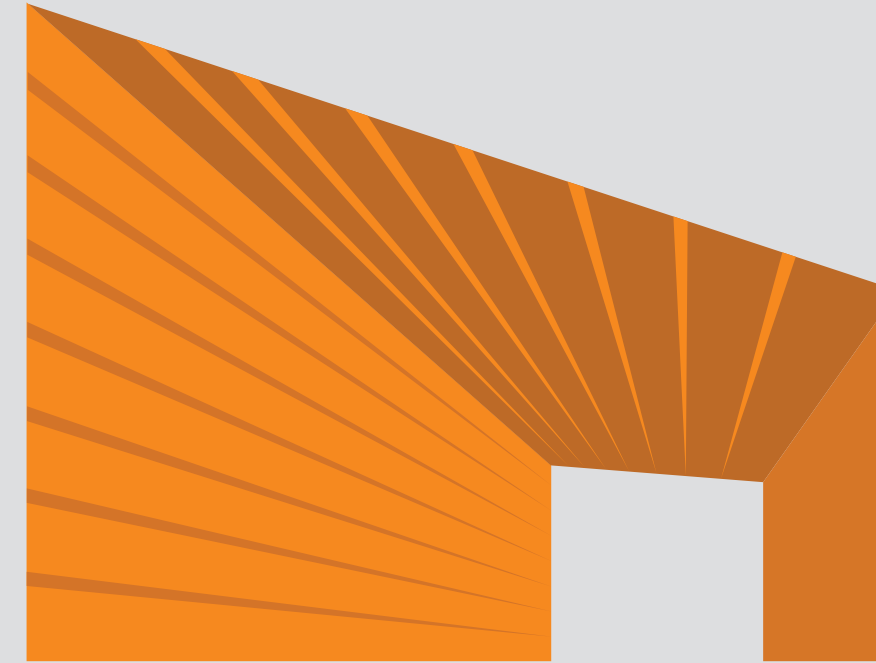


# THE TIME NETWORK

## //// INTO THE PAST



### THE CONCEPT

This project is an interactive exploration theme park that takes guests into a mystery that takes place across time. The overall concept came from the big idea of using time as a narrative and design tool to create a dynamic setting for a theme experience land. Instead of exploring many locations in one time, this approach allows guests to explore many times of one location. This bluesky concept, to play with the passage of time in one setting, led to the development of a time travel storyline that supports a narrative reason for guests to visit multiple times of a fictional downtown city square.

Along with the story, the logistic layout of the project was simultaneously developed to ensure they supported each other in every way. The layout developed into a series of connected “pods”, each the same location at a different time and connected by “portals” that branch between the same locations in adjacent pods. The plot elements were shaped to explain this travel and the story reason for why each location is vital to the experience.

The result is a theme park experience that encourages guests to dive into the details of the themed space in order to understand and analyze how this imaginary world changes around them. The interactive mystery experience is also supplemented with multiple attractions throughout the experience, from large anchor attractions to small personal entertainment experiences. This type of concept for a hyper interactive themed space for exploration is not new, but I think it is the perfect platform to use to tell a large scale single narrative story.

### THE STORY

The ability to travel in time is finally unlocked in 2098. Invented by an experimental physicist, Adam Haley, the technology allows for instantaneous travel through portals of electrified and separated matter, permitting users to step into the exact same location at any time in the history of the universe. This technology undoubtedly changed the course of human history, past and future, for good and bad.

Decades after it’s adoption and commercialization, incidents begin to occur and Haley discovers in the data that a catastrophe is coming. The network between time is starting to collapse, which could cause unimaginable results that threaten time itself. After much debate, Haley knows what he must do about it. He must somehow prevent himself from ever inventing time travel, no matter the cost.

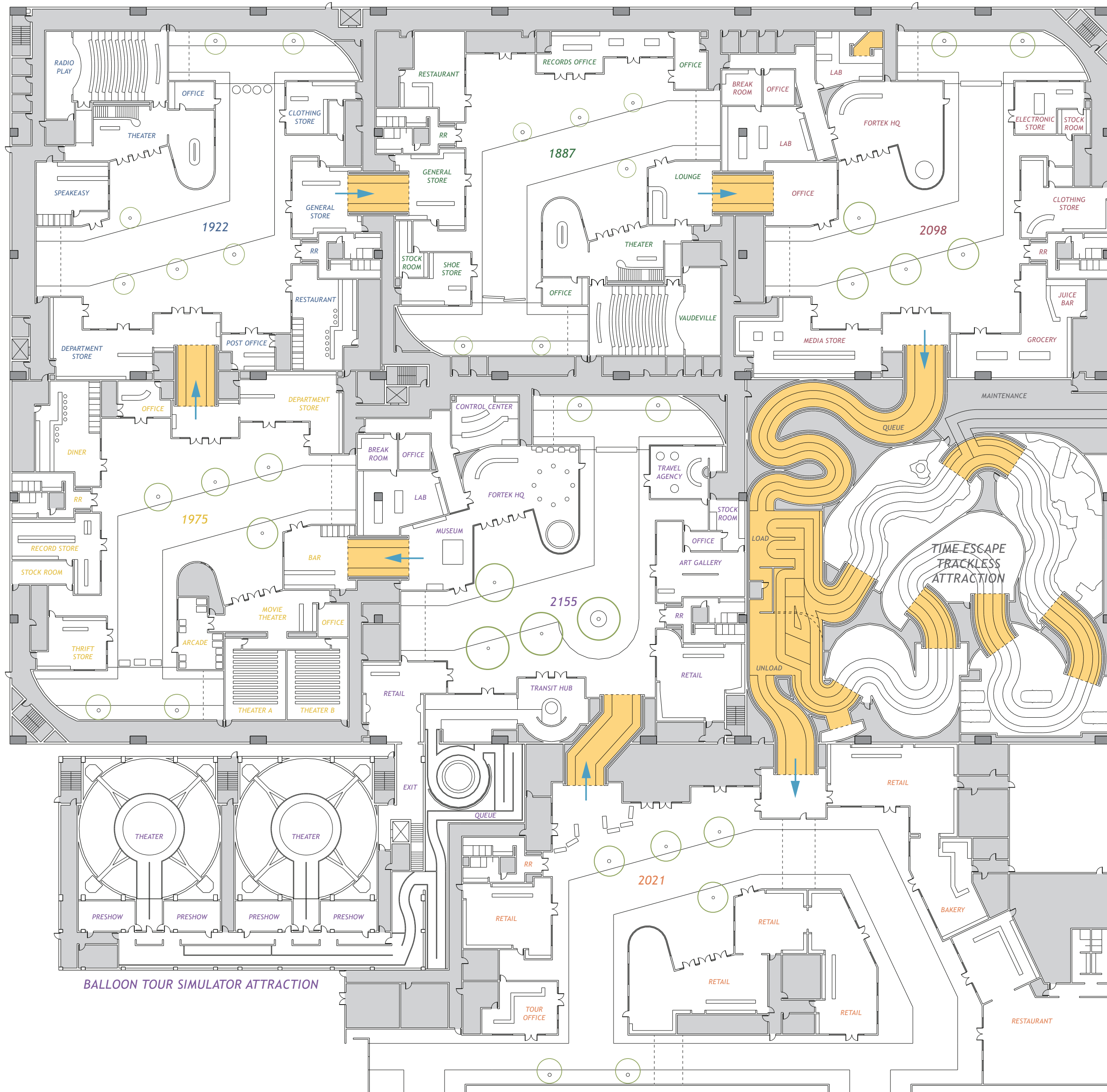
He fears the instability that would happen if he just went back to tell himself to not do it, so his plan is to change little pieces of the past to keep him from ever ending up in the situation to invent it. He overwrites the control system and begins to open portals into the distant past and make changes, but he discovers that nothing works. Time travel always ends up happening. So he has one option left, and decides to go back to the day he invented it to stop himself. But at the exact moment when he meets his past self, the time catastrophe hits and he is pulled into an unstable portal, where time is folding on itself. Portals all over are suddenly opening, bringing people and things through them with no control. How will he save time and himself along with it? And what is going to happen to all those people stepping through those new portals?

### THE GUEST EXPERIENCE

For guests, the story begins outside the project. This would ideally be built as an anchor to some kind of outdoor recreation and retail environment. In the public and outdoor first iteration of the downtown square, guests discover a mysterious glowing portal that has just opened up earlier that day. Rumor is that it leads to the future. Though barricaded off, entrepreneurs have begun selling tickets to the future and guide paying guests past the barricade and into the portal.

On the other side is the year 2155, where they are surprised at the influx of new guests. But they welcome them and introduce them to the history of time travel. They also offer a guided tour of the city on an aerial transit balloon, which is the first anchor attraction. Guests are able to explore this world and eventually find another open portal and step through it, going back to the past. They are able to explore 4 more iterations of the square, all at times that are significant to the overall story about Adam Haley and his mission to stop time travel. At the end of the last pod, guests find themselves stuck in the time network, but are rescued by a vehicle from the far future, which sends them on a fast paced trip through time and back home.

Throughout the experience, guests are meant to explore and investigate to whatever level they are interested, potentially revealing multiple levels to the story that depend on what is found and how invested guests are in the mystery. Guests could range from just enjoying a fun trip through time, ignorant of the story, to investigating the primary plot of Adam Haley, to discovering secret layers about the good and bad of the people and places they visit.



The full floorplan of the park is formed of an outdoor retail area set in 2021, 5 interior pods set in different times, and two main attractions, one at the start of the story and the other at the end.

The exterior retail area is open to the public. Local entrepreneurs have taken it upon themselves to start selling tickets to the future. The ticketed entry into the experience leads guests into the first portal that has appeared in the square, which deposits them in the year 2155.

