



IMAGINE A PLACE WHERE YOUR DREAMS CAN BE CONTROLLED AND ARE SET IN MOTION



THE DREAM MACHINE

STEP INTO A WONDERLAND OF SHIMMER AND SPARKLE, WHERE EVERY MOMENT IS A CELEBRATION IN MOTION

A MACHINE THAT WILL TRANSPORT
YOU INTO YOUR DREAMS



STEP INSIDE YOUR DREAMS...

Slowly, the wheels go round and round, The cogs begin to grind and pound...







THIS SCULPTURE IS WHERE ANY
HARNESSED ENERGY IS TURNED
INTO KINETIC ENERGY USED
FOR LIGHTING AND MOVEMENT



THE FAÇADE WILL BE BATHED IN

A KALEIDOSCOPE OF SURREAL

SHAPES AND COLORS COMING

FROM THE **DREAMERS DELUGE** A

'JULES VERNE MEETS WILLY

WONKA' KINETIC SCULPTURE

INTRIGUING YOU TO TAKE A

STEP INSIDE AND EXPLORE YOUR

DREAMS



EACH

FAÇADE

SCULPTURE

WILL BE

UNIQUE AND

CAN BE

SCALED FOR

THE SIZE OF

WELLNESS-TAINMENT





THE DREAM MACHINE ENSURES
A PERSONALIZED EXPERIENCE
THROUGH A COMBINATION OF
CUTTING-EDGE TECHNOLOGIES
AND AUGMENT ARTISTIC
CREATIVITY



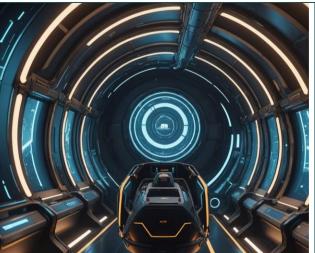


A BLEND OF WELLNESS AND LBE
WHERE SLEEP AND DREAM
AWARENESS ARE COMBINED
INTO AN IMMERSIVE
EXPERIENCE THAT ANALYZES
YOUR DREAMS AND THEN, WITH
AI, CREATES A VISUAL
JOURNEY INTO YOUR DREAMS



GUESTS
INTERACT WITH A
HALO-HOST
KIOSK TO GET AN
EYE SCAN,
UPLOAD APP
DATA AND GET A
DORMIO WRIST
BAND

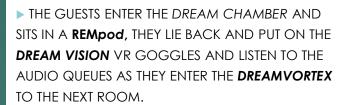








GUEST WILL BOARD A RIDE VEHICLE AND MOVE FROM ROOM TO ROOM AS THEY ENTER EACH STAGE OF THEIR DREAM EXPERIENCE.



- **REMSCAPE**, A DARK ROOM THAT GUESTS ENCIRCLE UNTIL THEY REACH A *HYPNAGOGIA* SLEEP WHERE THEIR BIOMETRICS ARE GATHERED, ANALYZED AND INTERACTED WITH VIA AUDIO CUES.
- DREAMVORTEX INTO THE REVERIE RECREATOR.

 BY USING DYNAMIC DREAM GENERATION GUESTS

 TAKE AN AI GENERATED DREAM JOURNEY USING

 THEIR DREAM PROFILE AND ANY QUEUES THEY

 ENTERED PRIOR WEAVING THE SUBTLE NARRATIVE

 THREADS INTO THE DREAMVISION VR GOOGLES.
- PGUESTS AWAKEN SLOWLY IN THE AWAKENING ROOM AS THEIR DREAMVISOIN GOGGLES STIMULATE THEIR SENSES.



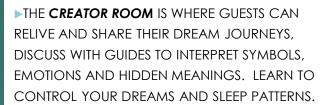






THE CREATOR ROOM

AFTER AWAKENING GUESTS WILL UNLOAD AND ENTER AN EXPANSIVE CHAMBER THAT IS FULL OF VISUAL PORTALS INTO DREAMS.



