

# TALISMAN

A QUEUE DESIGN INSPIRED BY SHANE ACKLER'S FILM "9"

A CONCEPT BY KATHERINE DIXON



THED - 735 • COMPONENT DESIGN • SPRING 2013 • PROFESSOR GEORGE HEAD





# Contents

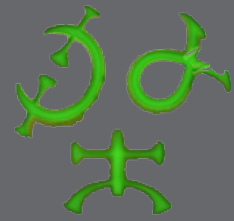
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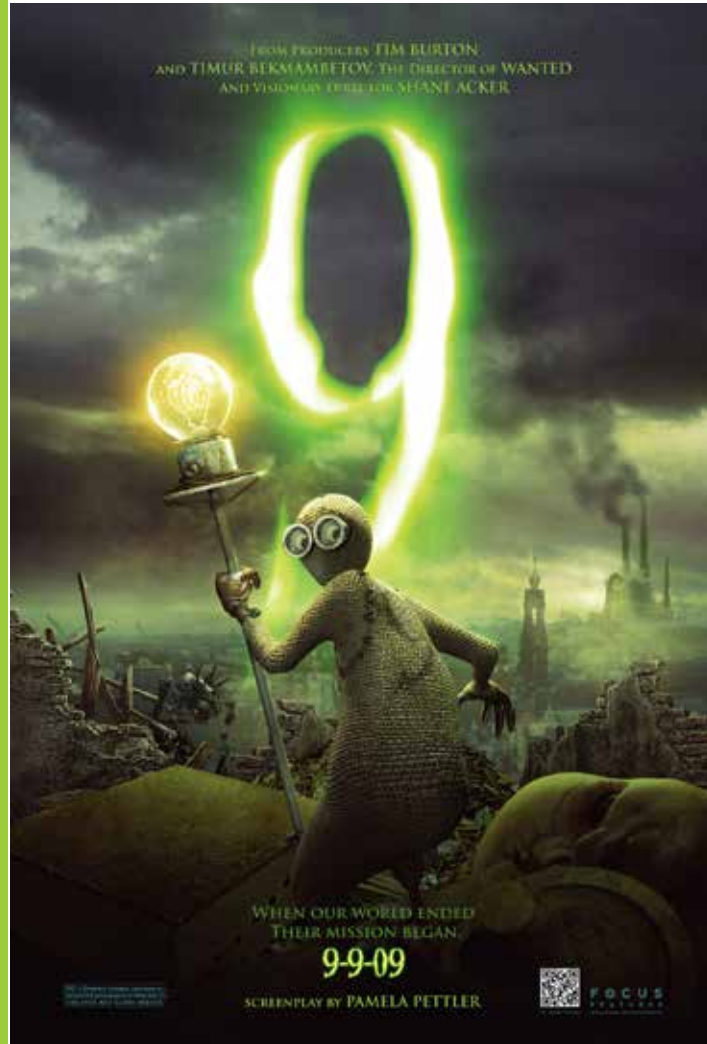
# INTRODUCTION







THE INSPIRATION: 9 BY SHANE ACKLER  
PRODUCED BY TIM BURTON AND TIMBUR BECKMAMBETOV



THE TIME IS THE TOO-NEAR FUTURE. POWERED AND ENABLED BY THE INVENTION KNOWN AS THE GREAT MACHINE, THE WORLD'S MACHINES HAVE TURNED ON MANKIND AND SPARKED SOCIAL UNREST, DECIMATING THE HUMAN POPULATION BEFORE BEING LARGELY SHUT DOWN.

BUT AS OUR WORLD FELL TO PIECES, A MISSION BEGAN TO SALVAGE THE LEGACY OF CIVILIZATION; A GROUP OF SMALL CREATIONS WAS GIVEN THE SPARK OF LIFE BY A SCIENTIST IN THE FINAL DAYS OF HUMANITY, AND THEY CONTINUE TO EXIST POST-APOCALYPSE. ANOTHER OF THEIR OWN, #9 (VOICED BY ELIJAH WOOD), EMERGES AND DISPLAYS LEADERSHIP QUALITIES THAT MAY HELP THEM SURVIVE AND POSSIBLY EVEN THRIVE. THE CONFLICTED BUT RESILIENT TRIBE ALREADY INCLUDES #1 (CHRISTOPHER PLUMMER), A DOMINEERING WAR VETERAN AND THE GROUP'S LONGTIME LEADER; #2 (MARTIN LANDAU), A KINDLY BUT NOW-FRAIL INVENTOR; #3 AND #4, SCHOLARLY TWINS WHO COMMUNICATE NONVERBALLY AND MOSTLY WITH EACH OTHER; #5 (JOHN C. REILLY), A STALWART AND NURTURING ENGINEER; #6 (CRISPIN GLOVER), AN ERRATIC ARTIST BESET BY VISIONS; #7 (JENNIFER CONNELLY), A BRAVE AND SELF-SUFFICIENT WARRIOR; AND #8 (FRED TATASCIORE), THE NONE-TOO-BRIGHT MUSCLE AND ENFORCER FOR #1.

WITH THEIR GROUP SO FEW, THESE "STITCHPUNK" CREATIONS MUST SUMMON INDIVIDUAL STRENGTHS WELL BEYOND THEIR OWN PROPORTIONS IN ORDER TO OUTWIT AND FIGHT AGAINST STILL-FUNCTIONING MACHINES, ONE OF WHICH IS A MARAUDING MECHANIZED BEAST. IN THE DARKNESS JUST BEFORE THE DAWN, #9 RALLIES EVERYONE OF HIS NUMBER TO BAND TOGETHER.

