

Theme Park with a Mission:



MARINERS
The Ocean Park

A Proposed Concept by

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MARINERS - The Ocean Park (A Theme Park with a Mission)

By Bernard Y.H & Yoni Rotty

Introduction

As a team, we have been in the field of visual and experiential design for 20 years. We use our multi field of interests to create, design, illustrate, write, innovate, and visualize our silly ideas.

One of our dream is to create a theme park with a mission for the love of the ocean, but we have never had the opportunity to make this dream come true. This opportunity will be our first time to combine art and engineering in a theme park.

What if there is an area somewhere in the tropical or subtropical island that we can place an ocean park in it, not to exploit it but to admire the beauty and richness of its nature.

Why the Ocean?

Our ocean has been an essential purpose as our life support system, providing at least 50% of the oxygen we breathe, and it holds a very important role to earth's climate and weather. Its natural beauty and richness contain huge marine ecosystem with tremendous biodiversity. Our ocean has also been the habitat of numerous known and unknown species.

Unfortunately, human's ignorance, negative behavior and lifestyle, combined with global warming, are devastating our ocean. Rapid change of ocean's ecosystem and species, the death of our coral reefs, declining fish stocks, and rising sea levels has been a major issue these days.

Although there are countless actions underway around the world to protect and preserve our ocean, maybe we also need another approach in this never ending war between human and the ocean.

How can we fight against human's ignorance that have been devastating our ocean?

What If...?

What if there is a place to instill the love for our ocean, as the essential part of planet Earth, from an early age in a fun way!

What if there is a place that we could explore and experience our marine ecosystem and species through fun experiential excitement all in one place and at the same time embed the awareness that could change our behavior from that early age!

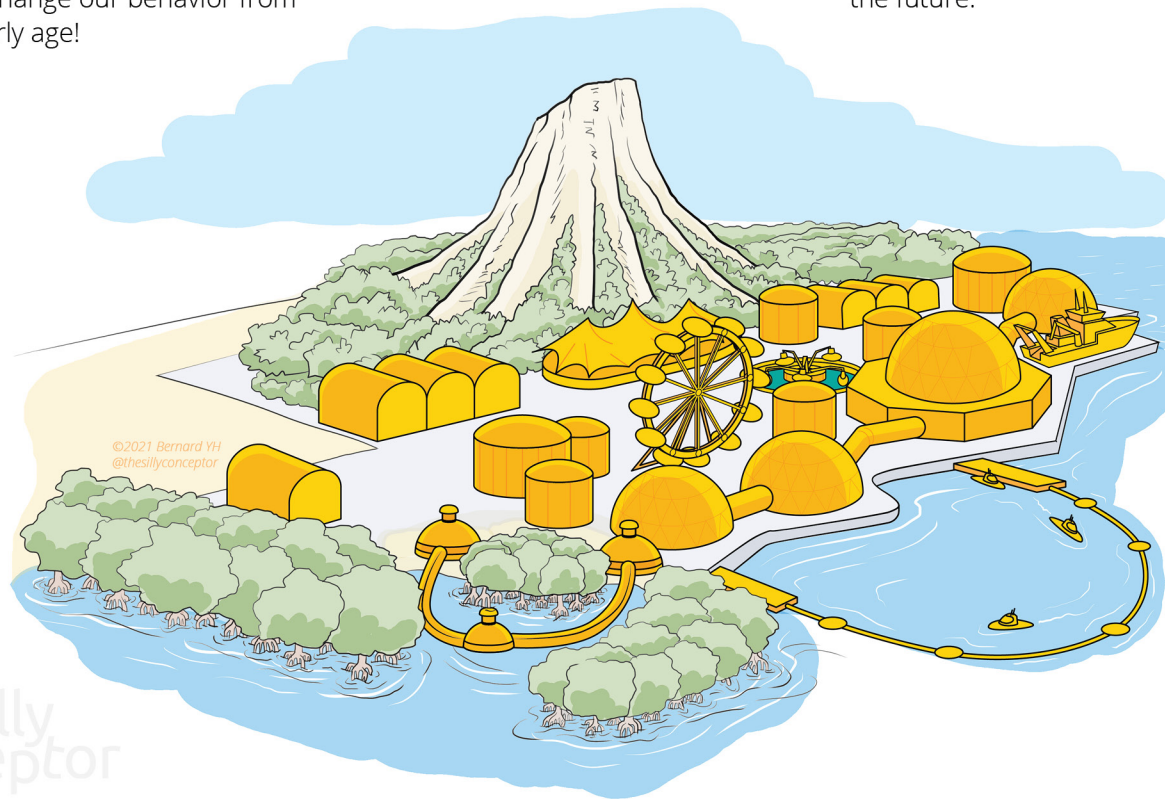
What if this awareness and behavioral changes have a generational impact!

What if, in the future we have a generation that has been changed from being ignorant to become fully aware that their purpose in getting along with nature and preserving it would also save their own existence!

In our experience when we were designing children's creative fun learning magazine for McDonald's Indonesia and Trakindo Utama (*an authorized dealer of Caterpillar equipment in Indonesia*), we learned that we can embed brand awareness and experience to the children since early age in expectation for them being a loyal customer and even employees in the future.

Based on this experience and for the love of the ocean, we propose **MARINERS - The Ocean Park**, a theme park integrated with the ocean's nature itself and this park can be built in tropical or subtropical area.

Our main attraction will be the oceanic zone trail divided into several areas and in each area we also install fun amusement rides.



