



BIOGLOBEMES

A GLOBAL ADVENTURE

WILFREDO DELGADO • ALECSANDRO VITALE • ISABELLA MONTALVO

BIOMES is an immersive, location-based experience where guests, as honorary explorers, embark on a journey through Earth's unique natural environments: ocean, desert, tundra, and rainforest. Guests of all ages can learn about the landscape, climate, and culture of each biome through **interactive displays, captivating shows, and physical games and activities**. Featured attractions include an escape room, a maze, a rock climbing wall, and an educational walking trail. Adding to the experience is themed dining and retail, with an opportunity for guests to donate to a conservation fund of their choice.

OPERATIONS

ATTRACTION FEASIBILITY

- Enclosed within a warehouse style building up to 50,000 sq ft
- Attractions and set dressing can be scaled as necessary
- Unique global environments represent and appeal to diverse groups
- Meets accessibility requirements
- Requires an est. operations staff of 33 members and a maintenance staff of 7 members



STORY

G.L.O.B.E.

G.L.O.B.E. stands for **Global League of Biome Explorers** and is the catalyst for our experience. G.L.O.B.E.'s mission is to explore the different biomes of the world in an effort to make discoveries, raise awareness, and to educate. The role of our guests will be that of honorary explorers, or GLOBE-trotters, who will learn about the world's geographic diversity and how to preserve it.

CALL TO ACTION

Younger guests can pick up an explorer booklet in the main lobby and take discovery notes along their journey. A completed booklet can be redeemed for a collectible pin. Older guests will receive a pin for donating to a conservation fund of their choice.



STORY

G.L.O.B.E. MEMBERS

The **Global League of Biome Explorers** has several lead members that appear throughout the experience to inspire younger guests to pursue environmental studies. G.L.O.B.E. was founded by Captain Salvatorino Colombo, an Italian pilot who recruited four younger natural enthusiasts during his world travels. Kai is a diver and marine biologist from Samoa. Pedro is a paleontologist and hiker from Northern Mexico. Yuki is a climber and astronomer from Alaska. And Ayanna is a zoologist and expert kayaker from the Congo river basin.

OCEAN
Explorer

KAI



DESERT
Explorer

PEDRO



TUNDRA
Explorer

YUKI



RAINFOREST
Explorer

AYANNA



GLOBE
Explorer

CAPT. COLOMBO



THE BIOMES

Guests will encounter 4 biomes chosen for their diversity. Each room is a collage of real-life places. Ocean is set within an industrial undersea base. Tundra takes inspiration from Alaska. Desert, from Northern Mexico. And Rainforest, from the Congo river basin of Africa.



FLOOR PLAN

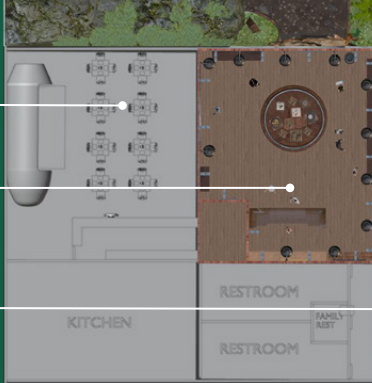
RAINFOREST



TUNDRA

DESERT

DINING



RETAIL



LOBBY



OCEAN

LOBBY

G.L.O.B.E. HQ

Upon entering the experience, guests will encounter a lobby themed to the headquarters of G.L.O.B.E. This area is home to guest services and restrooms. It is styled as a 1940s airport.

Staff breakdown:

- 3 attendants
- 2 maintenance
- 2 cleaning



RETAIL

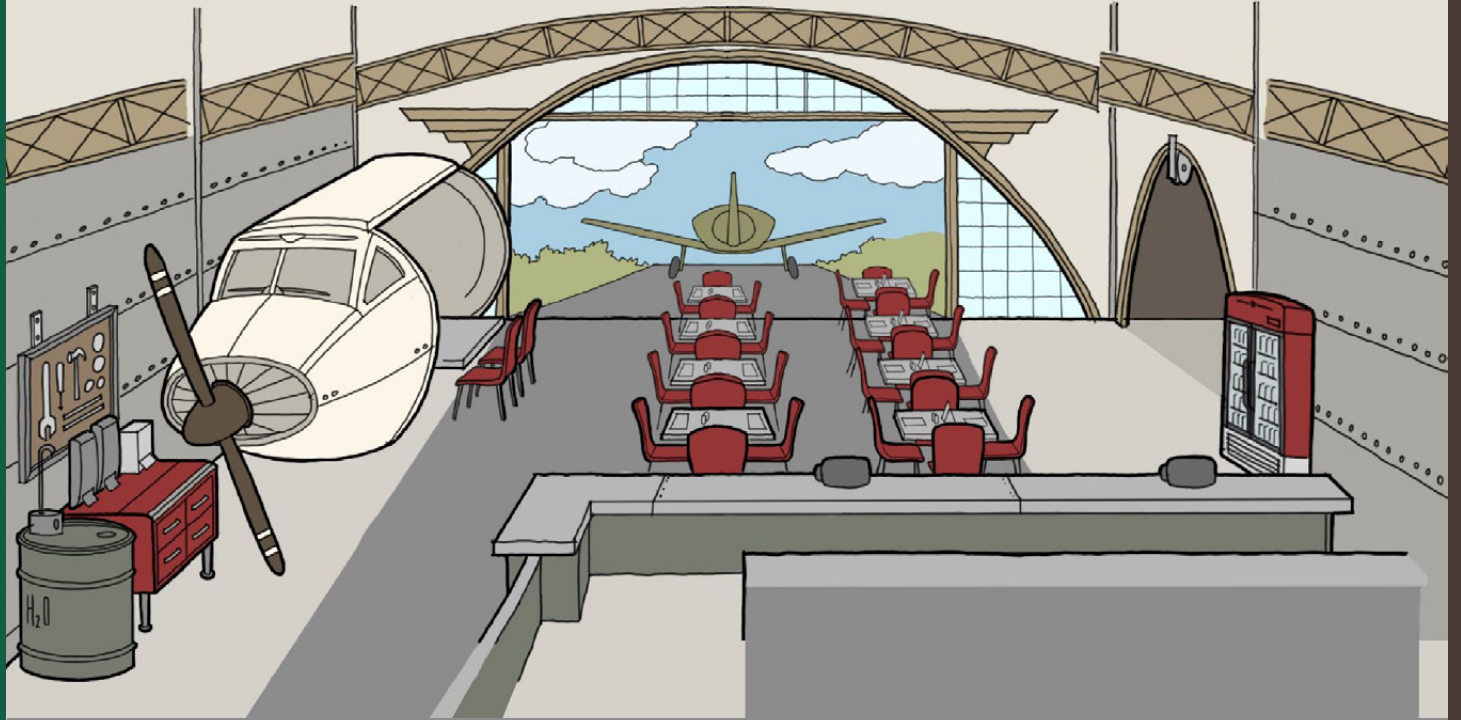
THE ARTIFACT LIBRARY

The retail location is themed to an archive where members of G.L.O.B.E. store artifacts that they find on their adventures. Guests will be able to purchase items in collaboration with brand names like Hydro Flask and Patagonia. Requires 3 staff members.



THE
**PROP
CLUB**

The dining location is a quick service restaurant themed to an airplane hangar. This is where Captain Colombo repairs his planes. It will serve food inspired by each biome. Requires 10 staff members.

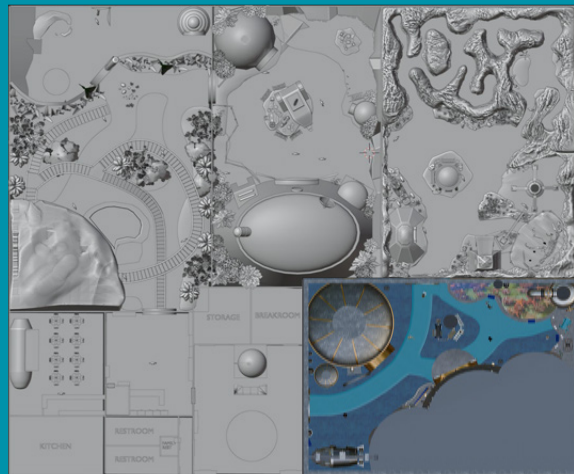
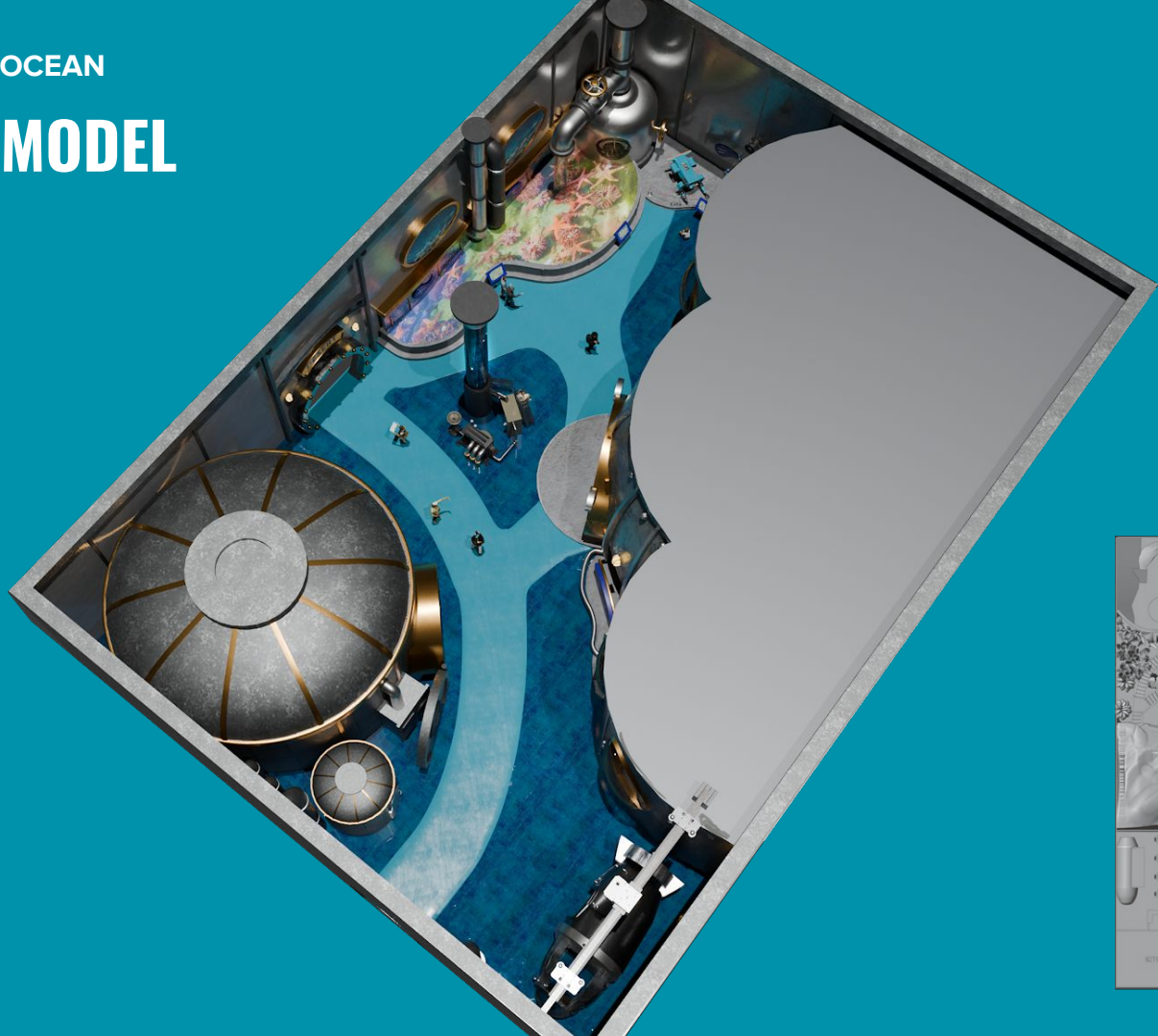


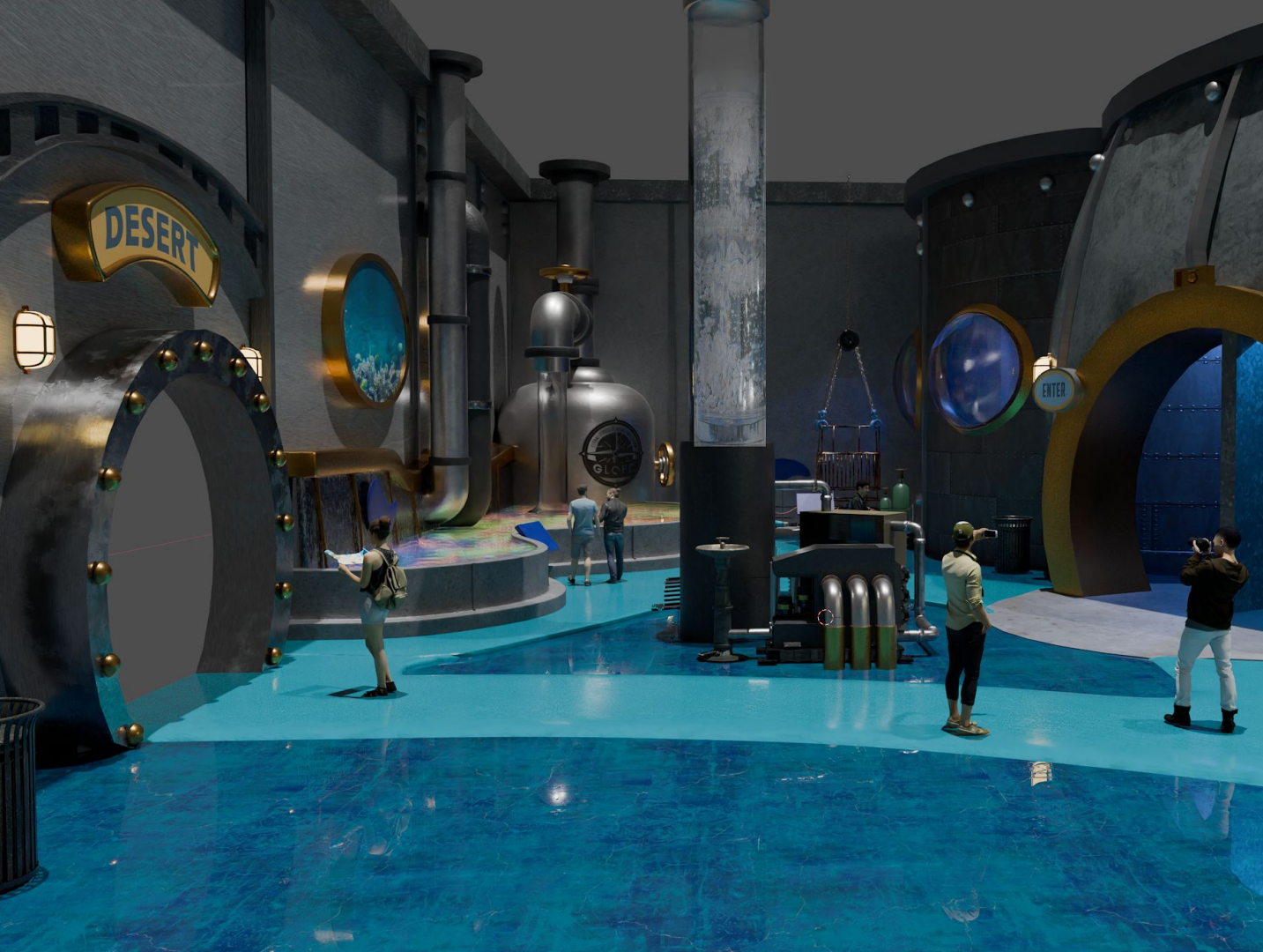
Explore the

OCEAN

OCEAN

MODEL





OCEAN

MODEL OVERVIEW

The Ocean room is themed as an underwater base. It features a moving walkway attraction, a nautical escape room, and an interactive digital take on a tidal touch pool. Guests will find education on topics like ocean zones, exploration, and marine life. 6 attraction hosts are required for operation.

OCEAN

SCUBA DIVE

ADVENTURE

This 10 minute moving walkway experience will simulate a dive through the unique underwater zones of the coral reef, deepwater trench, and open ocean. Guest will be captivated by media screens, physical props, & practical effects. Exciting moments include erupting magma vents and a giant squid encounter!