THE CHARACTERS - THE STITCHPUNK



#1



#2



#3 & #4



#5

HUMANS



THE SCIENTIST



THE CHANCELLOR

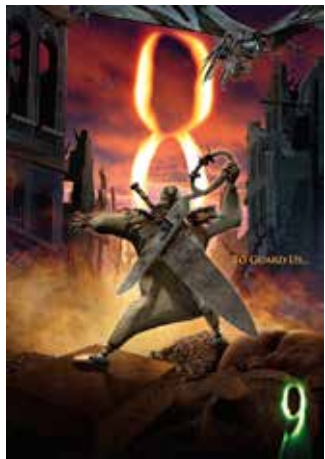
ANTAGONIST



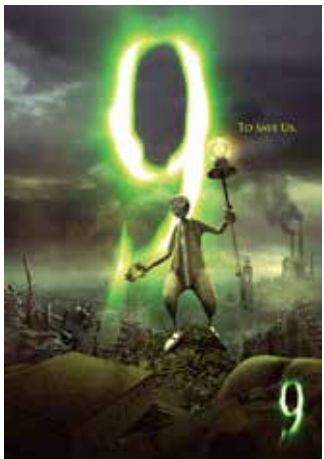
#6



#7



#8



#9



THE SEAMSTRESS



THE CAT BEAST



THE WINGED BEAST



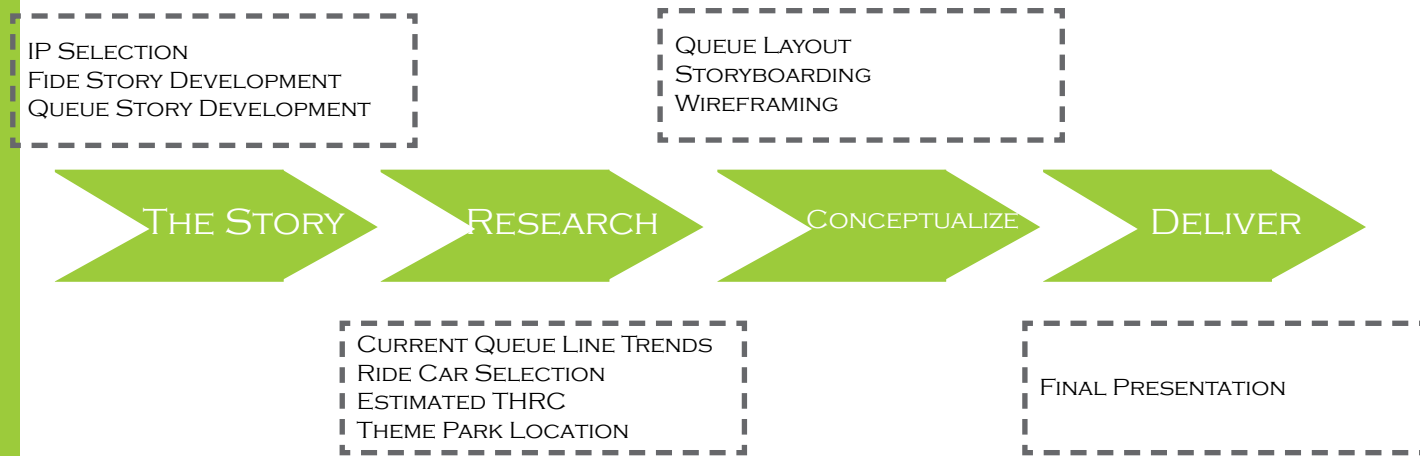
THE FABRICATION  
MACHINE



## RIDE INSPIRATION

THIS RIDE WILL HAVE THE SAME RIDE MECHANICS AS HARRY POTTER AND THE FORBIDDEN JOURNEY - A DARK RIDE WITH A STATE OF THE ART VEHICLE THAT ALLOWS THE PARTICIPANT TO BE PART OF THE STORY BEING TOLD. THE STORYTELLING OF THE 9 ATTRACTION WILL BE SIMILAR TO THIS ATTRACTION IN THE FACT THAT ENTERING THE ATTRACTION WILL BE A JOURNEY IN ITSELF.

## THE PROJECT FLOW



### RIDE CONCEPT:

THE VIEWER LEARNS THE EVENTS LEADING UP TO THE EXTINCTION OF HUMANITY AND THE IMPORTANCE OF THE TALISMAN AFTER EXPLORING THE SCIENTISTS LABORATORY (THE QUEUE). UPON REACHING THE PRE-RIDE SHOW, THEY HAVE BEEN CHARGED WITH THE TASK OF TEAMING UP WITH THE STITCHPUNKS TO BATTLE THE FABRICATION MACHINE, RESCUE THE TALISMAN, AND BRING LIFE BACK TO EARTH.

## ALTON TOWERS

LOCATION: STAFFORDSHIRE, ENGLAND

AREA: FORBIDDEN VALLEY

THIS SECTION OF THE PARK ALREADY HAS A POST-APOCALYPTIC THEME.



## RIDE VEHICLE STATS

TYPE: DARK RIDE

INSPIRATION:

HARRY POTTER AND THE FORBIDDEN JOURNEY

INDIANA JONES ADVENTURE DISNEYLAND  
THEORETICAL HOURLY RIDE CAPACITY (THRC):  
2400

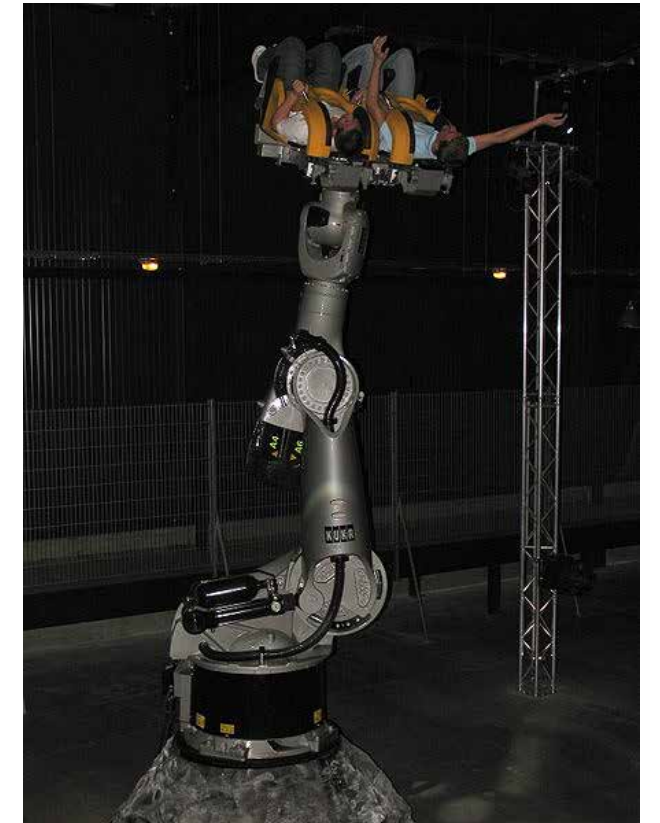
DURATION: 5 MINUTES

RIDE CAR: DYNAMICS STRUCTURES

ROBOCOASTER WITH KUBA ROBOTIC ARM TECHNOLOGY

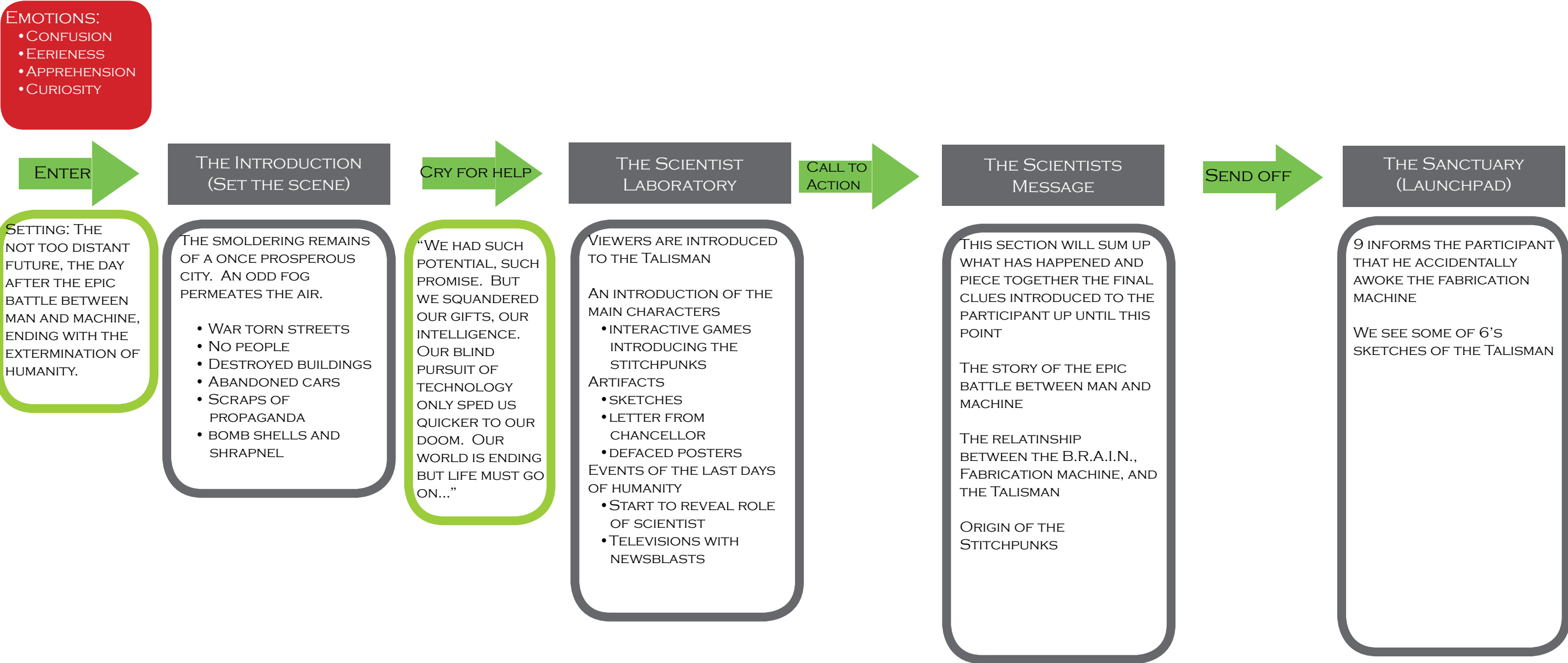
NUMBER OF RIDERS PER CAR: 4

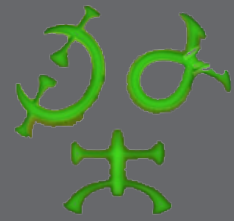
HEIGHT RESTRICTION: 48" (121 CM)