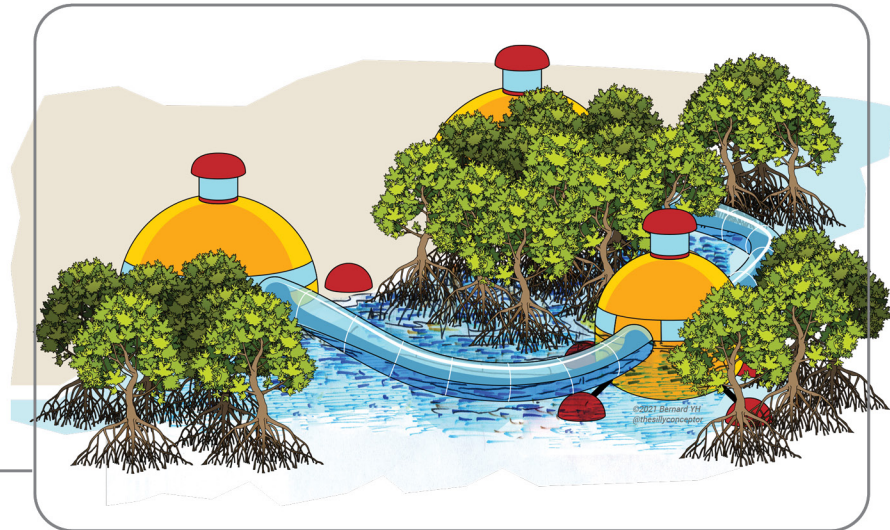
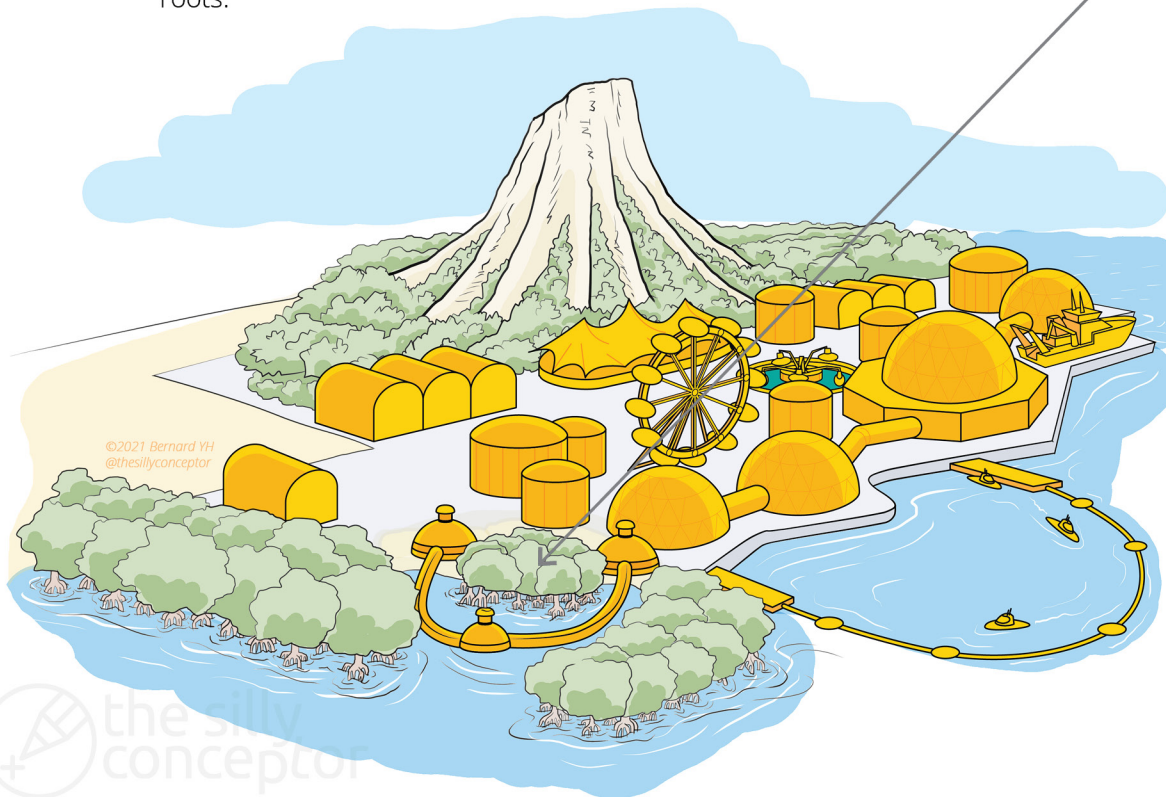
◀ An imaginary tropical island in the middle of the sea as the base of our Theme Park...

Mangrove Forest

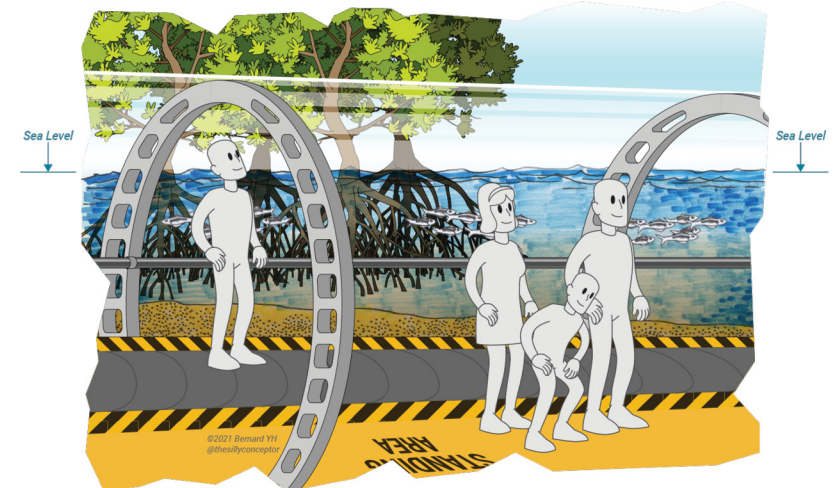
Our first oceanic zone trail would be the Mangrove Forest.

Mangrove forests are found on coastline in tropical and subtropical areas. Its ecosystem host a lot of biodiversity and its roots serves as a nursery for many young fish species. Fish, shrimp, crabs, and mollusks are among the organism that take shelter within mangrove roots.

Mangrove forests are also important nesting spots for shorebirds and migratory birds; they are able to reduce the impact of strong waves; they protect the coast from erosion by collecting sediments from rivers and ocean tides around their roots. (*National Geographic Resource Library: The Mangrove Ecosystem Infographic*).



The main attraction here is the Mangrove Walk, constructed from reinforced acrylic tube that partially submerged into the sand bank. Visitors can see all the life above and beneath the sea level.



Leaving the Mangrove Forest, we move on towards the Shallow Waters.

