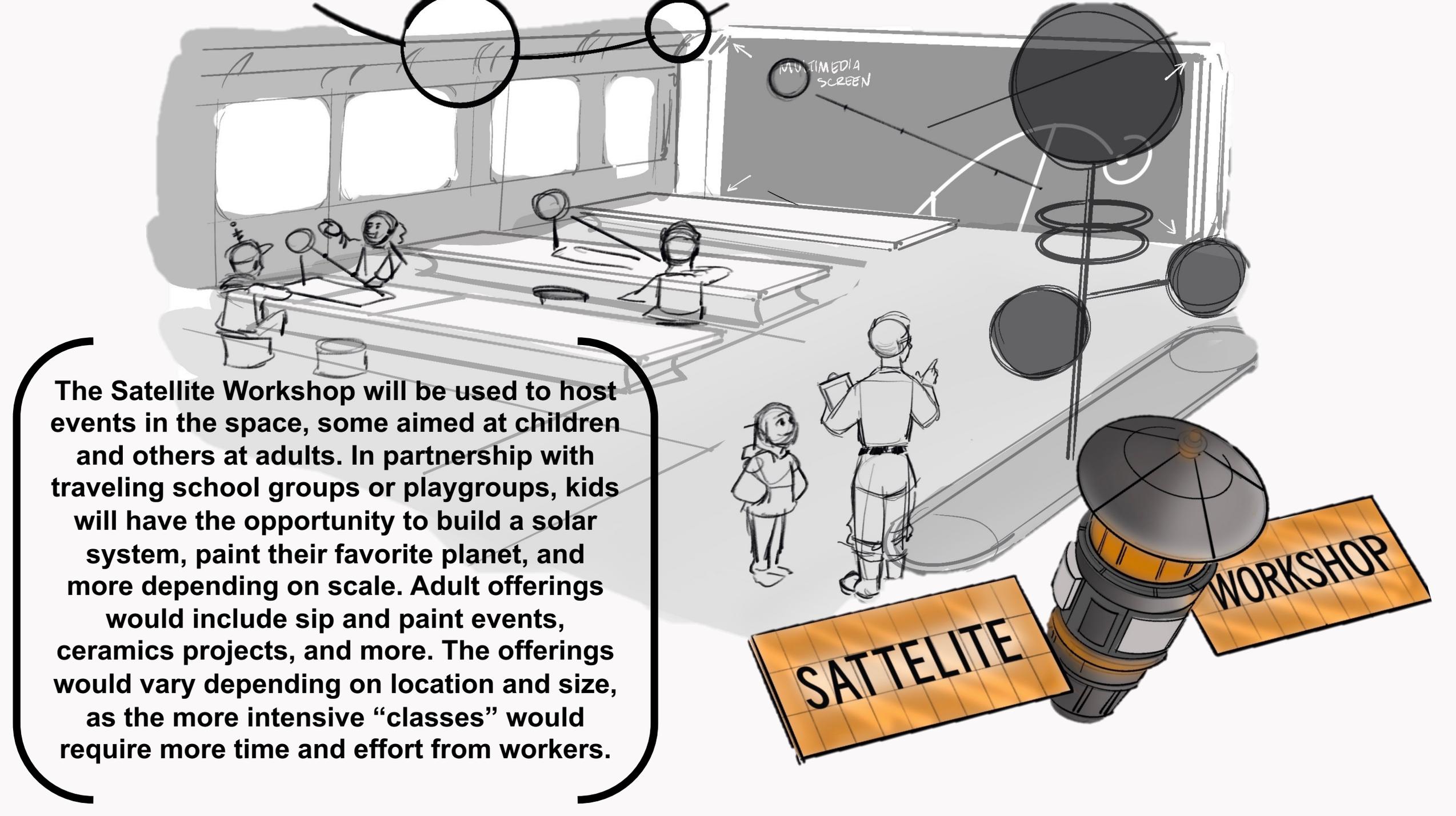
SCULPTURE  
GALLERY  
GUSTAV DOORWAY



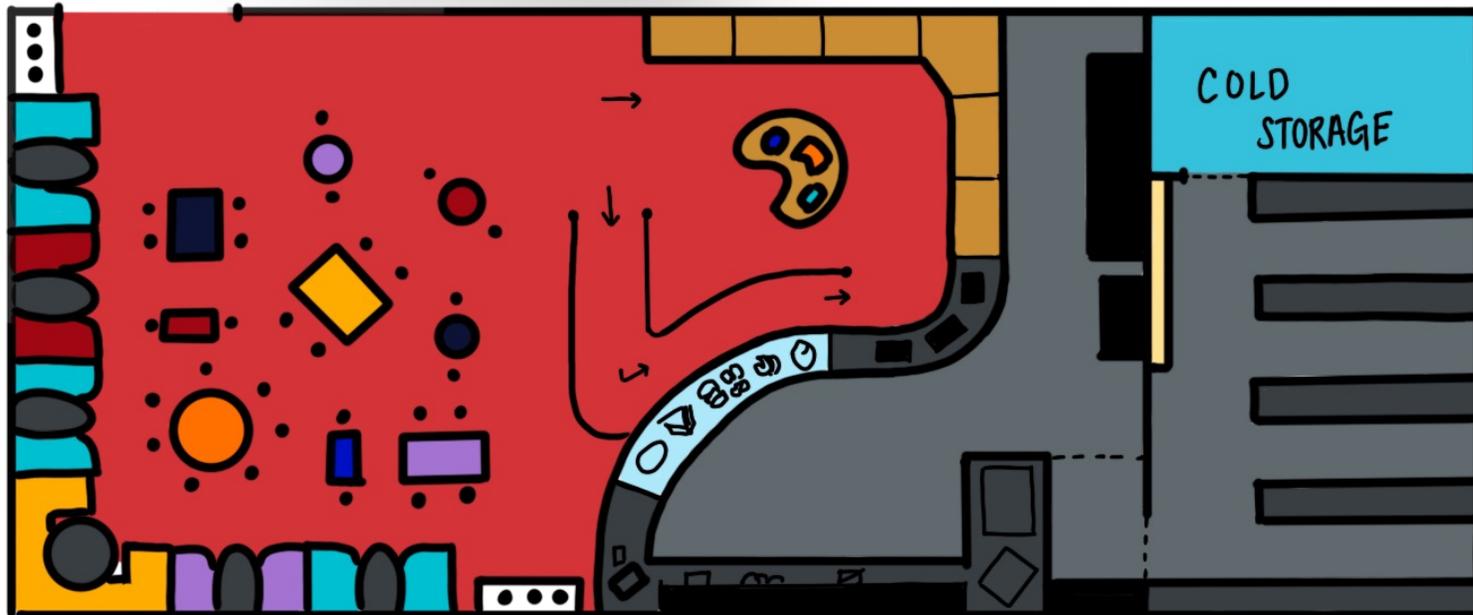
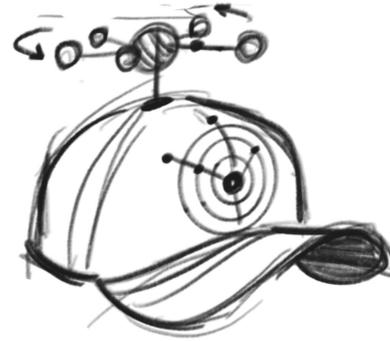


Inspired by the Venus and Neptune movements, visitors to Orbit: Arts Encounter can take a stroll through the Galactigarden. Designed to incorporate the signs of Venus and Neptune in the pathways and activate the guest's sense of smell, Galactigarden is divided into sections that highlight different types of gardens. A Japanese Zen Garden, trimmed shrubbery, floral designs, and a koi pond help anchor guests to a familiar botanical experience. An herb garden and small citrus orchard support the culinary experience by providing garnishes for dishes and cocktails. Food waste from the dining experience and café is utilized as fertilizer to keep the plants healthy. As guests travel deeper into Galactigarden, they can discover a large Plane-topiary that opens to reveal a statue of the goddess Venus.