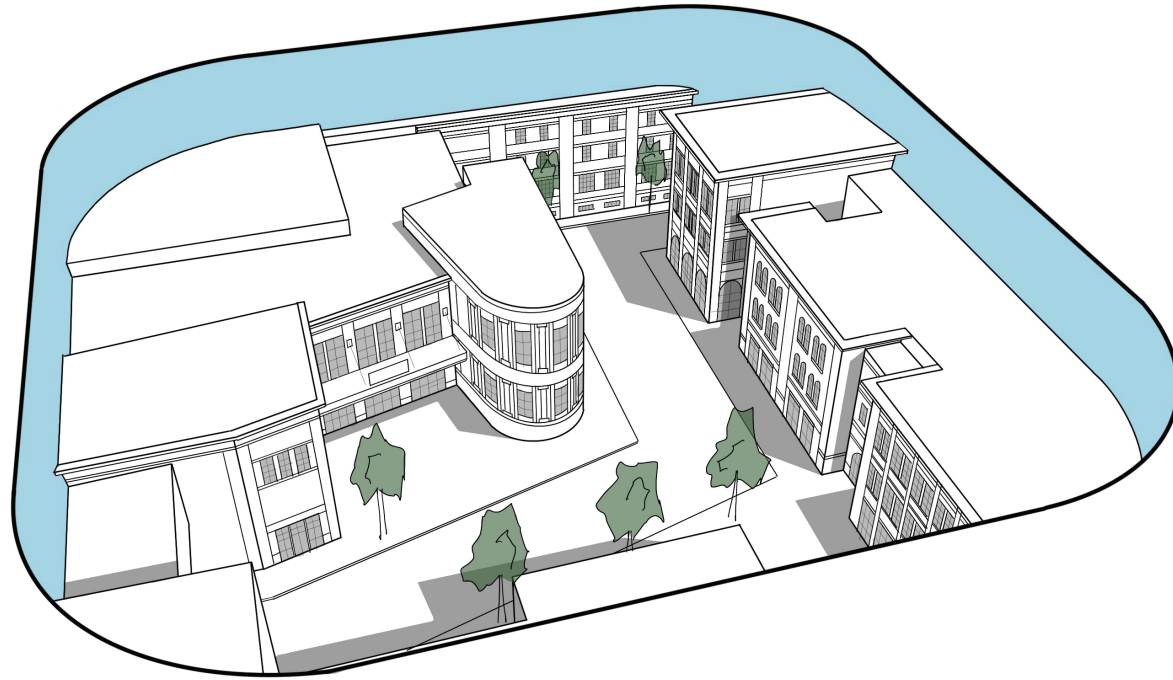
Guests can experience the balloon tour simulator attraction in this pod, which gives a general introduction to the world, and also begins their exploration and investigation into the mysterious appearance of the time portals. Each storefront and many of the back rooms are explorable and filled with information about the world and the plot of the experience. Guests step through the series of portals from time to time as they follow along with the main storyline of the experience. They ultimately arrive at the climactic final act to the story which takes place in the trackless dark ride at the end of the experience.

Each pod includes some real retail and some kind of food and beverage location in addition to the various staged storefronts. There are also multiple small scale attractions and entertainment, including short films, a radio play performance, a vaudeville act, and interactive street characters.

In the floorplan, areas shaded grey are back of hour, all other areas are explorable public space.

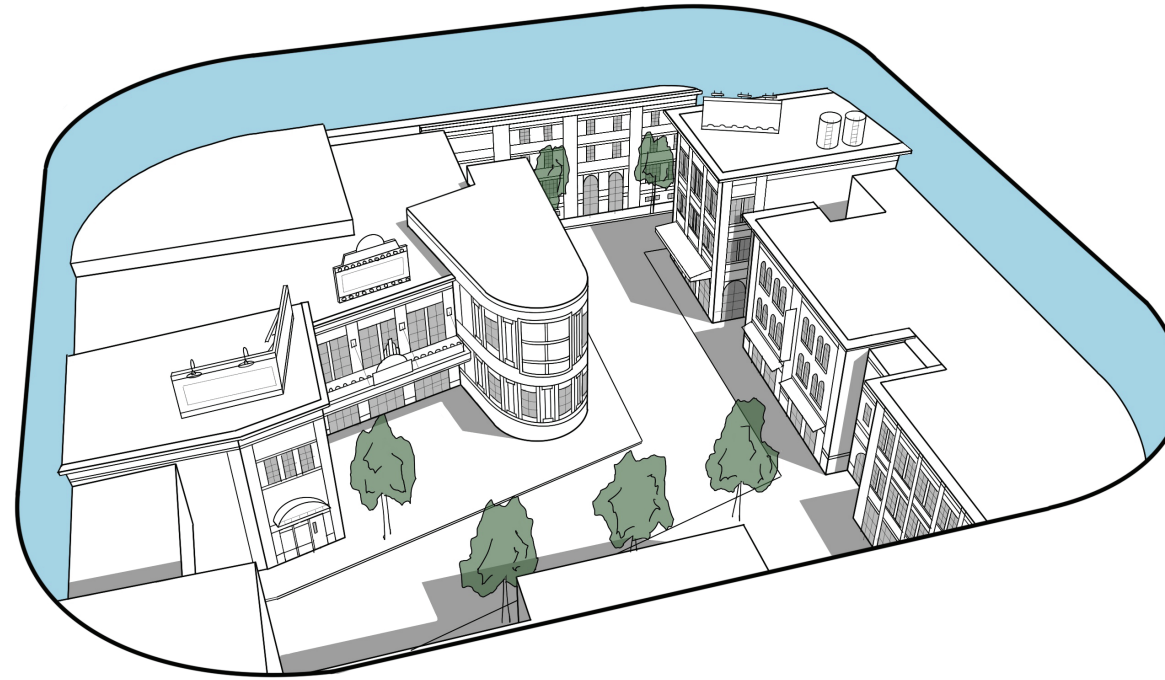


1887



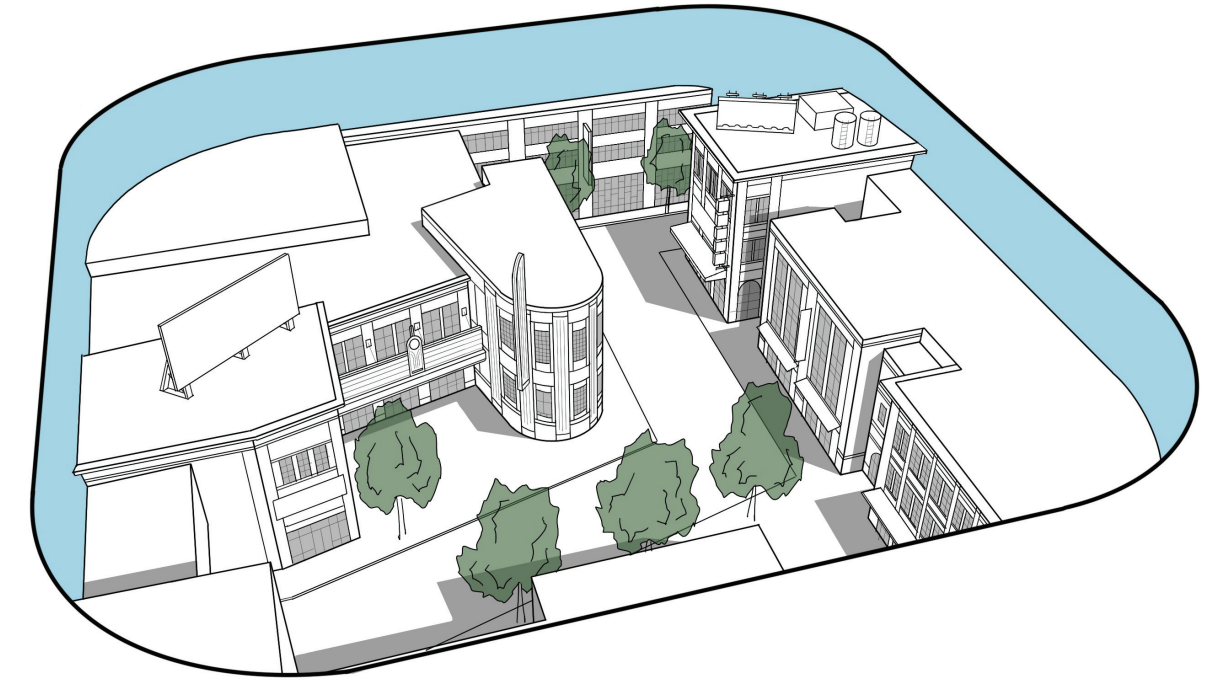
This is a town on the verge of becoming so much more. A theater was built on the downtown square in the early 1880s and became a favorite home for vaudeville acts. A variety of businesses and offices followed to create a center of activity for the rapidly growing city, bringing people from all walks of life to a new city standard of living.

1922



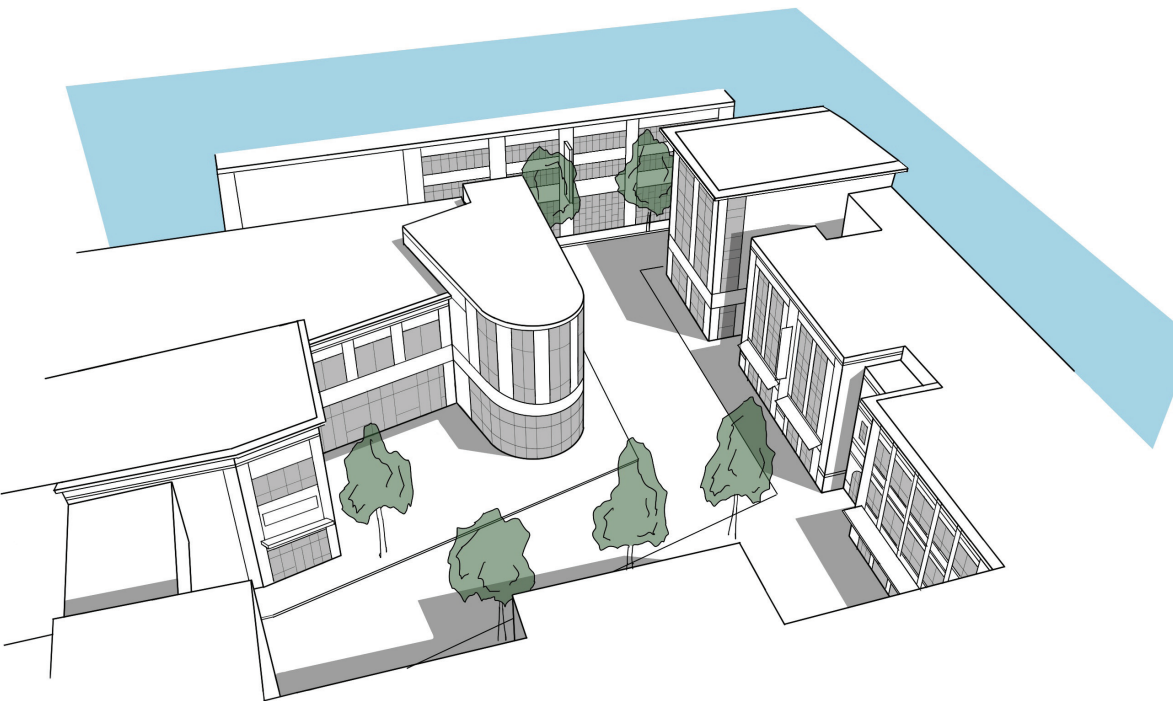
By the time of the Roaring 20's, the city had grown to become a full metropolis, and that same downtown square was still just as important. The theater now broadcasts live performances of a new creation of the time, the radio play. Many businesses are the same, but some have seen big changes, including the new hidden speakeasy and a modern department store.