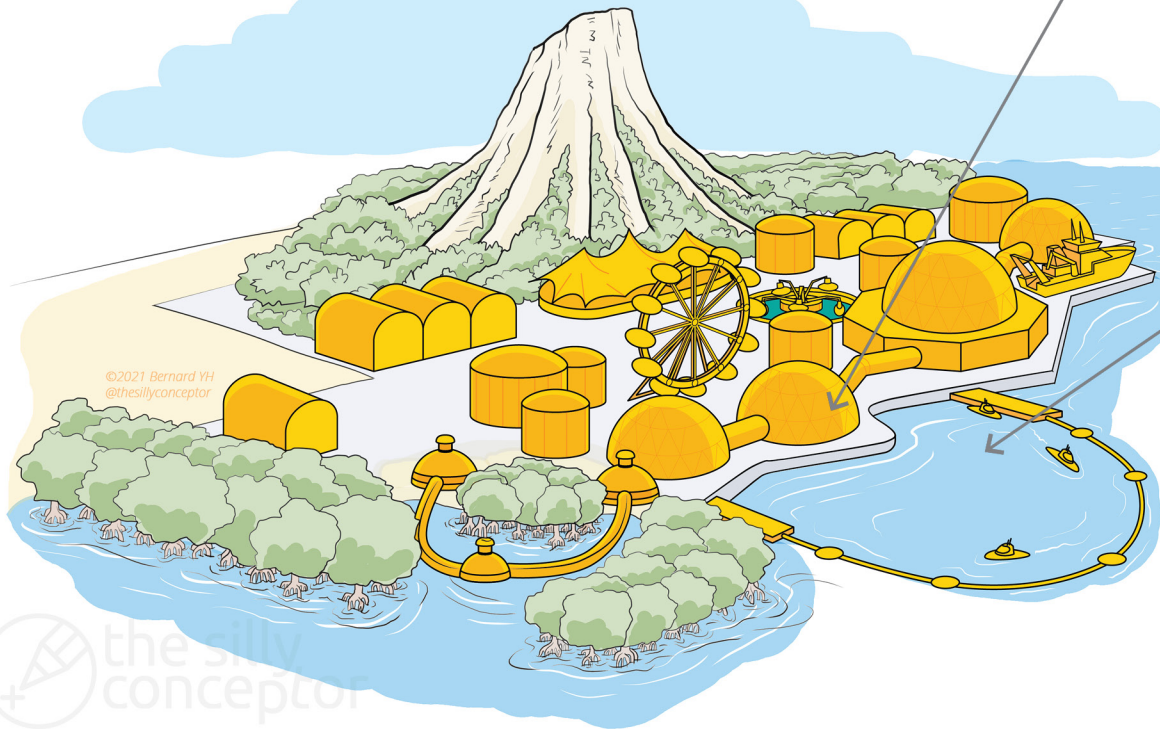
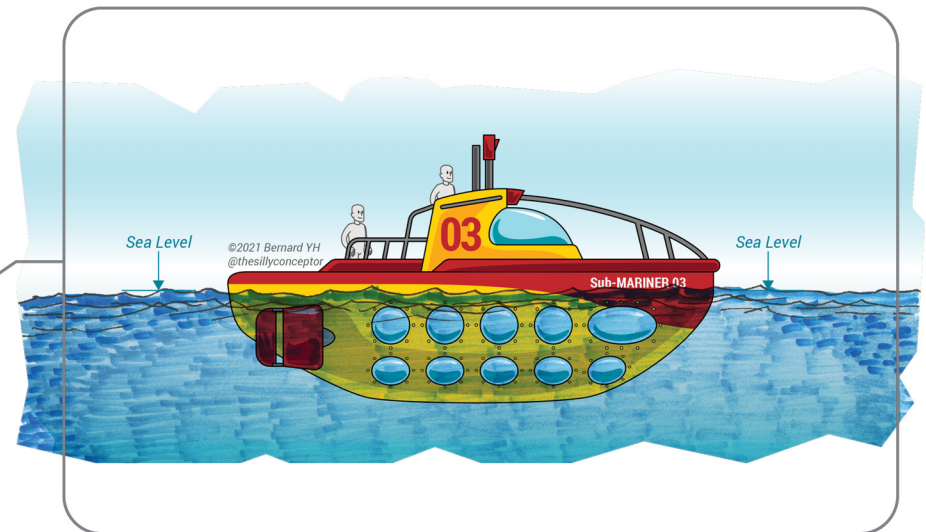
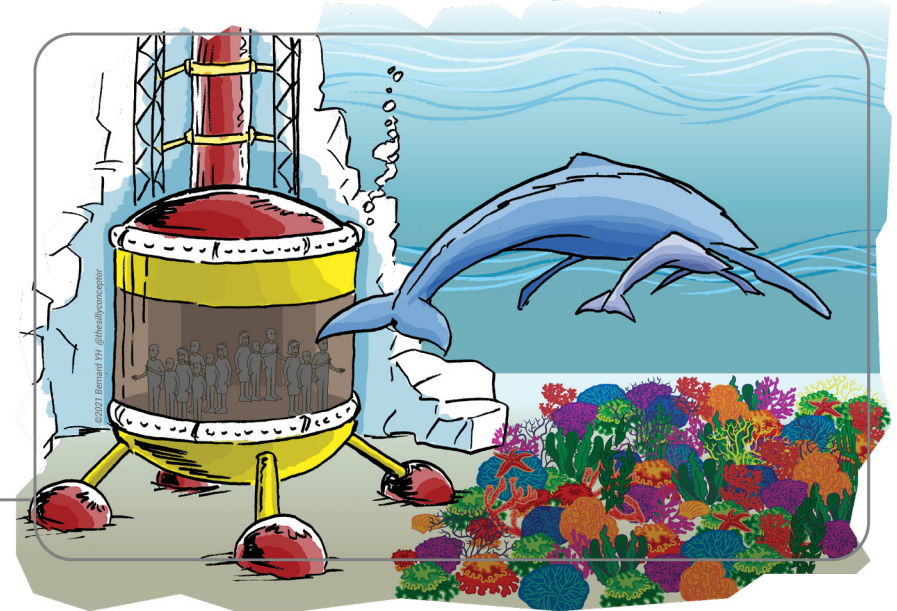
Shallow Waters

Entering this area, visitors will go through a walkway tunnel surrounded by multimedia display as a virtual aquarium, to reach the shallow waters aquarium exhibit.

This aquarium will be featuring various fish, species, and habitats from the shallow waters. Moving along the exhibit, visitors will go a bit deeper until the elevator area. Use the elevator to go down to the

underwater sea gazing platform. Here, visitors encounter stunning views of the fascinating underwater ecosystem. Take time to gaze upon this area and use the elevator to go back up.