FLOWCHART OF ATTRACTION





# STORYBOARDING



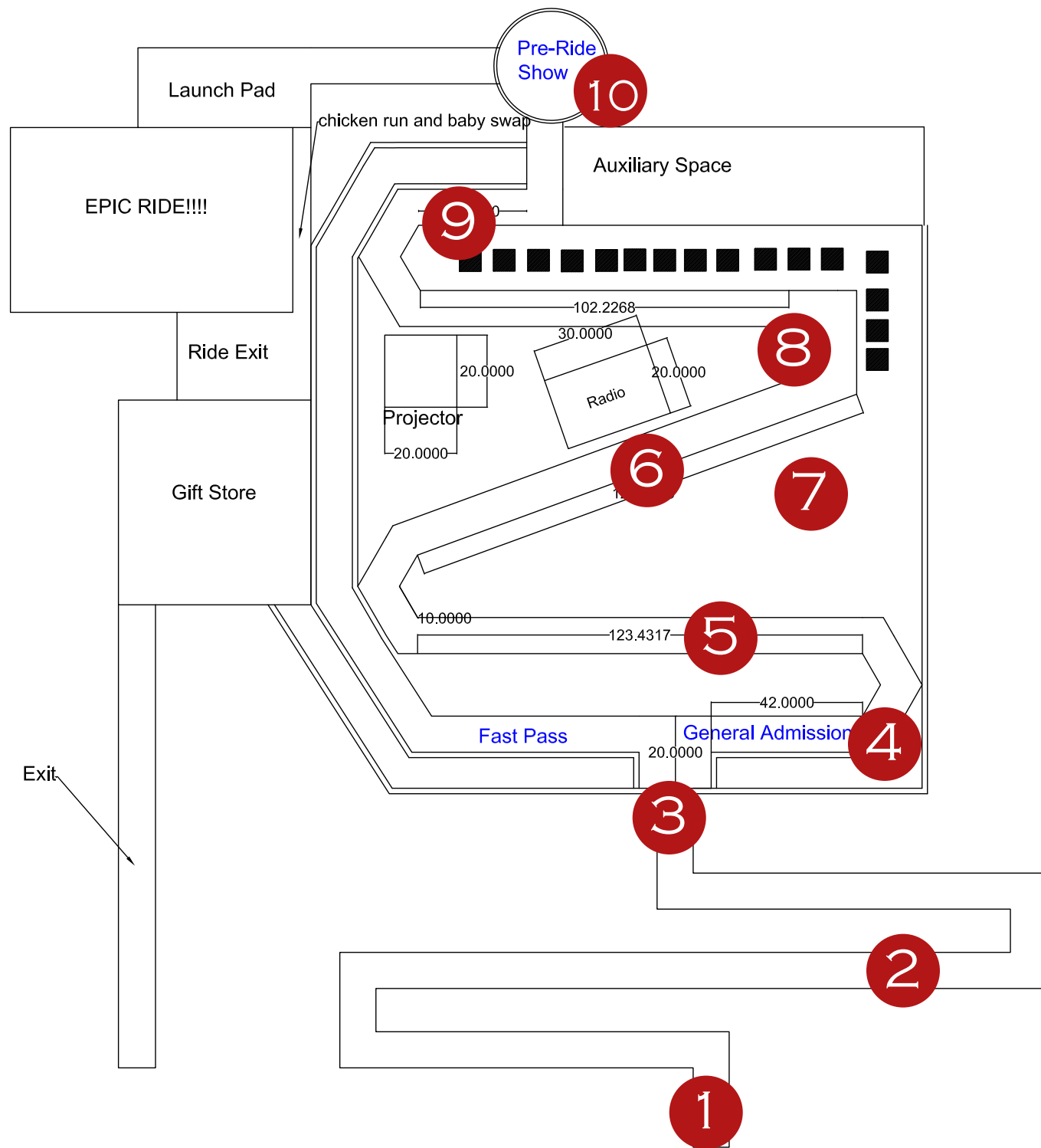




# RIDE QUEUE MAP

THE VIEWER WILL BE IMMERSED IN A DYSTOPIC SETTING. THE EXTERIOR QUEUE WILL FLOW THROUGH THE REMNANTS OF DESTROYED BUILDINGS PEPPERED WITH CLUES AS TO WHAT HAPPENED IN THE DAYS LEADING UP TO HUMANITY'S EXTINCTION. THE INTERIOR QUEUE WILL BE THE SCIENTIST LABORATORY AND FOR ALL INTENTS AND PURPOSES, THE PARTICIPANT IS A STITCHPUNK, STANDING ONLY ABOUT 8 INCHES TALL. THIS MEANS THAT THE SURROUNDINGS WILL BE LARGER THAN LIFE.





- 1 DESTROYED BUILDING FACADE
- 2 THE EERIE EMPTY STREET
- 3 ENTRANCE TO SCIENTIST LAB
- 4 THE STORY HALL
- 5 THE LAB OVERLOOK
- 6 INTERACTIVE RADIO
- 7 WINDOW INTO THE ABYSS
- 8 MEET THE STITCHPUNKS
- 9 NEWSBLASTS - LAST DAYS ON EARTH
- 10 PRE-RIDE DOME SHOW