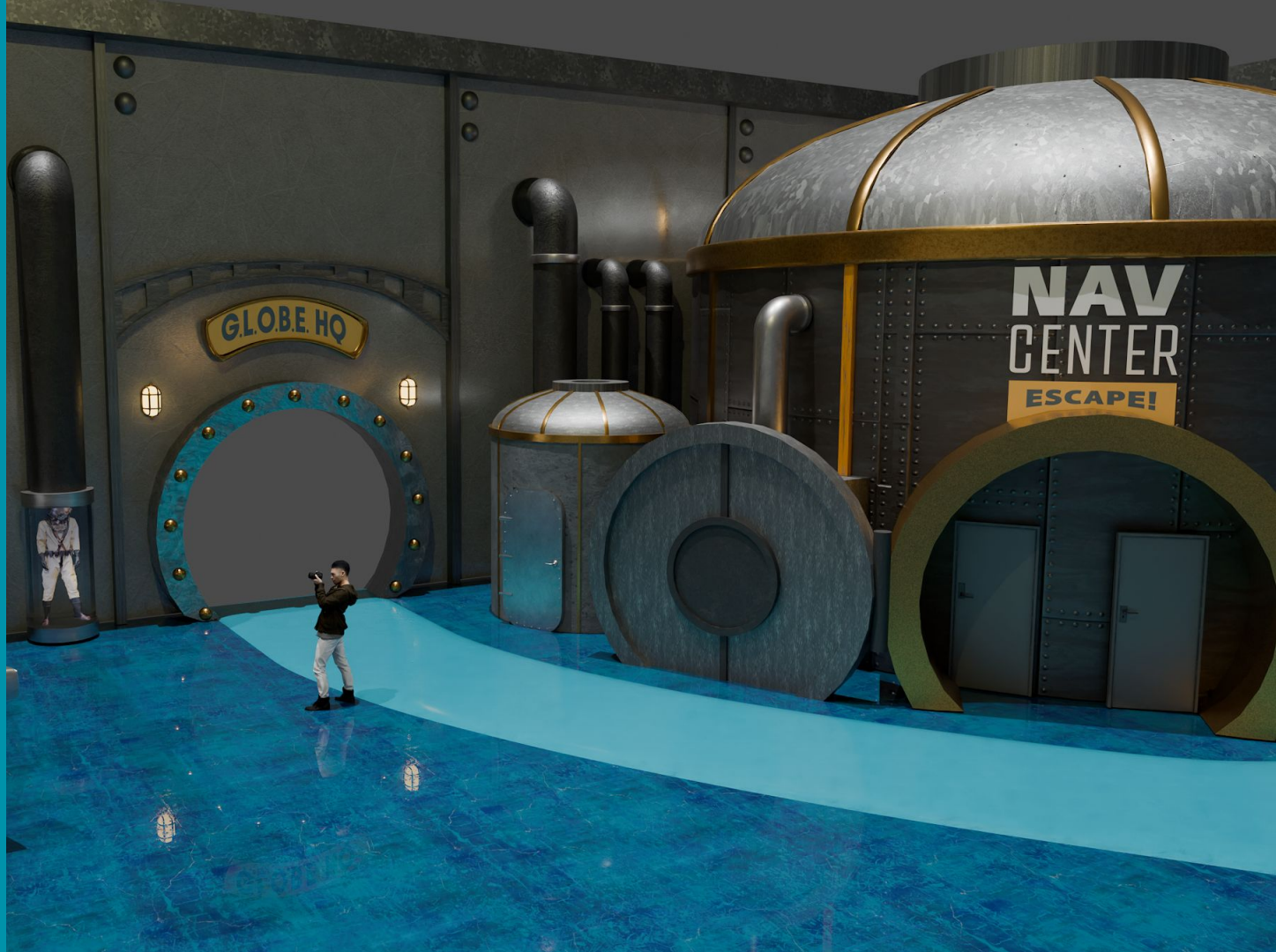


OCEAN

NAV CENTER

ESCAPE!

This 3-part escape room is themed to different factors of ocean navigation, including sonar and cartography. Up to 8 guests per room must solve puzzles to locate a missing submarine crew before the air supply runs out, all within 45 minutes! This attraction operates with timed entry.

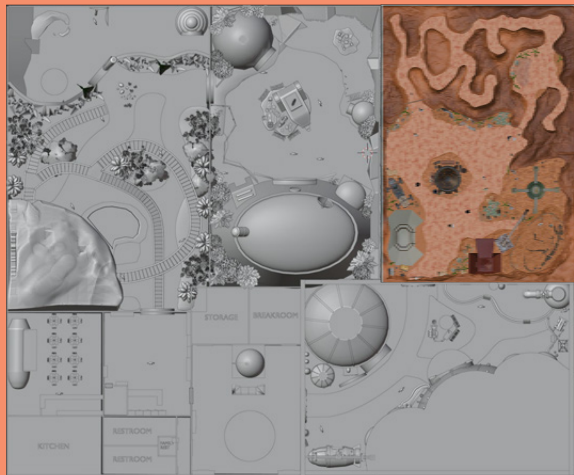


Explore the

DESERT

DESERT

MODEL





DESERT

MODEL OVERVIEW

The Desert room is themed as a dig site encampment near a slot canyon. It features a maze, interactive drill prop, and a sandbox play area. Interactive displays educate guests on desert habitats, plant life, water conservation, and paleontology. 4 attraction hosts are required for operation.

DESERT

SLOT CANYON MAZE

This maze is themed as a slot canyon with obstacles along the way. The path leads to a mystical oasis where hidden screens bring fossils to life to educate guests on extinct species. Fiber optics in the rockwork make the walls shimmer with an ethereal energy.



DESERT

THE DIG SITE

UNCOVER DINOSAUR FOSSILS

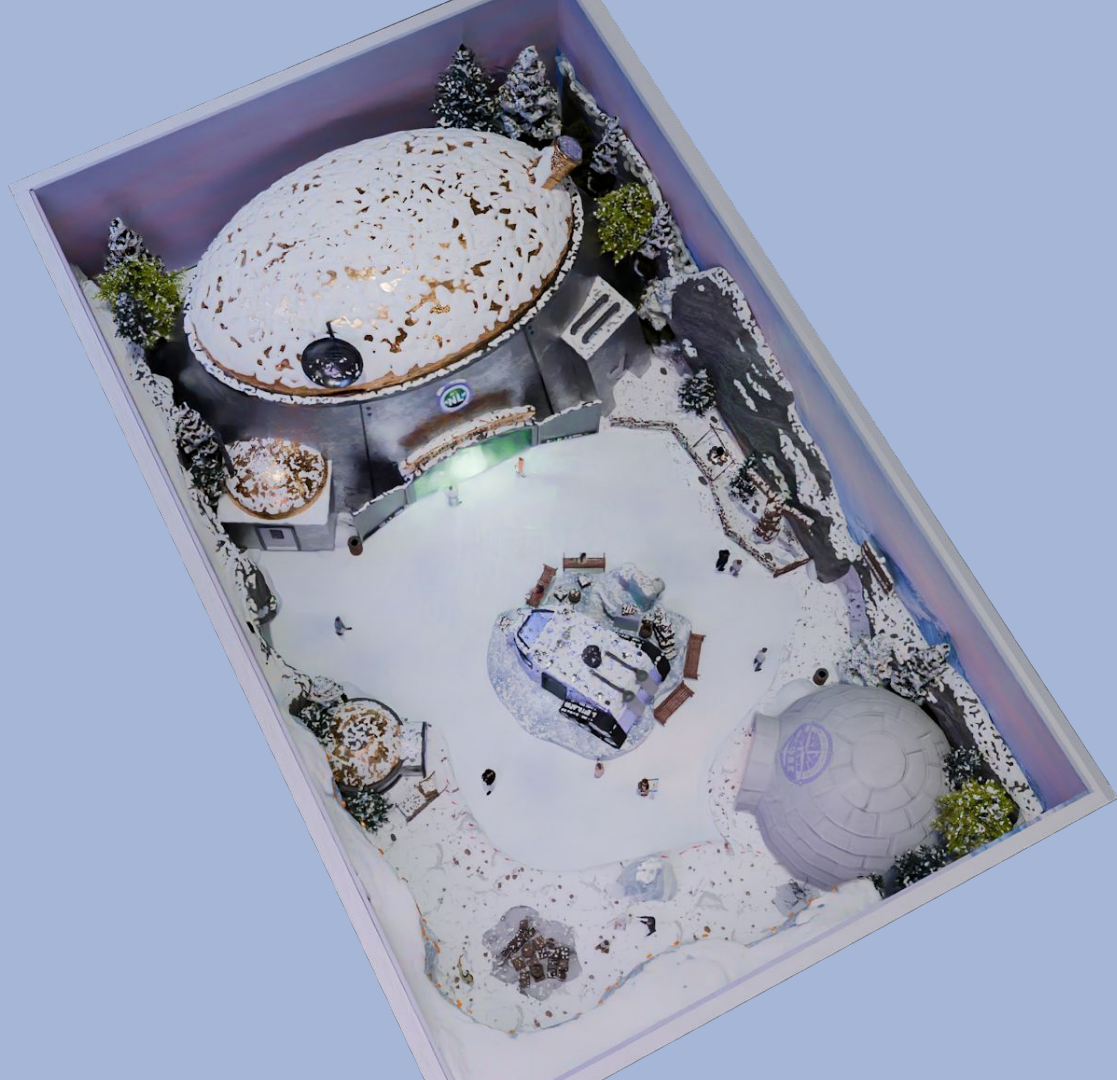
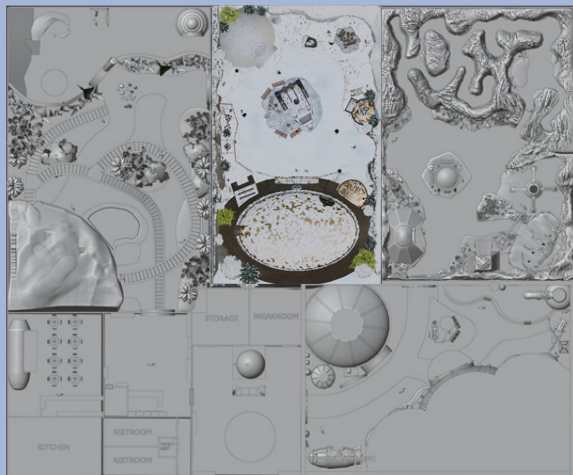
Younger guests can play paleontologist in a sandbox filled with fossils to uncover. A nearby tent includes information about the various tools used by paleontologists. Additionally, a large excavation drill contains push buttons and levers that activate fog and sound effects that are sure to keep children entertained.



Explore the

TUNDRA

TUNDRA MODEL





TUNDRA

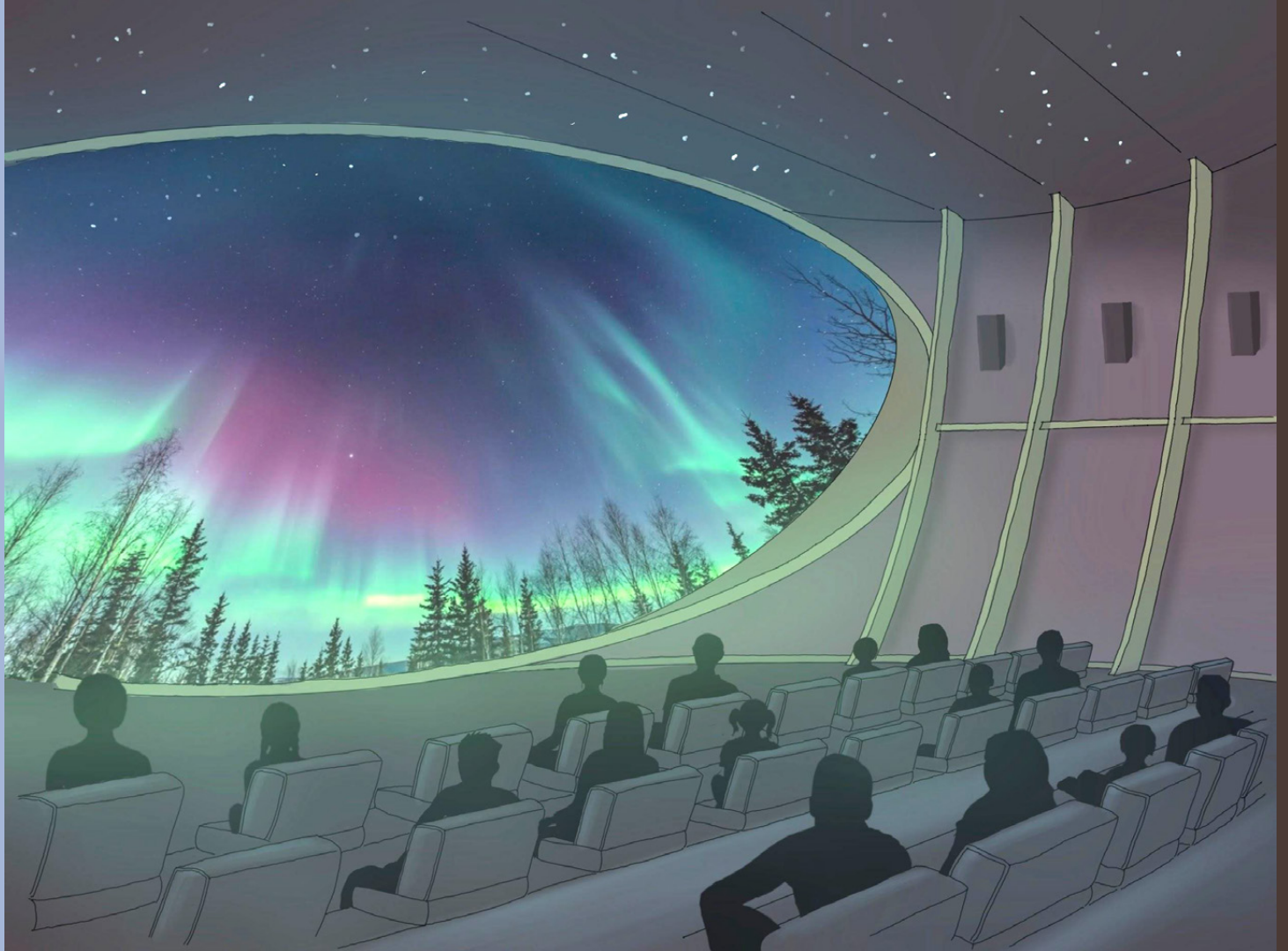
MODEL OVERVIEW

The Tundra room is themed to a remote observatory and basecamp in the Arctic. It features a planetarium show, a rock climbing wall, and displays centered around wildlife, global warming, and tribes indigenous to the region. 6 attraction hosts are required for operation.

TUNDRA

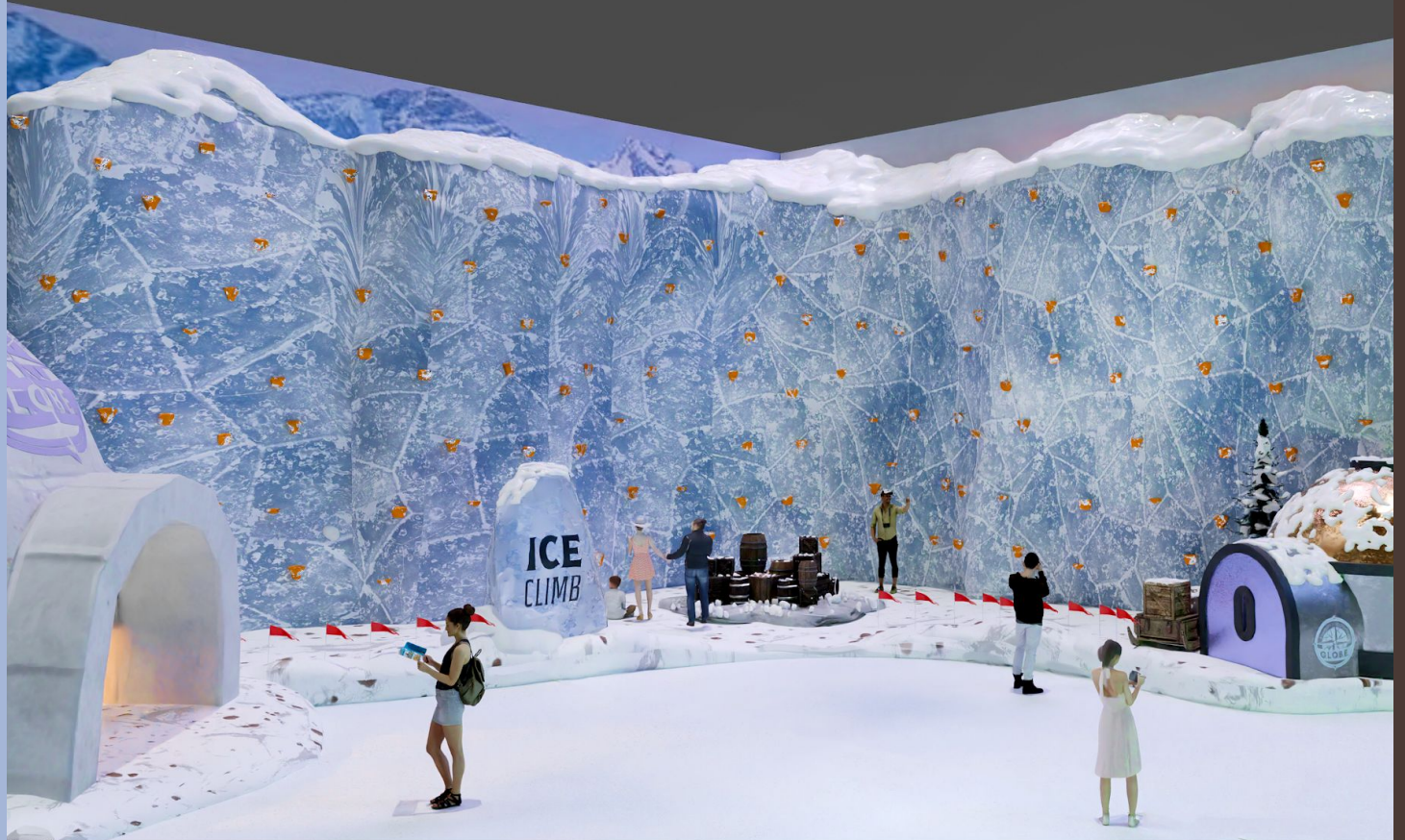
NORTHERN LIGHTS OBSERVATORY

Guests will revel in the majesty of the aurora borealis in this 4D experience. The 10 minute film begins with a tour of the Arctic regions, transitions to a brief astronomy lesson, and culminates in a spectacular northern lights display. Fiber optics, fog effects, and surround sound enhance the experience.