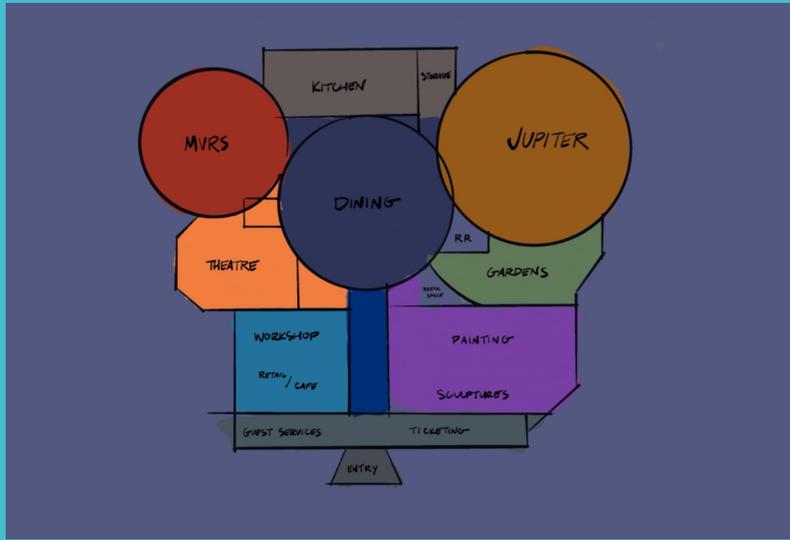




The Satellite Workshop will be used to host events in the space, some aimed at children and others at adults. In partnership with traveling school groups or playgroups, kids will have the opportunity to build a solar system, paint their favorite planet, and more depending on scale. Adult offerings would include sip and paint events, ceramics projects, and more. The offerings would vary depending on location and size, as the more intensive “classes” would require more time and effort from workers.



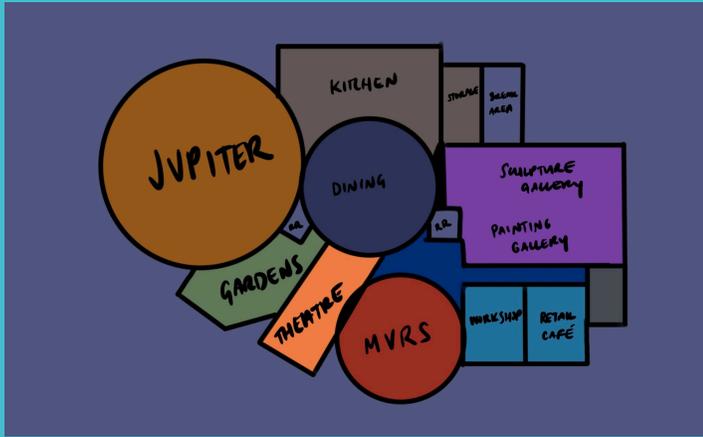
**Crater Commerce is a combination retail and café dedicated to the god of commerce, Mercury. Coffee, tea, and grab-and-go treats are available, and seating is provided for visitors to take a break between exploring Orbit: Arts Encounter's many exhibits. Retail offerings would include Orbit: Arts Encounter branded apparel, copies of *The Planets* on CD or vinyl of the after the dining experience's courses are complete. Cold storage and stock room are behind the retail and café counter and can be scaled with seating as necessary.**



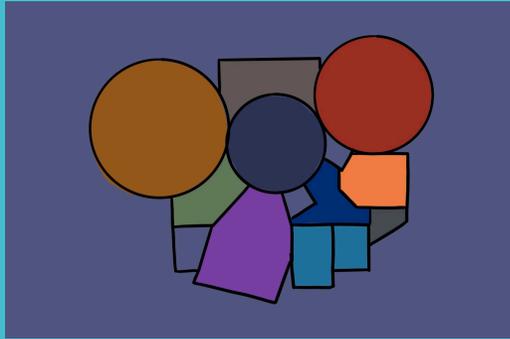
50k ft<sup>2</sup>

**SCALABILITY**

Orbit: Arts Encounter is designed to maximize the 50,000 ft<sup>2</sup> allotted in the brief but is capable of scaling down into smaller spaces if necessary. 35,000 ft<sup>2</sup> and 20,000 ft<sup>2</sup> options are shown, with only minor changes to the two major experiences in MVRs and Journey to Jupiter, a reduction in the gallery and garden spaces, and a change to the theater offering augmented reality performances only.