## 1 THE SETTING - EXTERIOR OF THE ATTRACTION

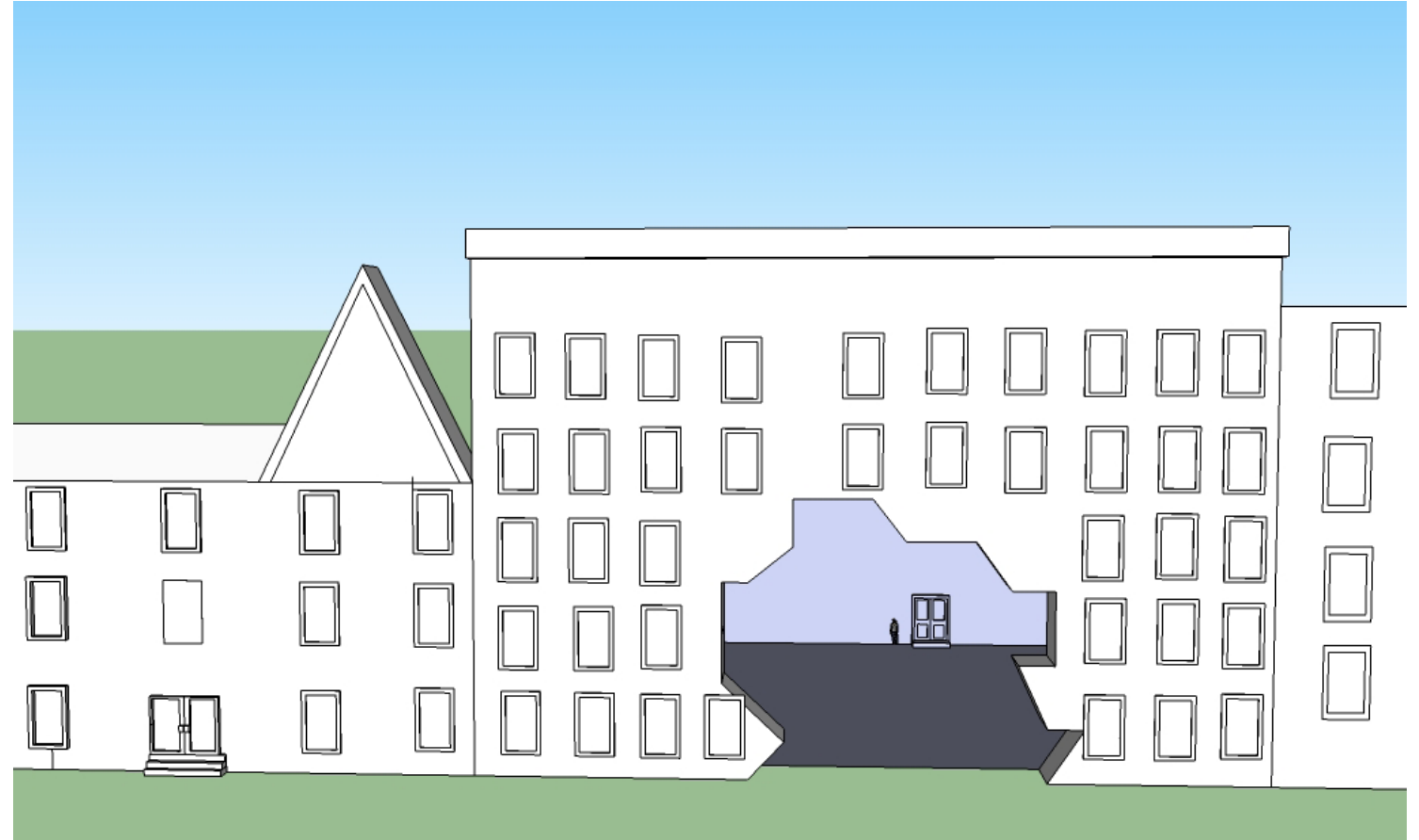


THE EXTERIOR WILL BE THE GROUNDWORK FOR A DYSTOPIC SETTING. THE ONLY EVIDENCE OF HUMANITY ARE THE WAR TORN STREETS, DETERIORATION BUILDING, AND ABANDONED CARS. BULLET FRAGMENTS AND SHRAPNEL LITTER THE STREETS. EERIE FOG BLANKETS THE REMNANTS OF THE CITY, WHICH IS A RESULT OF THE TOXIC GAS EMITTED BY THE FABRICATION MACHINE. IT IS EVIDENT FROM HERE THAT SOMETHING IS AMISS.

THE EXTERIOR OF THE RIDE WILL BE THE DESTROYED BUILDING FACADES, FOG, AND EVIDENCE OF THE IMMEDIATE DEPARTURE OF LIFE. THE PARTICIPANT WILL ENTER THROUGH ONE OF THESE BUILDINGS.



## THE SETTING - EXTERIOR OF THE ATTRACTION- [SKETCH AND MODEL]





## 2 THE EERIE EMPTY STREET

AT THIS POINT IN THE QUEUE, THE PARTICIPANT WILL ENTER A DESERTED STREET. A CAR WITH AN OPEN DOOR, BUILDING REMNATS, PILES OF RUBBLE, POSTERS OF THE REVOLT AND SIGNS READING:

“PEACE THROUGH SCIENCE!”



THESE ARE SCREENSHOTS FROM THE MOVIE OF THE WORLD THAT THE MAIN CHARACTER 9, WALKS INTO WITHIN THE FIRST FEW MINUTES OF THE MOVIE.



**IMPORTANT VIEWER TAKE-AWAYS:**  
THE VIEW HAS BEEN DROPPED INTO A POST-APOCALYPTIC EARTH AND ARE UNCLEAR AS TO WHAT HAS HAPPENED IN THE VERY RECENT PAST. THE ONLY CLUE THAT FAR ARE RANDOM POSTERS READING 'PEACE THROUGH SCIENCE!' YET HAVE BEEN DEFAECED WITH MESSAGES OF REVOLT

SCENE 2: THE EERIE EMPTY STREET [SKETCHES]



### 3 THE ENTRANCE TO THE SCIENTIST'S LAB



PARTICIPANTS WILL ENTER INTO THE REMAINING PART OF THE BUILDING THAT HOUSES THE SCIENTISTS WORKSPACE. THIS IS WHERE THE MAJORITY OF THE INITIAL STORY WILL PLAY OUT. AT THE ENTRANCE WILL READ A SIGN OF THE SCIENTISTS LAST WORDS WHICH IS A SIGNIFICANT QUOTE IN THE STORY LINE AND THE CALL TO ACTION

“WE HAD SUCH POTENTIAL, SUCH PROMISE. BUT WE SQUANDERED OUR GIFTS, OUR INTELLIGENCE. OUR BLIND PURSUIT OF TECHNOLOGY ONLY SPED US QUICKER TO OUR DOOM. OUR WORLD IS ENDING BUT LIFE MUST GO ON...”



9 AT HE ENTRANCE OF THE BUILDING THAT HOUSES THE SCIENTISTS WORKSPACE



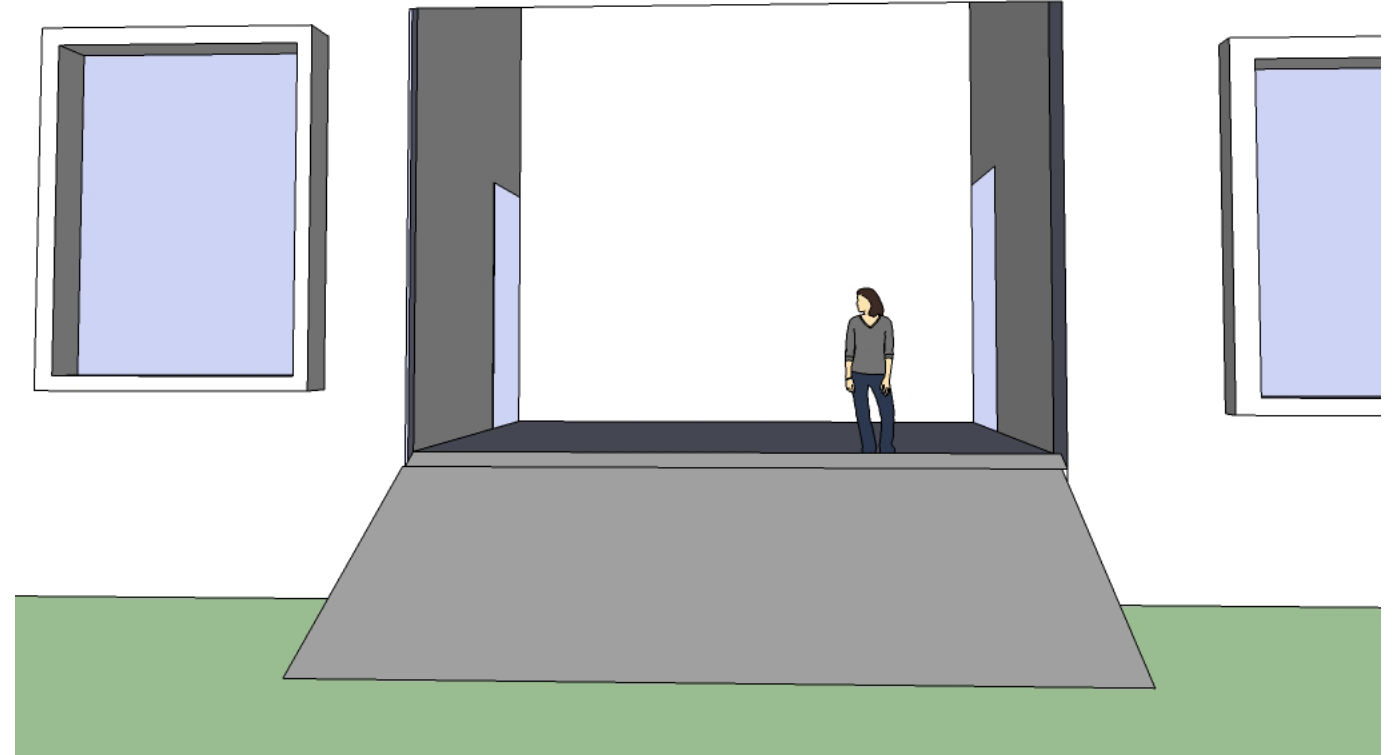
#### IMPORTANT VIEWER TAKE-AWAYS:

THE END OF THE WORLD HAS SOMETHING TO DO WITH SCIENCE AND ITS EXPLOITATION.

A DISEMBODIED CALL TO ACTION.

