


ATLANTIS: UNCOVER THE LOST SECRETS



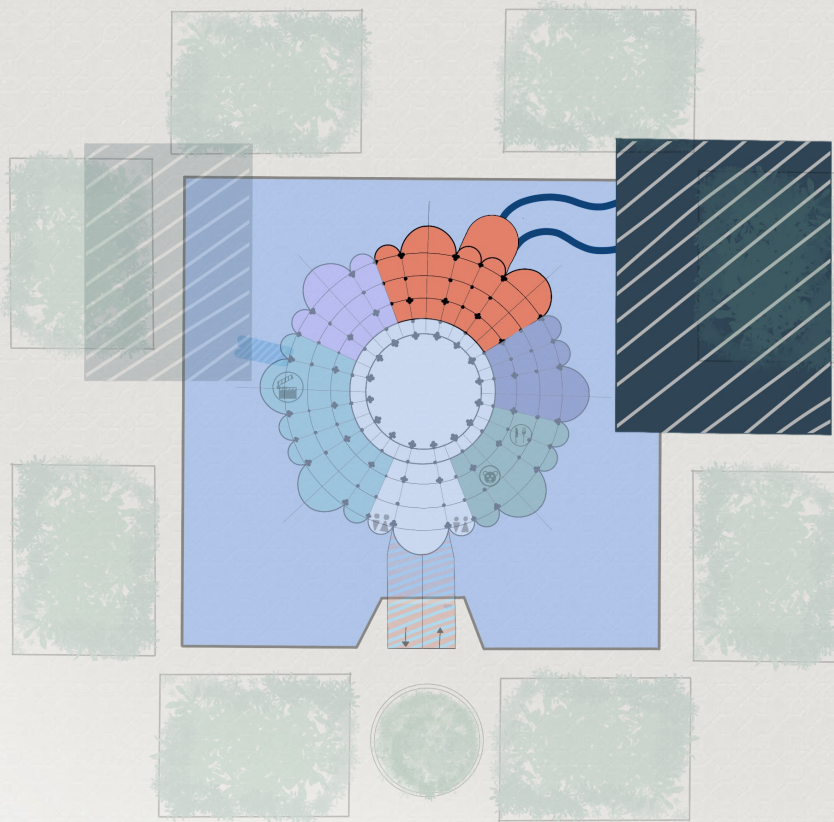
created by: Chris Klein | Marcus Stone | Josie Pruitt | Mackenzie Motsinger | Weston Blum

It is said that peering backward through the depths of the past often proves to be the
strongest indicator of the future...

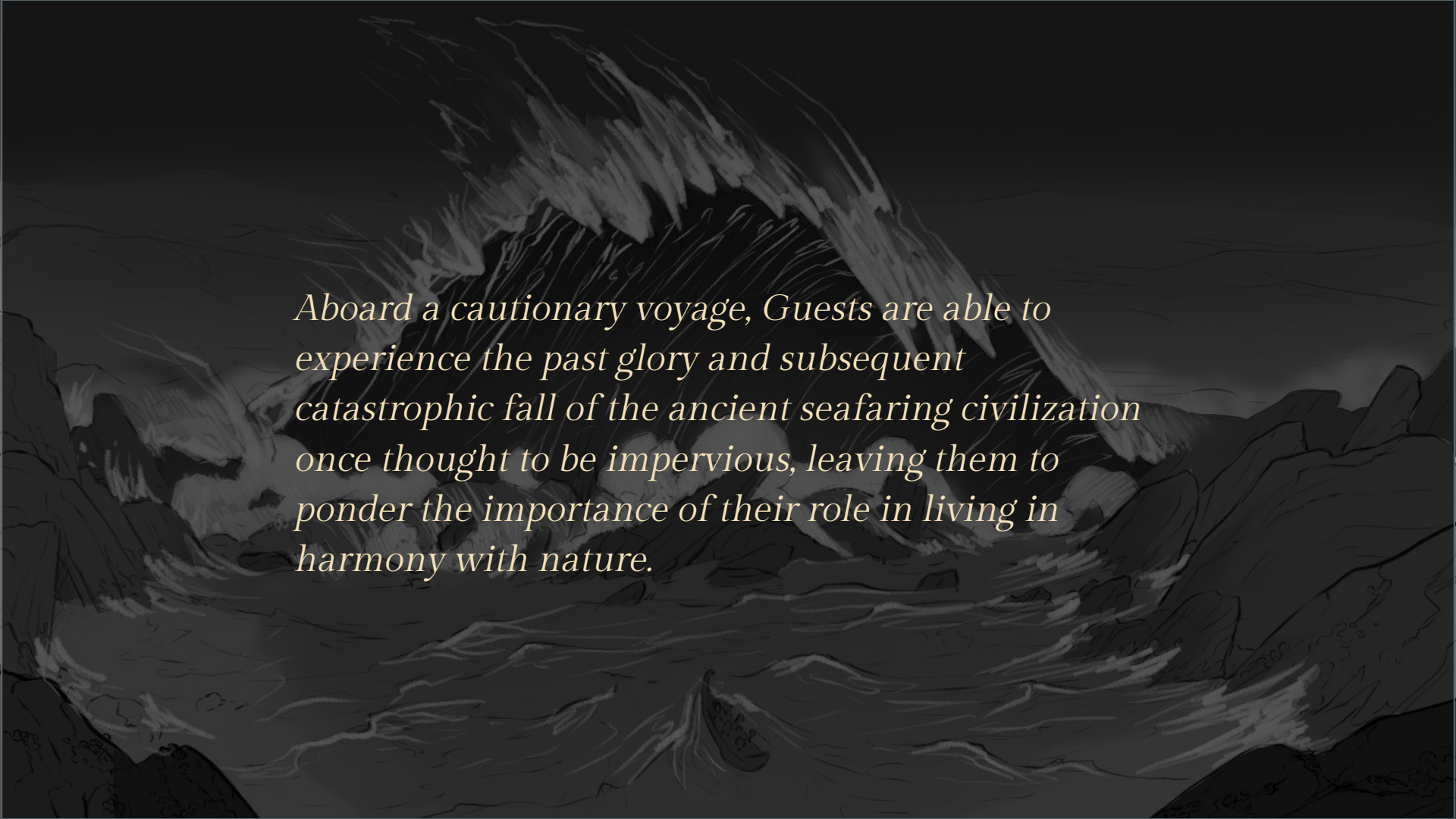
Your chance to experience firsthand the glory and cataclysm which mark the legend of Atlantis
begins through the undersea tunnel into an ancient epoch!