ICE CLIMB

This rock climbing activity is themed as a sheer wall of ice. There are three levels of difficulty, with the most challenging level introducing water to simulate a melting effect. Climbers gear up at the nearby base camp. Up to 6 climbers at a time can participate.



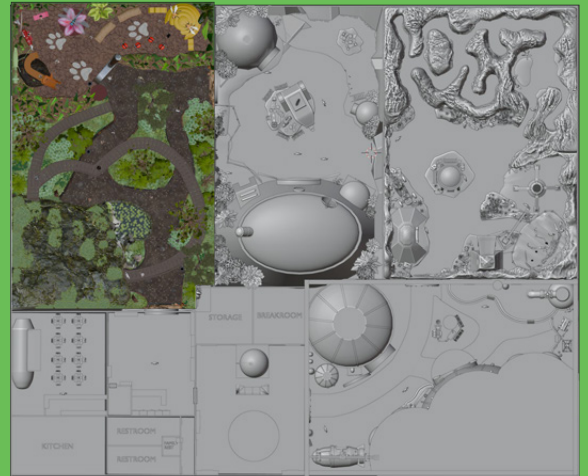
Explore the

RAINFOREST



RAINFOREST

MODEL





RAINFOREST

MODEL OVERVIEW

The Rainforest room is themed to a nature preserve within the Congo River Basin. It features a light show, a playground area, and a walking trail with an animal scavenger hunt. Interactive displays discuss the animals found within each level of the rainforest. 4 attraction hosts are required for operation.

RAINFOREST

Jungle Glow

LIGHT SHOW

This light show is the finale of the Biomes experience. Guests enter a spiritual cave which comes to life in a display of bioluminescence, achieved with projections and fiber optics. A large media screen features colorful waterfalls, synchronized to a musical score.



BUG ZONE

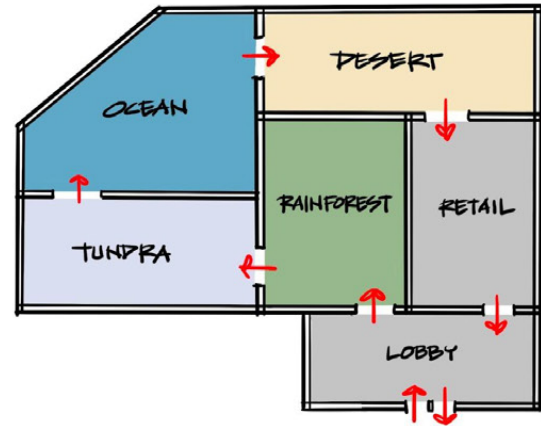
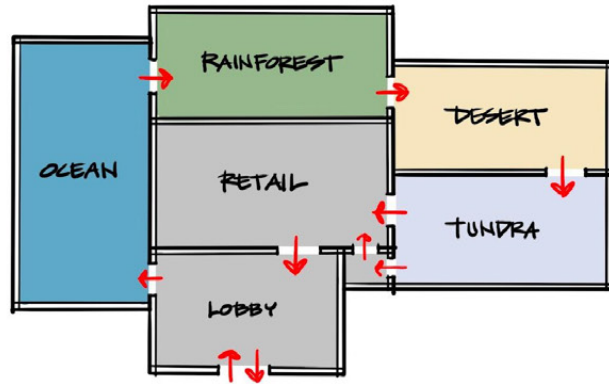
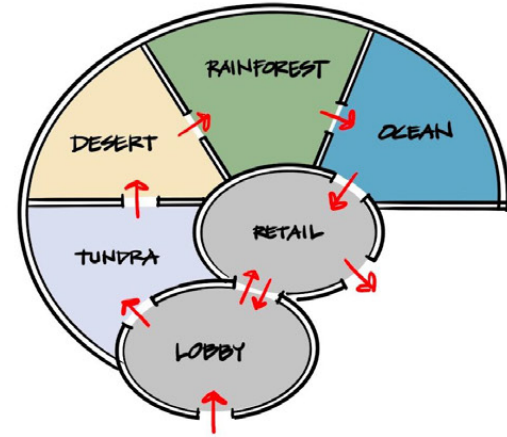
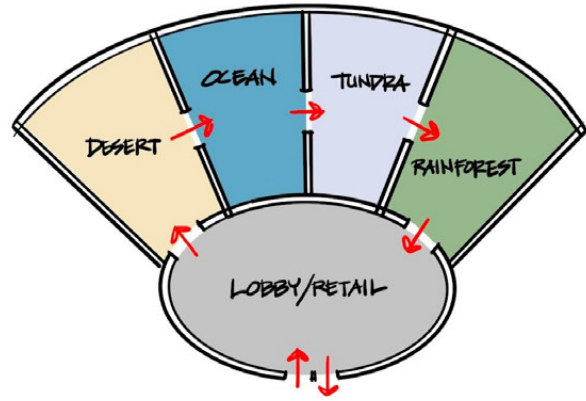
Younger guests will enjoy this play area featuring the smaller inhabitants of the rainforest—insects! A jungle gym, slide, and merry-go-round, become an oversized beehive, anthill, and lily pad. Educational plaques throughout this zone teach children about the many different insect species.



CONCEPT EVOLUTION

The background features a 3D architectural model of a building complex, rendered in a dark teal color. The model is composed of various rectangular blocks and structures, some with circular tops. Overlaid on this model are several blue, curved arrows that trace a path through the building's layout, suggesting a process of evolution or a sequence of design changes. The overall aesthetic is clean and modern, with a focus on geometric forms and movement.

MASTER PLANNING



MASTER PLANNING MODEL

- LOBBY
- STORAGE
- STORE
- LOADING
- SIMULATION: TUNDRA
- SIMULATION: RAINFOREST
- SIMULATION: DESERT
- SIMULATION: OCEAN
- INTERACTIVE: TUNDRA
- INTERACTIVE: OCEAN
- INTERACTIVE: DESERT
- INTERACTIVE: RAINFOREST
- RESTAURANT
- MAINTENANCE ROOM
- RESTROOMS
- OFFICE / BREAKROOM



HUMAN SIZE COMPARISON

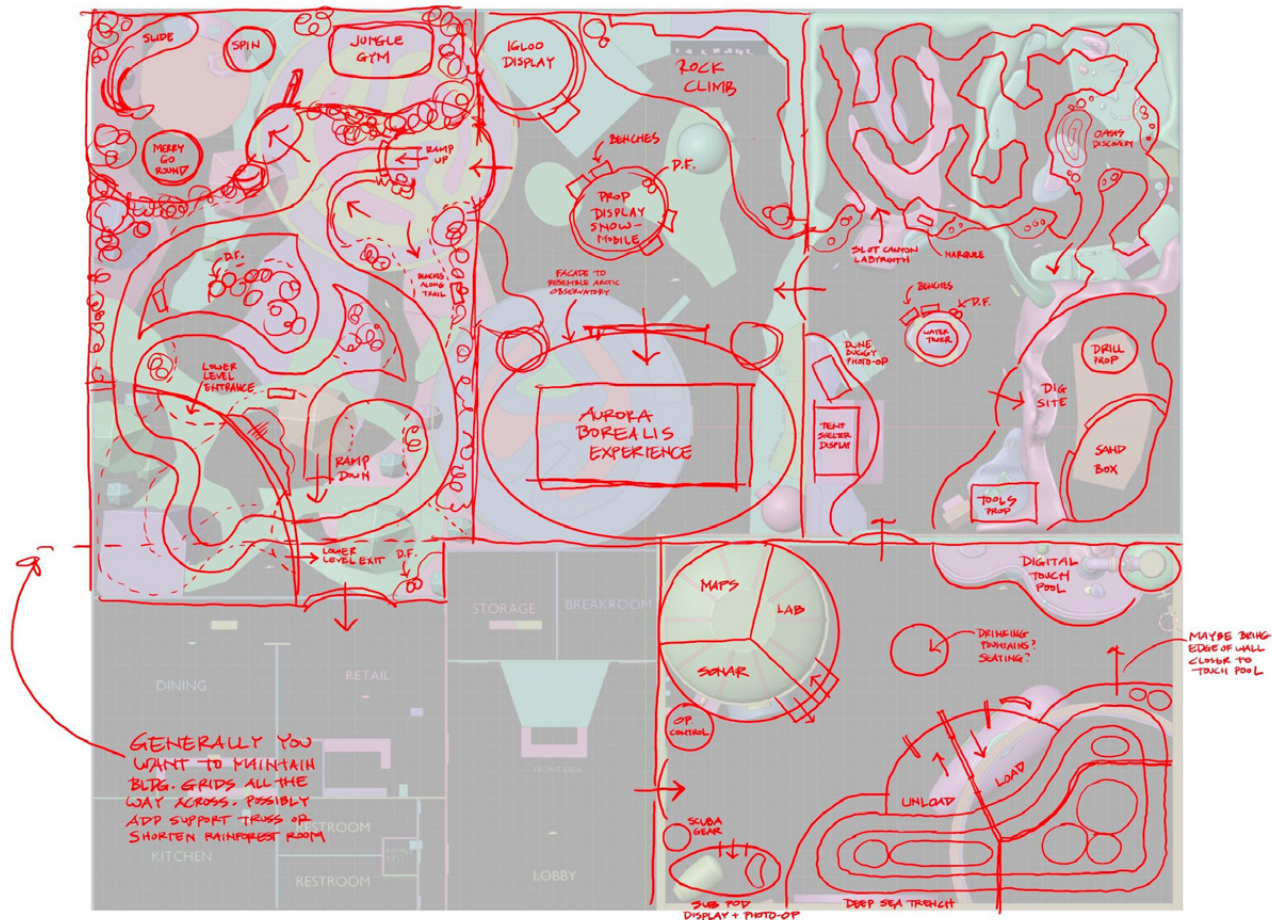
INTERACTIVE INSTALLATIONS

OVERVIEW

MODEL DRAW OVER

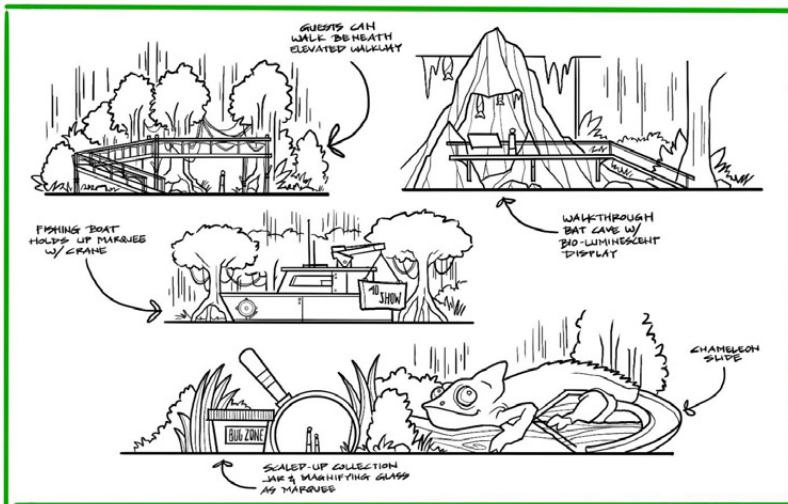
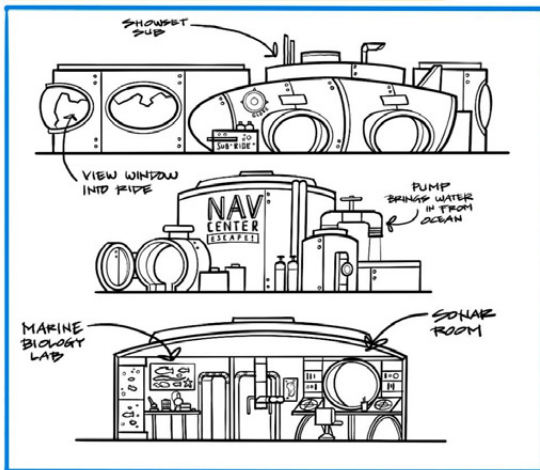
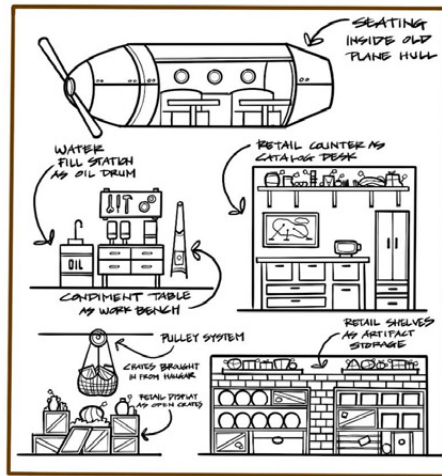
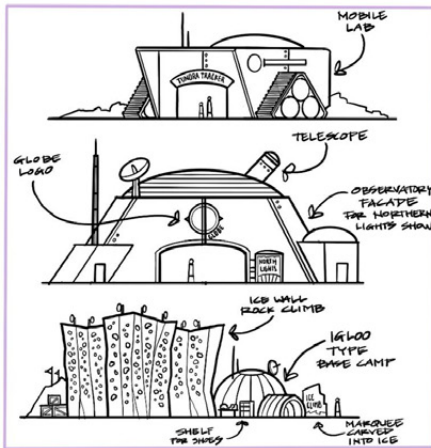
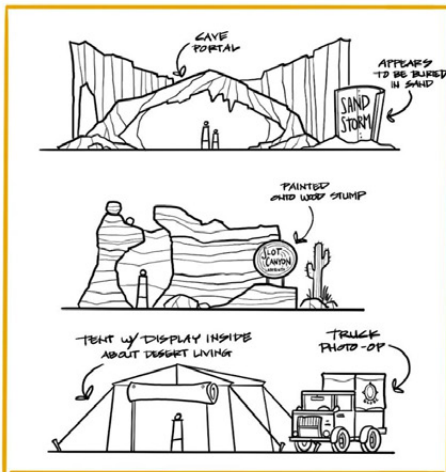
GENERAL NOTE: ADD D.F., BENCHES, & TRASH CANS THROUGHOUT

WE WILL ALSO NEED TO PLACE LIGHTING

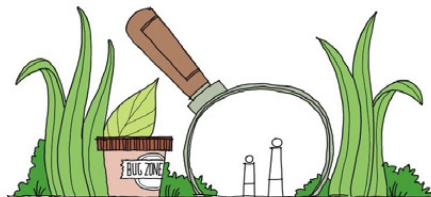
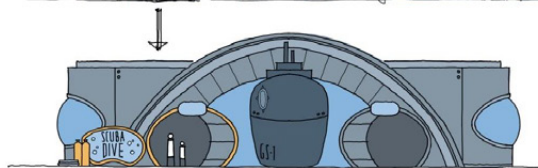
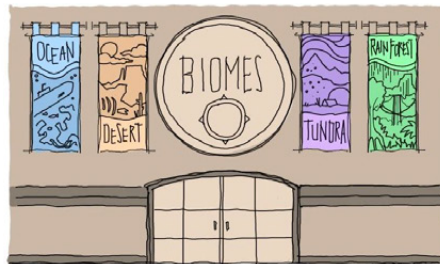
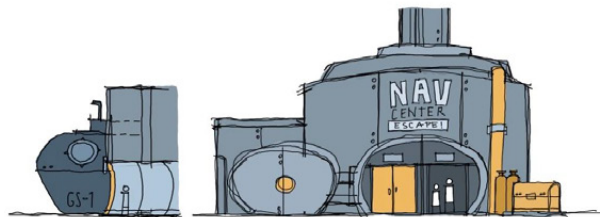