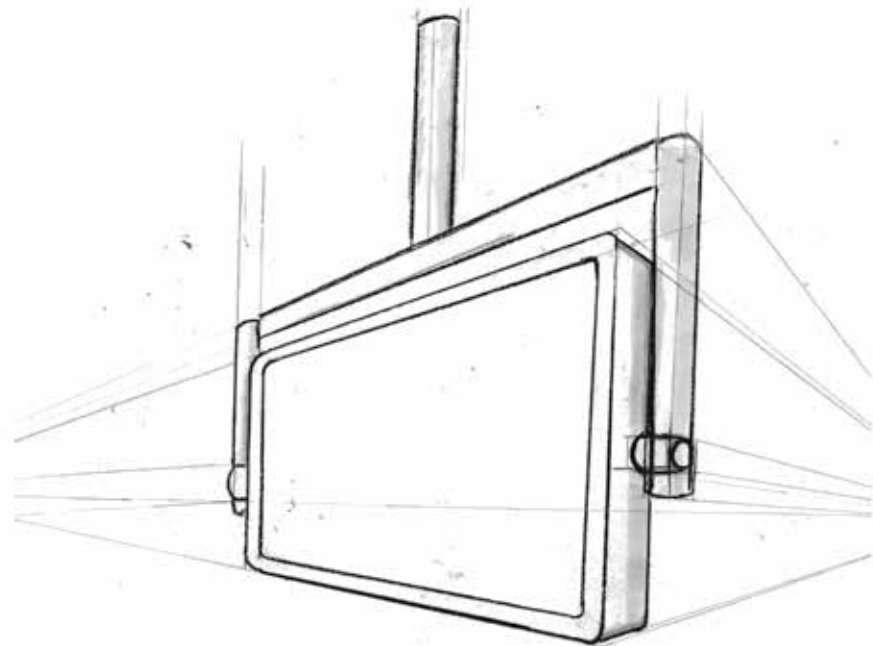


### SCENE 3: THE ENTRANCE TO THE SCIENTIST'S LAB [SKETCH AND MODEL]





HERE IS THE THROUGHWAY TO THE SCIENTISTS LAB. THIS AREA, THE VIEWER WILL LEARN A LITTLE ABOUT THE SCIENTIST AND LIFE BEFORE THE EPIC BATTLE OF MAN AND MACHINE. IT TURNS OUT THAT THERE WAS A WORLD WAR THAT RAGED ON FOR 10 YEARS. AS A RESULT, THE NATURAL RESOURCES OF EACH OF THE NATIONS WERE DEPLETED. THE CHANCELLOR FELT THAT THE SOLUTION TO REBUILDING HIS NATION WAS THROUGH SCIENCE AND TECHNOLOGY. HENCE THE RALLYING CRY, "PEACE THROUGH SCIENCE." THIS LEAD THE GOVERNMENT TO HIRE MANY SCIENTISTS AND INTELLECTUALS, THE MAIN CHARACTER, THE SCIENTIST, INCLUDED. THIS IS WHERE HE WILL BE FORMALLY INTRODUCED. WE LEARN THAT HE IS A FORMER TOYMAKER. IN THIS SECTION, SOME OF HIS PREVIOUS WORK IN THE TOY MAKING BUSINESS CAN BE DISPLAYED.

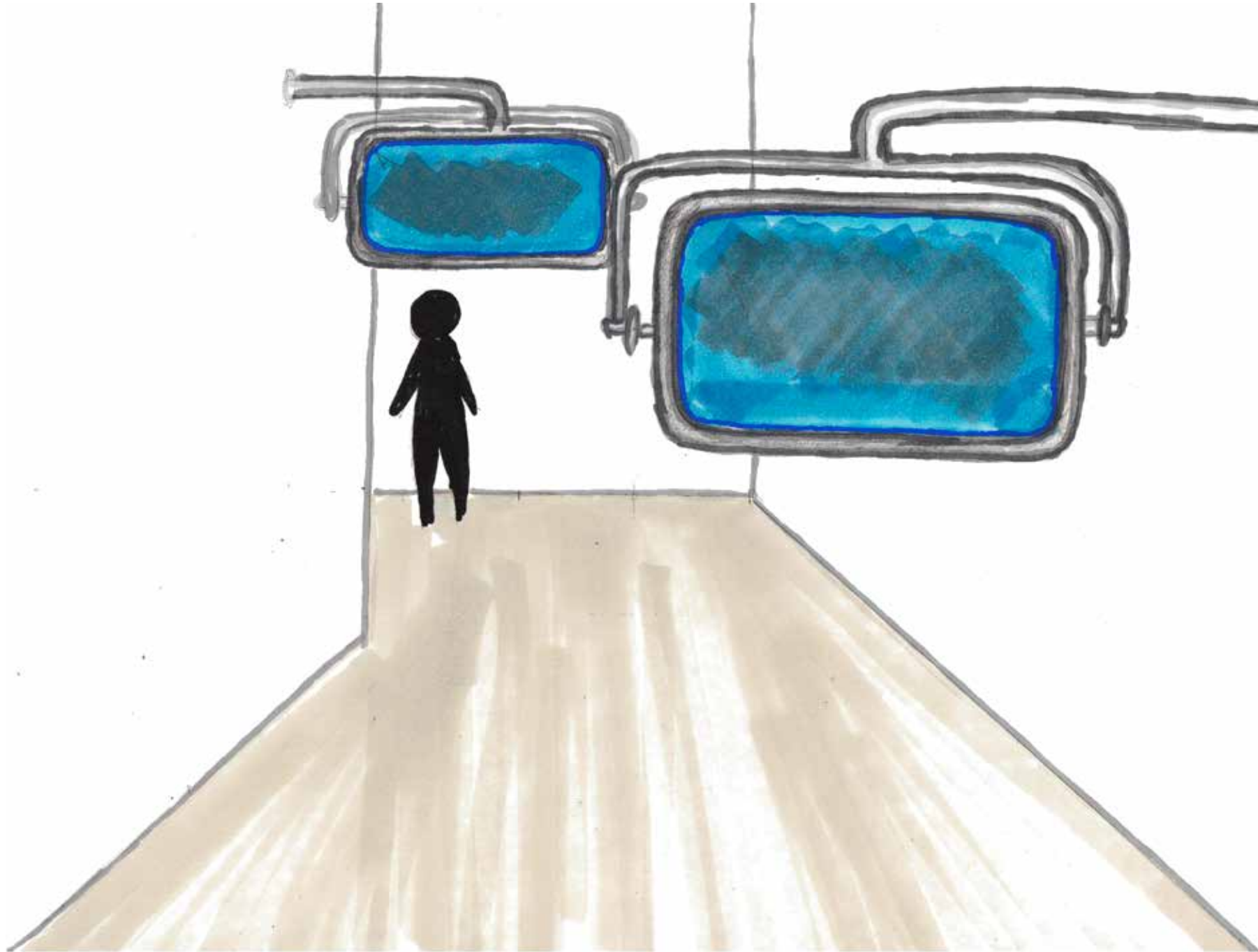


#### IMPORTANT VIEWER TAKE-AWAYS:

SCREEN 1: THE PARTICIPANT LEARNS THAT THERE WAS A WORLD WAR THAT RAGED ON FOR TEN YEARS.

SCREEN 2: THE AFTERMATH OF THE WAR LEFT THE NATIONS NATURAL RESOURCES DEPLETED. THE CHANCELLORS ANSWER TO THE SOLUTION IS SCIENCE AND BEGINS RECRUITING SCIENTISTS AND INTELLECTUALS. THIS IS THE CONNECTION BETWEEN THE PEACE THROUGH SCIENCE POSTERS FOUND OUTSIDE

SCREEN 3: INTRODUCTION OF THE SCIENTIST AND HOW HE WAS RECRUITED BY THE CHANCELLOR. THE PARTICIPANTS LEARN THAT HE IS IN FACT A FORMER TOY MAKER. THE PARTICIPANTS GET TO SEE SOME OF HIS PAST WORK.