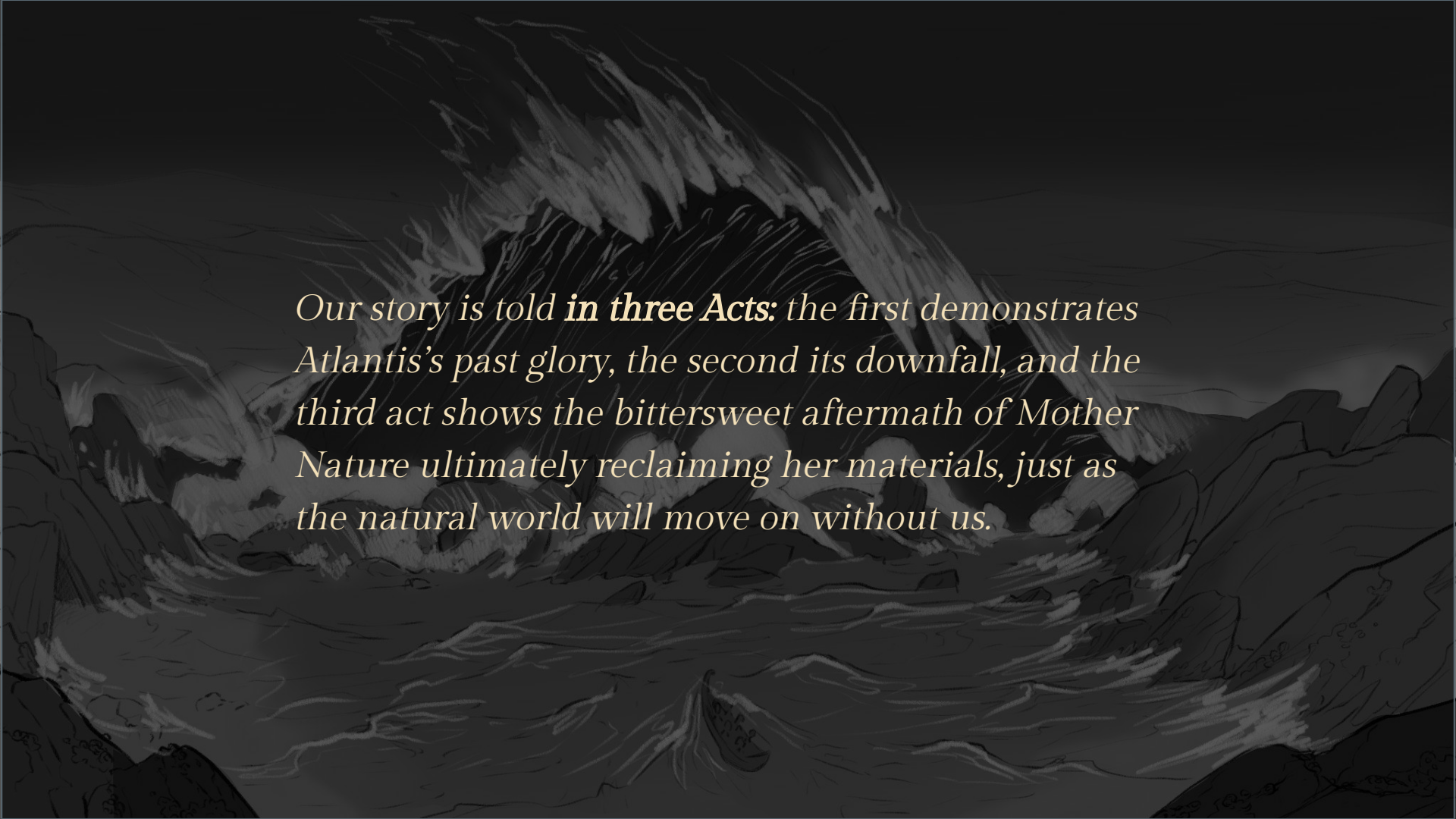
Embark on an odyssey through time and liquid space to learn the truth and consequences
of the sunken civilization's neglect of the environment and Mother Nature's warning.