OVERVIEW

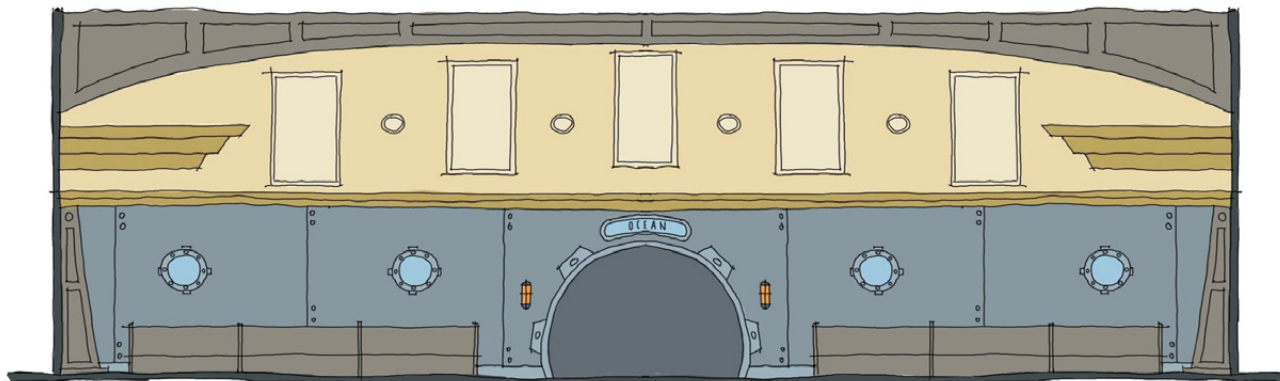
ELEVATION CONCEPTS



MARQUEE CONCEPTS



ELEVATION CONCEPT

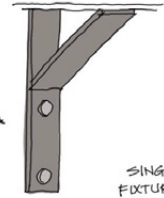


ELEVATION CONCEPT

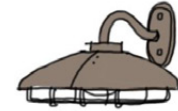
TYP. WALL ELEVATION

MAIN WALL TEXTURE IS BRICK

REPEAT & SPACE OUT STEEL BRACE ACCORDINGLY



SINGLE LIGHT FIXTURE REPEATS



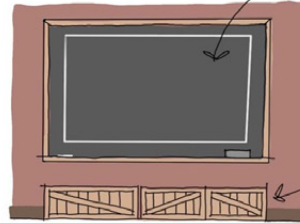
SINGLE SHELF TYPE REPEATS & MIRROR THROUGHOUT

CHALKBOARD GRAPHIC

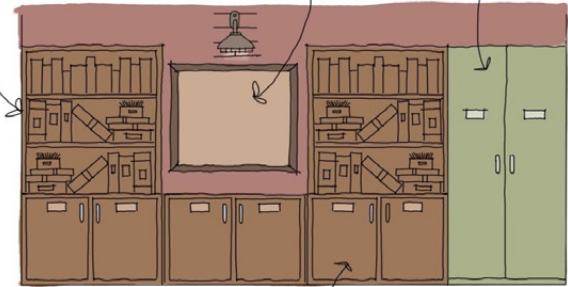
SINGLE SHELF TYPE REPEATS

WORLD MAP GRAPHIC

SIMPLE TALL CABINET

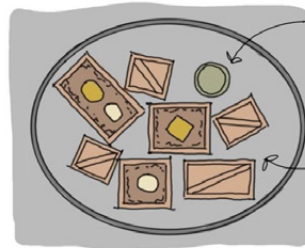


SIMPLE CRATES



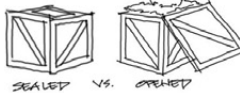
SOUTH WALL ELEV.
TO THE LEFT OF POINT OF SALE

SOUTH WALL ELEV.
BEHIND POINT OF SALE



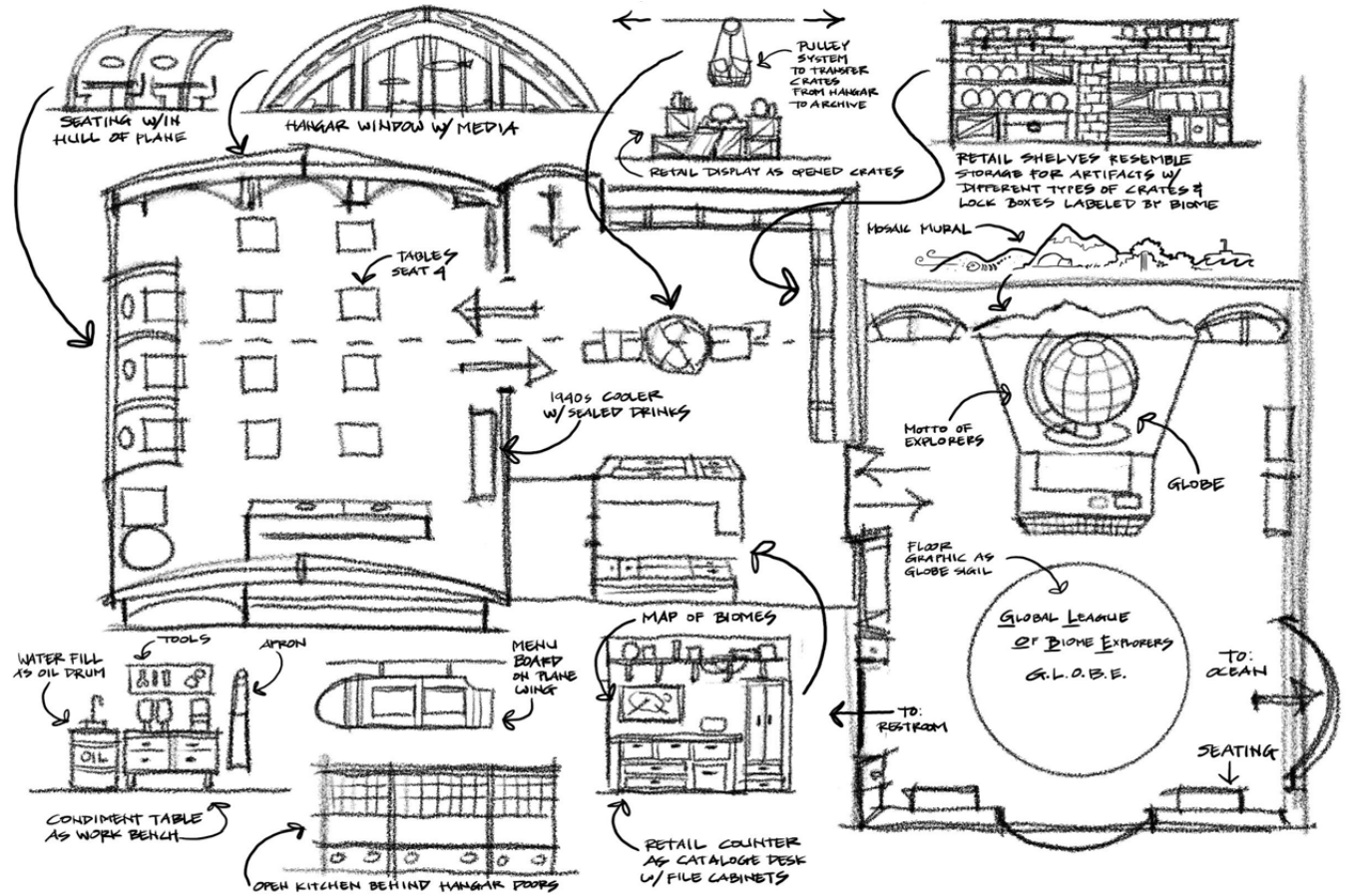
SOME KIND OF CENTERPIECE?
PLAN VIEW OF CRATE CENTERPIECE

CRATES (S) CRATE TYPES
SOME OPEN, SOME SEALED
ARRANGE ACCORDINGLY

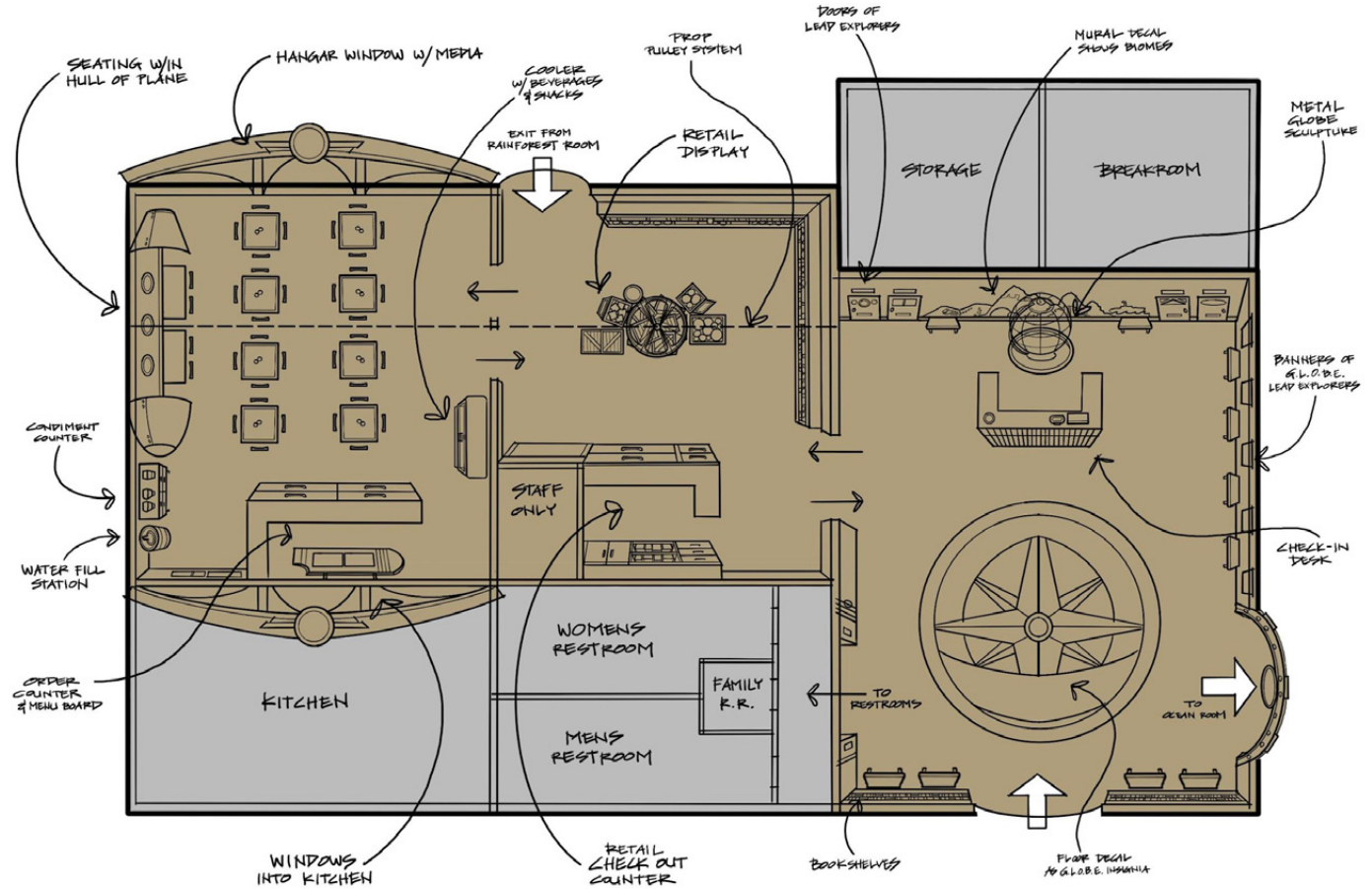


SINGLE CABINET TYPE REPEATS

INITIAL SKETCH

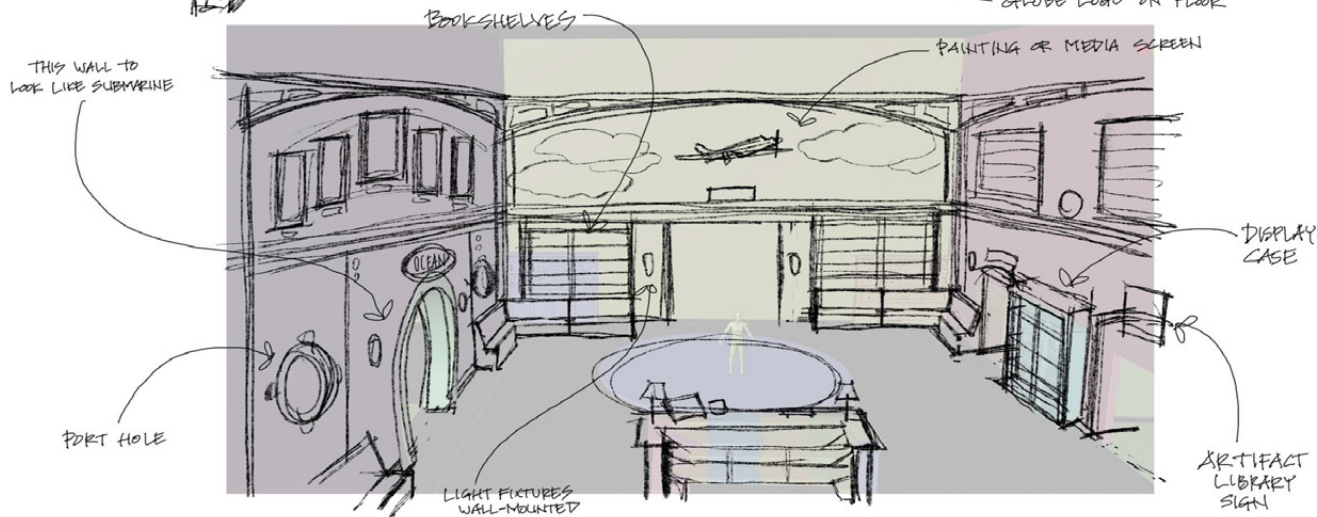
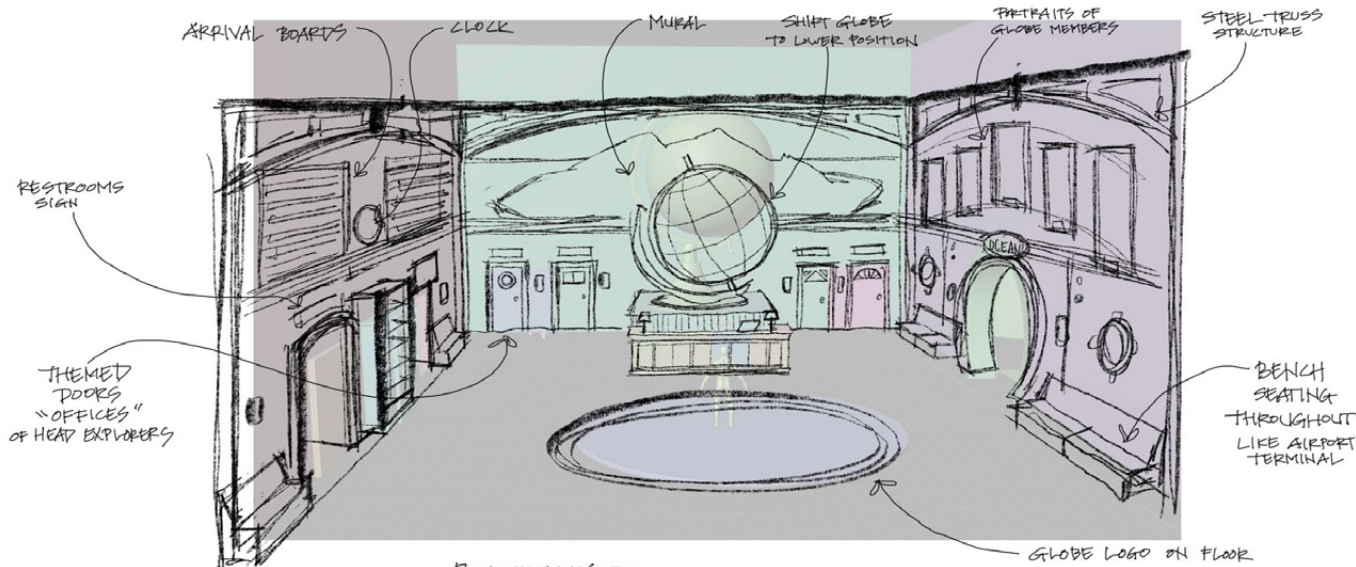