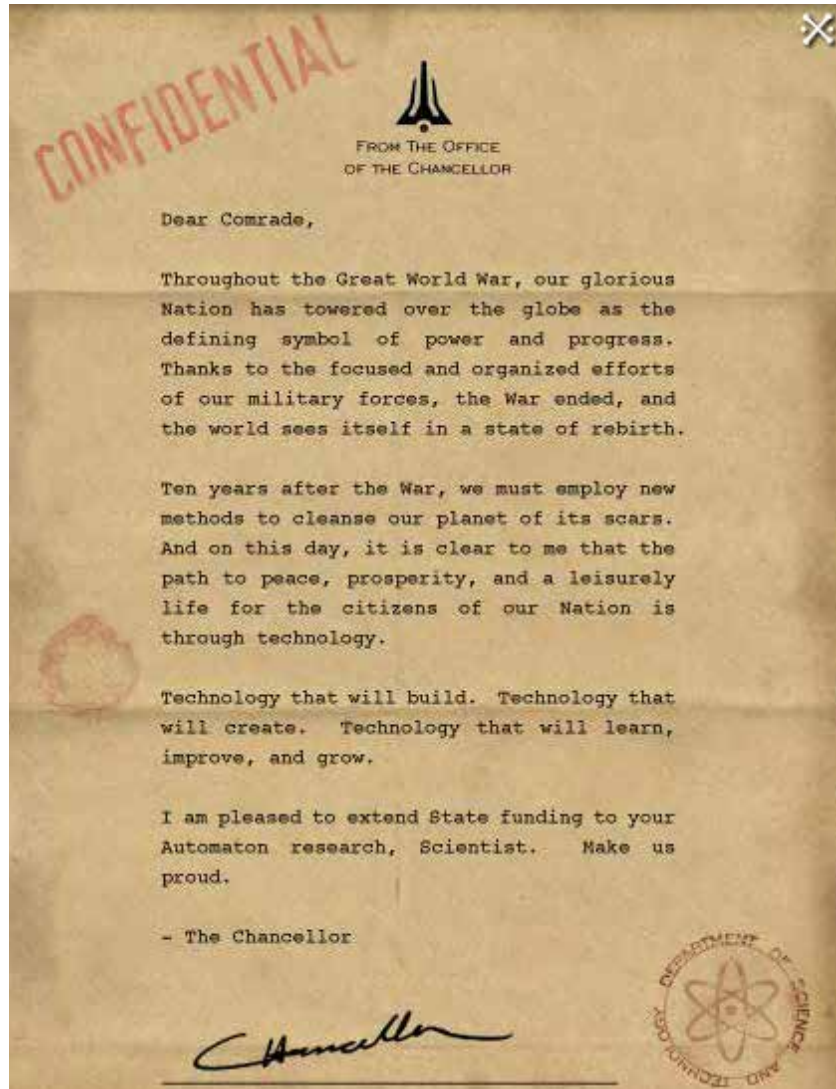
AT THIS POINT, THE PARTICIPANT WILL REALIZE THAT EVERYTHING IS LARGER THAN LIFE. FOR ALL INTENTS AND PURPOSES, THEY ARE A STITCHPUNK, STANDING APPROXIMATELY 8 IN (20.32 CM) TALL. THE SCIENTISTS LAB WILL BE PRESENTED TO THE VIEWER AS THIS VAST WORLD. WITHIN IT, IT WILL START TO REVEAL SOME OF THE ARTIFACTS OF THE MYSTERY LEFT BEHIND BY THE SCIENTIST, COMPLETE WITH INTERACTIVE GAMES THAT THE PARTICIPANT WILL ENCOUNTER DURING THE QUEUE.



