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# **SOUTHSANDS** INDUSTRIES V

#### **BACKGROUND**

SouthSands Industries is a company dedicated to finding solutions for better uses of our world's resources. Our R&D Lab has been working in new technologies to help us understand the effect our waste has had in the environment, and ways to overturn catastrophic events.

As part of our "Deconstruct to rebuild" initiative, we have come to terms with the fact that waste is and will remain in our beaches and oceans unless we take drastic action. To know exactly what needs to be done, we have studied the fauna that could be more directly impacted by human waste, and vice versa. The first animal we are going to focus on is the Hermit Crab. Why? Because it has been seen using food containers, like soda cans, as their shelter. This crustacean species has a soft underbelly that needs to be protected by external means, that is why they use shells as protection, and they move from one shell to another as they grow.

We are determined to find out if the litter has had any impact in Hermit Crabs' livelihood, and also, we want to know if they have had any effect in the dispersion of waste. For that, we put our top scientists, under the supervision of Dr. Fernanda Alexander, to develop means to better study these little critters. That is how we got the Nature Integration Nanotech Modules, or NIN Modules for short. These vehicles come in the shape of an actual Hermit Crab and are able to shrink to their size, it is remotely operated and can harbor up to 6 guests. Being inclusive is of utmost importance, so we have designed our vehicles to be able to accommodate people with disabilities that use wheelchairs without the need of transferring out of them. We are also able to adjust lighting and sound for people with visual and auditory sensibilities.

That being said, four teams of designers have each come up with different versions of NIN Modules to compete in the TIDAL Challenge, in which they use the modules to race through the beach, picking up trash in their way, and see who makes it back to the lab with the most amount of waste collected before the tide rises.

Pick your favorite team, get in the Module and have a "shell" of a time!

#### **QUEUE**

You have arrived at the SouthSands Industries R&D Lab to take part in the TIDAL Challenge! Pick a team, and please feel free to explore the lab at your leisure. We will let you know when your challenger Module is ready to take you.

While you wait for the event to begin, you may want to learn about what you'll be doing. For example, you can learn about the anatomy of the hermit crab, the tech behind the modules, the competing teams and the tricks they'll use to win!

In the crab anatomy area, you not only learn about the shape of the body of the crabs and their soft belly, you'll also learn when they mate (soonish?)

In the Tech area, you'll see how the module was engineered to become a shrinking vehicle for incognito field exploration.

In the Teams area, you can learn about the people behind the modules, and the additional tools they have integrated to get an edge on the competition.

You are called to the TIDAL Challenge staging area and see, no one? Oh, there's Dr. Gia Santos taking a nap on her desk.

--Dr. Santos wakes up when she hears the bustle of the incoming tourists.--

"Oh, hi everyone! I'm afraid the TIDAL Challenge is a little tied up, heh. The guys from the other teams went out for lunch or something and haven't come back. But, I can show you my module if you want. Turn around."

--The guests turn around and see the wall come down like a curtain, revealing Dr. Santos' NIN Module -

--In reality, the curtain reveals a projection wall, that is made up to look like a glass window, and the module behind it. The safety video is projected over this same wall, making it look as if the window was a see-thru screen (like we see in sci-fi movies ala Guardians of the Galaxy in the jail screening scene). While you are watching this, behind the wall, the previous riders are getting off of their module. So when the wall lifts, you see as if a window lifted, allowing you to enter the now clear room. --

"Neat, right? So, the fact that the guys aren't here to compete doesn't mean we can't have fun. If you can follow my assistant to the module, they'll be able to hook you up"