- The **crown jewel** and focal experience of the O.R.C.A. Pavilion is a thrilling (yet approachable) E-ticket attraction, where the story of Atlantis is told—and experienced—firsthand, to demonstrate to Guests the **impact** a civilization can have on its environment.
- The attraction exists in an **underground show building**, which Guests reach by way of **separate, one-way aquarium tunnels** through Station Ω MEGA's fabulous living oceanarium.

The background is a dark, monochromatic illustration in shades of grey and black. It depicts a turbulent sea with white-capped waves crashing against a large, craggy rock formation that dominates the upper half of the frame. In the lower center, a small, dark boat is visible, struggling against the waves. The overall mood is somber and dramatic, suggesting a perilous journey.

Aboard a cautionary voyage, Guests are able to experience the past glory and subsequent catastrophic fall of the ancient seafaring civilization once thought to be impervious, leaving them to ponder the importance of their role in living in harmony with nature.

The background is a dark, monochromatic illustration. It depicts a turbulent sea with white-capped waves crashing against a rocky shore. In the lower center, a small, dark boat is visible on the water. In the background, a large, craggy mountain or cliff rises steeply, its surface textured with lines suggesting rock formations. The overall mood is somber and dramatic, with a focus on the power of nature.

*Our story is told **in three Acts**: the first demonstrates Atlantis's past glory, the second its downfall, and the third act shows the bittersweet aftermath of Mother Nature ultimately reclaiming her materials, just as the natural world will move on without us.*

attraction synopsis

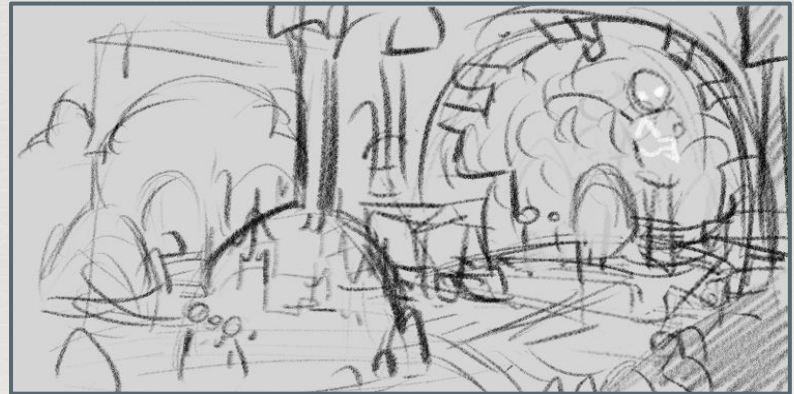
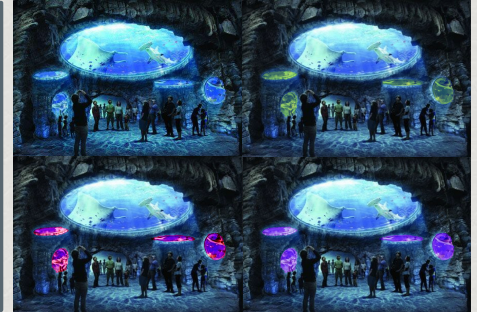
Countless myths persist surrounding the once-thriving ancient culture known as Atlantis, and the most consistent themes among them are concerned with **the relationship between humans and the nature upon which we construct our empires**. As Guests navigate the shining civilization in its heyday, they fall in love with the empire both for its exemplary ability to live and work harmoniously with its surrounding environment and the achievements of its society.

At each turn along the journey, Guests witness the growing over-reach and imperialistic temptations which incrementally pulled Atlantis towards its catastrophic fate after ignoring Mother Nature's grave warnings. Guests experience firsthand the mighty corrective power of Mother Nature herself. They are left to interpret the fallout of her retribution as they explore the sunken ruins of the wrecked kingdom and witness how nature reclaimed the environment.

The legend of Atlantis has become infamous as a cautionary tale which admonishes listeners to respect our surroundings, check our hubris, and live within our means. **It's principally a call to action**: as more than just passive observers, we're encouraged to empathize with the Atlantean fall from glory—and to ponder the parallels to more contemporary affairs, including our own real-world influence on the climate.

virtual queueing system

- At the entrance of the queue, Guests can choose an upcoming time window to embark and **are handed a placard of a specified color** which indicates their boarding group for the attraction. They're instructed to hang around the pavilion as long as they want, and **they are welcome to board the attraction when their assigned group's color is reflected in the pavilion's interior.**
- **Guests have much exploring to do within the pavilion before, during, and after their wait for the attraction.** They can take advantage of the pavilion's other interactive offerings, or parents can relax on plentiful seating while supervising their kids playing within eye-shot in the Rubble Rumble play area.
- Windows of schooling fish are embedded throughout the temple. **When these fish are illuminated to specific group colors by specialized lighting systems, Guests can report to the attraction's 'marquee' and surrender their placard to the Attraction Host and be sent towards the load station.**



ride vehicle concept

- ATLANTIS: Uncover the Lost Secrets utilizes **state-of-the-art ride vehicle technology** to blur the lines of reality and illusion.
- Real locomotion is conveyed through what appears to be a **familiar flume system**, but the vehicle is equipped with a **computer-controlled ride suspension system** upon hydraulic actuators.
- These actuators provide **six degrees of rotational and translational freedom** to our “boats.”
- This enhancement gives us the opportunity to better **direct Guests’ attention** and **add a factor of thrill** with some unexpected turbulence.