1975



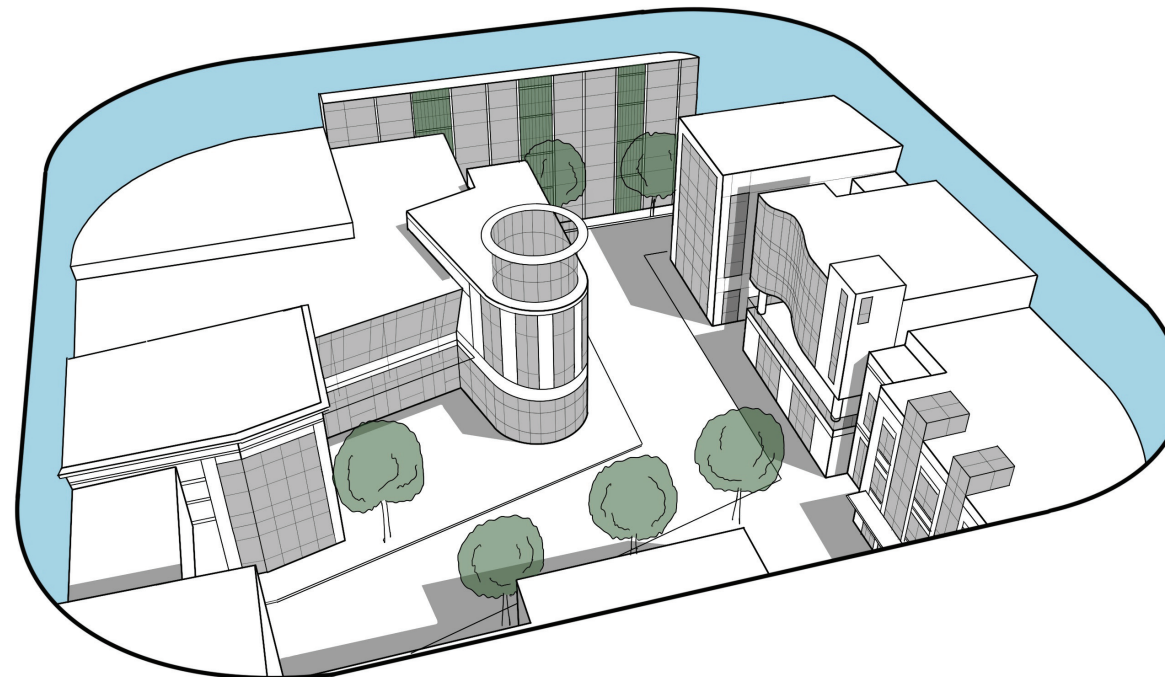
The 70's brought a new style and a new crowd to this area of the city. The grand old theater had been converted into a movie theater and it's lobby into an arcade, both busy around the clock. Many businesses have changed over the years to adapt to the times and the new way of life, such as the old grocery store that became a record store.

2021



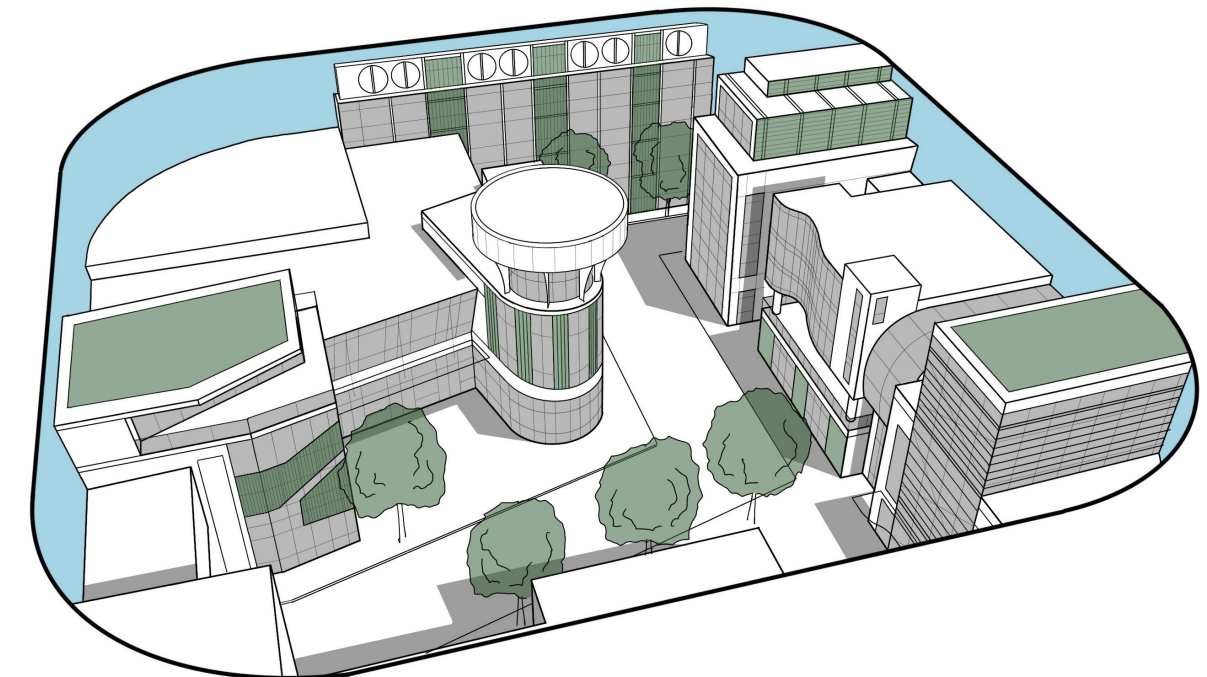
After a decline in the 90's where the square fell out of favor for newer, modern areas of downtown, this area of the city has now become a historic district. It is being revitalized with retail and mixed use projects that celebrate the history of the downtown buildings. The theater was gutted after a fire, but has been restored to be a popular local store.