CONCEPTUAL LAYOUT



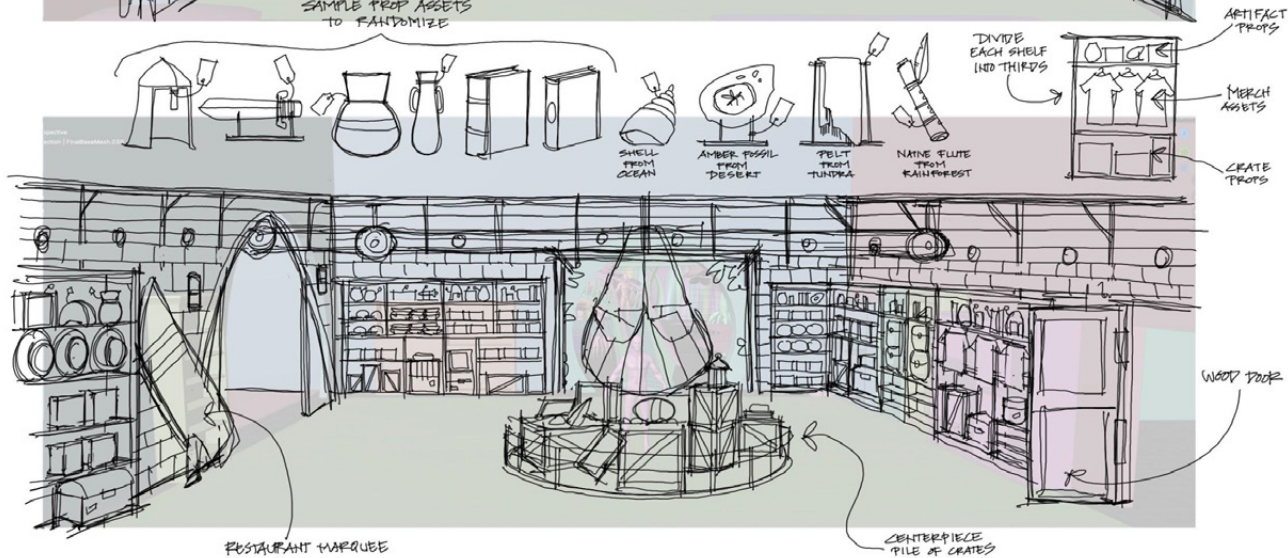
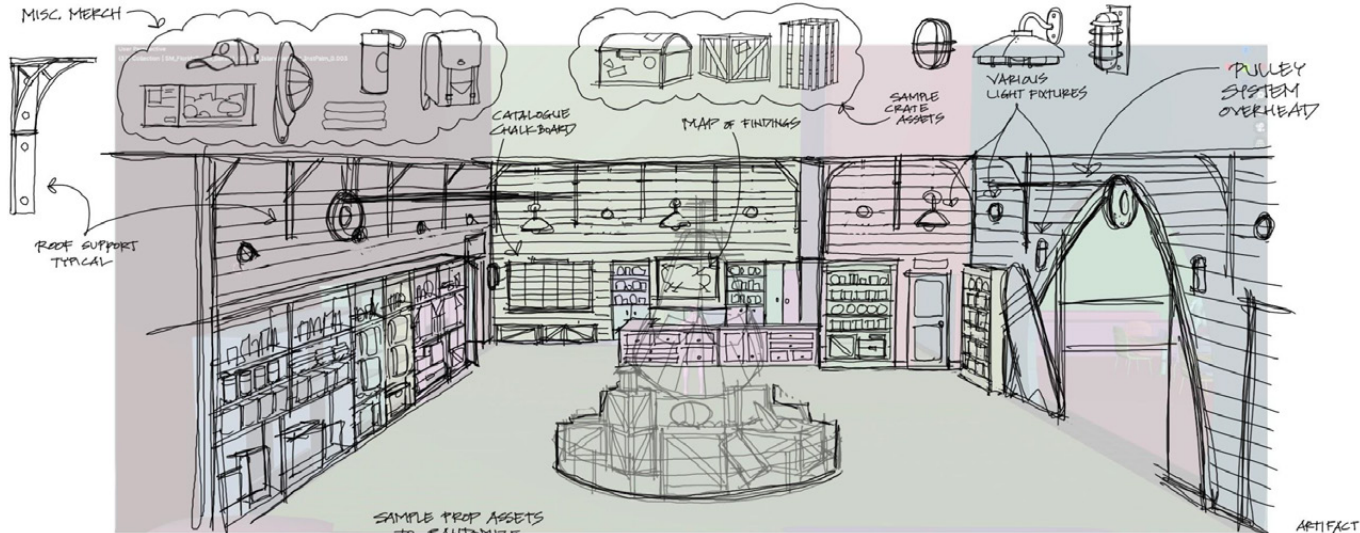
LOBBY

MODEL DRAW OVER

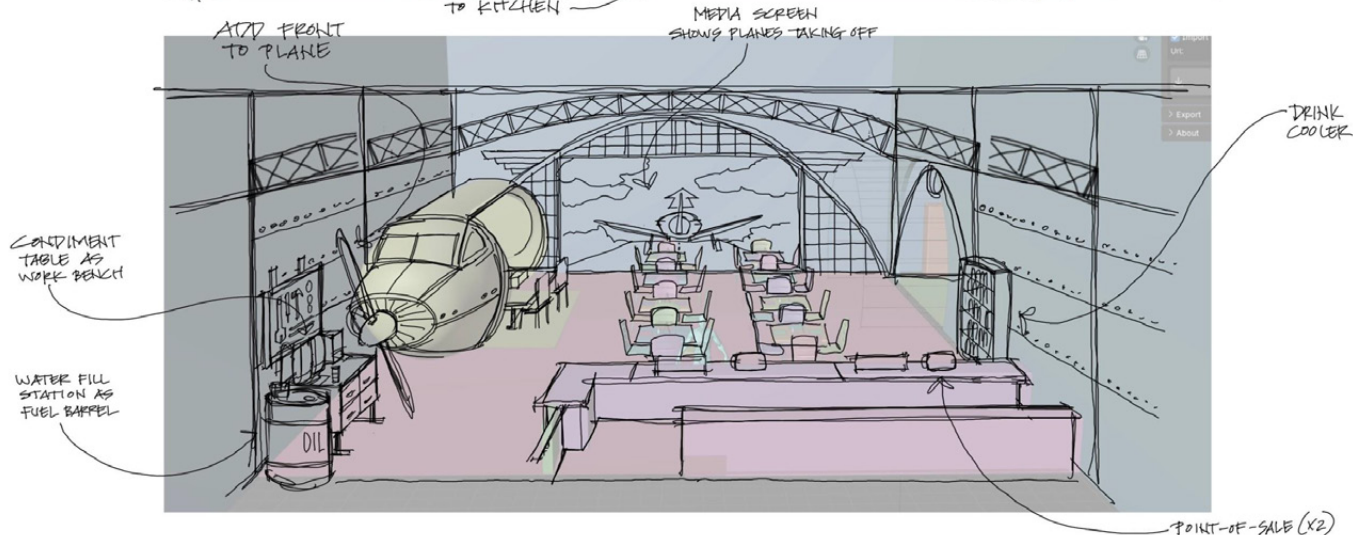
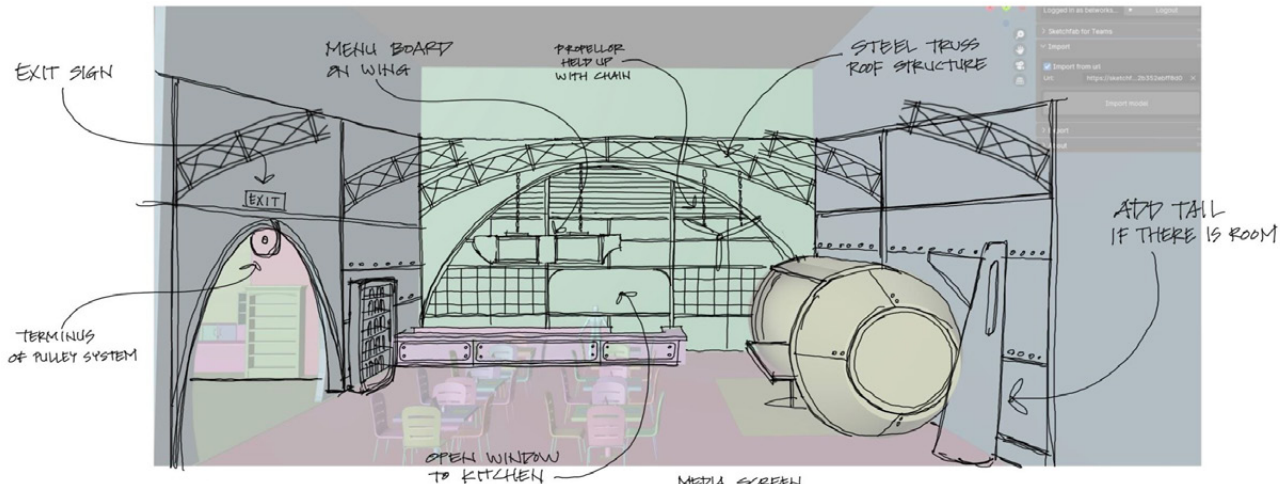


RETAIL

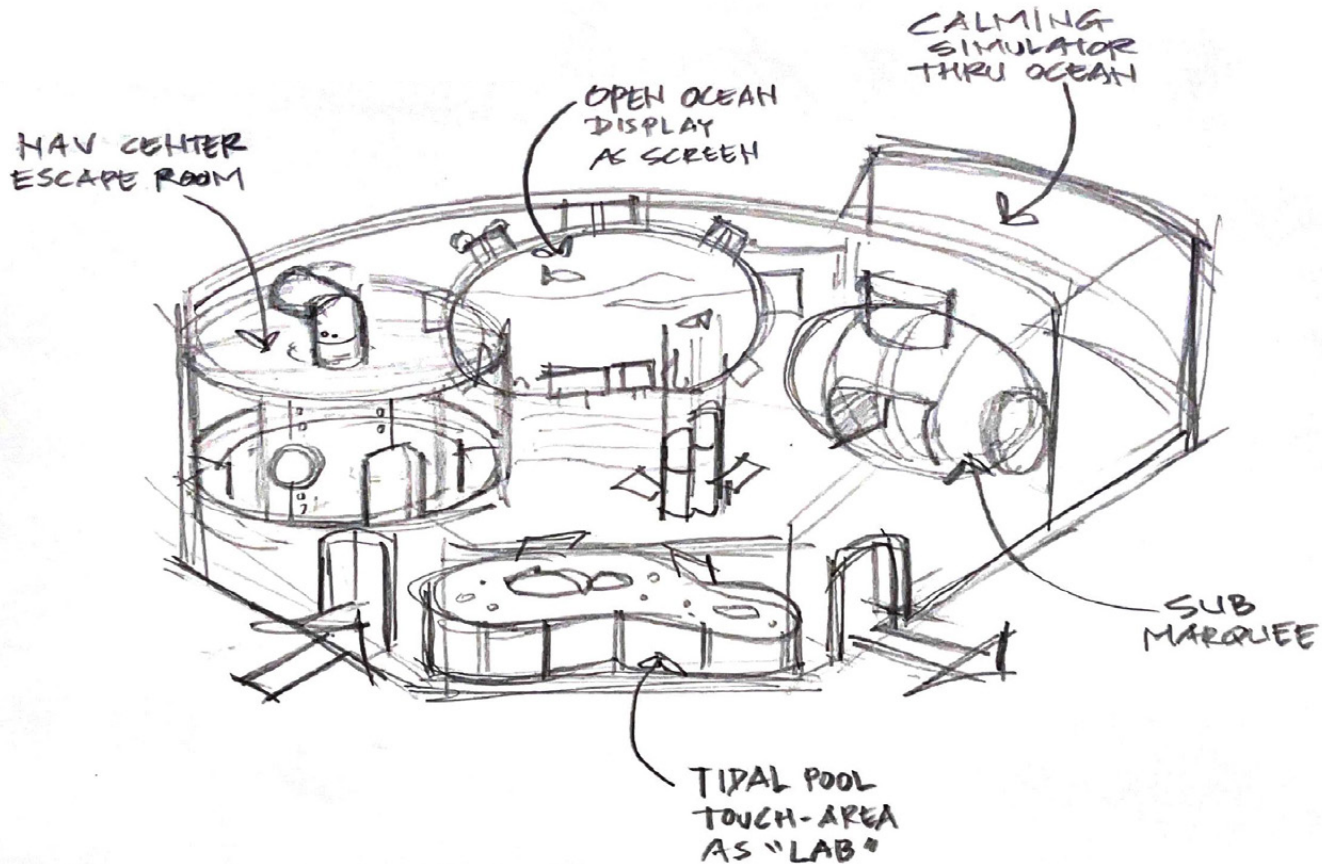
MODEL DRAW OVER



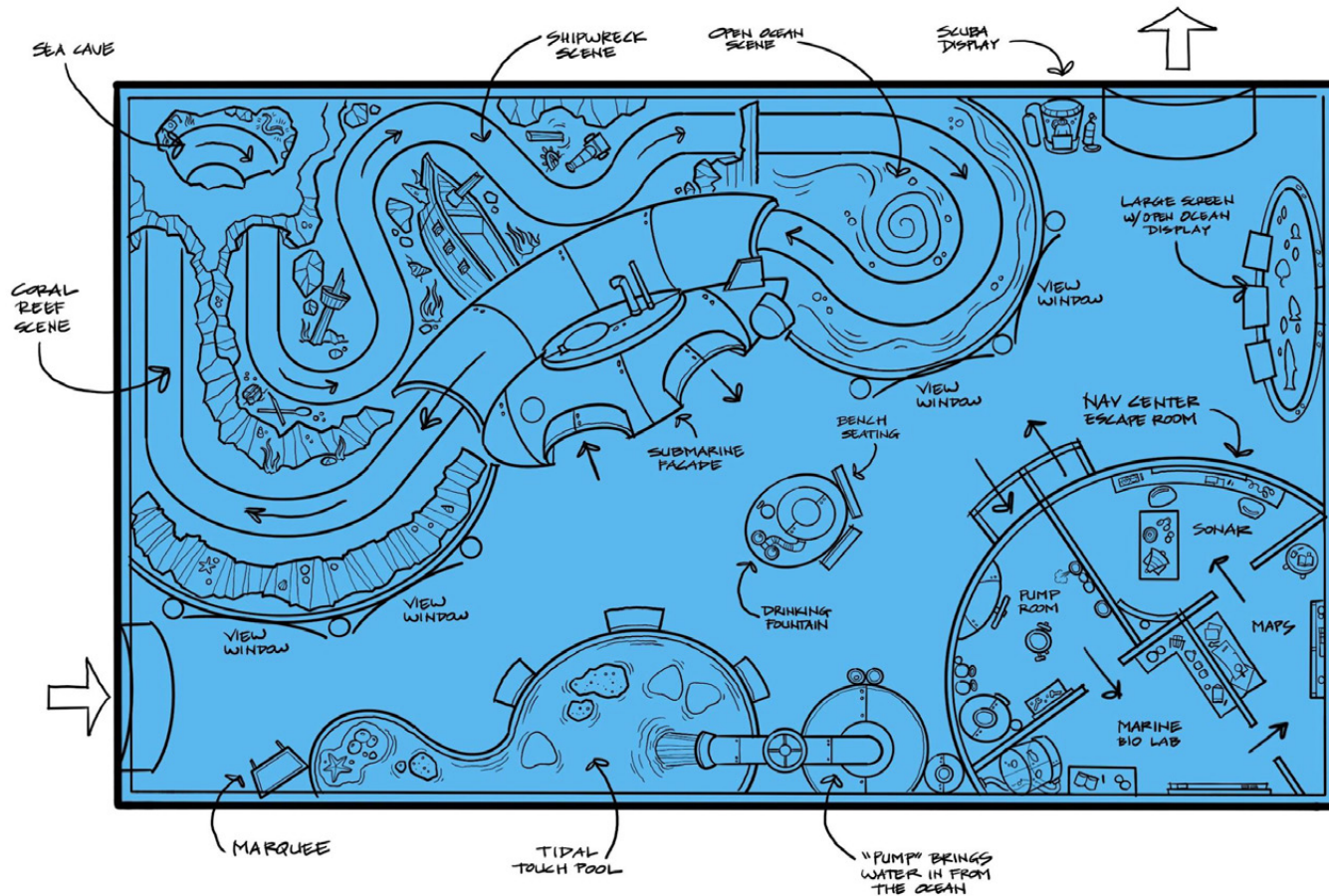
MODEL DRAW OVER



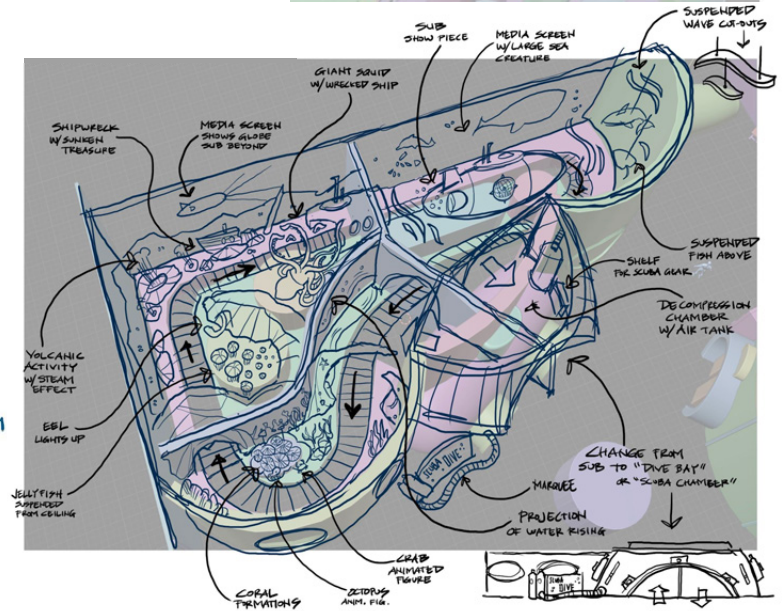
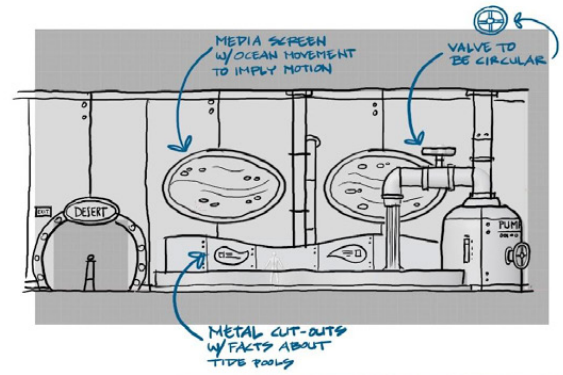
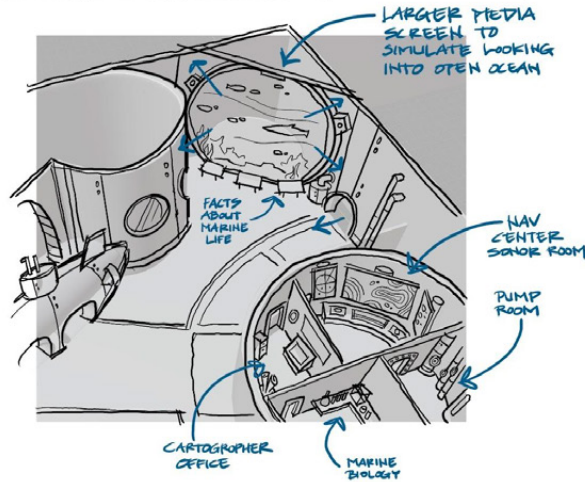
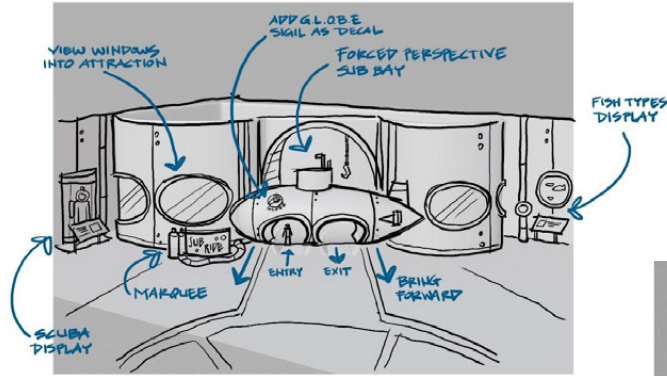
INITIAL SKETCH



