A0	Diagrammatic Overview
A1	Ground Floor Plan
A2	Second Floor Plan
A3	Third Floor Plan
A4	Roof / MPH Plan
A5	Section 1
A6	Section 2
A7	Section 3
A8	Section A
A9	Section B
A10	Section C
R0	Mission: S - Introduction
R1	Mission: S - Narrative
R2	Mission: S - Scenes

SPIRIT OF ADVENTURE CREATIVE GROUP

the AQUALAB at Seas of Imagination, Vancouver

featuring

MISSION: S

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Technical Analysis Package

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Diagrammatic View

A0

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Ground Floor Plan

A1

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Second Floor Plan

A2

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Third Floor Plan

A3

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Roof / MPH Plan

A4

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Section 1

A5

10ft
25ft
50ft

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Section 2

A6

10ft
25ft
50ft

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Section 3

A7

10ft
25ft
50ft

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Section A

A8

10ft
25ft
50ft

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Section B

A9

10ft
25ft
50ft

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Section C

A10

10ft 25ft 50ft

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Mission: S - Intro

R0

Mission: S is a trackless, semi-interactive dark ride with 3D cinema screens, projection mapping, and immersive sets and environments. A trackless ride vehicle follows embedded guidance sensors in the floor through a series of sets and scenes, while a multi-axis robotic base below the ride carriage turns, tilts, lifts and spins riders depending on the narrative. The six-person carriage features a seat-belt restraint and a joystick for each rider. At appropriate times, the joystick, when moved left and right, causes the carriage to swing back and forth, simulating a fish moving its tail. Each rider can influence approximately 1/6th of the total possible motion allowed and at select scenes in the experience, this motion will have an effect on displayed video content, making it possible to extend a given scene (up to a limit) if riders are in sync.

The ride path is spread over two levels of the space, with two high-speed elevators enabling one cart at a time to move between each floor. This movement is narratively linked, making for an exciting, unexpected drop or rise. Much of the narrative is delivered through cinema screens linked with the motion of the carriage. Riders, wearing passive 3D glasses, experience moments of immersive 3D video as the cart pulls into a semi-spherical projection dome before seamlessly transitioning to a physical set with projection mapping as the cart moves to the next show scene.

The experience utilizes a variety and screen layouts to achieve narrative goals. From cramped, dark and claustrophobic, to vast, open and bright, Mission: S aims to provide a unique, exciting experience for families, kids and adults.

Experience Length: 4m00s to 4m30s (variable)
Throughput: ~360 guests per hour
Targetted Age Group: 8+
Thrilling, with quick turns, spins and drops; simulated high-speed motion.
Uses passive 3D video anbd projection.

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Mission: S - Narrative

R1

Loading Platform

Entrance to Scene 8

Background The scientists at Aqualab have developed a remote piloted robotic Sturgeon named SAL-E they can use to patrol the Fraser River for illegal activities and habitat destruction. Still in the testing phase, it requires several people to operate using an advanced remote-link vehicle and headset.

Pre-Dispatch Two scientists explain to the guests the goals of today's test; to simply establish a connection with SAL-E which is with a team out on the Fraser River right now. Also outline safety procedures.

Scene 1 The ride enters a labatory space where the lead scientist explains how the test will work. Guides them to put on their goggles (3D glasses) and get ready. The ride goes dark, and when the connectionis established the guests are seeing through the eyes of SAL-E. The unexpected movement frightens the technician holding them however and they drop SAL-E off the boat. The ride vehicle plummets and a splash a water marks the entrance into the Fraser River.

Scene 2 Now in the Fraser the guests begin swimming around and testing SAL-E's movement controls. They bob, float and swim around the area, encountering other wildlife and other watercraft. The scienctists at the Aqualab decide it would be beneficial to test SAL-E now that it's already in the water, and ask the guests to guide it down river back to the Aqualab.

Scene 3 The guests move down river and begin to encounter some of the many logs in the Fraser from the logging industry nearby. It becomes more dense and dangerous, and they must avoid obstacles.

Scene 4 The guests inadvertenly swim right into a log dumping area where fresh logs are being thrown in the river. They must avoid these logs as best as possible, but eventually are hit by one, damaging the connection. The vehicle speeds backward, spinning, tilting and twirling in the dark frothy water with obstacles all about before everything goes dark and quiet.

Scene 5 Eventually the connection between the Aqualab and SAL-E is re-established and the guests can see again. They find themselves in open water, and a scientist at the lab tells them through the intercom they've been swept all the way down river to the Strait of Georgia, past Vancouver. They must find their way back or risk losing SAL-E. They begin swimming in the open waters, encountering other large creatures and spectacular sights, before getting close to the estuary and coming across a large dump of leaking oil drums.

Scene 6 As they move further they begin to encounter more and more illegal waste, freshly thrown in the Fraser River. The scientists at the lab tell the guests this is exactly why SAL-E was built, and they should attempt to find the boat dumping the waste to record its location and registration so they can contact authorities. The guests find the boat, chasing after it past the airport piers, marinas, and other sights.

Scene 7 The guests finally managed to get a good image of the boat and transmit it back to the Aqualab to contact authorities. They then travel back up river to the aquarium so that SAL-E can be recovered.

Scene 8 As SAL-E approaches the underwater Aqualab entrance they enter the retrieval lift. They see the scientists waiting for them as the lead scientist picks SAL-E out of the water and lifts them up. The ride vehicle shoots upward suddenly, and the the vehicle is disconnected. The guests find themselves back in the Aqualab where they started, the mission a success.

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Mission: S - Scenes

R2

Scene 1	Introduction and Start of Experiment	* Includes high-speed elevator drop within screen
Scene 2	Learning to Swim	Guest Control Active
Scene 3	Encountering Obstacles	
Scene 4	Dodging Logs, Disconnection and Swept down river	Guest Control Active at 4A (can extend video at 4A up to 15 seconds)
Scene 5	Strait of Georgia	Guest Control Active
Scene 6	Chasing the Illegal Dumpers	Guest Control Active (can extend video at 6D up to 15 seconds)
Scene 7	Returning to Aqualab	
Scene 8	Mission Success	* Includes high-speed elevator rise within screen

5C Screen Number
5A Screen Below Path
5B Screen Above Path

N

10ft 25ft 50ft