

PROJECT TITLE



RENDERING



PROJECT INDEX

- Technical Documents
 - Site Plan
 - Floor Plans
 - Section Perspectives
 - Ride System
- Storybook
 - A Visual Walk Thru Experience
- Guide to Dragons
 - Stats/Characteristics
 - Dragon Glossary
 - Western Dragon
 - Frost Dragon
 - Eastern Asian Dragon
 - Quetzalcoatl
 - Rainbow Serpent
 - Wyvern

PROJECT TEAM

Abby Sanchez Architectural Designer
Head of Research

Rylee Rehders Architectural Designer
Principal Innovator

Taylor Rehders Animator
Lead Character Designer

PROJECT DATA

Existing Building: Sequoia Mall

Year Built: 1964

Location: Visalia, California

Existing Uses: Movie Theater
Large Retail Store

On-Site Amenities: 3-Story Parking Garage
Accessible Parking & Entrance
Retail Stores
Food Courts

Proposed Uses: Family Entertainment Center

Building Footprint: 49,280 Sq. Ft.

Individual Uses Square Footage:	
Colonnade Entrance:	1,400 Sq. Ft.
Lobby & Entry:	1,300 Sq. Ft.
Portal Hallway:	900 Sq. Ft.
Portal:	653 Sq. Ft.
Central Hub & Marketplace:	2,277 Sq. Ft.
Library:	3,100 Sq. Ft.
Sanctum:	3,083 Sq. Ft.
Obstacle Course:	3,391 Sq. Ft.
Ride Entry:	864 Sq. Ft.
Queue & Main Attraction:	21,440 Sq. Ft.
Backstage Equipment:	3,200 Sq. Ft.
Gift Shop:	1,977 Sq. Ft.
Restaurant:	2,308 Sq. Ft.

- Cast Outfits
 - Areas of Work
 - Places of General Gathering
 - Places of Knowledge
 - Places of Strength

SCOPE OF WORK

Transform an abandoned commercial building into a story-based Family Entertainment Center that features:

- Central Hub/ Gathering Space
- Library
- Interactive Show Set
- Obstacle Course
- Gift Shop
- Quick Service Restaurant
- Flight Simulation Attraction

VICINITY MAP NTS



SITE PLAN

"Dragon's Gate" is a Location Based Entertainment Center located within an abandoned portion of the Sequoia Mall in Visalia, California.

This currently unoccupied area lends itself to the story, the experience, and the message of Dragon's Gate, which is to bring attention to the world's climate change crisis through a interactive & educational lens.

Visalia, or, the Gateway to the Sequoias, is known as the entry to Sequoia National Park which has the world's largest trees, the Giant Sequoia Trees. Since 2015, about 20% of the world's mature Sequoia trees have been lost to wildfires.

By utilizing an existing building within an area that is known for air pollution and wildfires, it reduces the environmental impact the project will have on an already vulnerable ecosystem, while also bringing attention to the challenges the city faces being within the San Joaquin Valley Air Basin.

As there are currently new developments being worked on in Visalia, including an 1.7 million square foot warehouse, a Location based entertainment venue will add to the growth and value that exists in the agricultural center of California.