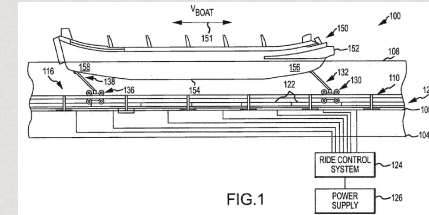


FIG. 1

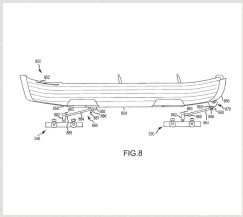
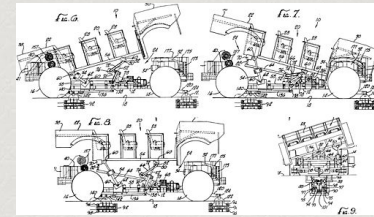


FIG. 8

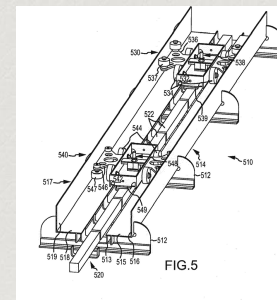
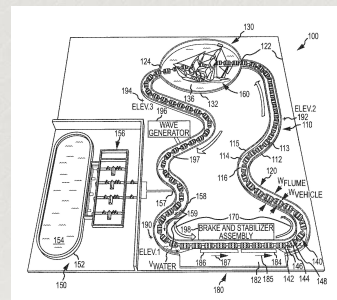


FIG. 5



act I: atlantean affluence

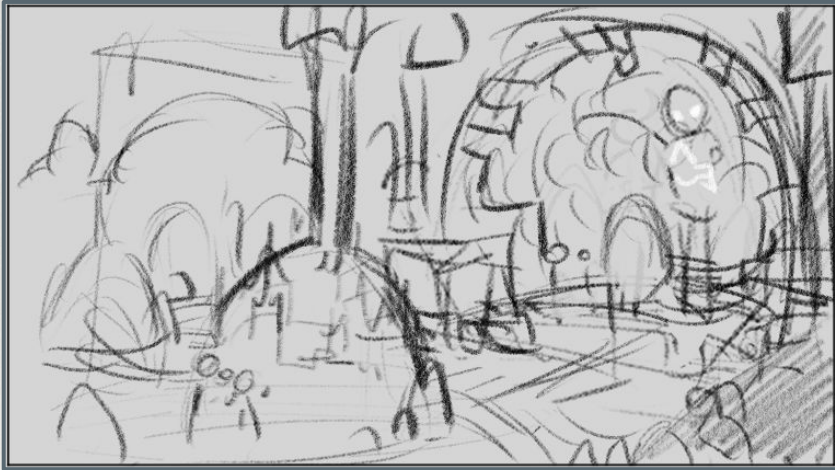


Act I takes us to Atlantis during its heyday —

showcasing the city's impressive achievements in architecture, culture, and technology, and its ability to live in harmony with Nature.

*Act I's core emotional theme: **wonder at possibilities & potential of Atlantean ideal.** . .what if a world like that was possible?*

scene 1: queue tunnel

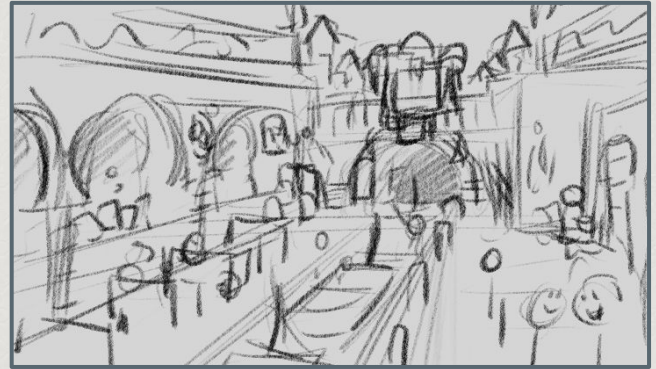
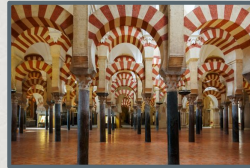


- When the various windows of schooling fish throughout the Pavilion change to illuminate their specific group's color, Guests can report to the attraction's 'marquee' and surrender their placard to the Attraction Host.
- The Host directs Guests into an aquarium tunnel—it is **themed to match the temple's interior, but missing chunks provide large viewports** into the flora and fauna on the other side.
- The aquarium tunnel provides an **aesthetic and diegetic transition** from the modern O.R.C.A. excavation setting to a time in the distant past when Atlantis still thrived—exactly when is unknown to us.

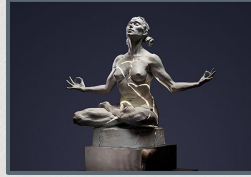


scene 2: port village

- The aquarium tunnel terminates and dispenses Guests into a **large night-for-day boat boarding area**.
- Beautiful building façades line the boarding docks that are reminiscent of an old-world fishing village, but **reflect the timeless aesthetic of Atlantean fantasy architecture**.
- Guests step into their boats, which are **programmed/enchanted to take them on a guided tour** of the center city through its infrastructure of Venetian-inspired boat canals.