- SOME OF THESE DREAM PORTALS ARE OUTFITTED WITH REMPOD SEATS WHERE YOU CAN EXPERIENCE YOURS OR OTHER DREAM VISUAL DREAM JOURNEYS.
- THERE ARE AREAS TO RELAX AND READ DIGITAL BOOKS ABOUT DREAMS AND THEIR MEANING OR YOU CAN TAKE IN A DREAM DISCUSSION OR JUST GET A LATTE AND TAKE IN SOME DREAM VISUALS JUST FOR FUN.
- THE CREATOR ROOM WILL INTRODUCE GUESTS
 TO PRODUCTS THEY CAN HAVE AT HOME TO ASSIST
 THEM WITH SLEEP. FROM CLOTHING TO FURNITURE
 AND TECHNOLOGY.









ElixR BAR

LIBATION BAR

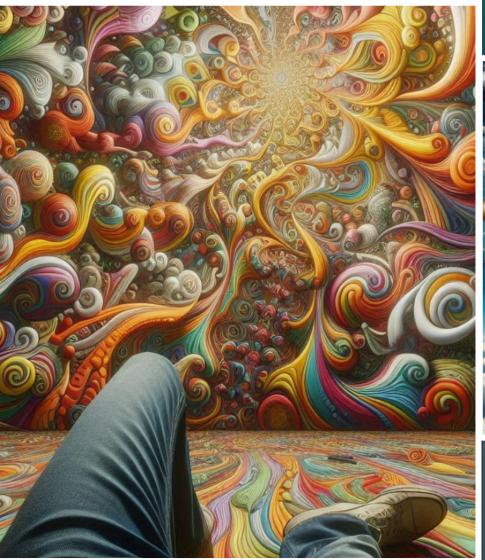


- > STEP INTO THE **ELIXR BAR**, AN ENCHANTING SANCTUARY WITHIN THE 'DREAM MACHINE' EXPERIENCE. HERE, YOU CAN SAVOR A LATTE, INDULGE IN A THC ELIXIR, OR SIP ON A DREAMY TEA, ALL METICULOUSLY CRAFTED TO ELEVATE YOUR SENSES.
- THE BAR'S DESIGN DRAWS INSPIRATION FROM A STEAMPUNK SUBMARINE, EVOKING AN ATMOSPHERE OF WHIMSICAL ADVENTURE AND MYSTERY.

 SURROUNDING THE ROOM, TOWERING BOOKCASES BRIM WITH VOLUMES ON DREAMS, CURIOSITIES, AND TECHNOLOGICAL MARVELS. THESE SHELVES ARE TREASURES OF KNOWLEDGE AND WONDER, INVITING YOU TO EXPLORE THE REALMS OF THE UNCONSCIOUS.
- THE WALLS ARE ADORNED WITH 'DREAM PORTALS,' BOTH SMALL AND LARGE, DISPLAYING MESMERIZING VISIONS OF DREAMS THAT TRANSPORT YOU TO OTHERWORLDLY LANDSCAPES. THESE PORTALS ARE WINDOWS INTO THE IMAGINATION, OFFERING GLIMPSES OF THE FANTASTICAL AND SURREAL.
- THE ELIXE BAR IS MORE THAN A PLACE TO REFRESH AND RELAX; IT'S A PORTAL TO A DEEPER UNDERSTANDING OF YOUR DREAMS AND DESIRES, MERGING THE BOUNDARIES BETWEEN REALITY AND IMAGINATION.

MIT NEWS

"DORMIO TAKES DREAM RESEARCH TO A NEW LEVEL INTERACTING DIRECTLY WITH AN INDIVIDUAL'S DREAMING BRAIN AND MANIPULATING THE ACTUAL CONTENT OF THEIR DREAMS"







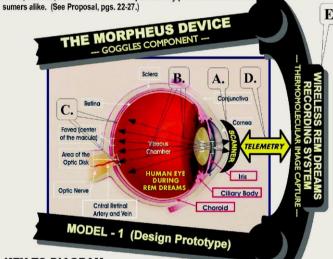
"TARGETED DREAM INCUBATION IS A PROTOCOL FOR REACTIVATING MEMORIES DURING SLEEP IN A MANNER THAT LEADS TO INCORPORATION OF THE TARGETED MEMORY, OR RELATED MEMORIES, INTO DREAM CONTENT."