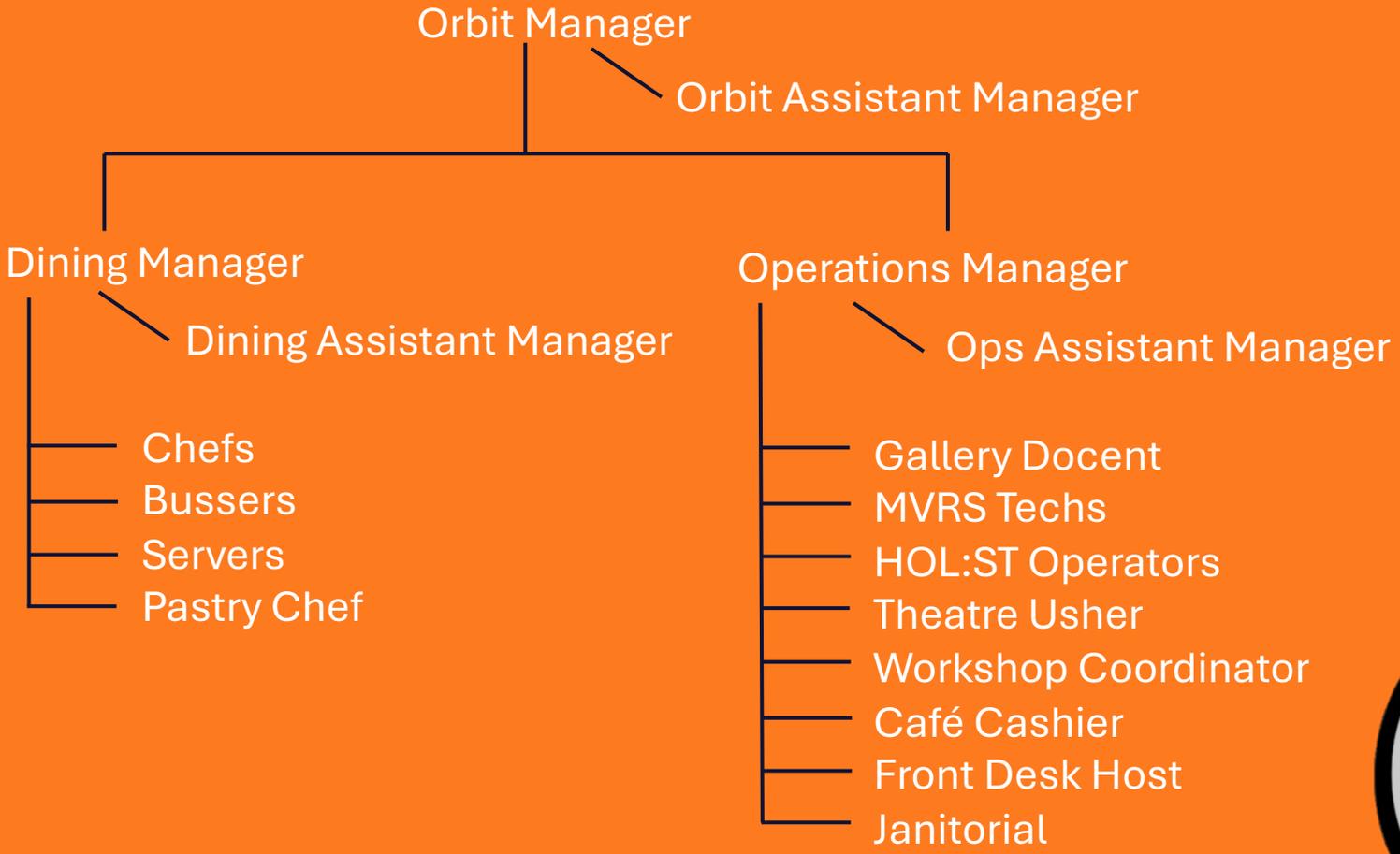
35k ft<sup>2</sup>



20k ft<sup>2</sup>

	50k	35k	20k
Jupiter	10,200	7,000	5,000
Dining	12,500	8,700	5,000
MVRs	6,000	4,100	2,400
Gallery	7,000	4,900	2,800
Theatre	2,768	1,900	1,100
Garden	2,544	1,700	1,010
Workshop	2,000	1,200	1,000
Retail/Café	2,000	1,200	600
Breakroom	1,200	800	500
Entry	900	630	400
Restrooms	800	600	600
<b>Total</b>	<b>47,912</b>	<b>32,730</b>	<b>20,410</b>

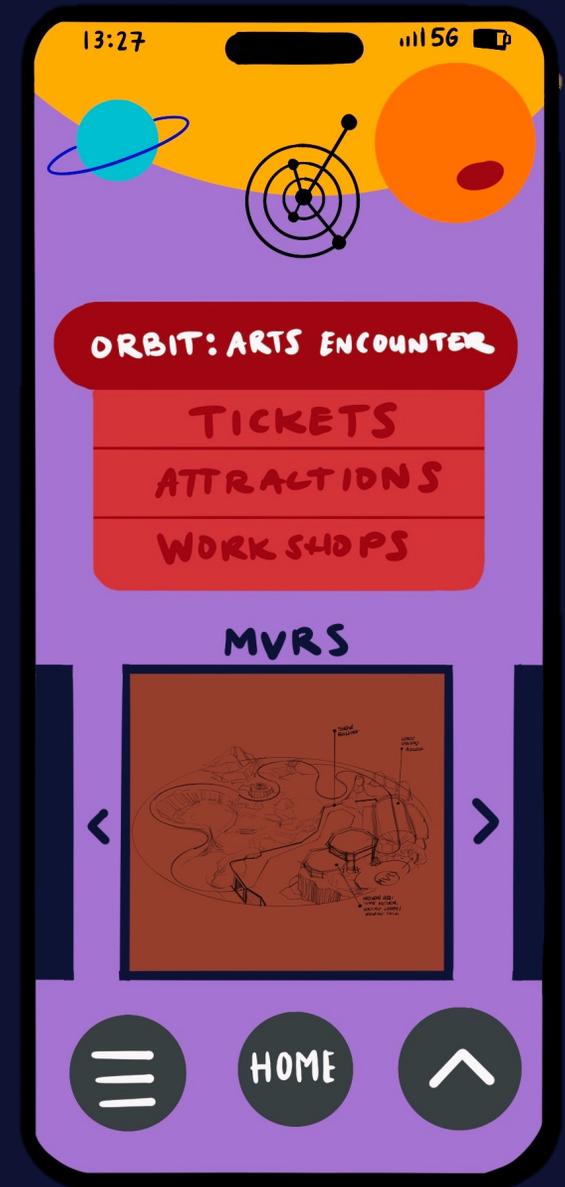
# Operations Breakdown





# Sustainability Goals

- **Solar Power**
  - New builds include solar panel installment on roof.
- **MVRS as a Closed System**
  - Visitors to the Mars habitat help to generate electricity for VR experience. Supplemented by solar power if necessary.
- **Culinary Waste**
  - Food refuse becomes compost for the Galactigarden.
- **Recycled Water**
  - Restroom and Kitchen water is recycled for garden irrigation
- **Galactigarden grows garnishes for the Culinary Experience**
- **Digital Access**
  - Online Ticketing/Reservation/Maps
  - Interactive App (app clips integration)
  - Physical maps available by request



# Mission

The mission of Orbit: Arts Encounter is to help introduce and refamiliarize Guests with the power of classical music and the impact it can have on all people. By utilizing augmented and virtual reality as well as physical interactive experiences based in the arts, visitors are engaging with timeless and familiar music in new and exciting ways. All visitors to Orbit: Arts Encounter should leave with a newfound appreciation for art, wonder at the cosmos, and a drive to experience more.