After the underwater experience, visitors may choose to explore the shallow waters from below the sea level using the Yellow Submarine Ride.

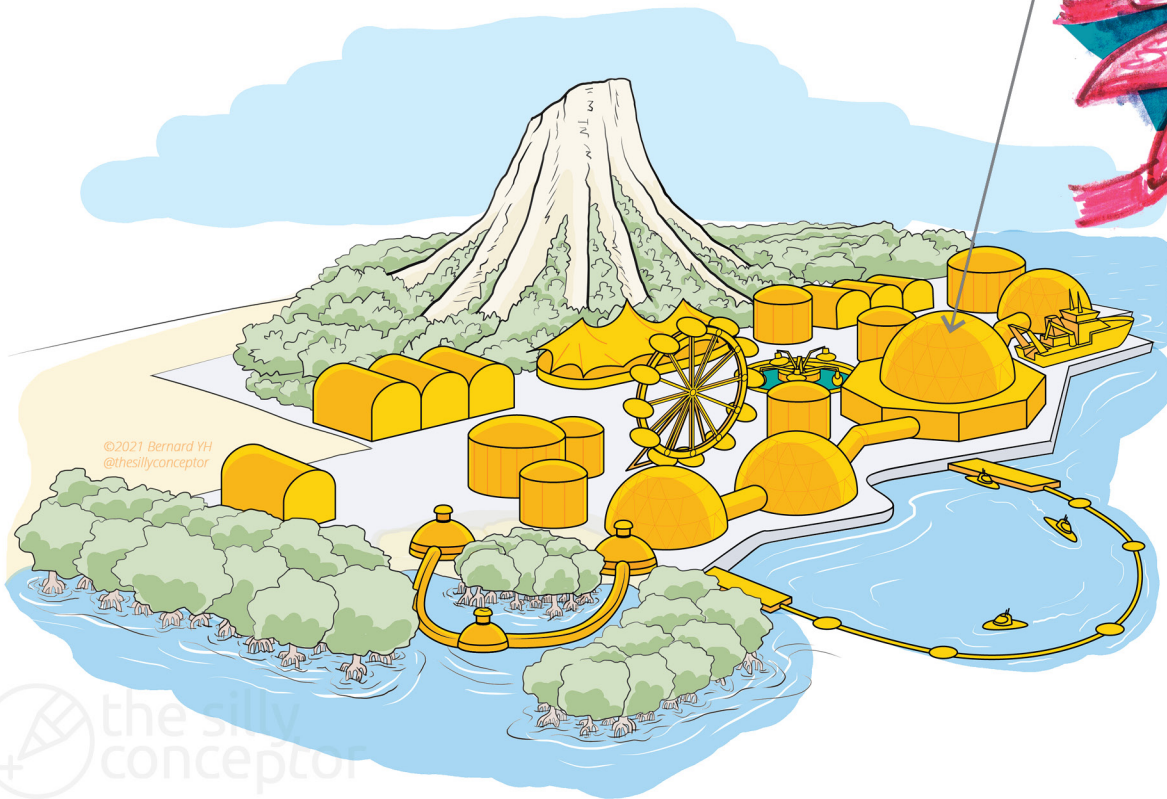
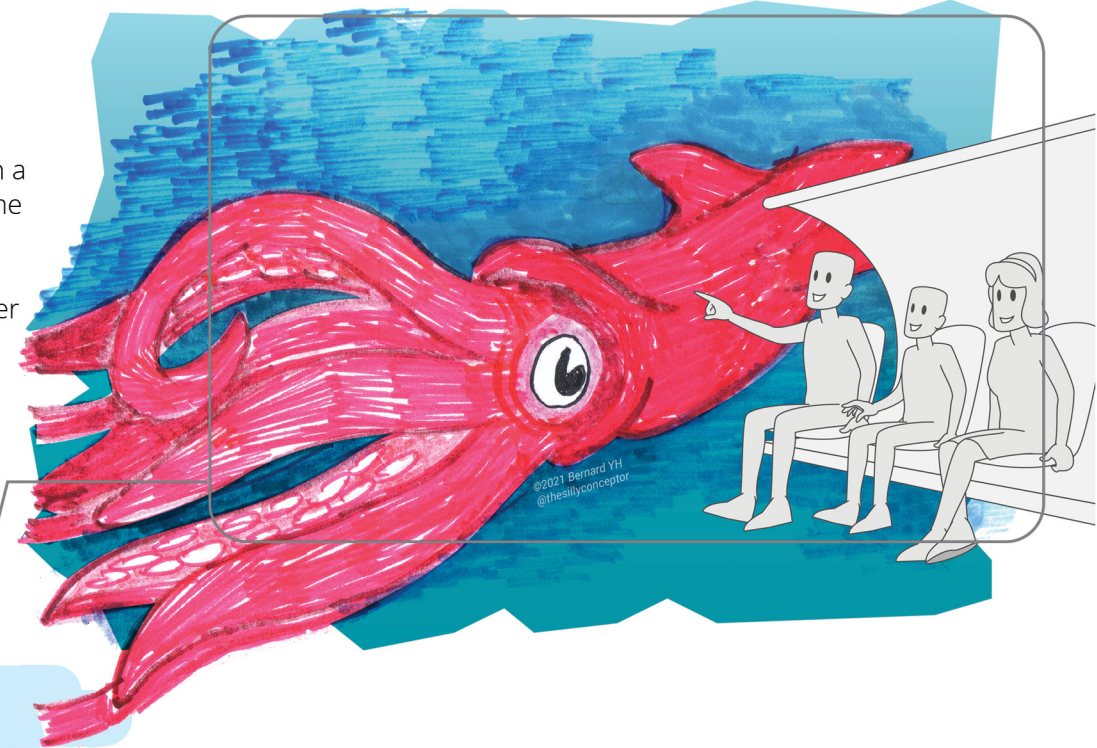


Deep-Sea Waters

Moving out from the shallow waters, visitors will explore the deep-sea waters.

The purpose in this area is to experience and encounter the deep-sea community, landscape, ecosystem, and habitat using an immersive 3D and 4D motion-enhanced suspended theaters.

Since it would be dangerous to submerge deeper to this level with a large number of people at the same time, even using a submarine, this immersive visual of the deep-sea will do so. Visitors will take a deeper dive in a safer way.

