the AquaLab at Seas of Imagination, Vancouver

Seamount

In the depths of what is now called the Pacific Ocean, to the west of Vancouver, are large underwater mountains called seamounts. The largest being the Explorer Seamount where an ecosystem of a wide array of sponge species were found and aptly nick-named "Spongetopia." Venture into this deep underwater environment to become familiar with deep-sea exploration equipment, 'swim' through a sensor-driven kelp forest, 3D print coral, and take a ride in a submarine simulator.

Fraser River Delta and Estuary

Home to millions of birds, thousands of invertebrates, and hundreds of fish species, this ecosystem is lush in nutrients created from the unique mixing of ocean and freshwater. Feed your empty bird stomach trying to catch food in the mudflats or build up the flora and fauna on an interactive screen, but see what happens as more ports, residences, and agricultural lands are constructed.

Fraser River

As the main habitat of the White Sturgeon, this river is also home to millions salmon and other fish that come to spawn every year. Master the art of gaffing, a traditional fishing method used by several Indigenous groups in the area, in Salmon Strike. Control the flow of water and fish spawning by building dams at the aquacentre before finding your way through the river's canyons to the Laboratory.

Western Interior Seaway

Once a wide open ocean that covered North America, this habitat is curated with activities and exhibits related to the sturgeon, that has roots in the mid-Jurassic era, and other aquatic reptiles native to the area of British Columbia during this time. Surrounded by the creatures of this time, dig for fossils, test your strength against the weight of the long necks of unique animals, create a video emulating your favourite dinosaur with motion capture technology, and go on a stimulate VR ride as a n Elasmosaurus.

Salish Sea

As part of a migratory path, Sturgeon can sometimes be seen here traversing to other waterways. Explore some of the largest and oldest living creatures by jumping on a giant chiton pillow, sliding down a tentacle at the colossal octopus playscape, gazing at the glowing jellyfish lamps, or testing the movements of a big red sea urchin's spikes in response to light.

Laboratory

Combine all the knowledge you have gathered to complete your training in the laboratory and train with the new animatronic sturgeon the AquaLab has developed to help preserve this endangered species.

Scene 1: Introduction & Experiment Start

After accepting the mission to test out AquaLab's new S.A.L.- E. (Stealth Aquatic Lookout Emissary) sturgeon you head out with the team on a boat to commence. You jump inside S.A.L.-E. and test out the new controls before getting released from the biologist boat. Trying to get a grasp on them, you wriggle and accidentally fall out of the boat into the vast ocean.

Scene 4: Dodging and Disconnection

After learning to swim in this new found 'body', you start your journey down the river and towards the ocean. You run into other friends of the river and some not so friendly obstacles. The crazy river rapids jostle loose rocks and large logs that have fallen in. Until, oh no! One of these logs hits S.A.L.-E. hard and causes the communication systems to malfunction. You can no longer speak with the rest of your team at AquaLab, but you still have a mission to complete, so you continue on.

Scene 6: Illegal Dumping

...Dark objects begin to rain down from a large shadow above. You realize they are barrels of waste that someone is illegally dumping. What a great chance to put S.A.L. -E. to the test. The boat begins to speed off so you chase them stealthily through the waters to find out who these people are that are ruining the habitats of the white sturgeon and other marine life.

Scene 7: Return to AquaLab

Success! You manage to capture the identity of the boat and the crew on board being disguised as a sturgeon in the sea. After having mastered the controls, you artfully dodge any logs or other transportation obstacles on the way back to the AquaLab. When you arrive, your team discovers it is you and helps you back above water. You hand in the identity of the polluting crew as well as pictures took with S.A.L.-E. and complete your mission. Congratulations!

Scene 5: Strait of Georgia

You arrive at the Strait of Georgia where the bright open waters re-awaken the spirit inside you. Here you explore and encounter a diverse array of sea-life including several schools of fish, swift underwater currents, and forests of corals and plants. Realizing that you should probably head back to the lab before they start to worry, you start on your way until...

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