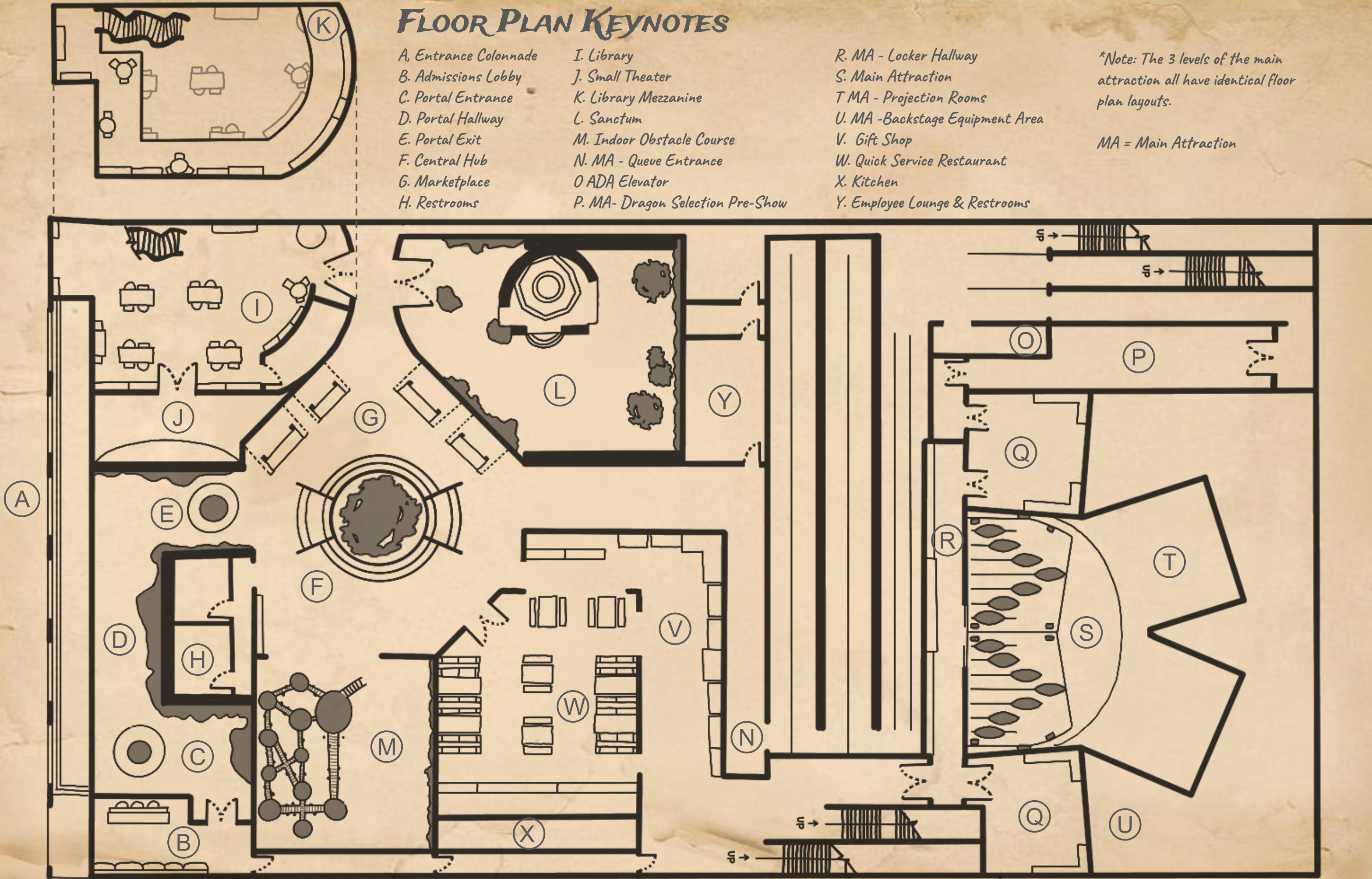
FLOOR PLAN KEYNOTES

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|-----------------------|----------------------------------|
| A. Entrance Colonnade | I. Library |
| B. Admissions Lobby | J. Small Theater |
| C. Portal Entrance | K. Library Mezzanine |
| D. Portal Hallway | L. Sanctum |
| E. Portal Exit | M. Indoor Obstacle Course |
| F. Central Hub | N. MA - Queue Entrance |
| G. Marketplace | O ADA Elevator |
| H. Restrooms | P. MA- Dragon Selection Pre-Show |

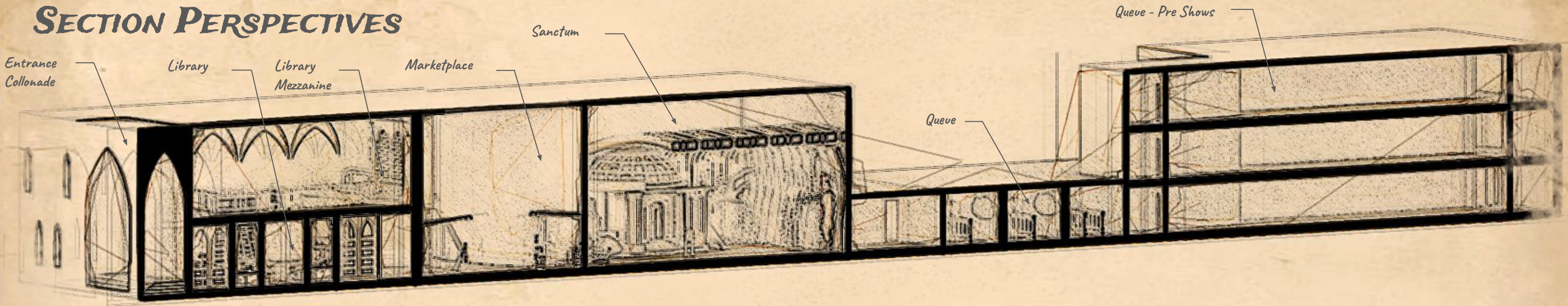
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| R. MA - Locker Hallway |
| S. Main Attraction |
| T MA - Projection Rooms |
| U. MA -Backstage Equipment Area |
| V. Gift Shop |
| W. Quick Service Restaurant |
| X. Kitchen |
| Y. Employee Lounge & Restrooms |