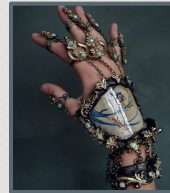
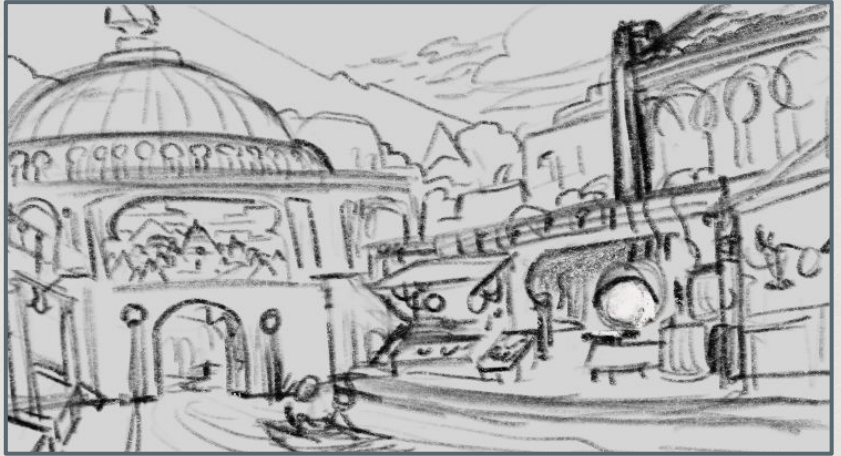
scene 3: town square



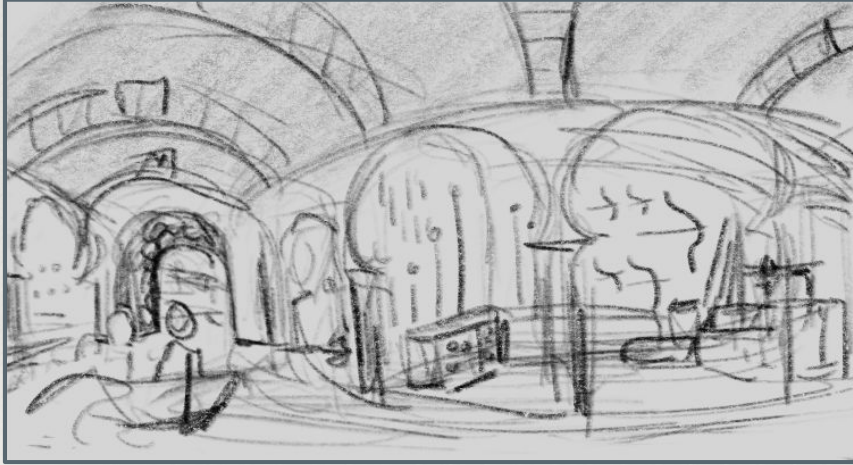
- After the self-guided boat departs the modest port village, Guests travel around a turn which exposes the geographic focal point of the city.
- As *the ride's first WOW statement*, Act I's central scene features a *shining statue of Mother Nature* set in front of the large, magnificent city Temple.
- The architecture is lush with *integrated plant life*, which is incorporated organically—in a way that suggests *harmony* rather than competition. Sounds of animals that cohabitate the space can be heard.
- The background music is *heroic, orchestral and brass-heavy* that enhances both the sense of awe and the fluid movement provided by fountains.

scene 4: storefronts

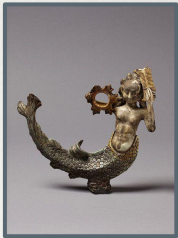
- The boat rounds the corner and passes by several storefronts that feature products which suggest the **opulent and craftsman lifestyles** enjoyed by Atlanteans.
- Atlantean fashion, jewelry, furniture, and other consumer goods contribute to our aesthetic worldbuilding—and understanding of the prosperous and resourceful way Atlanteans lived their lives.
- The storefront canal brings riders into the **stately museum** called the **Atlantis Museum of Antiquity**.



scene 5: inside the museum



- *The Atlantis Museum of Antiquity* showcases several distinct Atlantean advancements in the fields of science and the arts.
- The first exhibits in the museum show *the Atlantean way of living harmoniously with the Earth*, never living beyond their means.
- Murals scattered on the walls depicts the harmonious relationship between Atlanteans and the natural world, guided by the Spirit of Mother Nature.



act II: cataclysm

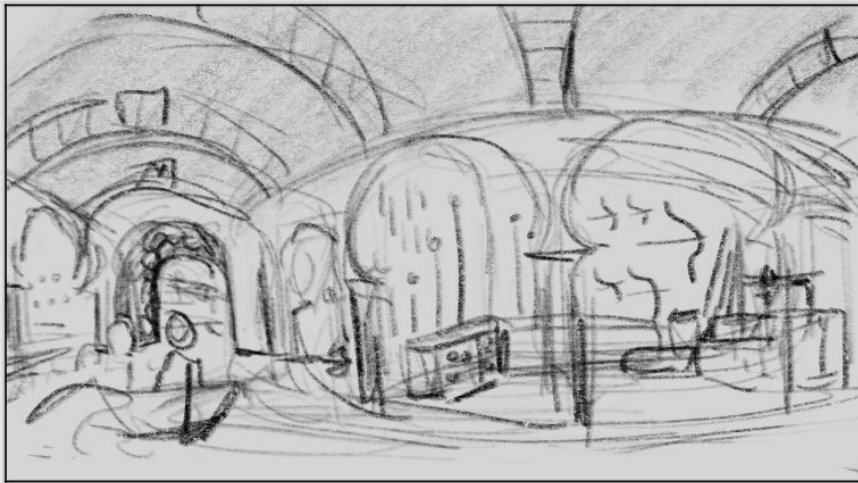


*Act II tells the story of **the dark side** of the relationship Atlanteans had with their natural environment — which **ultimately led to the civilization's downfall**.*