THE SCIENCE





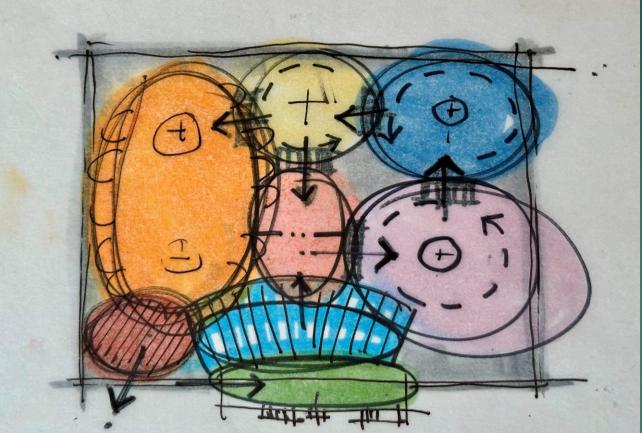
Schematic diagram of <u>The Morpheus Device</u> dreams recording system (an Invention Proposal), as it would appear while recording an actual REM sleep dream (or nightmare). One <u>Morpheus RETROPEDS Scanner</u> (item #A) and the <u>Morpheus Goggles</u> (item #E, base computer & recorder) are both shown in profile and larger than anticipated size, and not exactly as they would appear when manufactured, tested, certified, and made available for purchase by professionals and con-

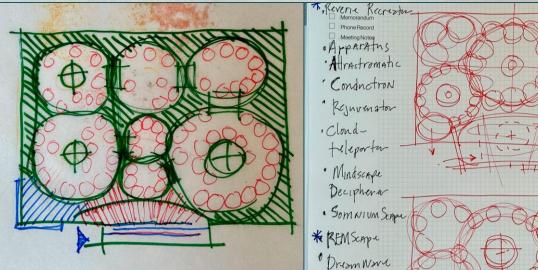


KEY TO DIAGRAM:

(A.) <u>The Morpheus Device</u> system's two <u>RETROPEDS Scanners</u> (one depicted above in profile, and larger than proposed size) would be worn upon the corneas during REM phase sleep like any pair of soft contact lenses; (B.) imaging angles of the <u>RETROPEDS Scanners</u>' thermomolecular sensors as they detect, measure, and capture the (electrochemical) <u>pixel elements</u> of REM dreams occurring within the <u>reanimated</u> photoreceptor cells (<u>without</u> awakening the sleeper); (C.) the central region (macula) of the retina and adjacent photoreceptor fields, which would be <u>microscopically</u> probed and imaged during REM dreams by the thermomolecular sensors of the <u>RETROPEDS Scanners</u>; (D.) wireless telemetry between the <u>RETROPEDS Scanners</u> and the overlying <u>Morpheus Goggles</u> (base computer 8 recorder), whereby the <u>resurrected</u> biochemistry within the photoreceptors during REM would be detected, measured, captured, and then reassembled into real-time <u>recordings</u> of our nightly dreams; (E.) the <u>Morpheus Goggles</u> (base computer 8 recorder) which, during REM, would be in continuous wireless communication with the <u>RETROPEDS Scanners</u> component of this compact dreams recording system. (See again Proposal, pgs. 22-27.)

1





THE DESIGN



- DELUGE' SCULPTURE. THE FAÇADE FEATURES A MURAL AND THEATRICAL LIGHTING.
 A MOTION INTERACTIVE FOUNTAIN CAN BE ADDED PER LOCATION.
- THEY WALK ONTO A CLOUD-LIKE PLATFORM, SURROUNDED BY CLOUD GLASS WALLS, WITH THE STEAMPUNK DREAM MACHINE AS THE BACKDROP, FEATURING TURNING GEARS, COLORFUL PORTALS, AND SURREAL LIGHTING.
- THE DREAM CHAMBER INSIDE THE MACHINE HAS MIRRORED FACETED WALLS, THEATRICAL LIGHTING, AND SOFT SOUNDS.
- THE NEXT THREE ROUND ROOMS ARE ENCLOSED BY THEATRICAL CURTAINS, FEATURING AV, LIGHTING, AND CONNECTED BY A ROUND VORTEX.
- ► GUESTS AWAKEN AND MOVE TO THE CREATOR ROOM, AN ORNATE CHAMBER WITH SEATING AND VISUAL WALL PORTALS TO EXPERIENCE THEIR DREAMS AND VISIT WITH DREAM GUIDES.
- EXIT THROUGH THE ElixR LIBATION BAR.