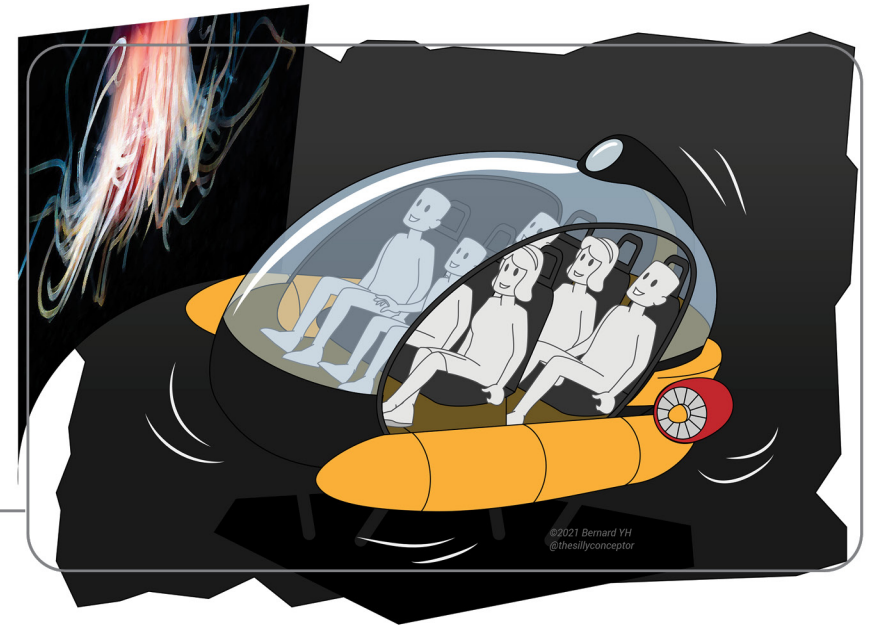


After the going deeper into our oceanic zone, are the visitors up for another challenge? If they are, they can venture to the deep-sea exploration ride.

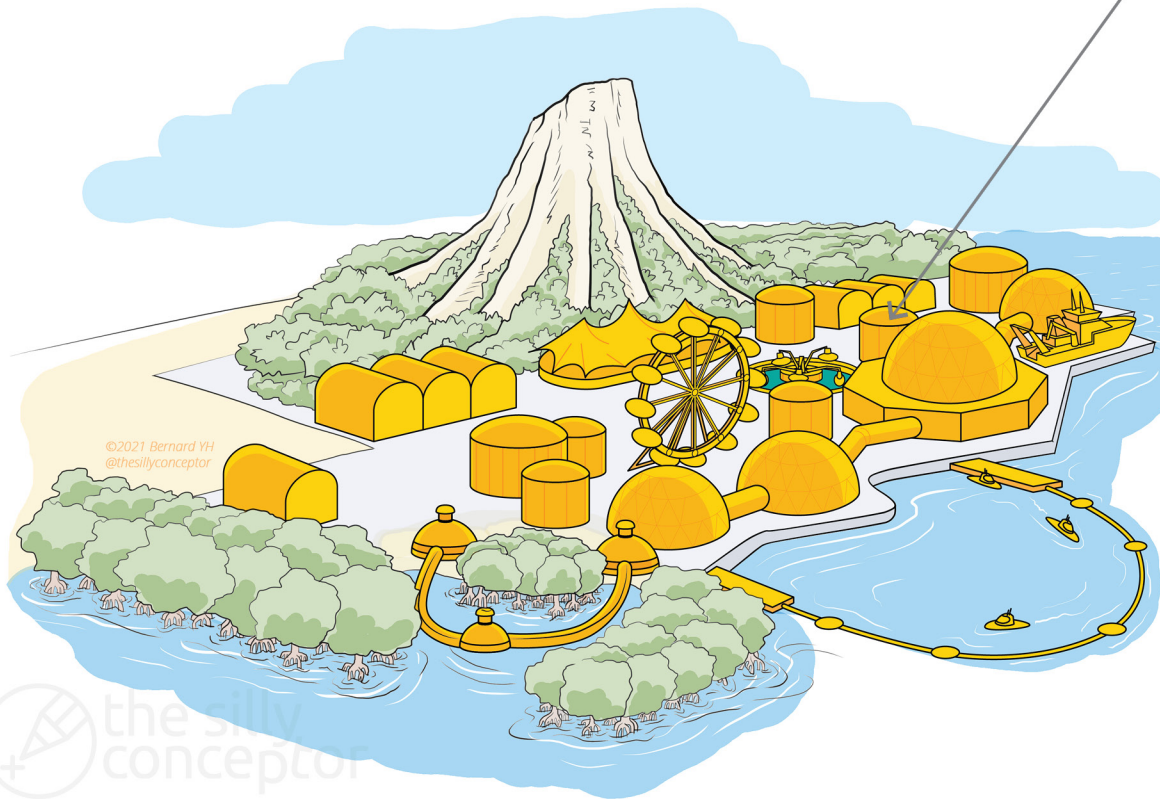
DSV ride

Step into the deep-submergence vehicle (DSV) 4D simulator ride with multisensory experience.

Each gondola equipped with HUD display on the transparent canopy, to enhance the ride.



jellyfish image: nationalgeographic.com



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The Story Ride

As a group of underwater scientist, we are here to explore the deep-sea for a routine research and investigation of the ocean.

As we're diving around collecting data and information, we accidentally encountered an illegal deep sea mining. We reported the incident and while waiting for the authorities to act, we were chased by the villains

using destructive actions to put us in danger.

During the chase, we were hit and we had to keep the vehicle intact to avoid further damage. We were running out of oxygen due to the damage but we managed to surface our DSV at risk of being caught. But then the authorities arrived just in time to rescue us.