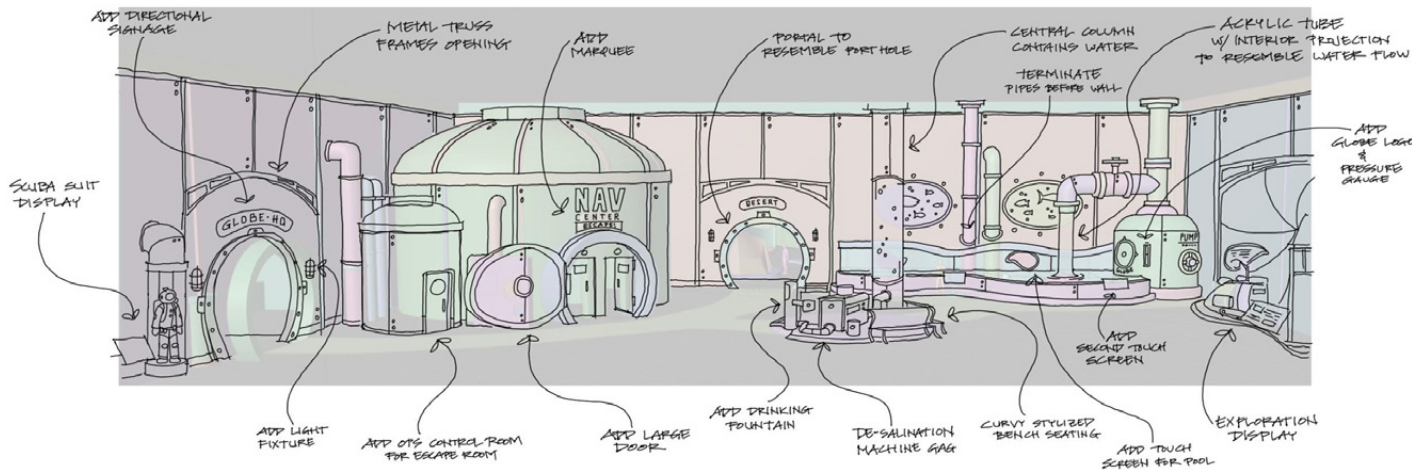
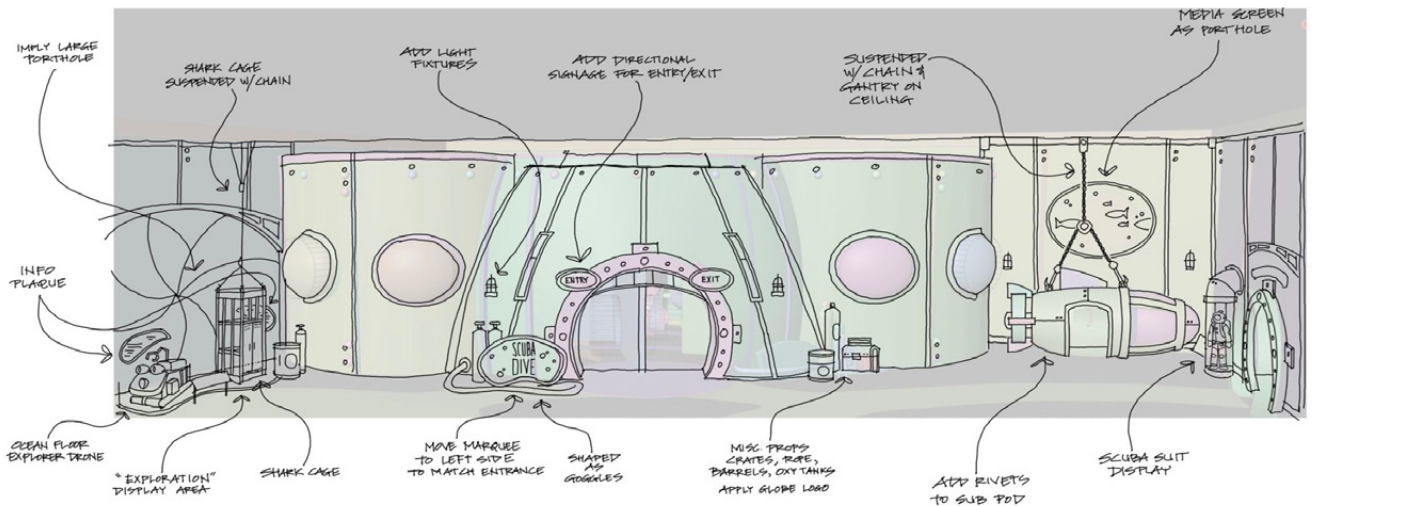
CONCEPTUAL LAYOUT