**Note: The 3 levels of the main attraction all have identical floor plan layouts.*

MA = Main Attraction



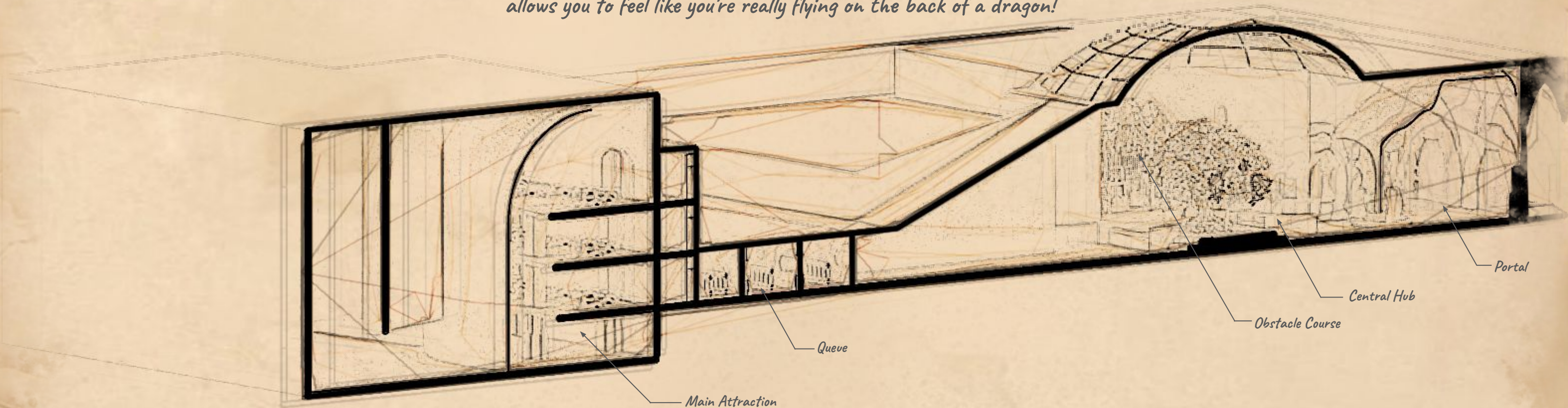
SECTION PERSPECTIVES



The linear section of "Dragon's Gate" works well with the flow and progression of the overall experience story line. Guests are greeted by immense archways that welcome them into the building. Once inside, the design elements within the entry rooms make it feel more like a condensed space and offer a more intimate experience that helps build your excitement as you make your way through the portal hall into the dragon's hidden realm.

Once out of the Portal, you are immediately engulfed in a large space that is defined by the site of this large and magnificent tree, but if you look beyond that you'll notice a curious entrance opening that looks like it leads to something ever more fascinating the further you travel into it. But before you can begin exploring that mysterious area, your senses are captivated by the sights, sounds, and smells of all of the other unique and interactive spaces around you. The grandness of these individual spaces, accentuates their importance to the overall experience as well.

As you finally finish exploring the large central areas of the realm, you can make your way back into the mysterious cave that once again condenses the space as you find yourself in a queue, which builds your anticipation for whatever is at the end. And you certainly won't be disappointed once you eventually find yourself in a massive simulation show room that allows you to feel like you're really flying on the back of a dragon!



THE "TRIALS"

In order to even access the queue for the main attraction, guests are instructed to put themselves through three different "trials" found throughout the realm that will prove their worth to the Dragons. At the beginning of their journey into the hidden realm, guests are given "guide bands" that are install with RFID technologies that track their progress throughout all of the trials and store data that helps the algorithmic system determine which dragon each rider gets.



The Library - The Trial of the Mind

Though this library may seem like an ordinary library, with shelves stacked with books and plenty of seating areas to read them at. There's also books they seem to "come alive" and encourage you to interact with them. Using simple touch-screen technology these interactive books describe the different species of dragons all around the world, filled fun animated lessons and personal quizzes at the end that help the system determine which cultural dragon you are most like, which is stored onto your guide band.