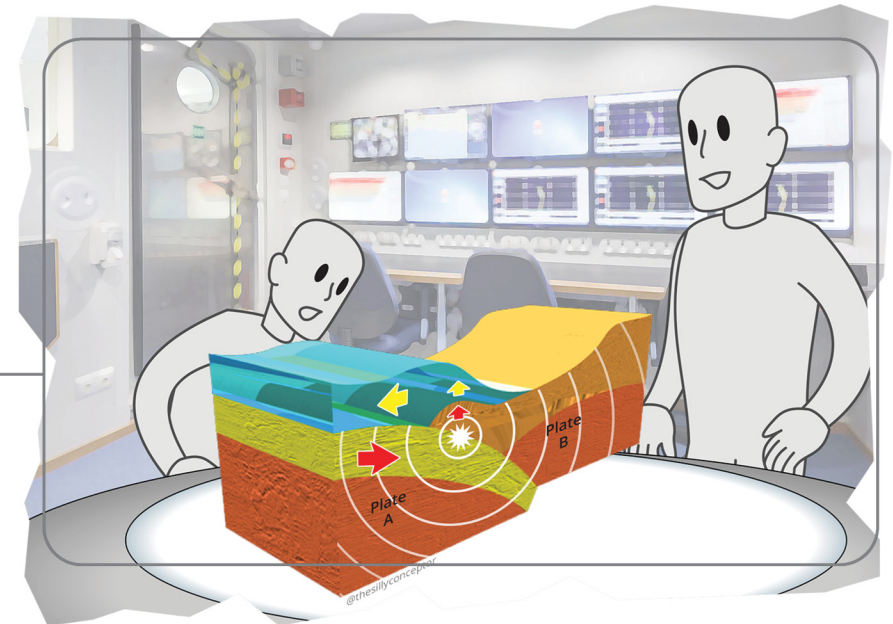
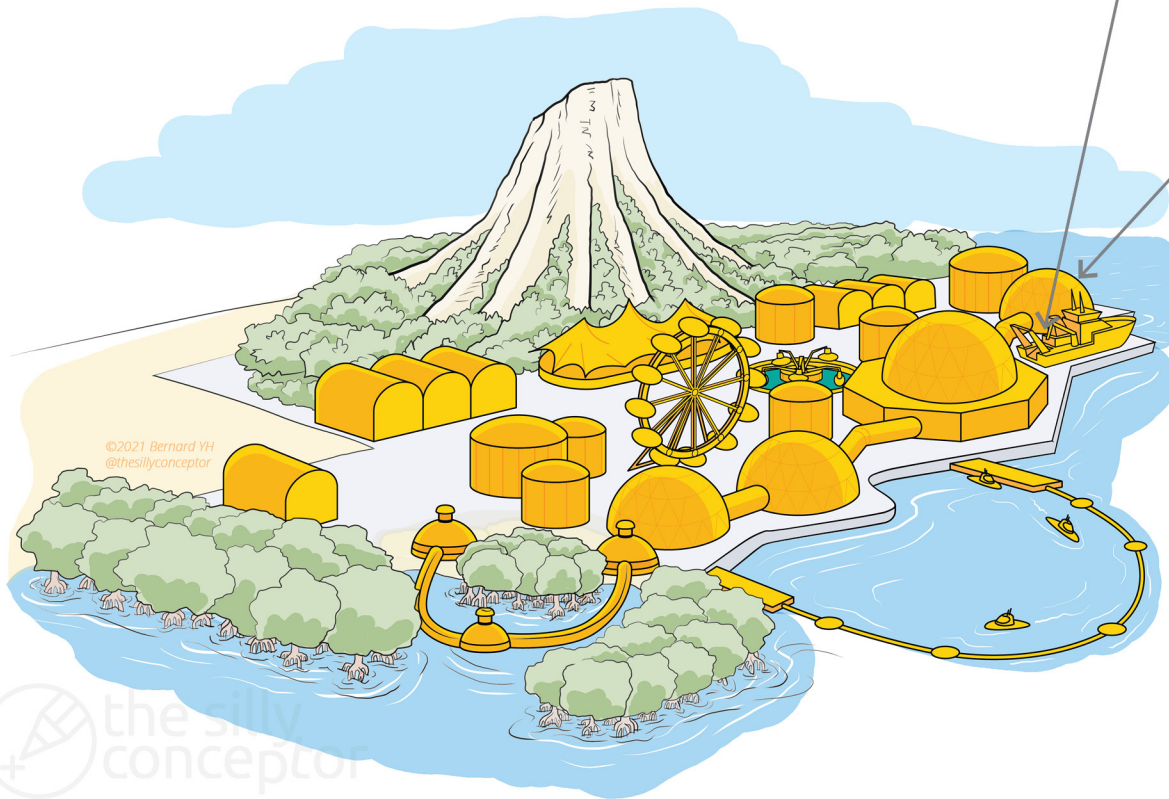
Ocean Lab Vessel

Aboard the Ocean Lab vessel, a replica design inspired by NOAA Ship Pisces survey vessel, and let us explore the exhibition.

Using multimedia interactive exhibits, we would like tell our story about the ocean and about the global movement to protect and preserve the ocean.

This movement consists of individuals, scientists, group of activists, startup or long-established organizations, and government from all over the world.

After cruising the exhibition and seeing those countless actions underway around the world, visitor may continue the voyage.



On the next area, visitors are presented with real facts about the condition of the ocean caused by human actions.

Exhibition of Stupidity

Stupidity may sound ridiculous let alone to exhibit, but as we walk down the exhibition corridor we will see that human ignorance and stupidity has violated and endanger the ocean's health, ecosystem and habitat.

LED panel screen alongside the corridor will display the facts of the world that cause damage to our

ocean from garbage, plastic, and marine pollution, overfishing, to oil spills, etc.

We will also display the aftermath occurred which has rapidly change the ocean's health, ecosystem, habitat, and many marine animals and species died in vain. From coral bleaching, garbage and plastic junks swallowed by sea creatures, shark

finning and poaching, birds and animals trapped in oil spills, etc.