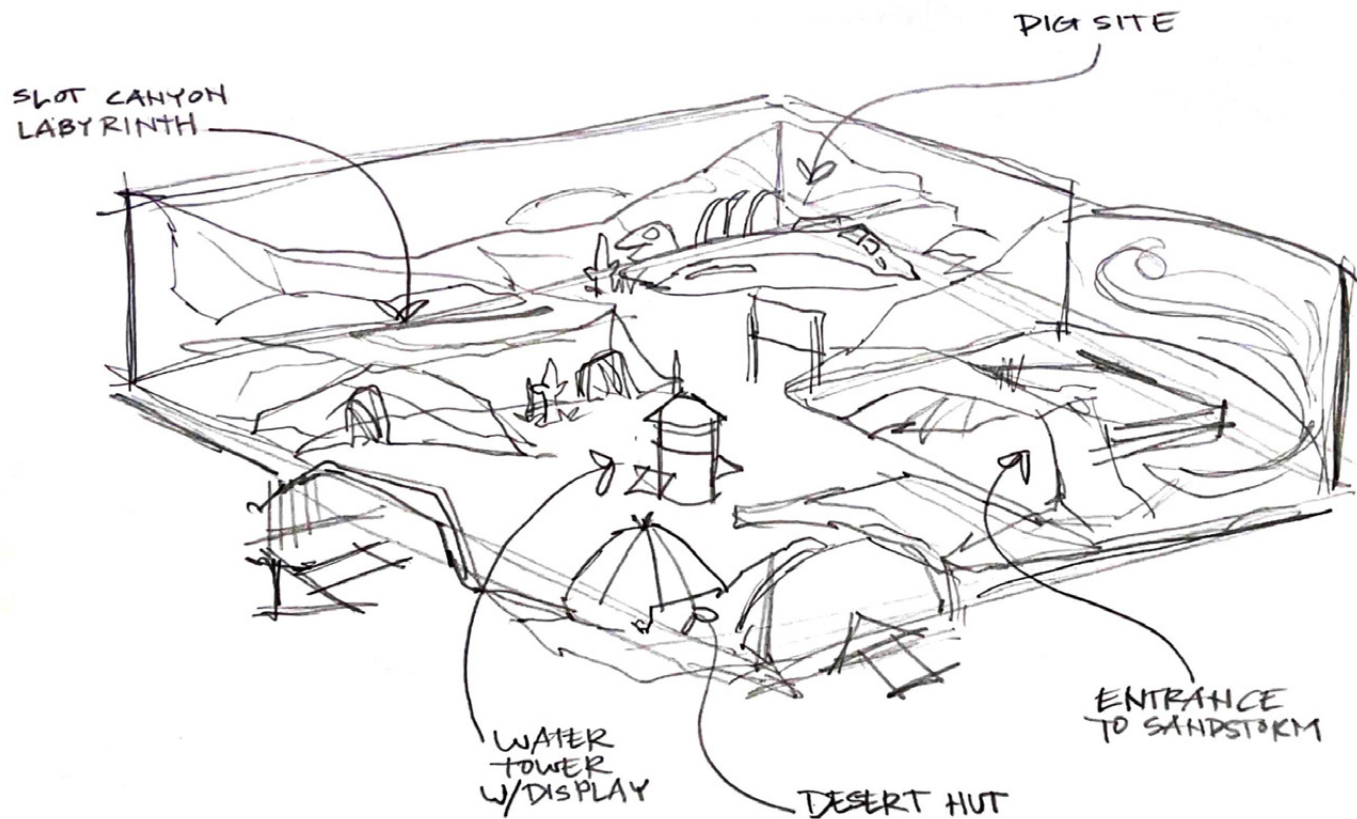
MODEL DRAW OVER 01



MODEL DRAW OVER 02

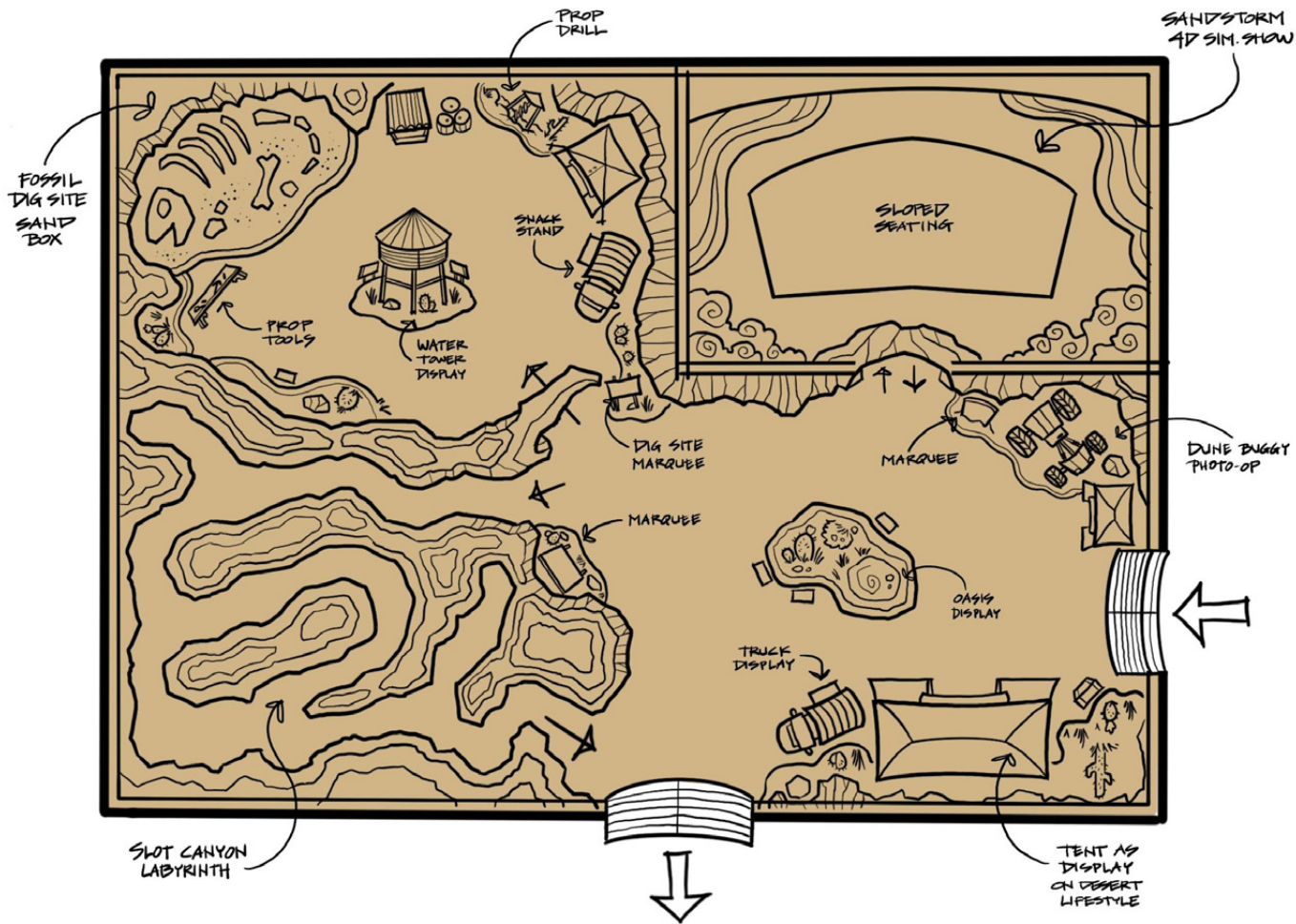


INITIAL SKETCH



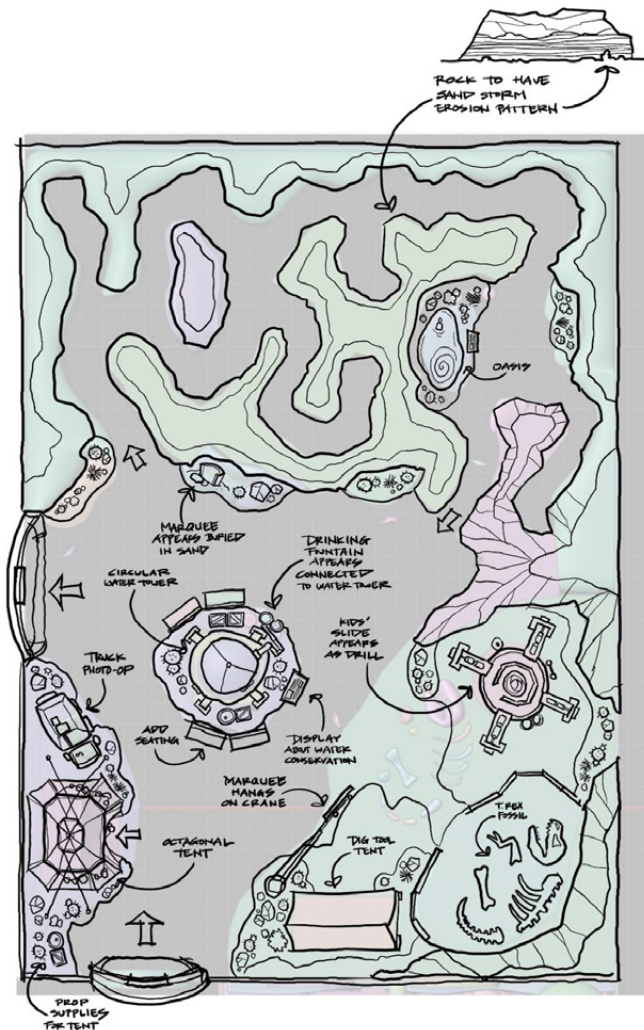
DESERT

CONCEPTUAL LAYOUT

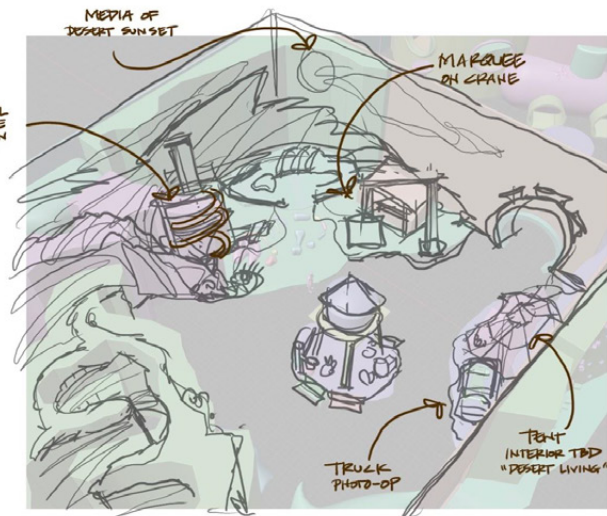


DESERT

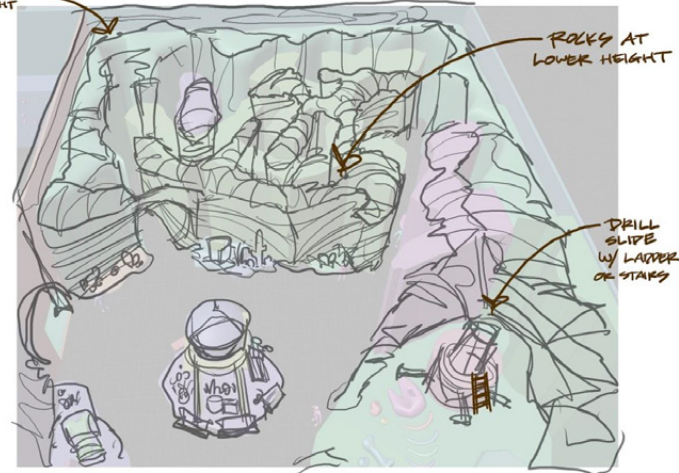
MODEL DRAW OVER 01



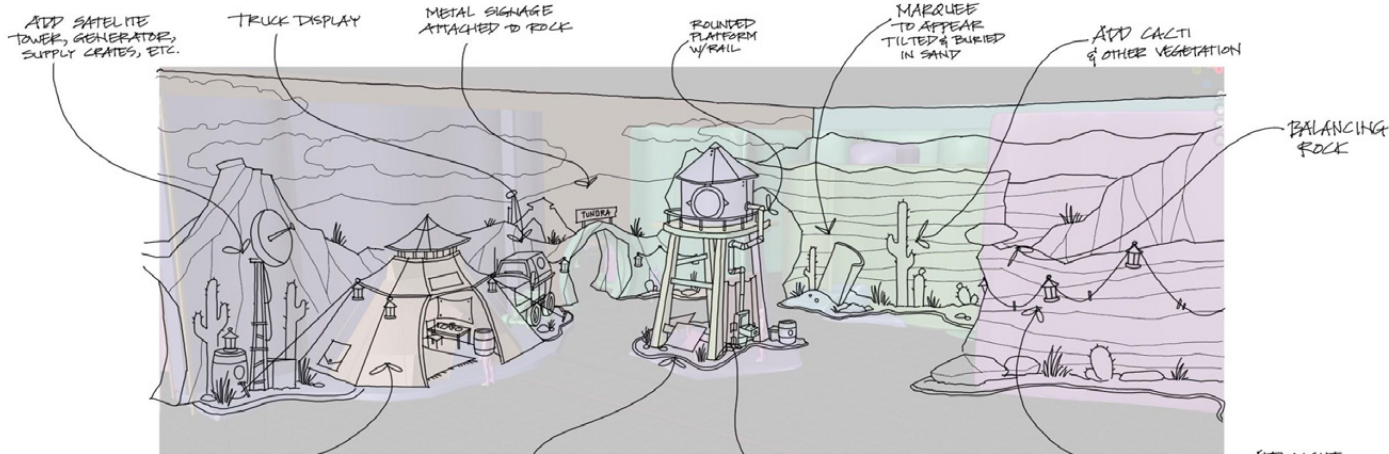
DRILL SLIDE DESIGN TBD



HIGHER HEIGHT



MODEL DRAW OVER 02



SCALE UP TENT

DISPLAY BOARD ATTACHED TO TOWER BASE

SHEET METAL HOLDS UP D.F.

ADD LIGHT FIXTURES BOLTED TO ROCK



SCALE DRILL INTERACTIVE APPROPRIATELY

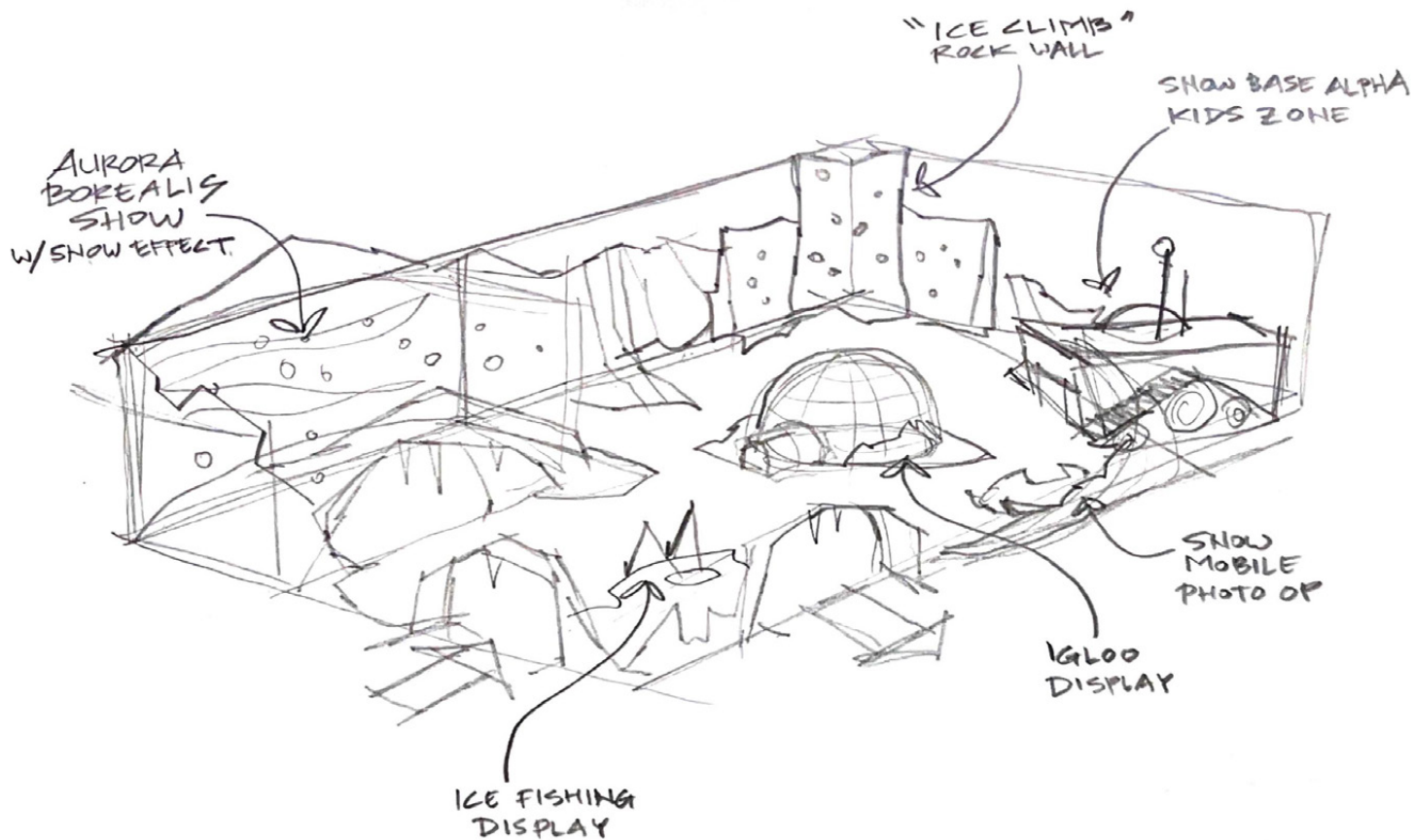
CREATE A BARREL PROP W/ CACTI & BRUSH

TABLE W/ DAG PROPS

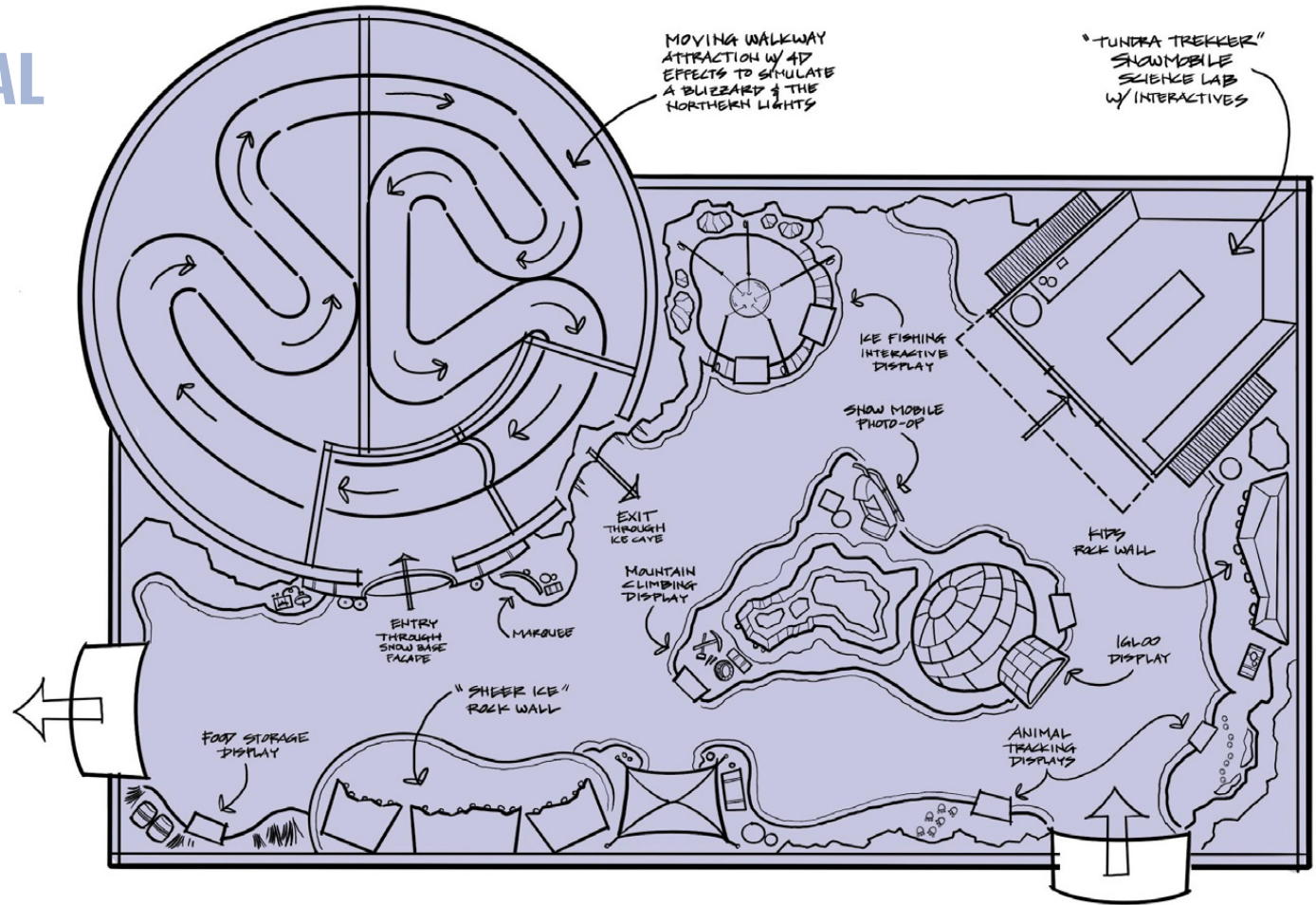
ADD LIGHT POST

PORTAL SCULPTED AS ROCKWORK

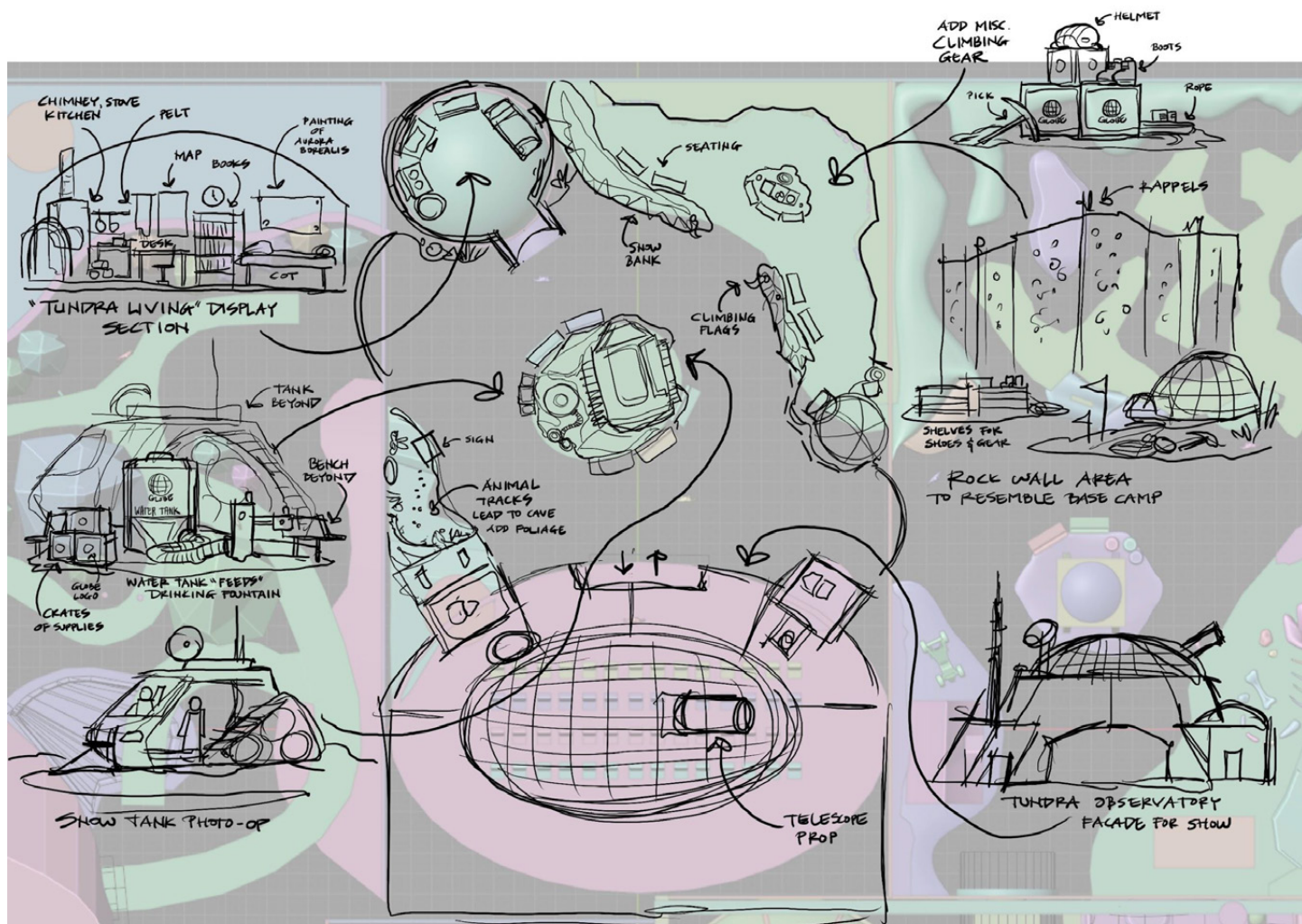
INITIAL SKETCH



CONCEPTUAL LAYOUT



MODEL DRAW OVER 01



MODEL DRAW OVER 01

CHIMNEY
IN IGLOO?

ADD IGLOO
BLOCKS

PRAYER
FLAGS IN DISTANCE

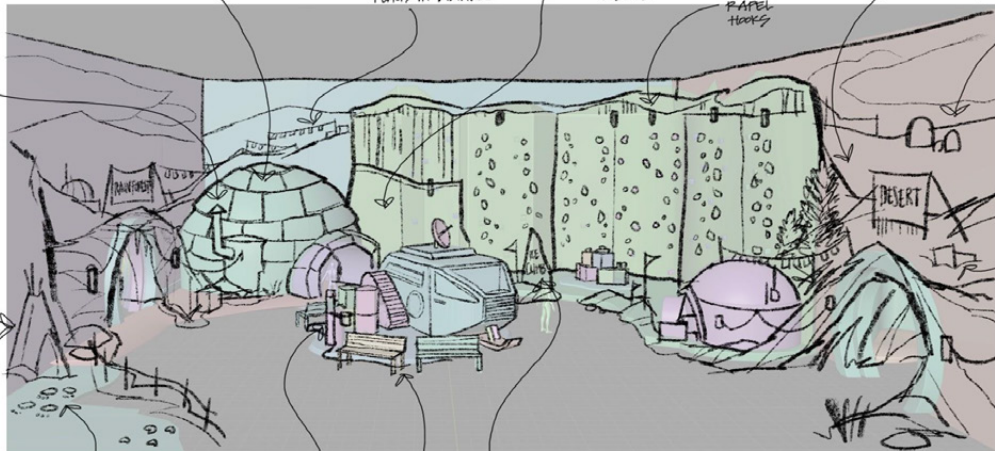
SHORTER
WALL W/
MELTING ICE
ABOVE

ADD
PAPER
HOOKS

SIGNAGE AS
FELT OR FLAG?