The Sanctum - The Trial of the Spirit

This interactive show set not only includes interactive elements like the library does, but it also provide a chance to interact with the "characters" of this story. For example, a sorcerer and his dragon demonstrate how their strong bond allows their own personal element-based magic to be amplified, using projected special effects. Guests then try their own hand at magic, by seemingly performing small magical feats, such as guiding the flow of water or taming a flame of fire, using motion detection and tracking technology. All the while, your guide band tracks which elemental magic you prefer the most to help determine what color your chosen dragon will be.



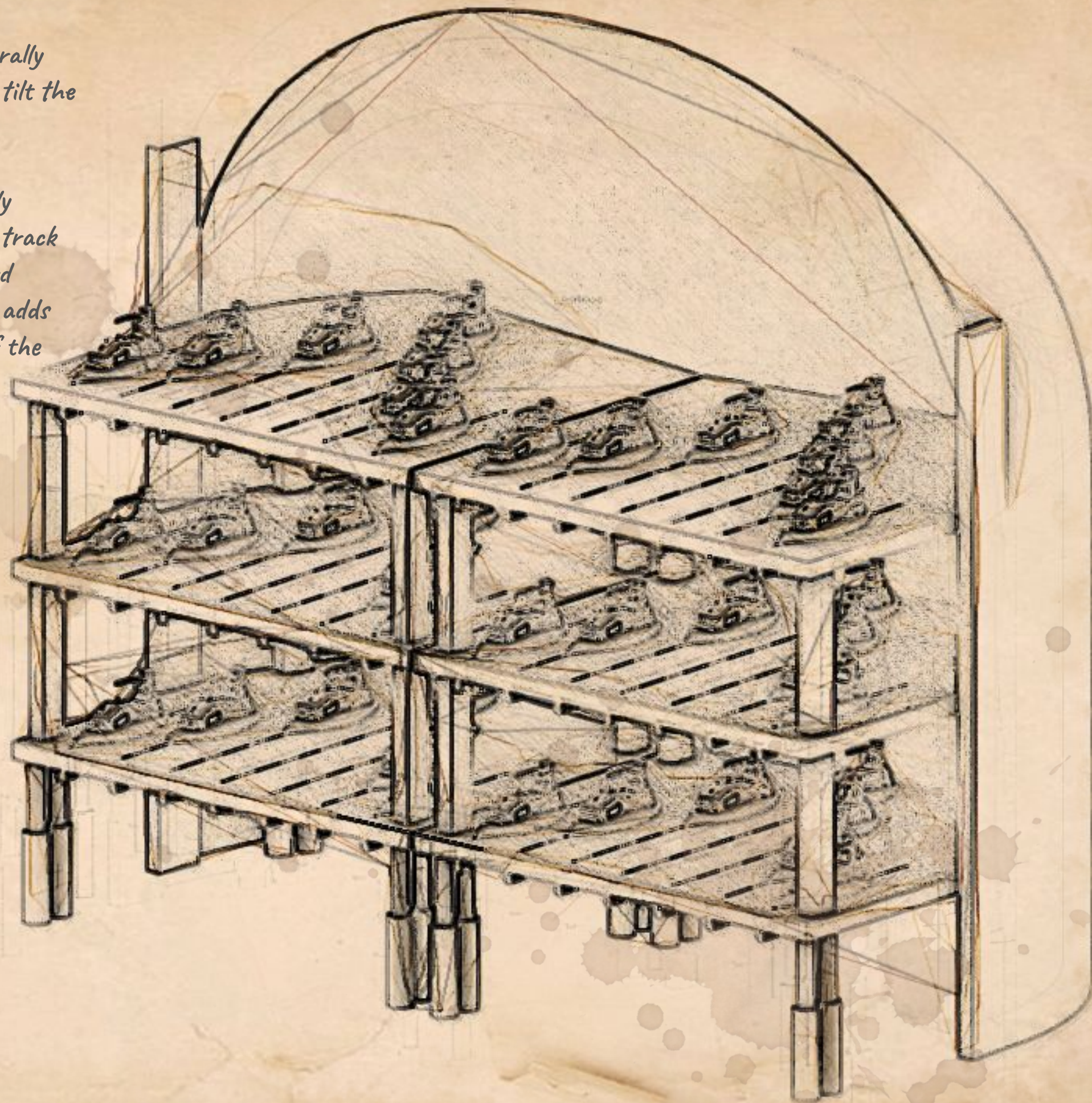
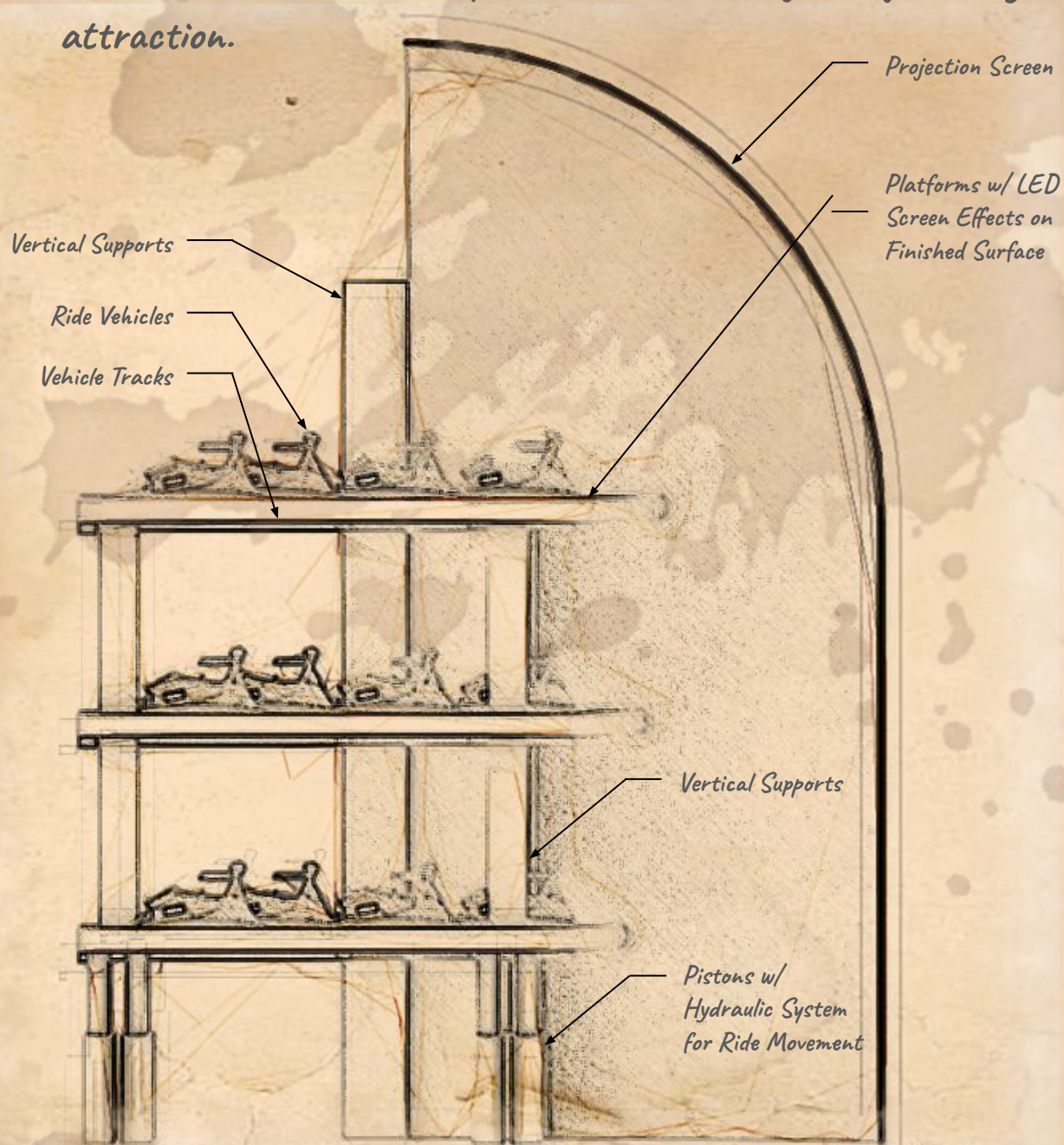
The Obstacle Course - The Trial of the Body

The final trial includes a test of physical strength, because of course you have to prove you're strong enough to stay on the back of a dragon. This area is the least technical space in the realm. You simply tap your band at the beginning of one of the various course path that are all set to different difficulty levels. Your completion time is then posted on the digital leader boards found within the space for those competitive enough to make it to the top rank. Those who prove themselves and complete the more difficult challenge paths may find themselves with bigger dragons.

RIDE SYSTEM

This ride system is composed of six platforms that are each structurally supported by several pistons, which use hydraulics to lift, drop, and tilt the platforms in a uniform sequence.