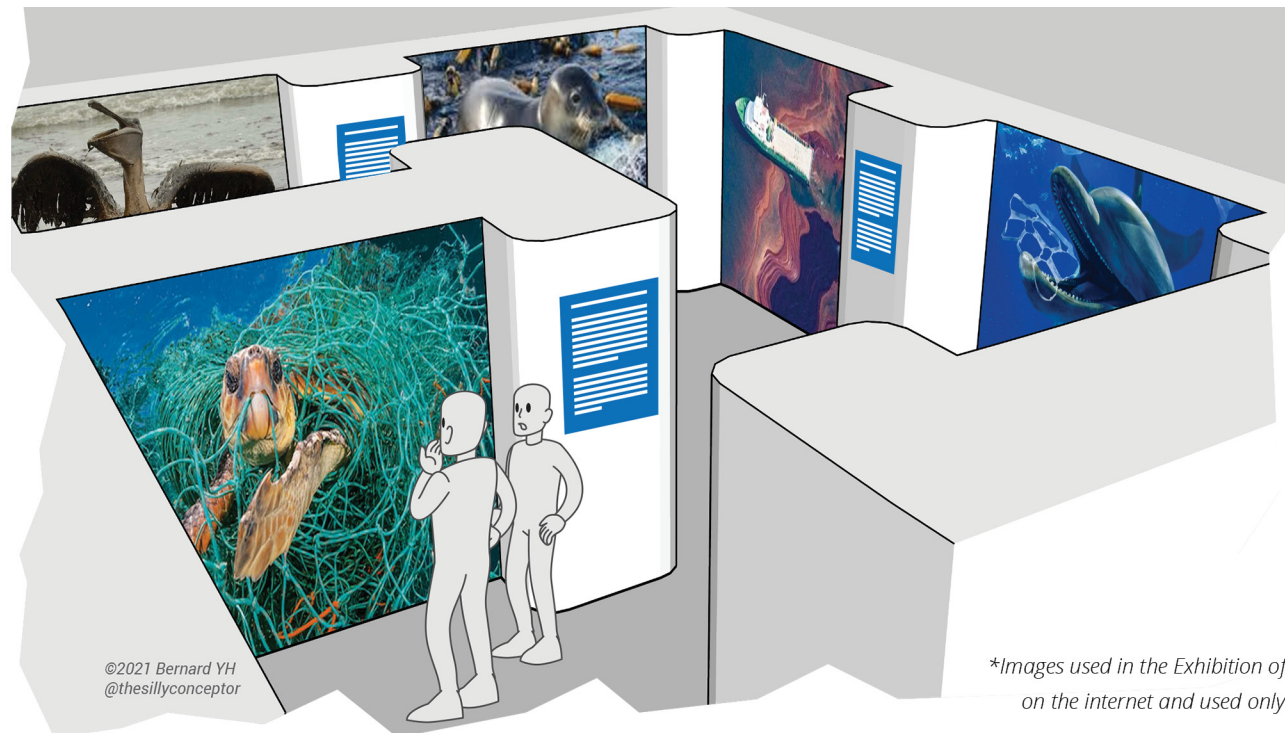
Animatronics display such as sea turtle tangled in a net and bird trapped or covered in oil spill, will also be apart in the exhibition.

The main purpose here is to build a generation willing to take action to protect and preserve our ocean.

Actions can start from individual level doing small things like not littering or picking up trash at the beach, and many more.

Are we going to remain ignorant and care not about our ocean?

Are we aware that if the ocean dies, we die? (*EcoWatch.com/Paul Watson: If the Ocean Dies, We Die!*)



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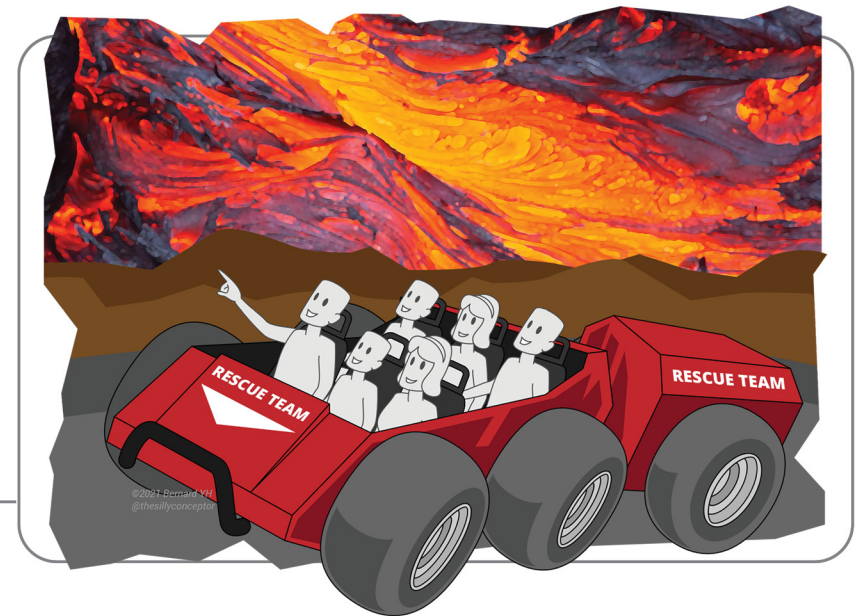
*Images used in the Exhibition of Stupidity are taken from various sources on the internet and used only as a simulation of the exhibition display.

Rescue Mission Dark Ride

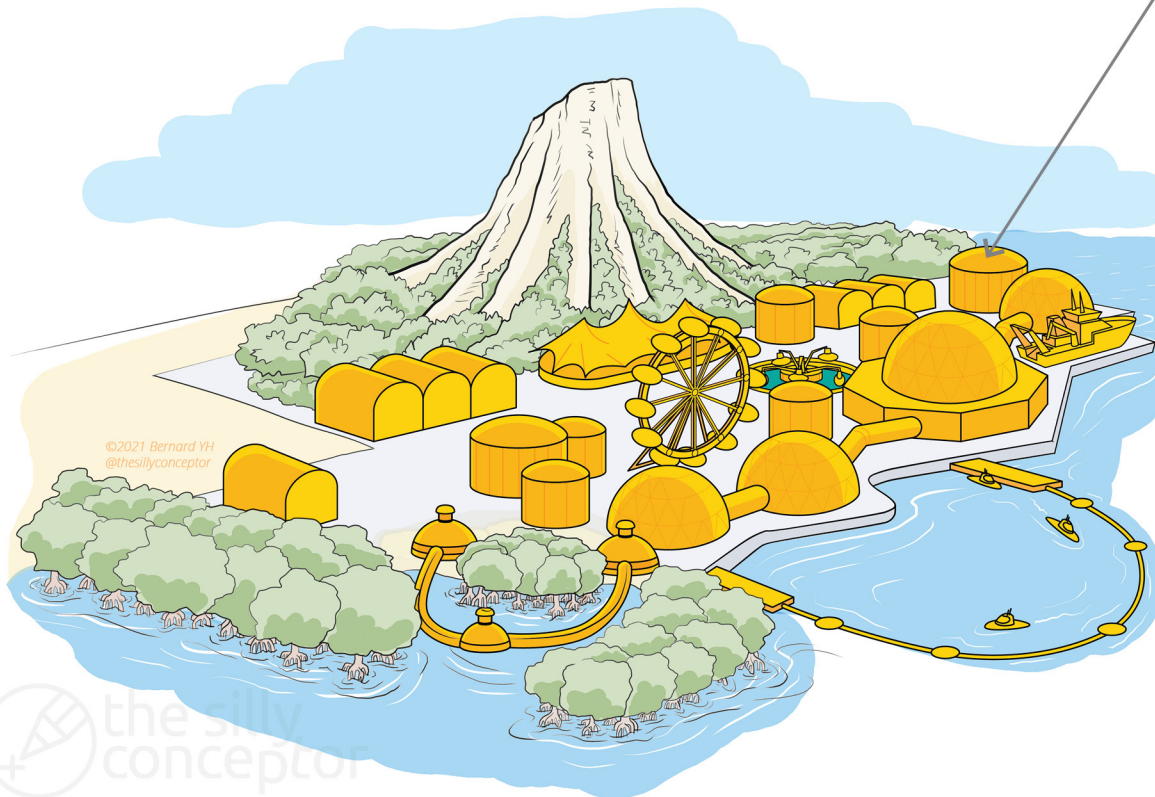
At the end of our main attraction, visitors will experience another adventurous ride.