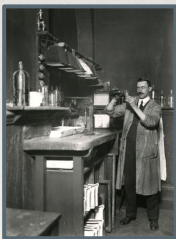
*Guests are shown the Atlanteans' **penchant for conquest**, as well as their **habit of overharvesting the Earth's resources**.*

The Atlanteans ignored Mother Nature's stern warnings — and will pay the ultimate price!

scene 5: inside the museum (cont.)

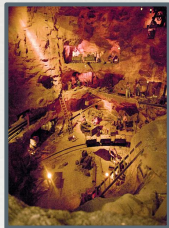


- Upon rounding a corner in the museum, Guests notice a **dramatic change in the achievements that are on display.**
- The latter exhibits showcase the immense Atlantean mining and excavation industry—and a shiny new defense mechanism (**a fantastical weapon of war**).
- This element starts the attraction's narrative around **the overuse of Earth's resources, as well as channeling resources towards conquering.**
- This scene ends with the boat turning into **a dark and compact tunnel** under the weapon.



scene 6: central digs

- The boat exits the aforementioned dark, tight tunnel into *an imposing mining & harvesting scene.*
- Guests look upward into a massive operation of materials being extracted from the Earth, and then subsequently funneled into numerous *fantastical weapons creation.*
- The background music contributes to the mood change by transitioning into *orchestral brass-heavy war music.*



scene 7: state of emergency



- The boats exit the mine back into “daylight”: **the familiar Town Square scene has been completely transformed** — from the tranquil and harmonious mood we saw just a few minutes ago, to an angry and alarming state of emergency.
- Projection-mapped lighting has shifted to match the Town’s new color palette of **red and black** to reflect the state of emergency and wartime atmosphere.
- Plant life that was before thriving is withering & dying, and the roaming animals have abandoned the square.
- **The Mother Nature statue has begun “bleeding”** (an effect achieved by red light traveling downwards along her body and clothing), serving as the grave warning to the people.
- The boats continue around the reverse side of the Mother Nature statue and **witness the effort to cover and topple the statue**. Scaffolding, a tarp, and ties pull the statue down.



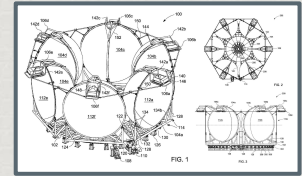
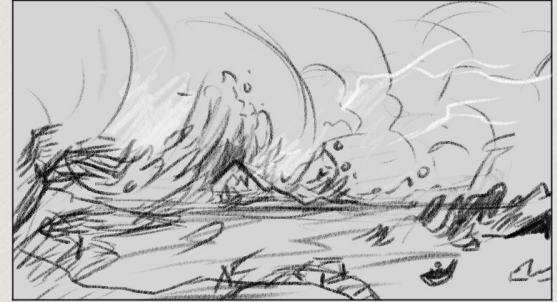
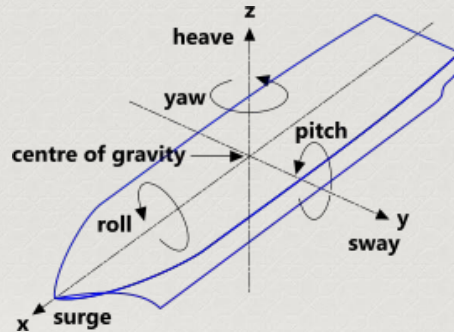
scene 8: mosaic tunnel



- The boat leaves the previous scene by way of **another packed tunnel covered in mural mosaics** which **recreate the ride's plot**.
- Riders learn through these mosaics that the “bleeding” Mother Nature statue was the first warning! By trying to dismantle it, the Atlanteans sealed their fate and invited **the massive tsunami wave which engulfed the city**.
- By the time the boat reaches the final mural mosaic (which is unfinished, and implies the artist(s) had to abandon the project and run from it), the water upon which the boat rests **begins a sloshing motion**.
- **The ride vehicle itself physically reacts in an exaggerated motion**, which amplifies the thunder-and-lightning environmental theatrical effects surrounding Guests.