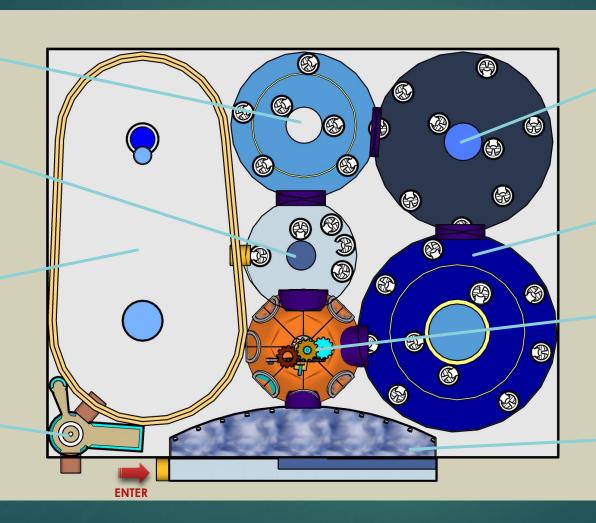
THE PLAN



- THE AWAKENING ROOM
- ▶ UNLOAD ROOM

THE CREATOR ROOM

► ElixR BAR | EXIT RETAIL

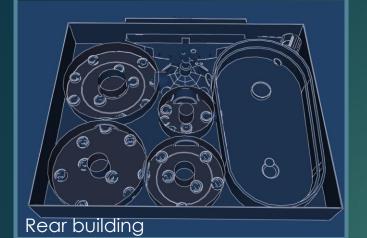


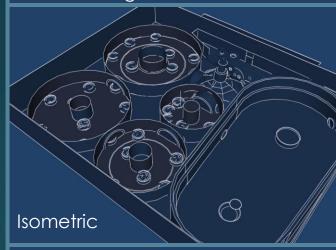
► THE REVERIE ROOM

► THE REMScape ROOM

THE DREAM CHAMBER | LOAD

► THE CLOUD PLATFORM

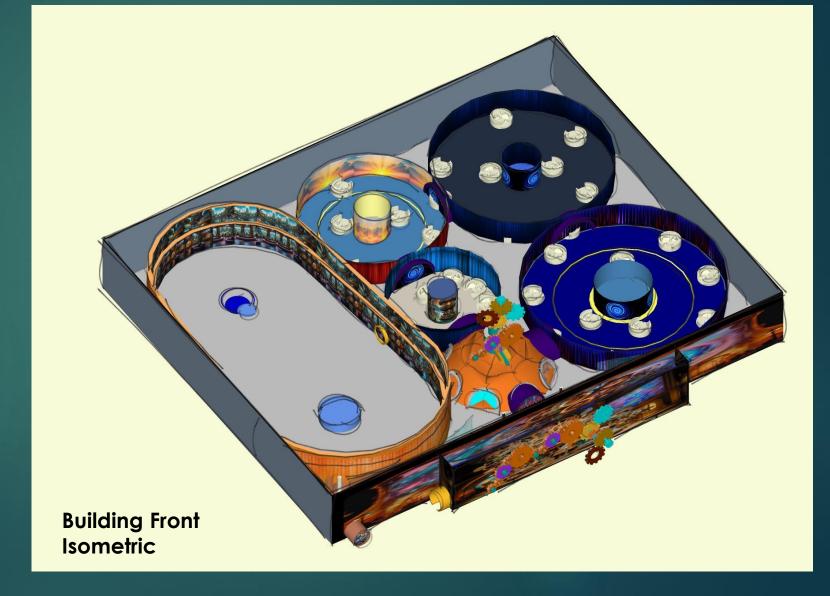














Isometric - REMScape



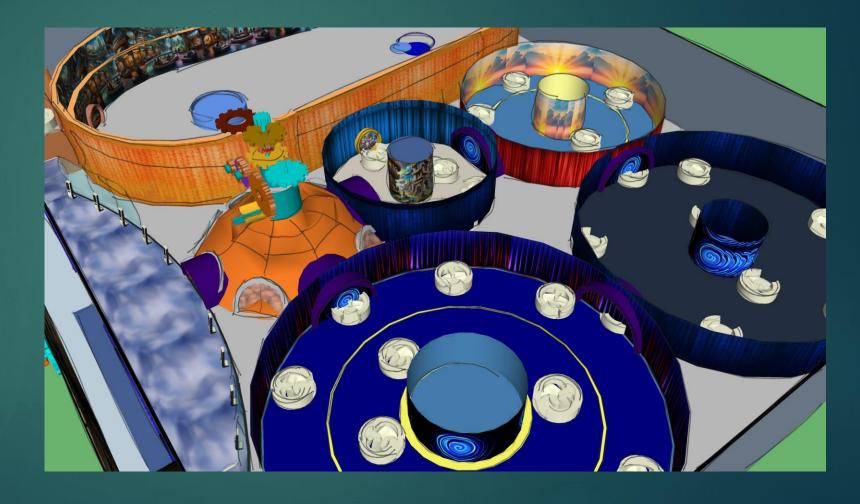
Cloud platform view



Isometric - The Reverie Recreator

THE SPACE





Sweet dreams are made of these...

AS YOU STEP BACK INTO REALITY, LET THE ECHOES OF YOUR JOURNEY THROUGH THE **DREAM MACHINE** RESONATE WITHIN YOU. REMEMBER, THE DREAMS YOU EXPLORED AND THE INSIGHTS YOU GAINED ARE NOT JUST FLEETING IMAGES BUT KEYS TO UNLOCKING A DEEPER UNDERSTANDING OF YOURSELF. EMBRACE THE POWER TO INFLUENCE YOUR DREAMS AND, IN TURN, ENHANCE YOUR WAKING LIFE. HERE, WITHIN THE REALMS OF YOUR SUBCONSCIOUS, LIES THE POTENTIAL FOR PROFOUND TRANSFORMATION, SWEET DREAMS AND RESTFUL NIGHTS AWAIT, AS YOU CONTINUE TO NAVIGATE AND NURTURE THE VAST LANDSCAPES OF YOUR INNER WORLD. UNTIL YOUR NEXT VOYAGE, DREAM WELL.



Dream Machine: An Interactive Wellness and Entertainment Attraction

Synopsis

Concept Overview: Imagine an attraction that merges wellness with entertainment, offering a multi-sensory experience where guests can explore and influence their dreams. This immersive journey aims to improve sleep patterns and durations, allowing guests to experience their dreams while awake and share these experiences with others.

Economic Impact: Insufficient sleep has an estimated economic impact of more than \$411 billion each year in the United States alone.

Experience Journey:

1. Dreamers Deluge:

- Entrance: Guests are enveloped by moving cogs, surreal graphics, dramatic lighting, soothing scents, and calming music.