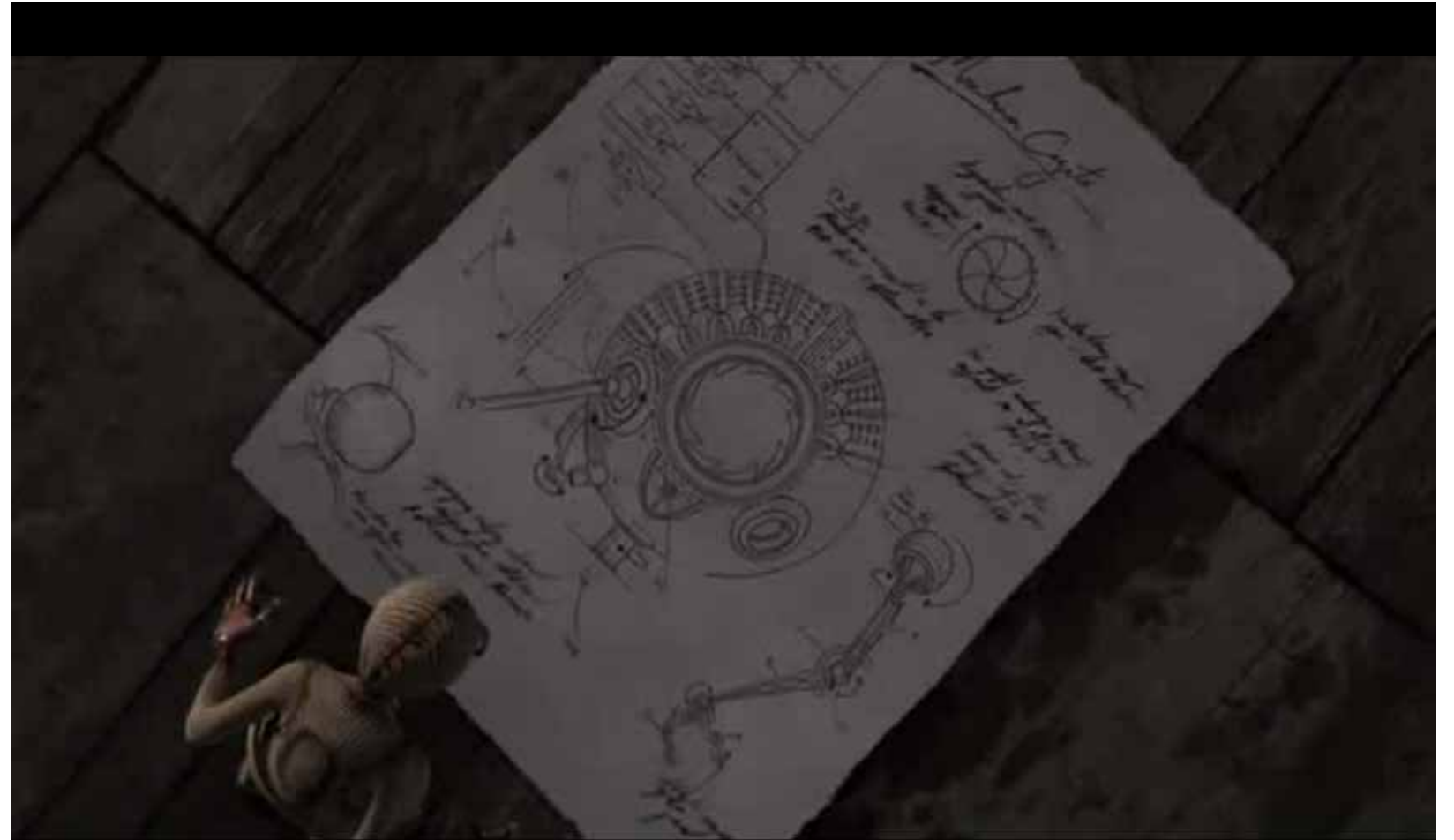




## SCENE 5B: THE SCIENTISTS LAB - THE B.R.A.I.N. AND THE ORIGINS OF THE FABRICATION MACHINE

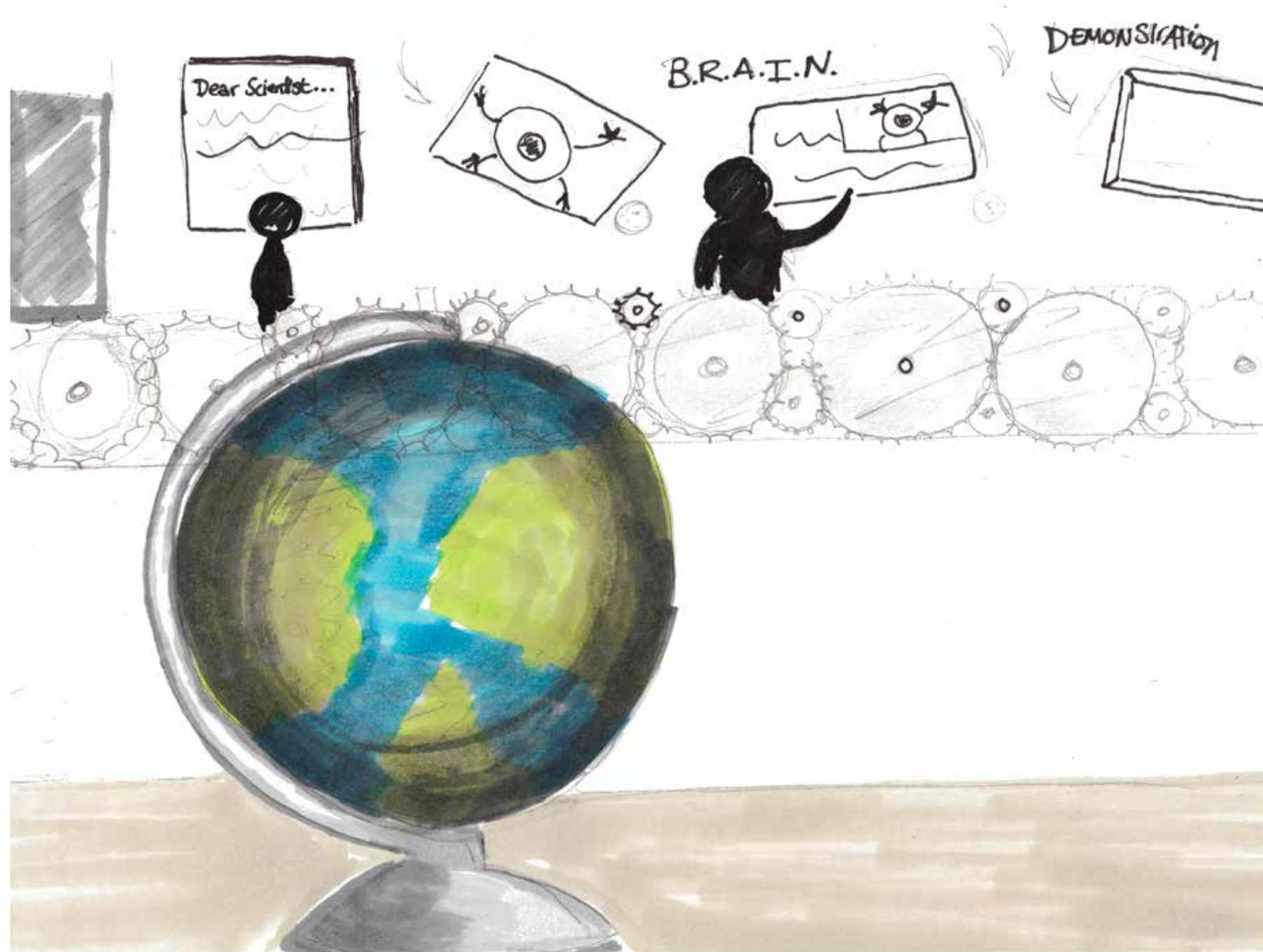


AT THIS POINT, THE PARTICIPANT WILL REALIZE SOMETHING IS AWRY. THE SCIENTIST RECEIVES A LETTER FROM THE CHANCELLOR INFORMING HIM THAT HIS INVENTION HAS BEEN FUNDED FOR THE GREATER GOOD OF THE NATION.



AFTER BEING INTRODUCED VIA THE SCIENTISTS' SKETCHES OF THE STITCHPUNKS, THE PARTICIPANTS WILL BE INTRODUCED TO THE B.R.A.I.N., [THE INTELLECTUAL CORE OF THE FABRICATION MACHINE] ANOTHER INVENTION OF THE UNSEEN SCIENTIST. THERE IS STILL UNDERNEATH A VEIL OF MYSTERY.

## SCENE 5B: THE SCIENTISTS LAB - THE B.R.A.I.N. AND THE ORIGINS OF THE FABRICATION MACHINE [SKETCHES]



THE VIEWER COMES OUT ON TO THE WALKWAY, WHERE THEY WILL LEARN ABOUT THE CHANCELLOR, THE DEVELOPMENT OF THE B.R.A.I.N. AND OVERSEE THE VAST LAB WHERE EVERYTHING IS LARGER THAN LIFE.

### IMPORTANT VIEWER TAKE-AWAYS:

THE CHANCELLOR FUNDED THE SCIENTISTS INVENTION CALLED THE B.R.A.I.N., A RESULT OF THE SCIENTISTS' INTELLECT

FIRST INTRODUCTION TO THE TALISMAN

THIS MACHINE HAS THE ABILITY CREATE OTHER MACHINES

THE CHANCELLOR TAKES CONTROL OF THE MACHINE AND CREATES THE FABRICATION MACHINE. THOUGH THE VIEWER DOES NOT KNOW THE IMPLICATIONS OF THIS. THE ONLY FORESHADOWING IS THE SCIENTIST SAYING THAT HIS WARNING WAS NOT HEEDDED.

PRIOR TO THE PREMIER OF THE MOVIE, 9EXPERIMENT.COM WAS LAUNCHED. THERE, THE PARTICIPANT COULD EXPLORE THE SCIENTISTS LAB. ONE OF THE ACTIVITIES WAS LISTENING TO THE RADIO, WHICH HAD ANNOUNCEMENT FROM THE CHANCELLOR ABOUT THE MOVEMENT OF SCIENCE DEVELOPMENTS TO BRING PEACE TO THE NATION. PARTICIPANTS IN THE QUEUE CAN INTERACT WITH THE RADIO, SWITCHING BETWEEN MUSIC AND THE VARIOUS PROPAGANDA ANNOUNCEMENTS.