2098



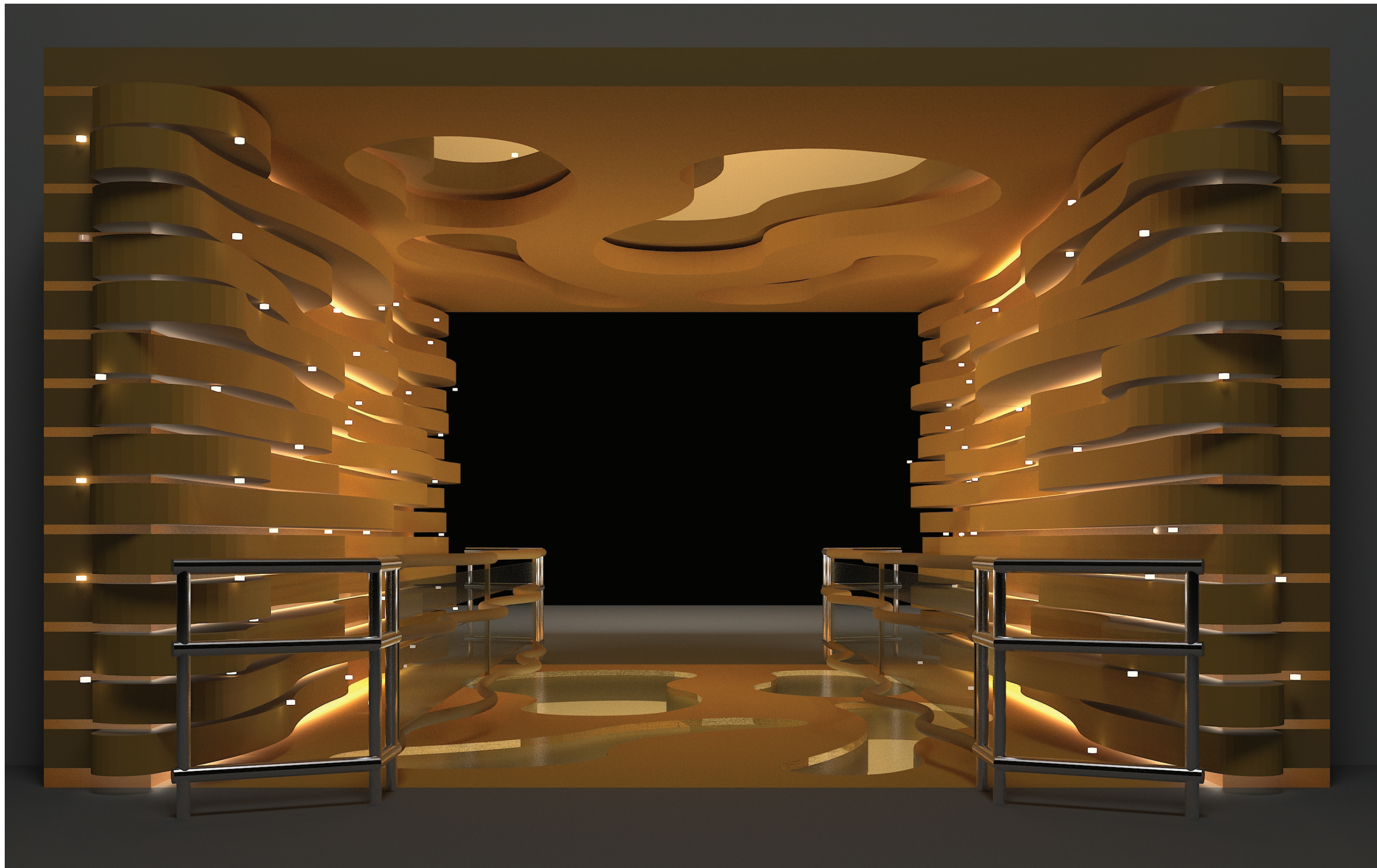
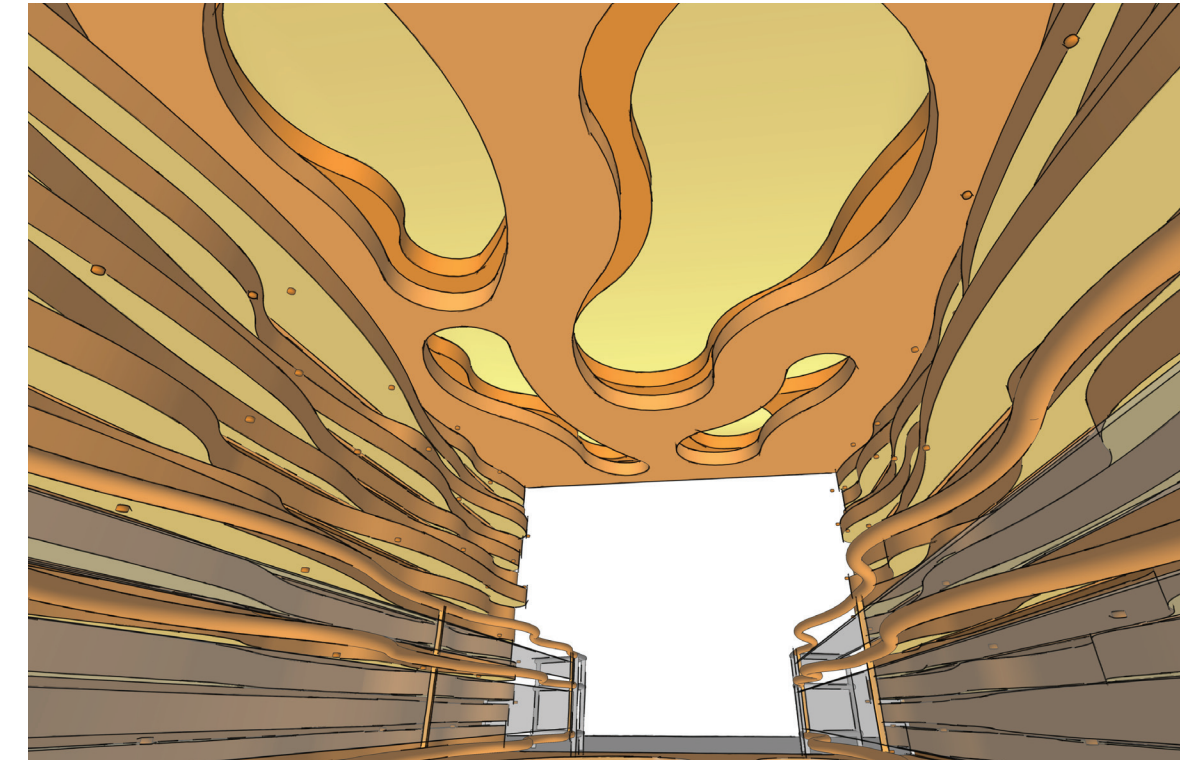
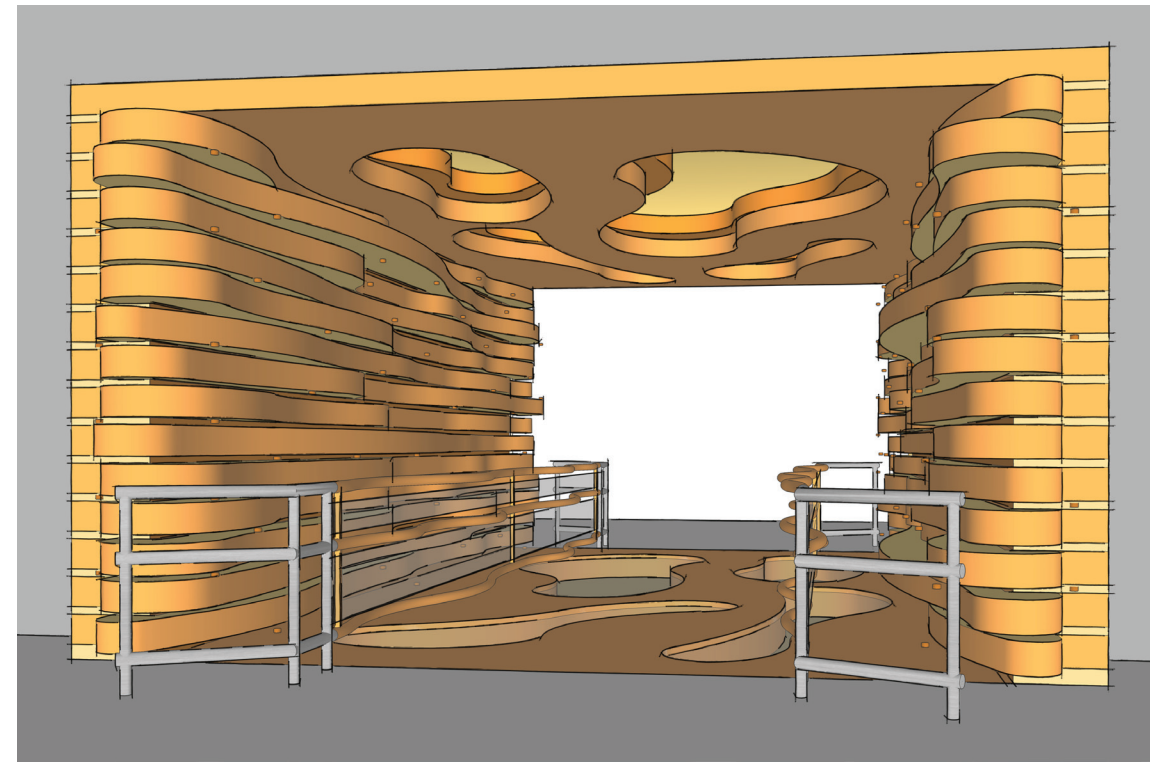
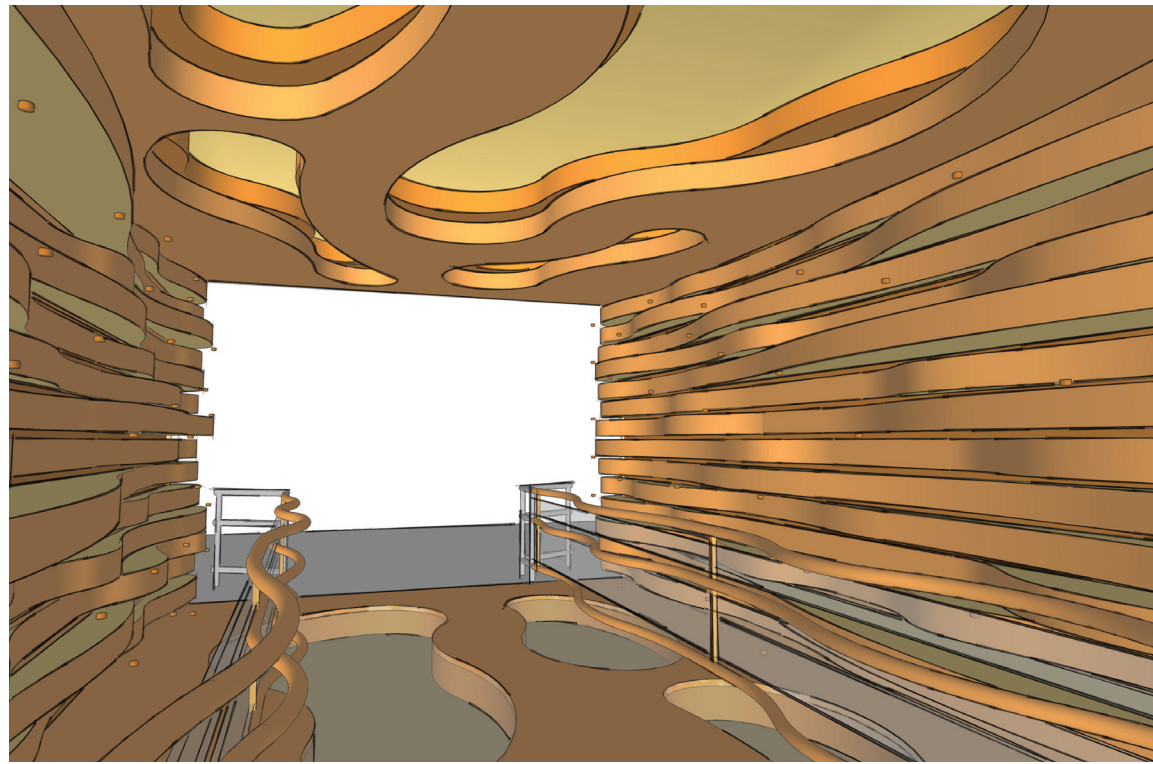
In the late 21st century, this area of the city will become a tech hub, bringing residents and activity back again. The old theater site will be rebuilt as the HQ of an energy company named Fortek Unlimited, and its many employees living and working in the area help to bring a variety of businesses back that have been gone for over a hundred years.

2155



Decades into the existence of time travel, the city of the year 2155 will be nearly unrecognizable, except for the general foundations of many of the historic buildings. It will be a green, modern, and sleek city. The Fortek HQ will still dominate the square, but most of the business that existed to support the employees have evolved to support the time travel industry.