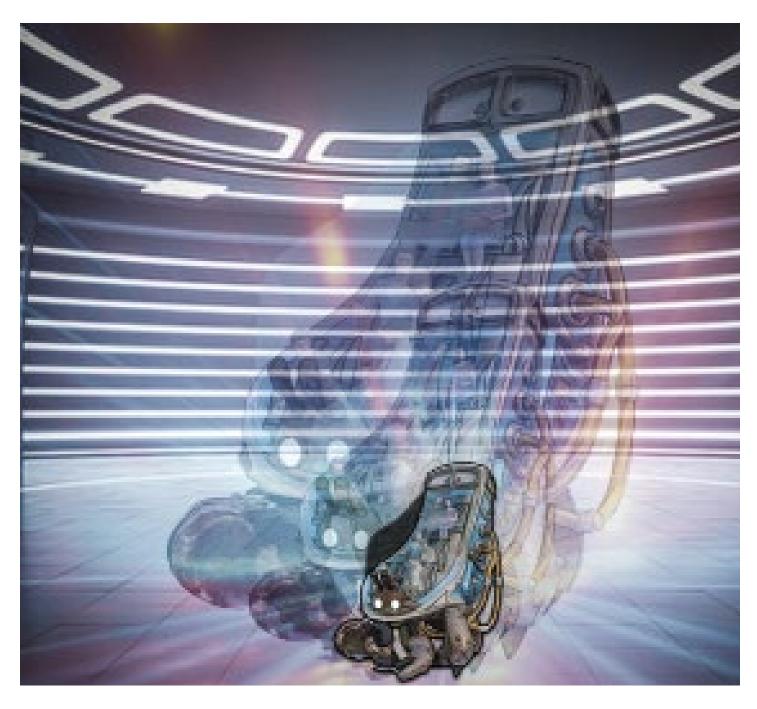
-- Guests board the NIN module, safety checks occur, experience begins --



#### **ATTRACTION BEATS**

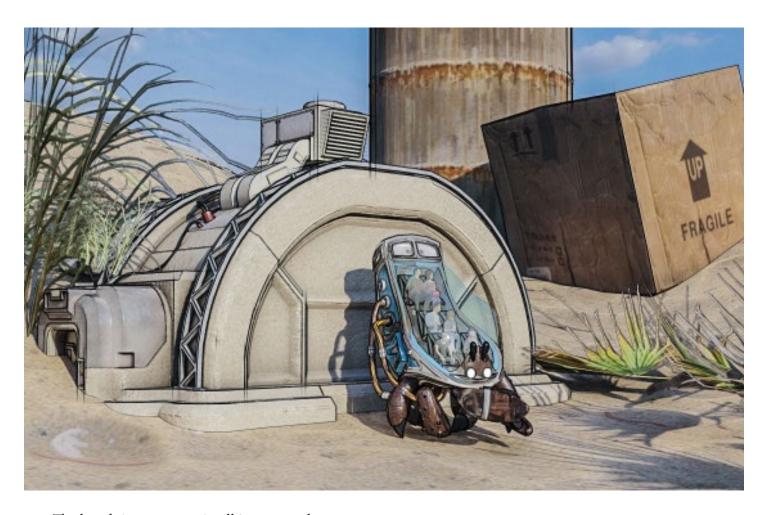


Hop in the NIN Module!



Get shrunk on the way to the beach.

## **ATTRACTION BEATS**



The beach is upon you, in all its messy glory.



The module identifies waste on the beach, it initiates its cleaning sequence and begins picking up some pieces of trash to show how it works

#### **ATTRACTION BEATS**

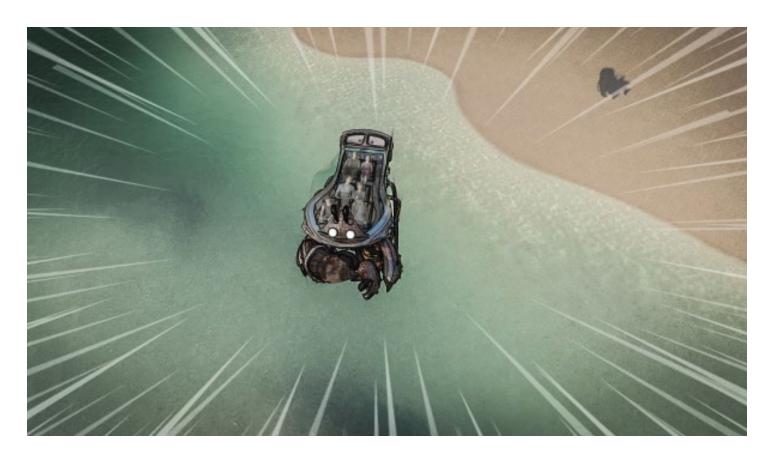


When trying to pick up a bag of chips, seagull picks it up as well, so you wrestle for it.



Bird loses interest in chips and picks you up to the sky.

## **ATTRACTION BEATS**



Module initiates defense, pinches bird in the chest and it lets go.