PAINTING
OF SHELTERS
IN DISTANCE

TREE
DISPLAY



ANIMAL
TRACES IN SNOW

ADD
DRINKING
FOUNTAIN

SEATING
AS WOOD

ADD MARQUEE

ADD PROP
PINE TREES
BEYOND

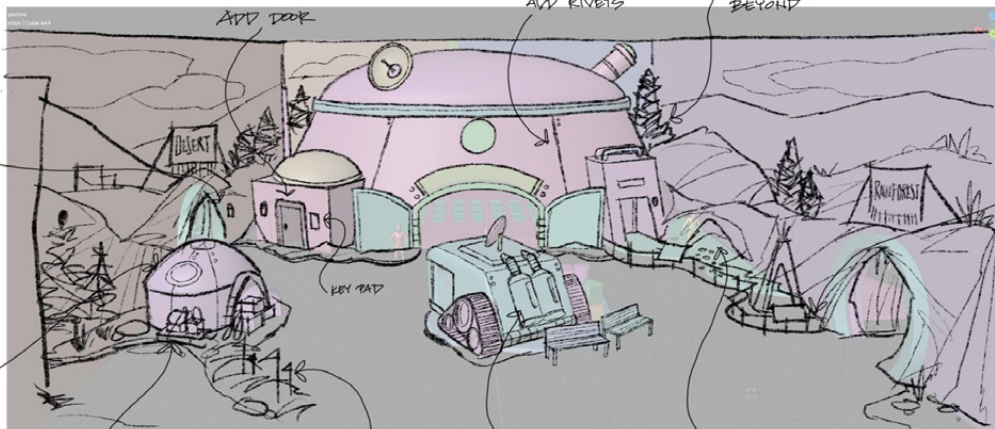
ADD LIGHT
PICTURES

ADD DOOR

ADD RIVETS

WOODEN
FENCE W/
MOUNTED DISPLAY

METAL STORAGE
STRUCTURE



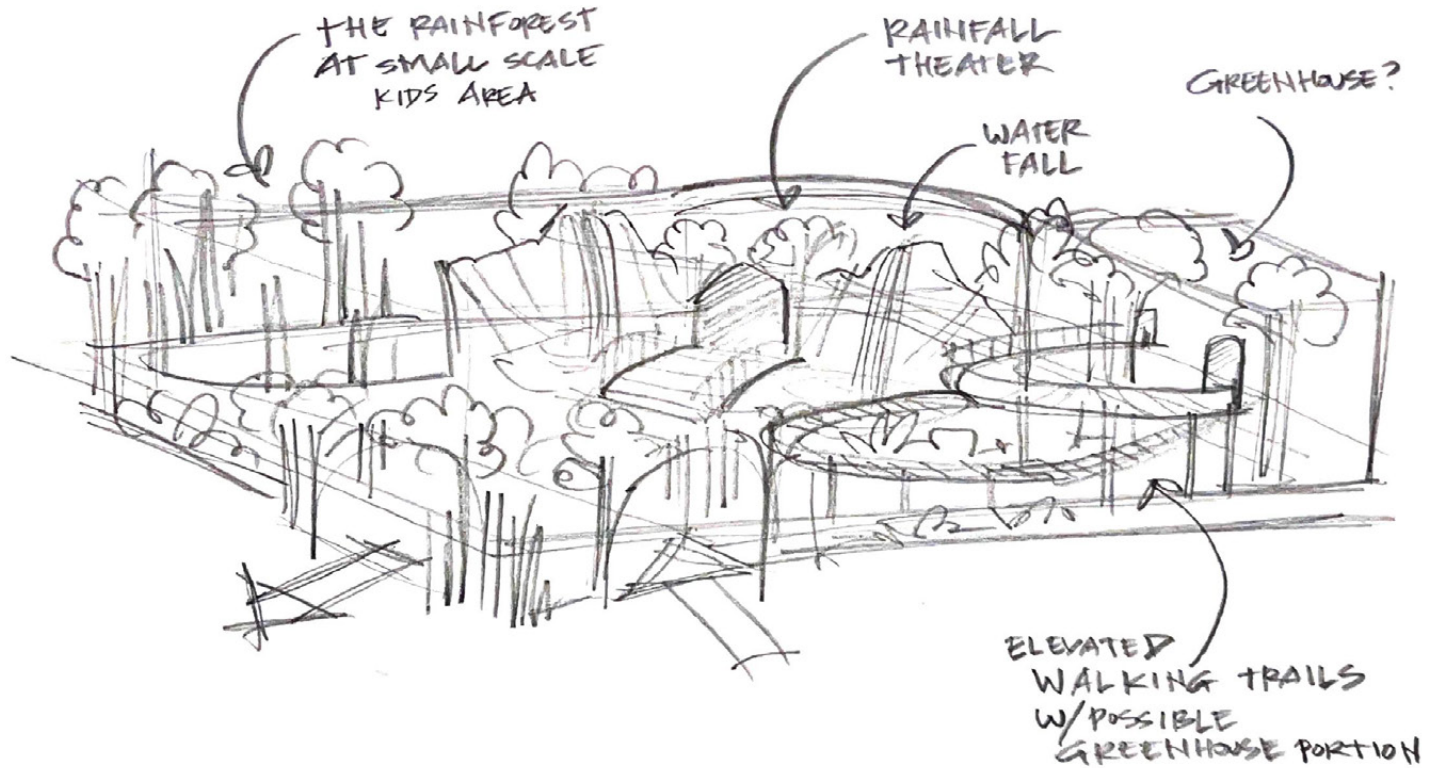
SLED W/
SUPPLIES

ADD CLIMBING
FLAG & SNOW BANK

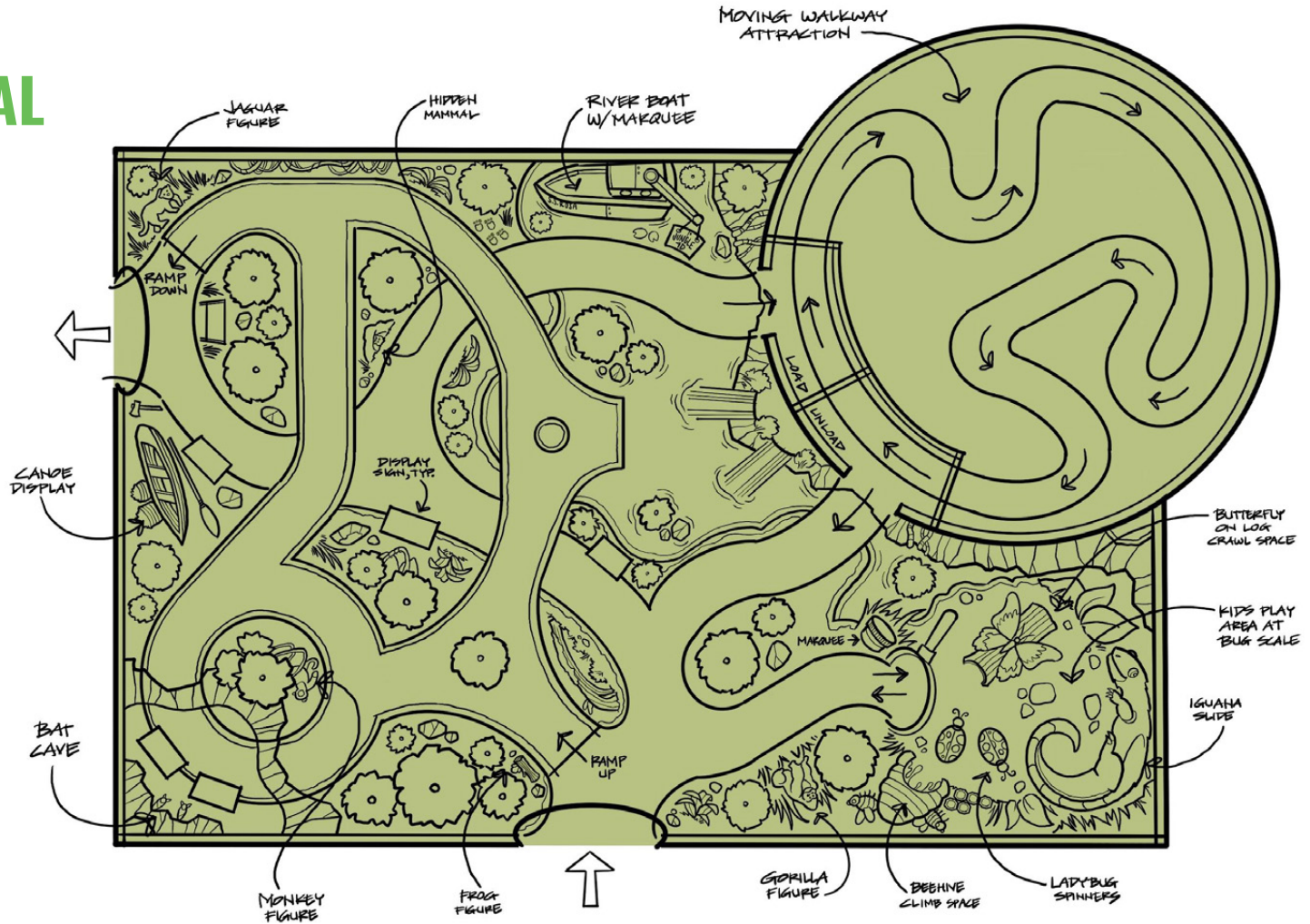
ADD DETAIL
TO BACK OF
SNOWMOBILE

BEAR
CAVE

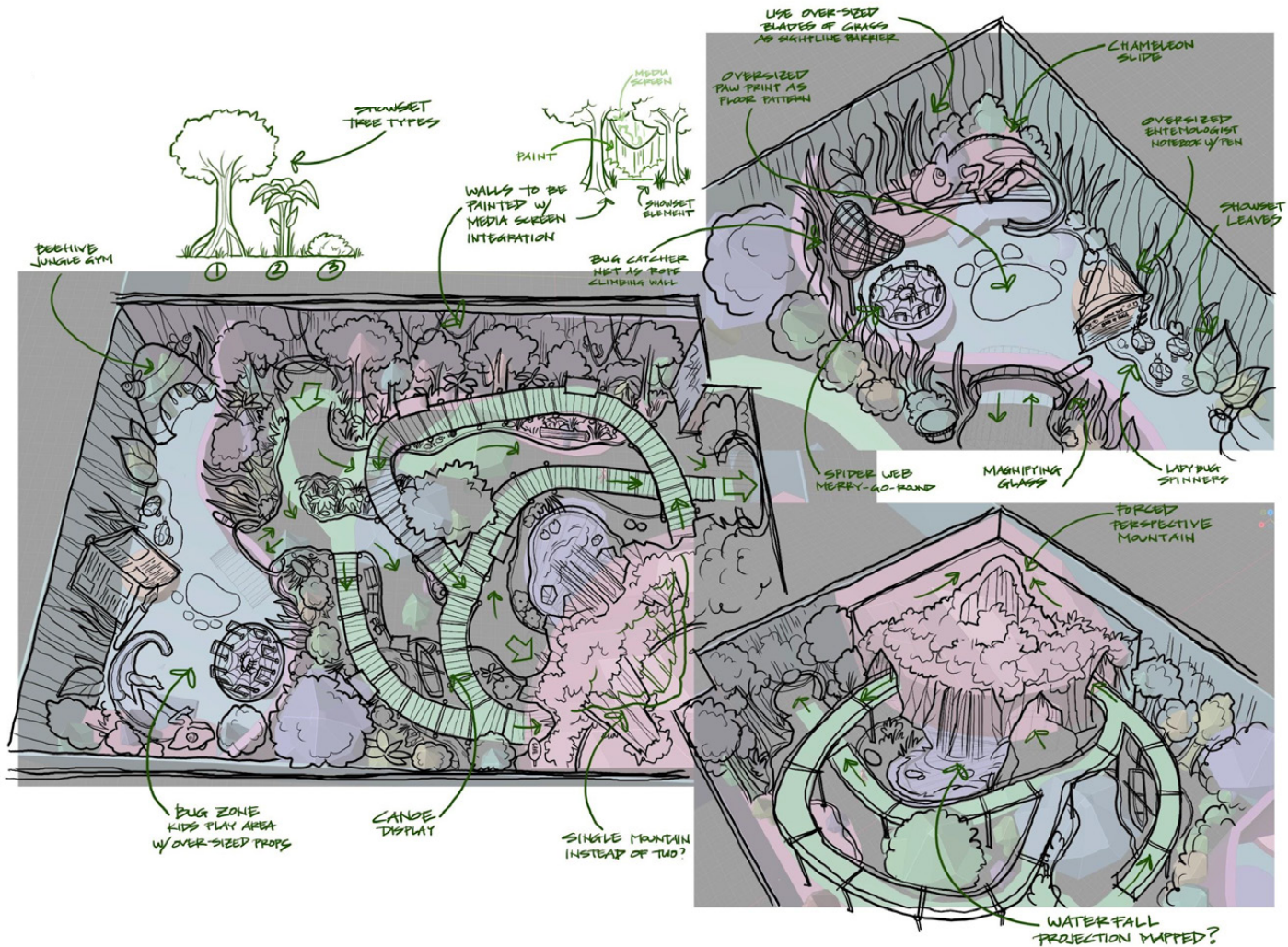
INITIAL SKETCH



CONCEPTUAL LAYOUT

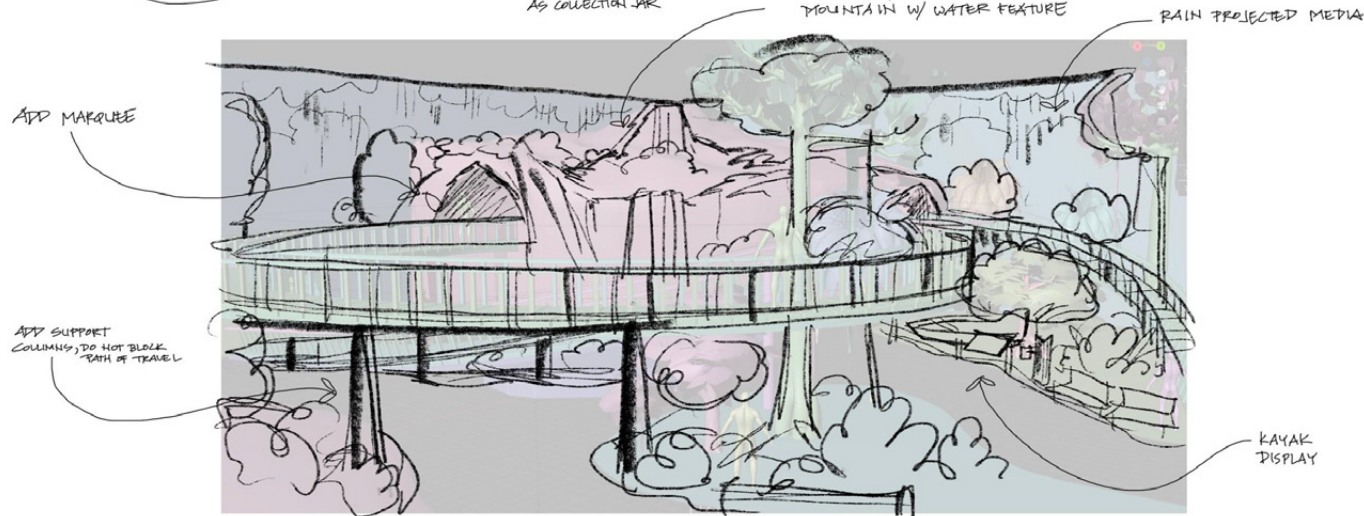
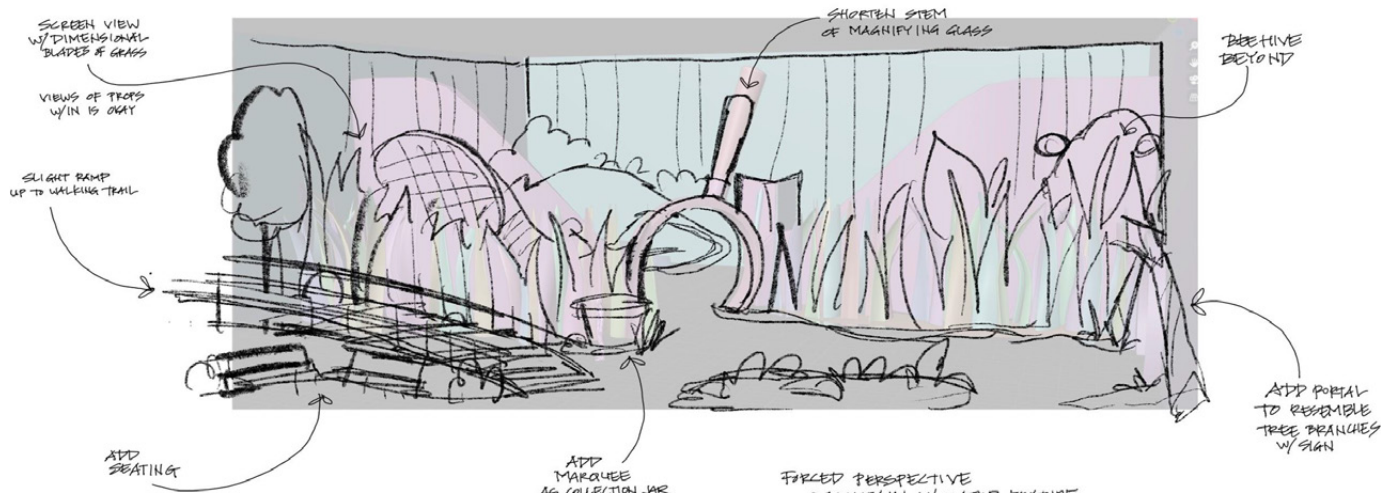


MODEL DRAW OVER 01



RAINFOREST

MODEL DRAW OVER 02



MEET THE TEAM



WILFREDO DELGADO

ROLE

3D Modeler

TOOLS

Blender

Cycles Render



ALECSANDRO VITALE

ROLE

Concept Designer

TOOLS

Procreate

Adobe Photoshop



ISABELLA MONTALVO

ROLE

Graphic Designer

TOOLS

Adobe Illustrator

Adobe Photoshop

THANK YOU

ON TO THE NEXT ADVENTURE!