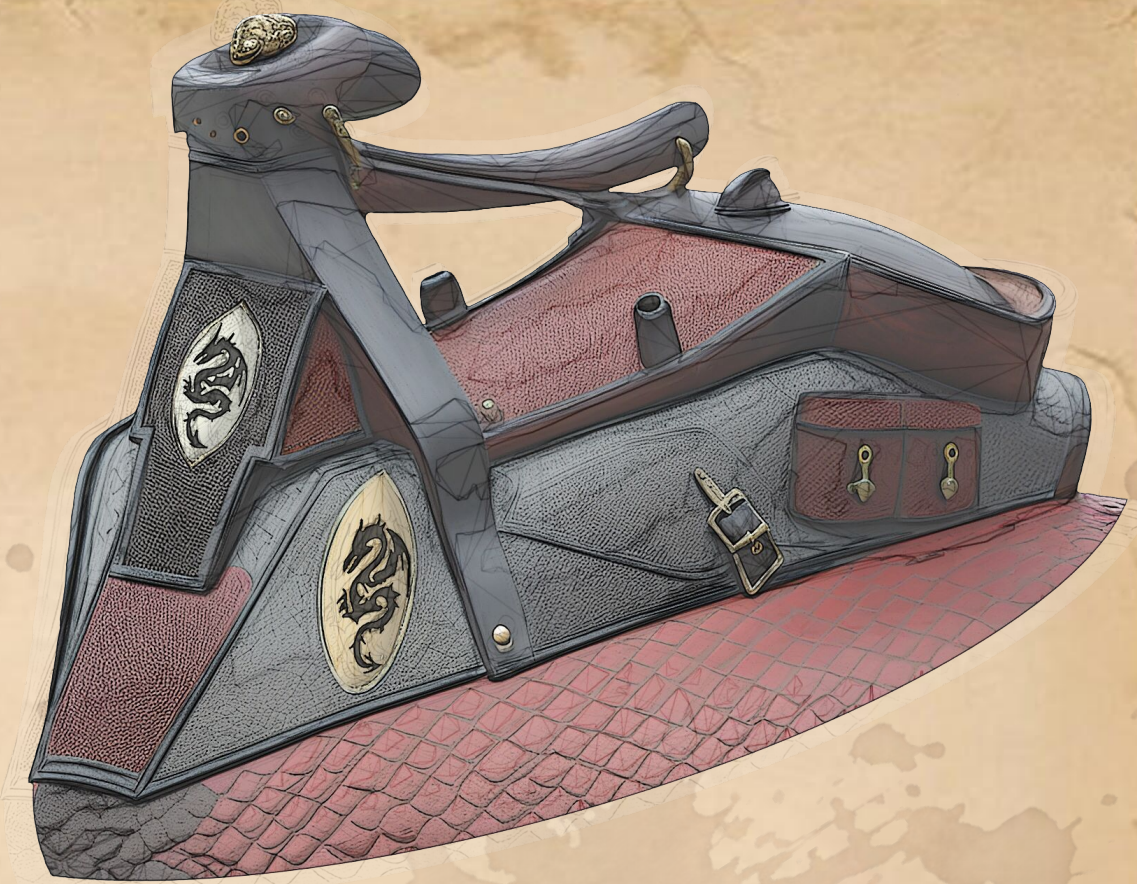
On each platform are seven single-rider vehicles that are individually attached to tracks that are hidden underneath the platform. This track system allows the ride vehicles to simply move forward and backward independently, allowing for the possibility of "formation flying" and adds to the overall immersive experience of the dragon-flight storyline of the attraction.



RIDE VEHICLE

The individual ride vehicles were modeled to look like a saddle to help riders fly on dragons' backs. The aesthetic of these "saddles" draws inspiration from traditional horse saddles with a scaly, dragon-like flare to them, whilst still incorporating some of the basic safety features needed for an attraction such as this.

For example, the leather-like pouch at the back of the seat actually hides the mechanism for the back restraint. The decorative buckles for the various pouches and other ornamental features on the vehicle, help the safety lap belt blend in more to the overall look of the saddle.



The flight goggles given to the riders during the safety pre-show portion of the queue, not only help them look like real dragon riders, but they also allow them to actually see the magical world that they are flying through with the help of 3D and AR (augmented reality) technologies that are installed within the goggle lens. Purchase of these goggles after the ride is optional as they allow you to see hidden things throughout the realm that you can't see without them.