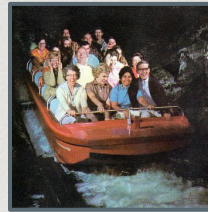
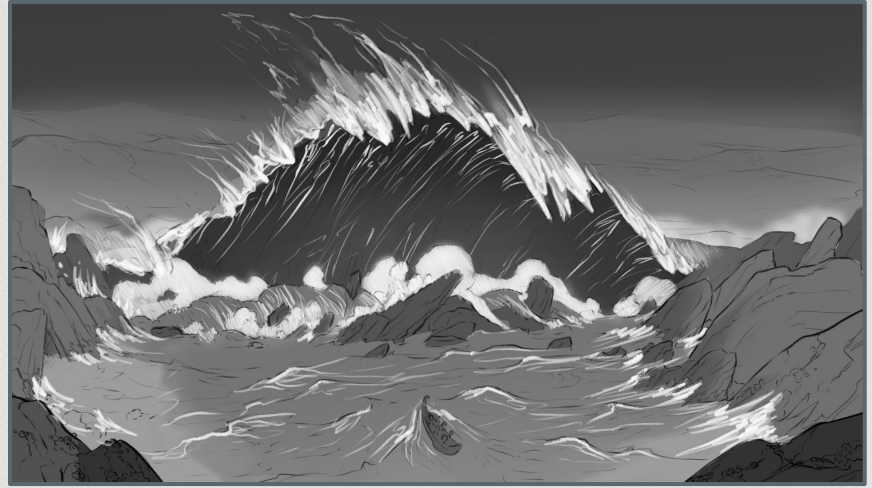
scene 9: crumbling city

- The previous mural canal has drained Guests into an open water area, adjacent to the city they recently passed through.
- An oncoming violent storm causes the boat to **lurch, rock, and sway** with the chop of the water.
- Guests **watch in horror** and **brace for impact** as the once-invincible Atlantis crumbles like a sandcastle under the might of the raging seas.
- The boat picks up speed while moving laterally across water, and Guests fail to notice their boat slipping into **a projection dome where they will bear witness to the oncoming catastrophe.**



scene 10: big wave

- The first projection dome is a short and **thrilling encounter with the massive wave** about which we were warned in the mural mosaic tunnel.
- The ride vehicle's actuators work in tandem with the audio-visual media (and strobe lighting effects) displayed within the dome to create the **illusion of simulated motion**.
- Guests hold on for life as their modest boat braves the **aggressive chop motion** of the water's surface. The boat continues turning to face backwards, and Guests stare up at the **massive tsunami wave** that's coming directly for them.
- The wave crashes relentlessly at the same time (cue: strobe lighting effects) as the boat begins **an exhilarating backwards plunge down a pitch-black chute!**
- This backwards drop dispenses the boat into a **second massive projection dome** which fully illustrates to Guests that **they are now completely submerged**.



act III: reclaimed by nature

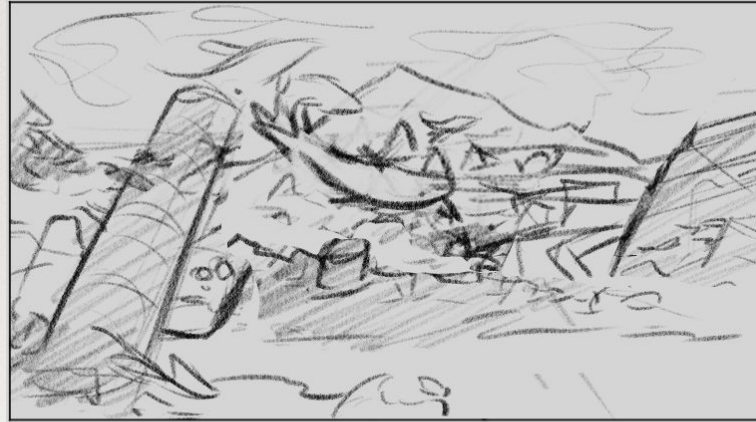
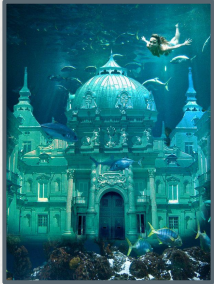


Act III contains the denouement of our E-ticket.

*Guests are shown the aftermath of Atlantis's cataclysmic and epic conclusion as a flourishing ancient civilization — Atlantis is seen as having been **completely reclaimed by Mother Nature**, with thriving marine flora and fauna on proud display.*

*Guests are left to consider the **consequences of the Atlanteans' relationship with their natural environment**, and draw their own **parallels to contemporary issues**.*

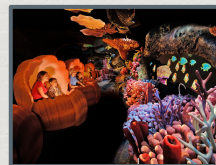
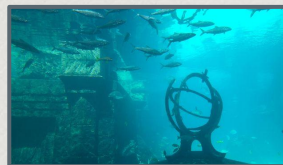
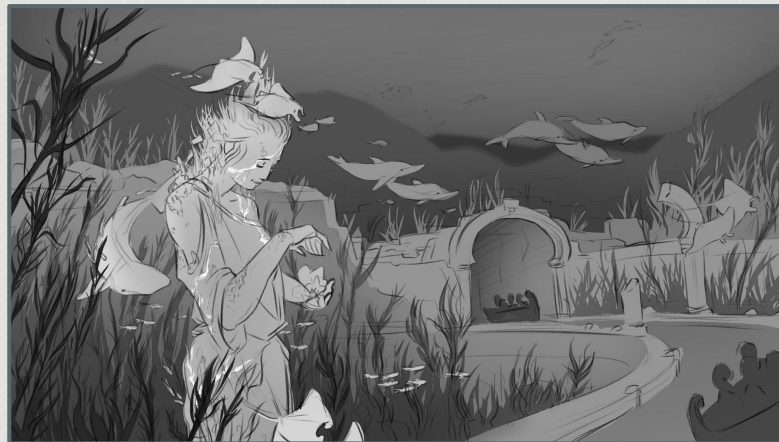
scene 11: underwater!