This ride tells a story of a rescue mission team, in the aftermath of a volcanic eruption on a certain island, is dispatch to aid and supply needs to a village in that island.

Let's get in to this multi-terrain vehicle (MTV) using motion-based tracked ride system to reach our destination.



lava image: nationalgeographic.com



The Story Ride

The ride starts with a scene of a Catamaran Rescue Ship approaching the island. After securing its position in a midst of a raging sea, the MTV is launched out from the ship's deck to the sea and storms through the waves to reach the shore. After reaching the shore safely the MTV moves on through the jungle.

Going through the jungle was not an easy ride, debris were blocking our way and breaking through it was quite

challenging. Just as we managed to pass through it, we were met by a volcanic mudflow flowing down along the river valley. Striving through the river we managed to make our way safely to the village. After reaching the village, the team quickly unloads the rescue module, first aids and supplies from the MTV. Afterwards the team has to go back to the ship to bring in more supplies.

Mission accomplished!

The Play Area

While visitors explore through all the area in the main attraction zone, visitors may also enjoy the fun amusement rides installed in each area, such as the Ferris wheel, merry-go-round, submersible carousel ride, and arcade games.

After exploring throughout the main attraction zone, visitors may choose to explore other area in the park or even go back to enjoy the main attraction.

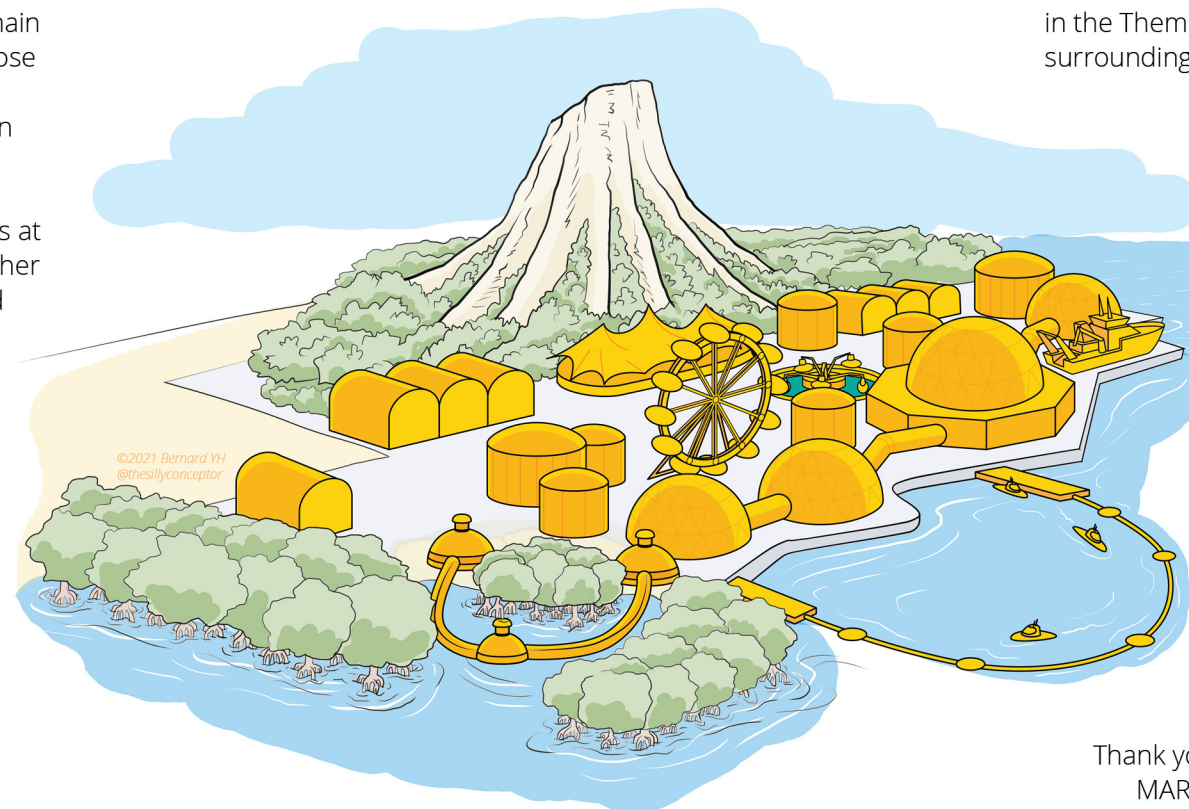
Visitors can enjoy food and drinks at the Fisherman Village or enjoy other amusement park games installed within other areas of the park.

Environmental Impact

If the Theme Park is successfully built, the Management will cooperate with local Marine Biology Research by establishing a foundation that located not far from the Theme Park area.

Part of the ticketing, sales and sponsorship will be used to finance the foundation's research.

On the other hand, the team of experts from the foundation will be responsible for the conservation of the environment and ecosystem in the Theme Park and the surrounding area.



Thank you for visiting the idea of
MARINERS - The Ocean Park.

Thank You!

June 2021

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