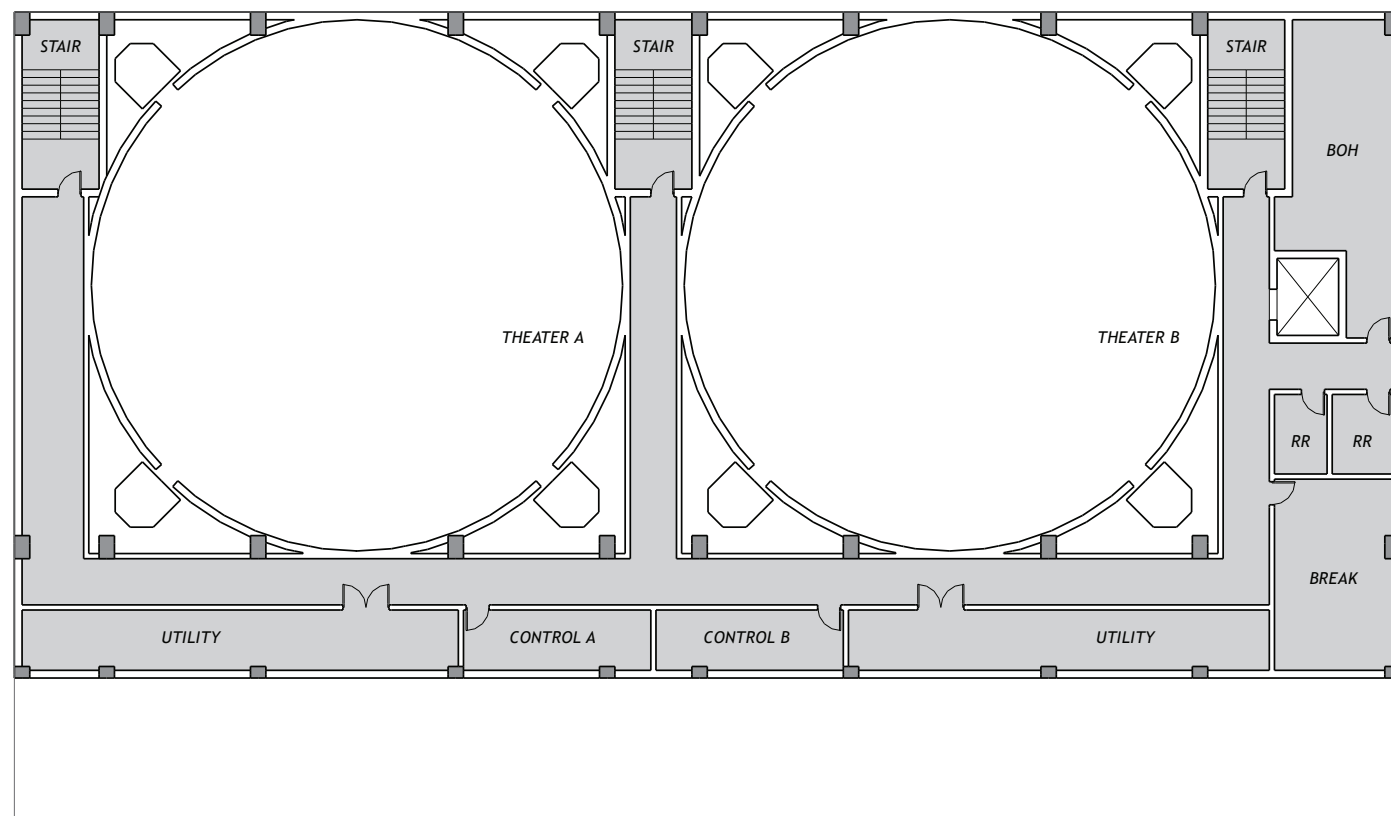


The portal is the most consistent element across every step of the experience. The story explanation is that this portal somehow electrifies and separates matter to create a passageway through time. The concept of the design is that the portal is formed of a frame that slices right through the undulating and separating fabric of time.

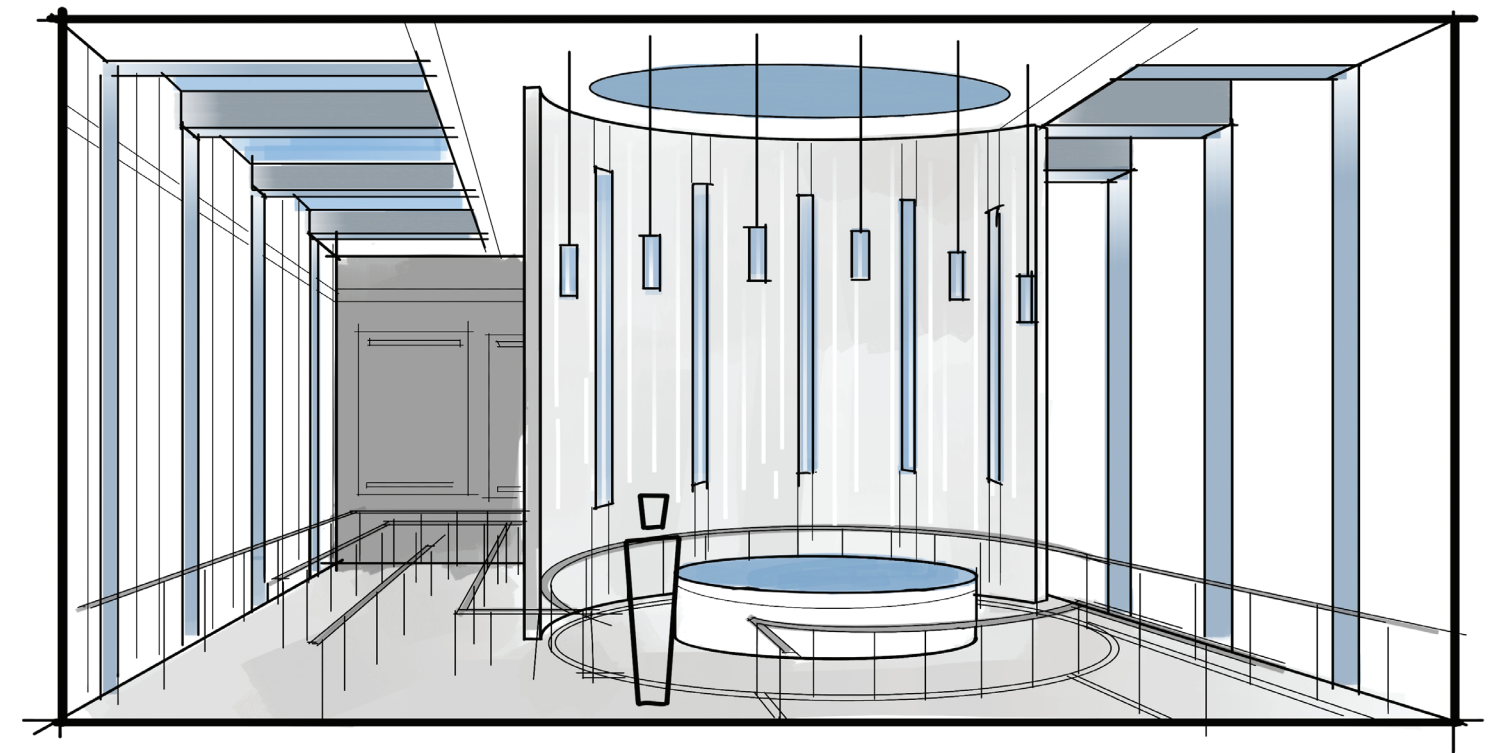
The irregularly waved side walls glow and pulse with energy as if they are holding something back. The walls also hide quickly rotating light fixtures that resemble glowing points of matter flowing through the portal. The floor and ceiling reveal holes that look through the time network, as if they are being stretched and pulled apart to the point that they have been weakened. Digital screens above and below these holes show nebulous and unpredictable patterns of light and color. The rails deconstruct and wave in the portal as if they are being affected just like the walls. The entire passageway glows with eerie and irregular waves of light and is filled with a gentle electric hum.