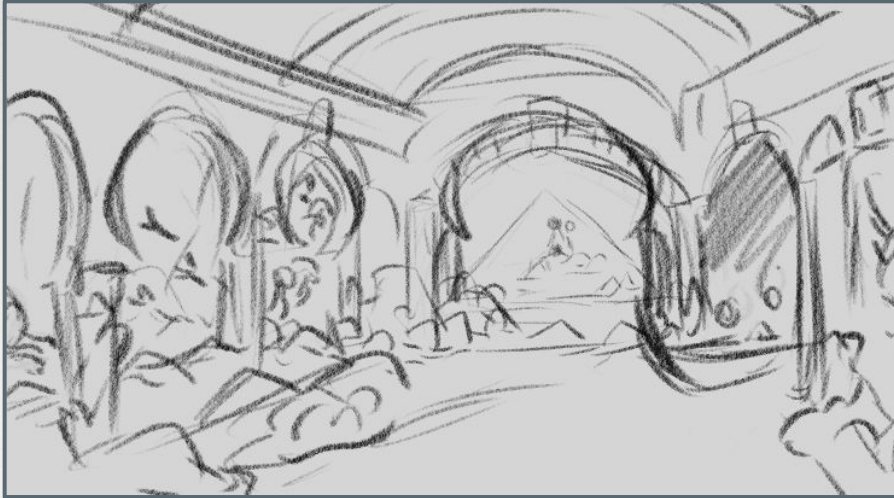
- The hair-raising backwards plunge in the dark terminates into a **second massive projection dome**, which creates the **totally encompassing illusion of being submerged in water**.
- Guests observe the **once-mighty seaside city — in ruins, but still recognizable — on the ocean's floor**. It is a harrowing yet visually compelling sight to behold.
- Our boat lurches and speeds towards the submerged city and enters one of the canals, which is the vehicle's physical **exit from this second projection dome**.
- The thematic music shifts from catastrophic orchestra hits to **subdued, ethereal synthesizer vibes** to emphasize the “underwater” environmental change.

scene 12: nature consumes

- Guests exit the motion simulator/projection dome and return to calm “normal” boat locomotion atop a slow-moving current. The boat itself continues to **travel in oblique/perpendicular/backwards motions to direct Guests’ attention towards focused setpieces and scenes**, and the actuators continue a gentle “bumbling” motion to suggest we’re still underwater.
- Blue lighting with rippling water effects **maintains the illusion** that Guests and the dry showsets are **actually submerged**.
- The boat points Guests at various scenes on either side of the ride path that are familiar to us—only now the glorious storefronts and exhibits we saw before are **covered in lush marine vegetation, implying that much time has elapsed since the cataclysm**.
- At the end of this meandering scene, we encounter the **felled Mother Nature statue beginning to glow feebly again**, as marine vegetation begins to grow and some curious fish come to populate the waters.



scene 13: lessons learned



- Guests are **caught in a swift current** (lighting/projection effects and actuator-motion) that takes them back to Station Ω MEGA's Temple.
- After the sea foam and bubbles subside, the boat points backwards at a miniature Atlantis set (to imply relative distance), where the **Mother Nature statue is upright, covered in algae, patinaed, and glowing beautifully again.**
- **Now that even more time has passed, Nature has fully reclaimed the materials** which once comprised the Atlantean civilization, creating a stunning sea-sanctuary.
- The brassy fanfare orchestral soundtrack has now merged with the underwater synth score.
- **Real fish and deep sea life are seen through windows** as the boat finishes its course next to the **actual oceanarium** shared with the rest of the pavilion.

disembarkment + reflection

Guests disembark from their boats and return to the Pavilion through **a separate aquarium tunnel**. While the queue (entry) tunnel utilized Atlantean ruin architecture as sea-viewing portholes into the oceanarium, this exit tunnel has a much more **modern feel** to provide the experiential/aesthetic transition to the O.R.C.A. excavation site (and diegetic time setting).

The E-ticket they just experienced was **a story in three Acts**: the first demonstrated Atlantis's past glory, the second their downfall, and the third act showed the bittersweet aftermath of Mother Nature ultimately reclaiming her materials, just as **the natural world will move on without us**.

Having witnessed—and experienced firsthand—the gutting tale of the Atlanteans' doom as a result of their flagrant treatment of their natural surroundings, our Guests are hopefully **inspired to consider and take action towards their own impact on our environment**. We all have a role in how we live harmoniously with our Earth, as **there is no "Planet B."**

It's up to the Guests to draw these parallels themselves, but **we believe that participating in the storytelling of the ride and Pavilion—in tandem with all the additional programmed experiences in the rest of the Pavilion—is the most effective way to strike an emotional chord with Guests**, and encourage them to grapple personally with these tough conversations.



Situs

*Insulae Atlantidis, à
Mari olim absorptæ ex
mente Ægyptiorum et
Platonis descriptio.*

Africa.

Oceanus

Hispania.

Insula Atlantis.

Atlanticus.

America.



thank you!