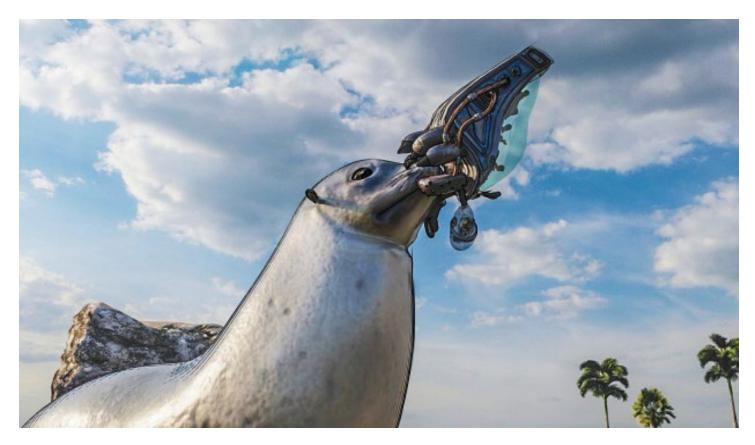


You fall into the sea.

#### **ATTRACTION BEATS**



A group of crabs is nearby and you try to swim toward them. (That seal looks suspicious)



Before you reach them, a seal snatches you, you pinch it and escape!

## **ATTRACTION BEATS**

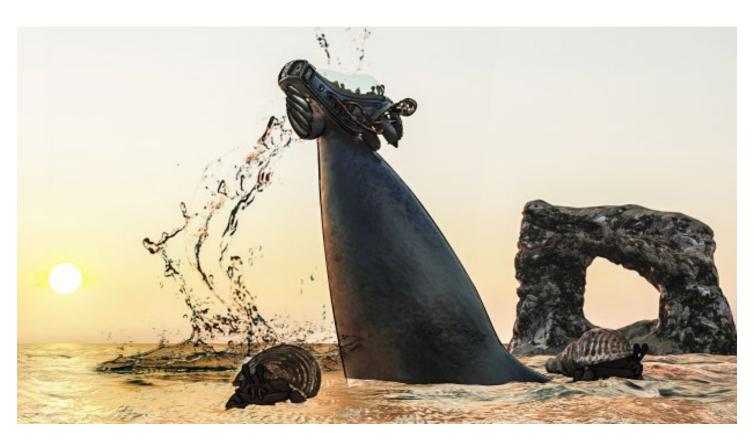


You make it to the group of hermit crabs.



They confuse you for a live hermit crab, and it is mating season. The hermit crab hits the upper part of the other crab's shell to call its attention for mating. Dr. Santos tries to pinch and shove the other crabs away, but there's no use. The protective shell starts cracking, letting some water in.

#### **ATTRACTION BEATS**



The seal is back, it was trying to save you all along. Using its tail, it lunges you into the beach.



You're safe and back in the sand. While crawling back to the lab, Dr. Santos reflects on the harassment all of you experienced. You were trying to get away but the other crabs wouldn't budge. The seal saw someone in trouble and did something about it.

#### **ATTRACTION BEATS**



Back in the lab and ready to grow up (maybe even as a person?).

#### THE MESSAGE

Even though the attraction begins as an obvious call to humankind to reduce waste and clean up after ourselves, there is also a not so hidden story of harassment and physical abuse.

The NIN (that actually stands for No Is No) module is first taken by the seagull, and then the seal, but was able to do something about it. After that, it was surrounded by the other crabs, and no effort was enough to shove them away. The seal saw something was wrong, and did something about it. The underlying message is, if you are being abused, do what you can to identify and leave the situation. If you see abuse, do something about it. Your decision to act may save someone's life.

#### THE TECH

In the Tidal Challenge, you'll experience a hybrid attraction.

At first, the NIN module will move around in a trackless environment, which will be a composite of physical structures and screens. As for the wildlife, while most of the animals will be AudioAnimatronics figures, the seagull and seal will be projections within the module.

You see, the "shell" will be an AR display showing the module's support data and HUD, while also projecting the animals that would be too much to try to recreate as a figure. When approaching the seagull, the module will seamlessly climb into an elevator shaft covered in screens, and while the seagull "carries" you up and lets go, a drop sequence is initiated.

The next section is trackless as well, up until the seal lunges you with its tail. At that moment, the module will be entering a coaster track, for a small coasting section that will simulate the up and down of a wave caused by the seal, landing in the sand.

Your trip back to the lab and into the magnification tunnel is again trackless.