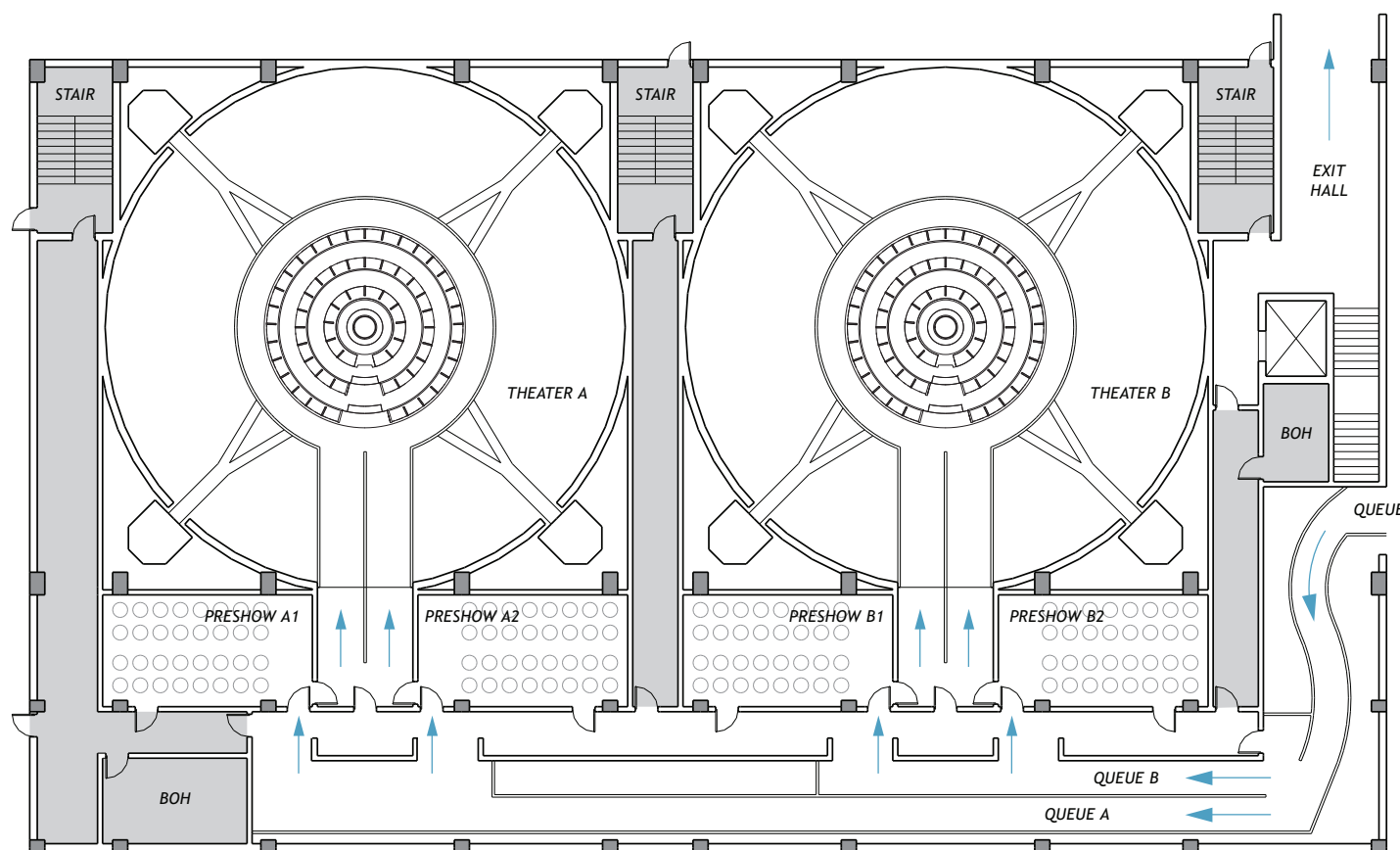
LEVEL 2



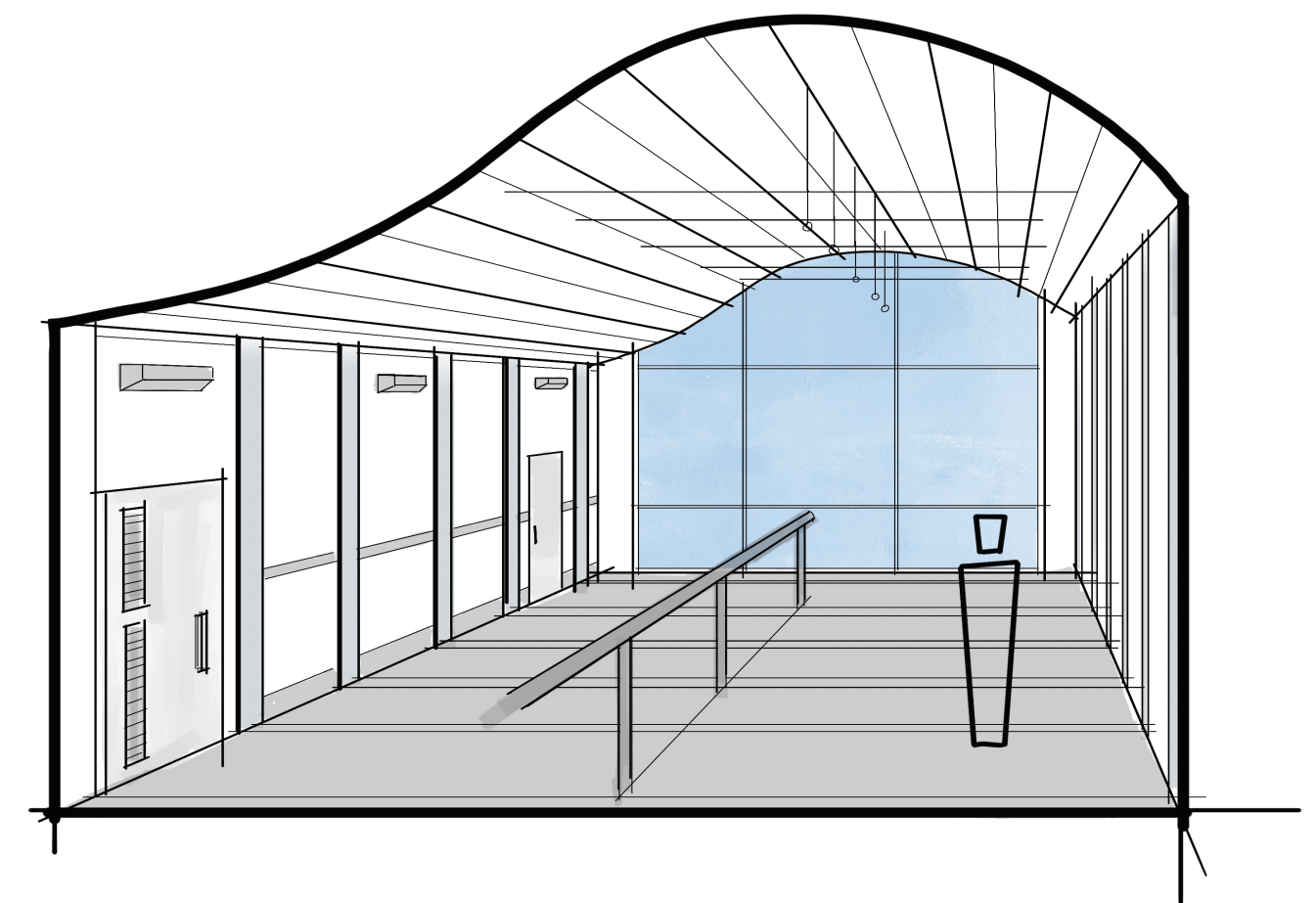
QUEUE



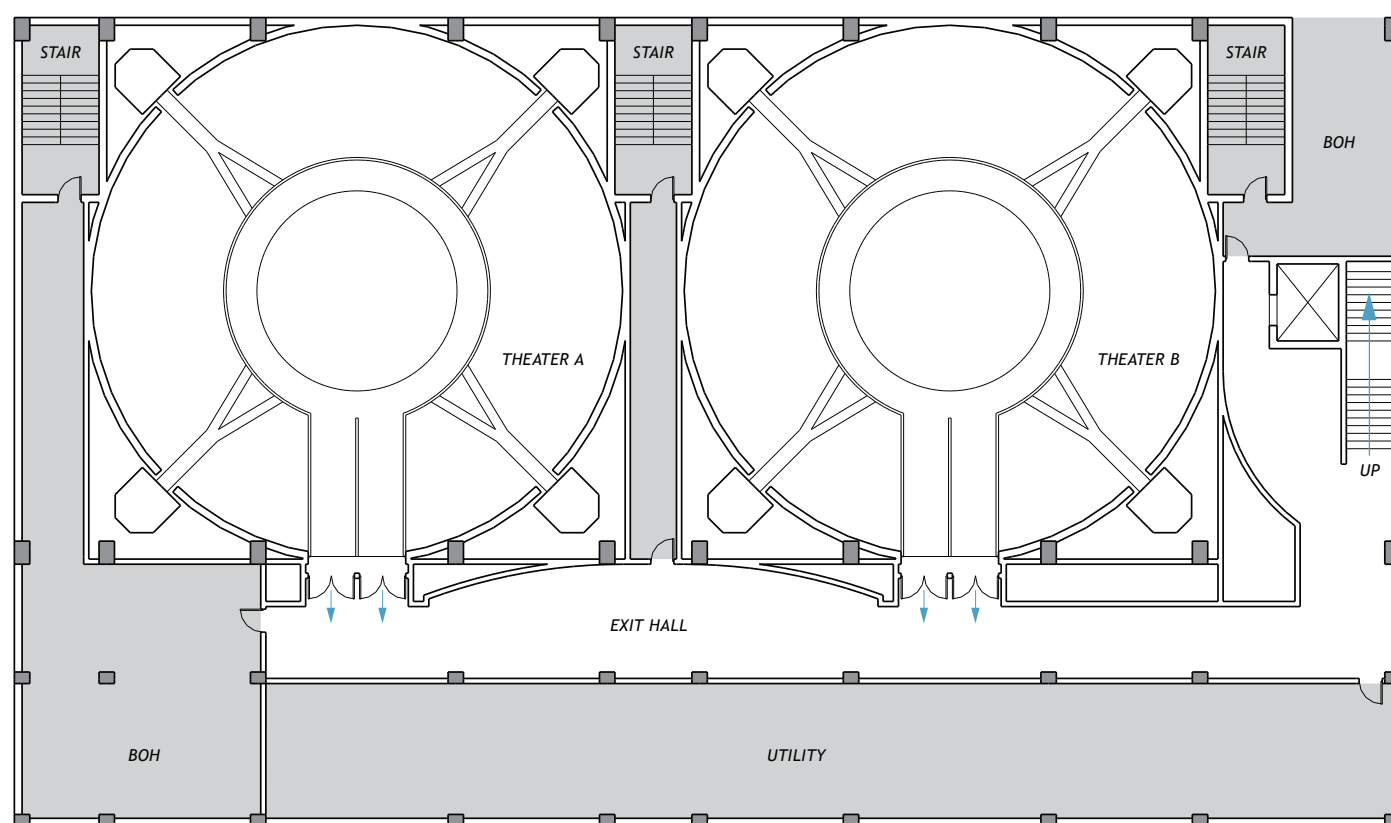
LEVEL 1



PRESHOW



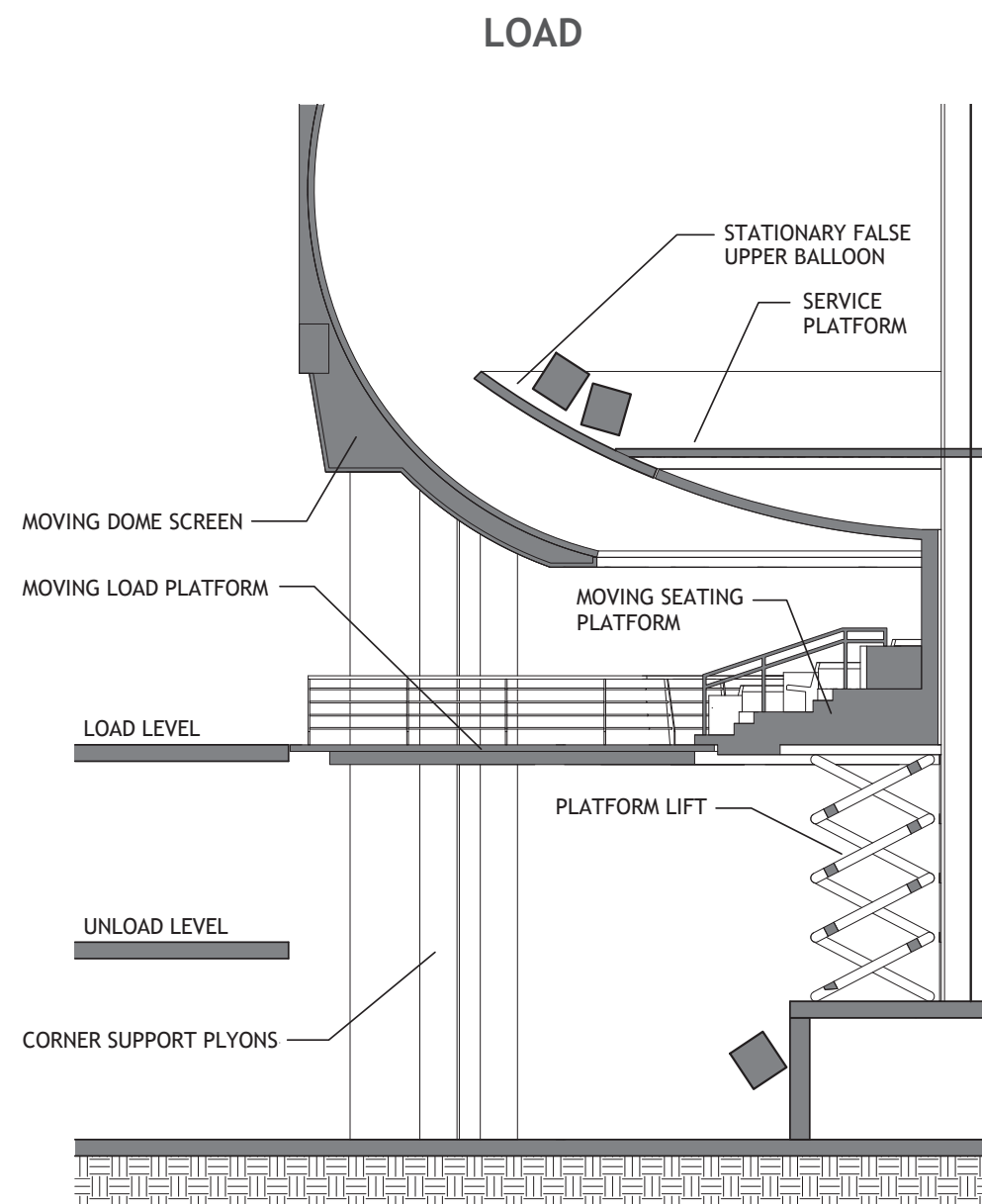
LEVEL 0



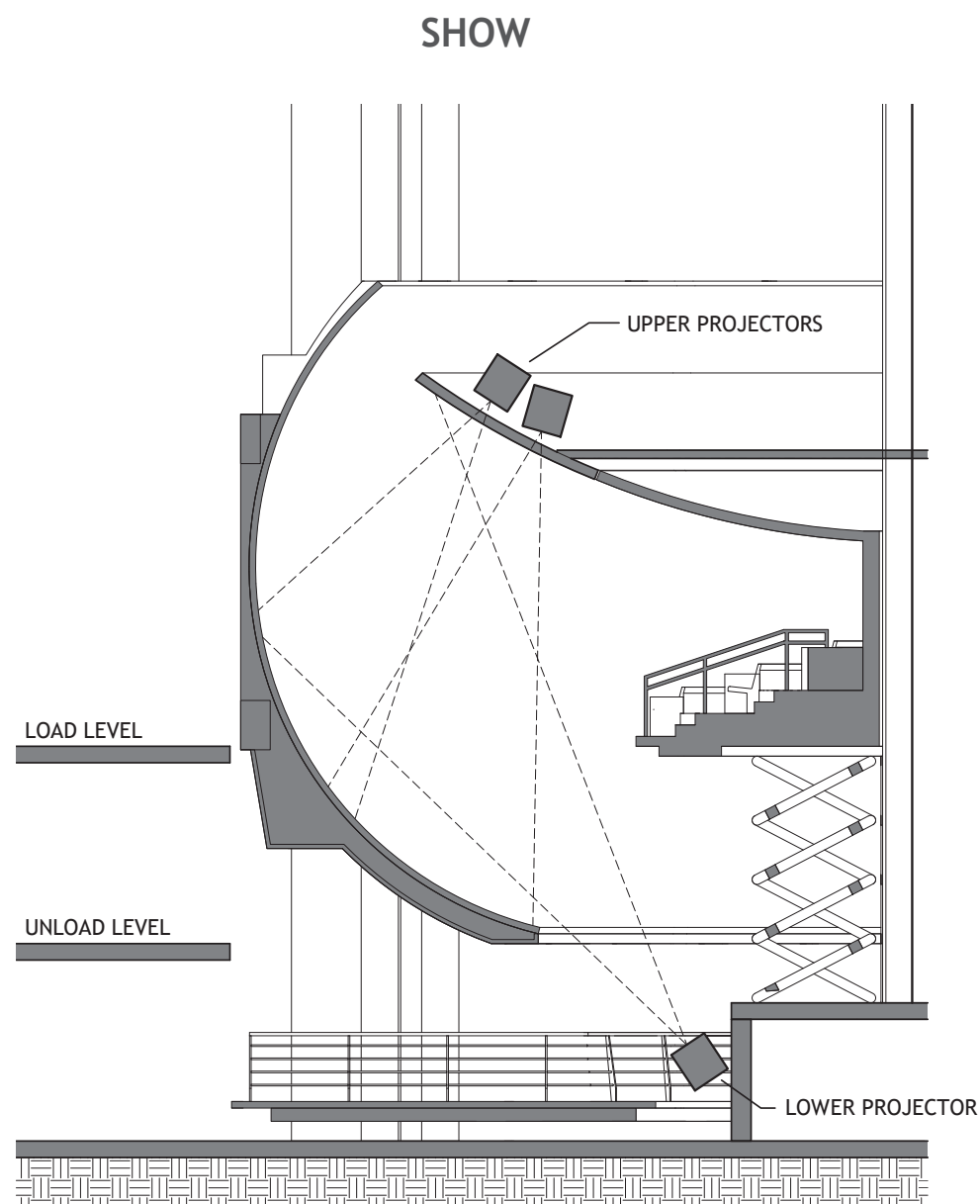
The balloon flight simulator attraction is one of the two major ride experiences of the park and takes place at the start of the journey. As guests start unexpectedly arriving in the future, the transit hub begins repurposing its aerial mass transit vehicles to offer tours of the world of the future. Guests move through the sleek and modern transit hub on the way to the preshow rooms, where a welcome video sets up the idea of time travel and the city of the future. Guests then enter the launch platform and board the vehicle for their trip. After “take off”, the experience flies guests over and around the hyper modern and expansive city, pointing out landmarks and innovations made possible by time travel.

The ride system features a moving dome screen that descends around the floating vehicle to simulate the take off effect, and the experience is supplemented with wind, smells, and other environment effects to sell the experience.