- Introduction: A holographic guide, the Holo-host, introduces the Dream Machine and prepares guests for their journey.

2. Sign-In Process:

 Holo-host Kiosk: Guests perform a neural eye scan, input dream cues, sync their app, activate a Dormio wristband, and receive VR DreamVision goggles.

3. Dream Chamber:

- Design: Steampunk-inspired with rotating cogs, visual light shows, and a pulsing light vortex.
- Transition: Guests move through the DreamVortex, a tunnel of pulsating lights, into the Dream Chamber filled with meditative sounds, floral scents, and swirling lighting.

4. REMpods:

- Features: Temperature-controlled motion seats with on-board audio and VR
- Experience: Guests recline in the REMpods, preparing for their NimbusNap with soothing sleep sounds and immersive visuals.

5. REMsScape:

- Environment: A dimly lit room with black velvet curtains and a cool breeze.
- Process: Guides guests into a state of hypnagogic sleep while capturing their biometrics.

6. Reverie Recreator:

 AI-Generated Dreamscapes: Crafted based on each guest's dream profile, blending VR visuals with dream-like states.

7. Awakening Room:

 Transition: Al dream projections brighten, bringing guests back to awareness.

Gidg

THE SYNOPSIS



8. Creator Room:

- Design: Stunning visuals, dream discussions, and interactives.
- Activities: Guests can rewatch or share their dream experiences and consult with Dream Guides.

9. ElixR BAR:

- Ambiance: Inspired by a steampunk submarine.
- Offerings: Drinks that enhance the dream journey, including lattes, dreamy teas, and more.
- Features: Bookcases with volumes on dreams, curiosities, and technological marvels.

Additional Features:

 Creator Room and Coffee Bar: Introduce sleep assistance products for home use, making this attraction a comprehensive wellness experience.

Video linic https://voutu.be/8FHIM67eGEw

GREEN IGUANA dealgn group

Jay M. Pecotte

2