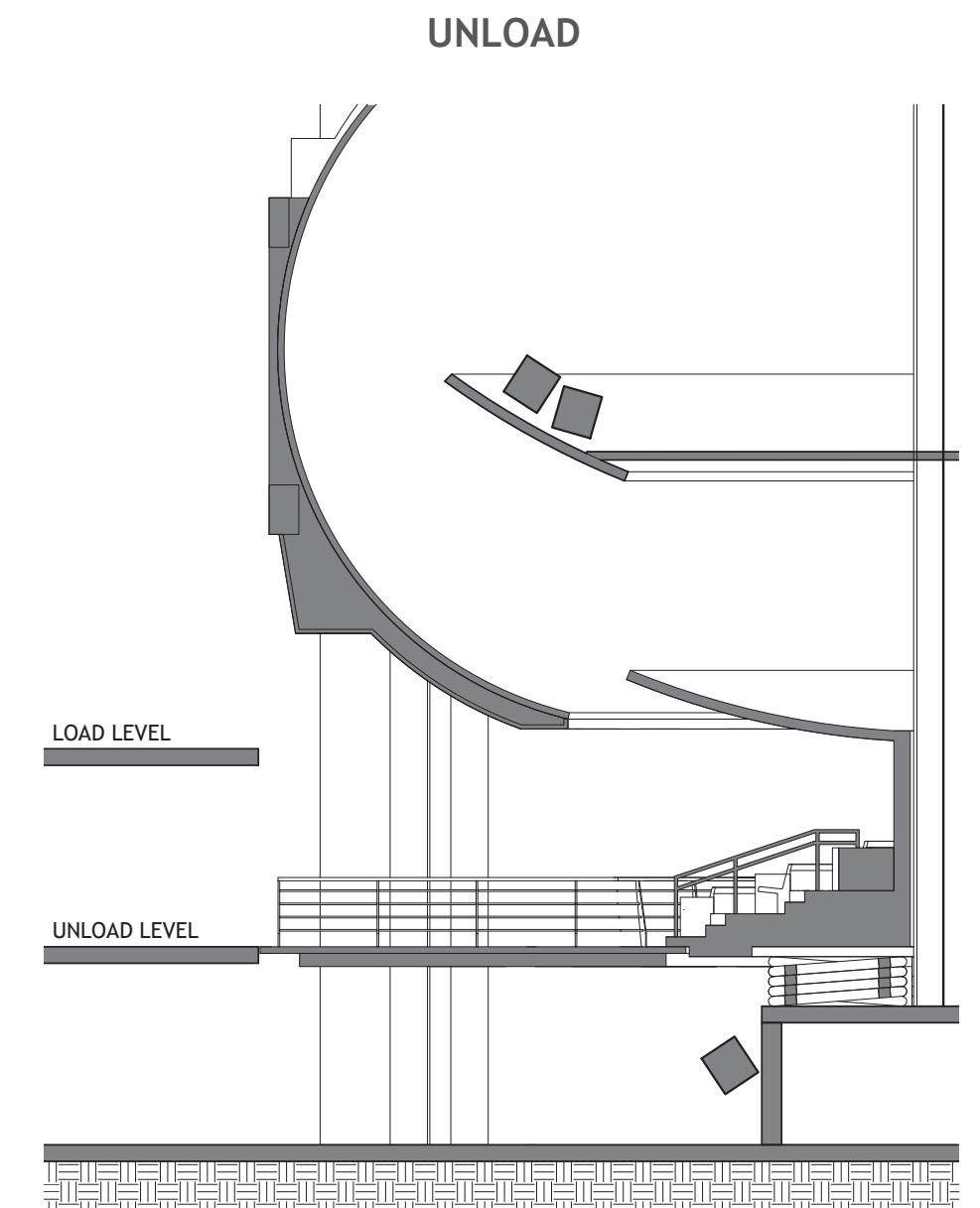




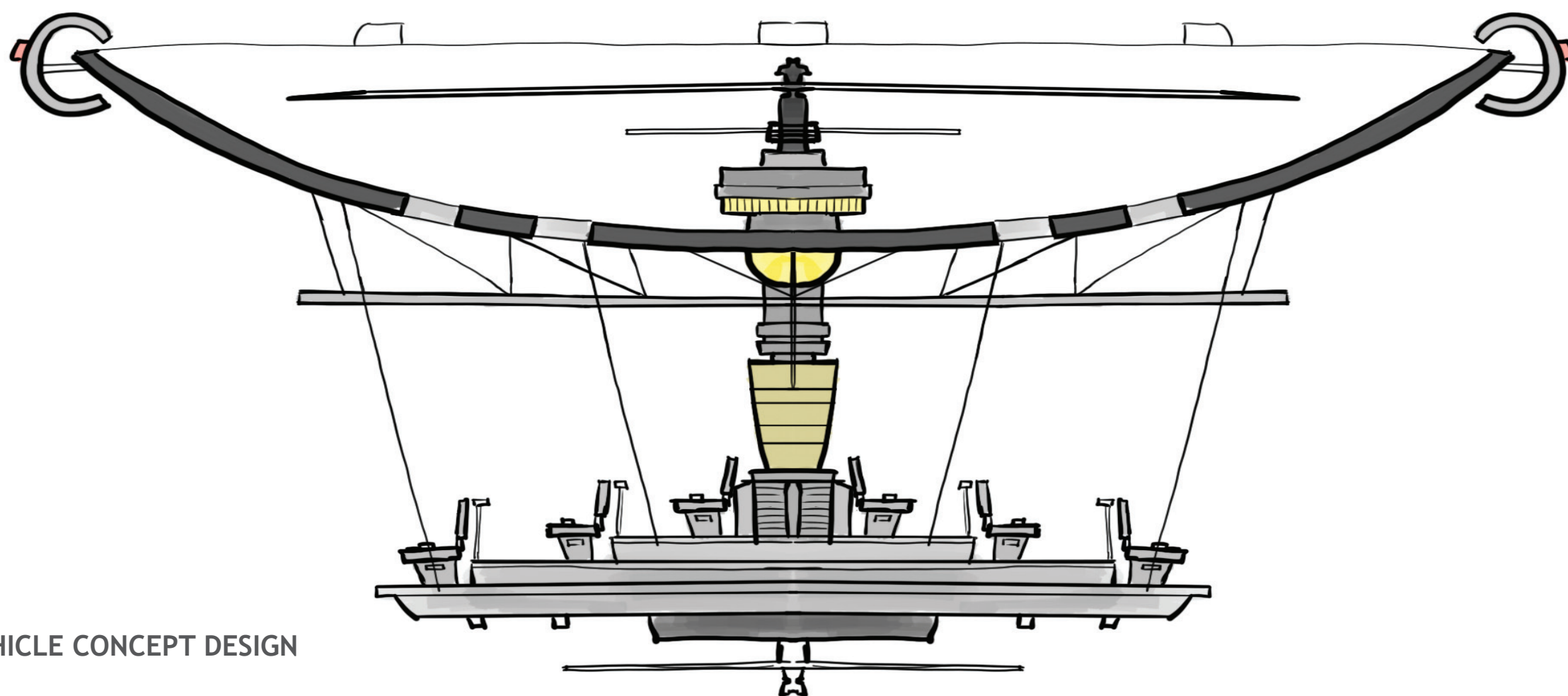
At load, the dome screen is raised in its upper position and the seating platform and the load platform are raised to be even at the load level.



At takeoff, the load platform and the dome screen lower in sync so that the dome screen now fills the full field of view of the seating platform. Projectors above and below the platform fill the dome with projected media. The seating platform can raise and lower gently for motion effects.



At unload, the seating platform descends down to unload level while the dome screen raises. The load platform raises to meet the seating platform and guests use it to exit the attraction.

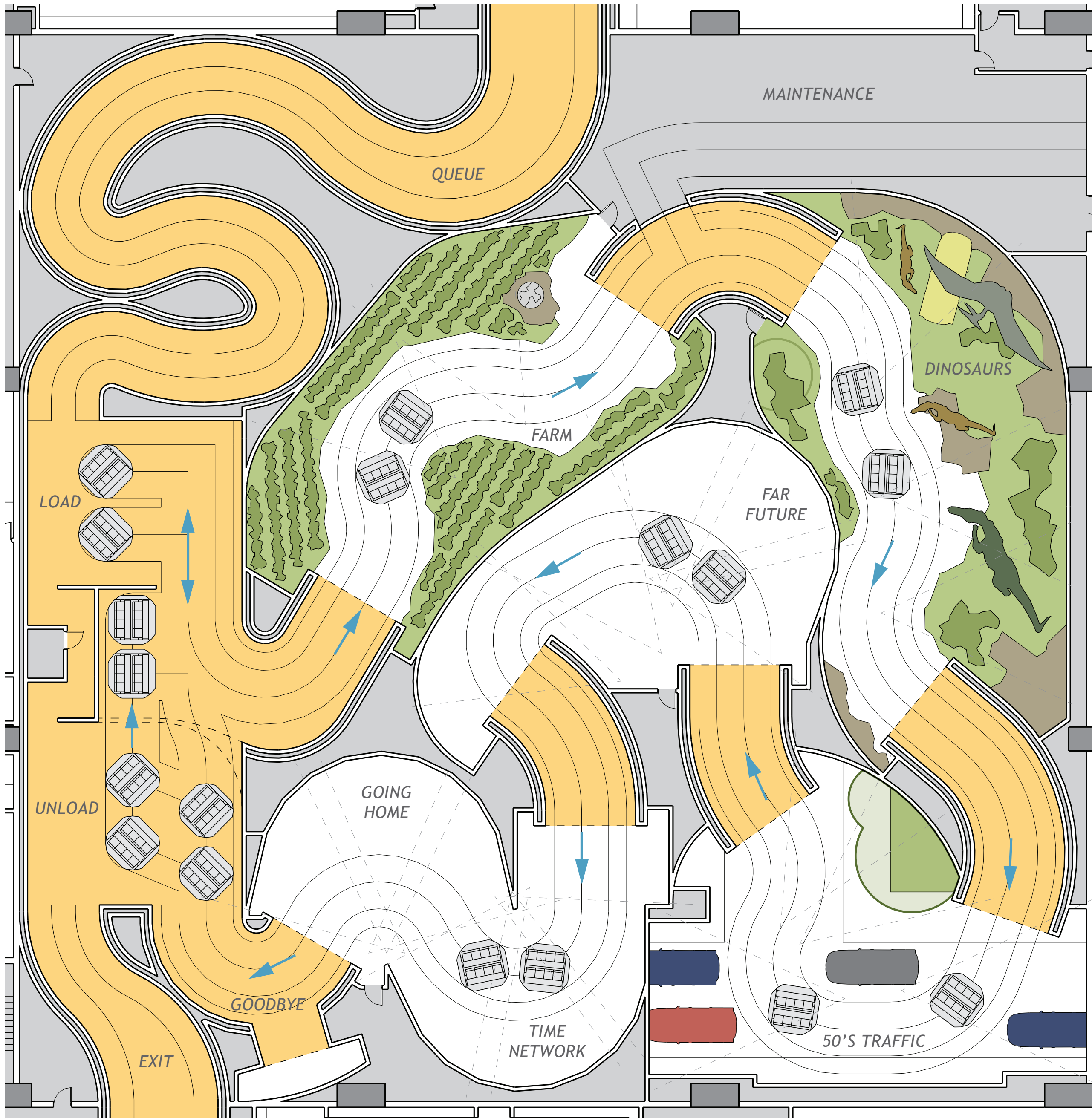


VEHICLE CONCEPT DESIGN

The above diagrams describe the major moving elements of the ride system and how they work together in each phase of the attraction to create the fully immersive experience of flight.

The aerial mass transit vehicle that guests are supposedly riding for their trip over the city is meant to be a futuristic cross between a helicopter and a balloon. It would be described as a highly efficient and green mode of transportation, reinforcing the themes of a sustainable and idealistic future. The sketch to the left is the in-story appearance of the vehicle, while the actual attraction vehicle would only be built to the extents visible by seated guests.





The Time Escape trackless dark ride attraction is the culmination to the story and the experience in the park. The concept is that guests have become stuck in the collapsing time network, but a vehicle has been sent from the far future to rescue them and get them back home. Along the trip, they jump from portal to portal through a series of scenes through time. But other things are accidentally traveling through the now open portals, so things are not always as they should be.

The trip jumps to a 1700's farm where there is a hatched dinosaur egg, then back to the age of dinosaurs where a crashed cab is being attacked by raptors, followed by right into a traffic jam of the 1950's where there is also a hovercar from the future, and finally into the far future where all kinds of things from the past and present have arrived. The vehicles make one last jump into the time network for a fast paced finale as we jump through dozens of worlds colliding at once before finally finding the right portal that brings us back to 2021. Guests unload inside the portal and walk out the exit back to the outdoor retail area of the present day, ending the main experience of the park.

The attraction features both physical set scenes and multiple projection dome scenes.