“

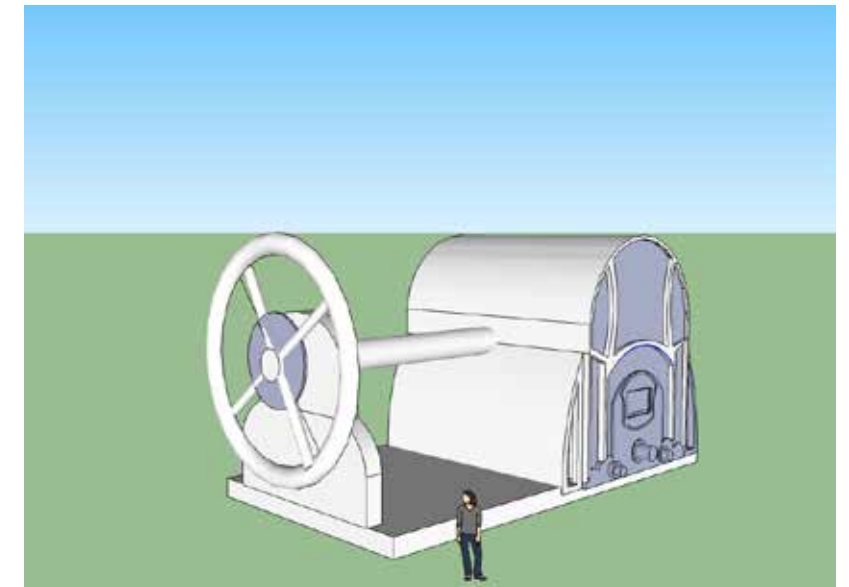
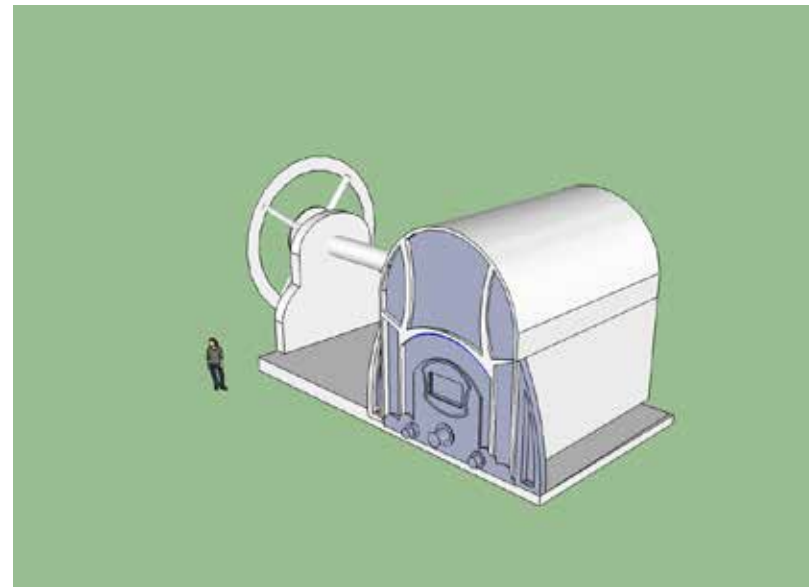
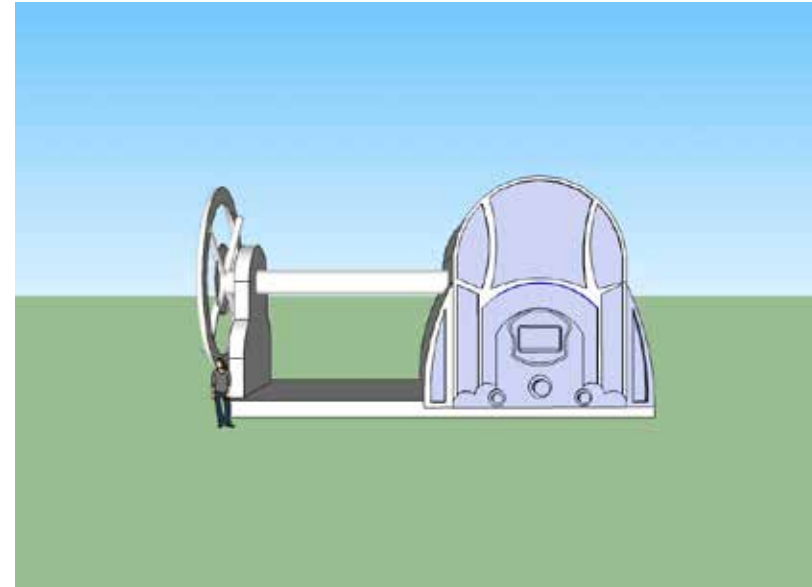
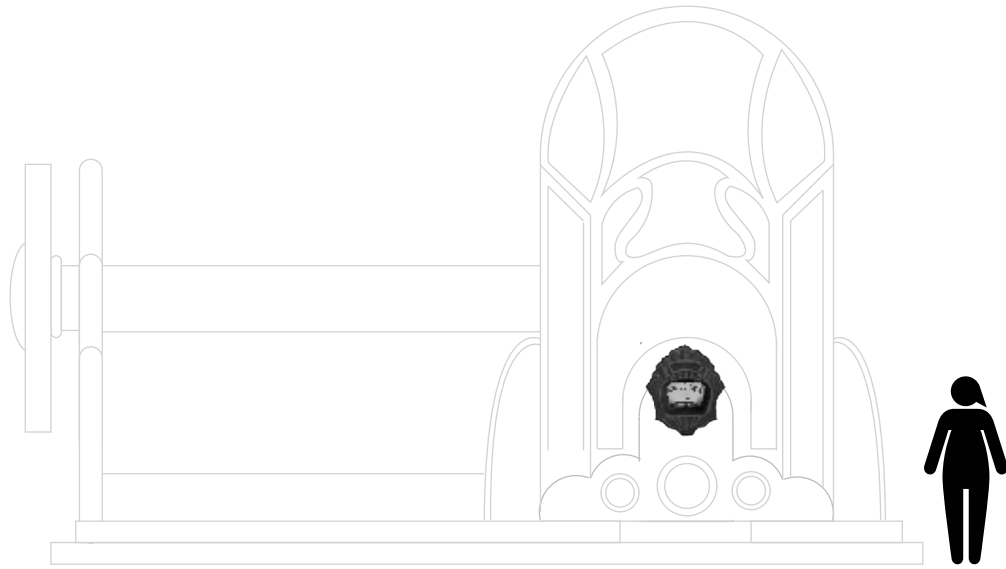
TODAY THE CHANCELLOR PRESENTED THE LATEST ADVANCEMENT OF TECHNOLOGICAL WIZARDRY TO THE PUBLIC. “COMRADES, TODAY DAWNS A NEW ERA. LET US PRAISE THIS NEW TECHNOLOGY. WELCOME TO THE AGE OF THE MACHINE! IT WILL CREATE NEW MACHINES IN ITS OWN IMAGE! MACHINES OF PEACE, THAT WILL ASSURE A GLORIOUS NEW ERA OF WEALTH AND PROSPERITY TO THE STATE!”

”





## SCENE 6: THE SCIENTISTS LAB - INTERACTIVE RADIO [SKETCH AND MODEL]

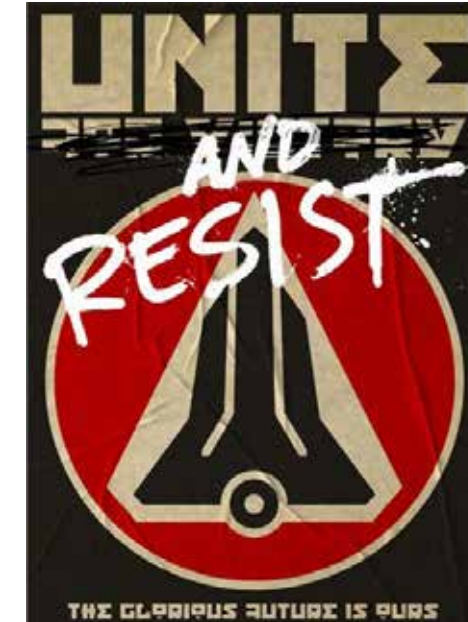




## 7

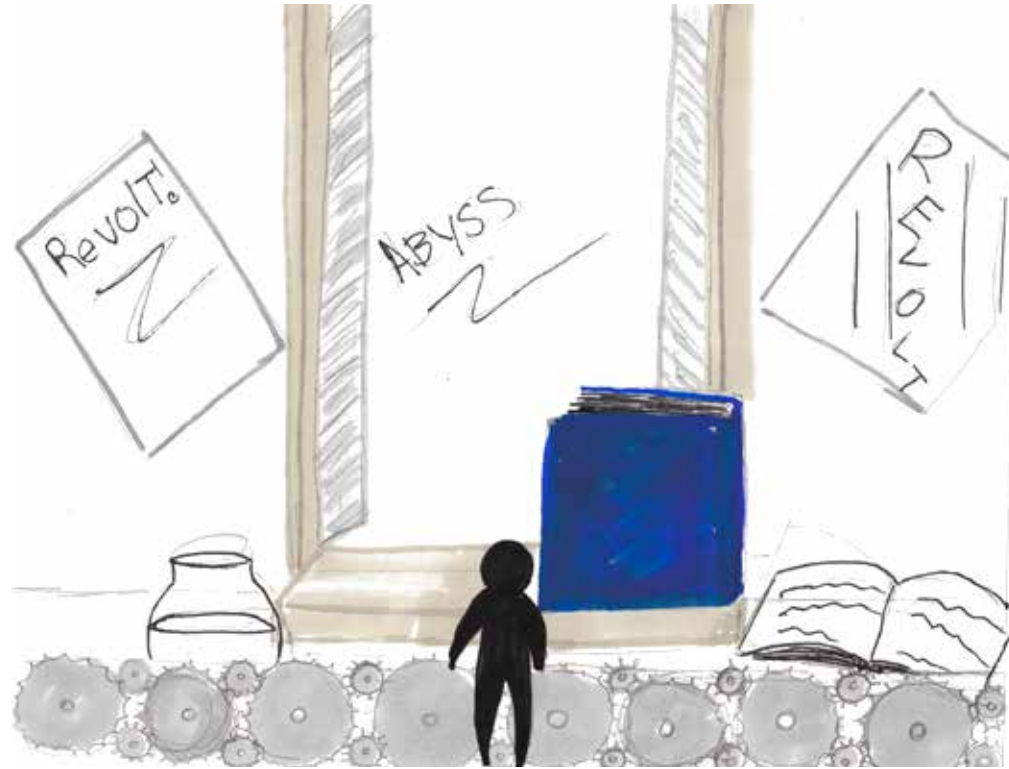
## THE WINDOW INTO THE ABYSS...

AT THIS POINT, THE PARTICIPANTS CAN SEE OUT OF A GIANT WINDOW THAT DEPICTS THE EERIE ABYSS THAT LIES OUTSIDE OF THE WALLS. IT WILL BE THE SAME WINDOW, AND WILL DEPICT THE SAME SCENE 9 SEES WHEN HE AWAKES IN THIS NEW WORLD. AT THE SAME TIME, THE PARTICIPANT WILL SEE THE VARIOUS POSTERS TELLING TO RISE UP AGAINST THE CHANCELLOR, WITH A DATE OF 9.9.09. SOMETHING SIGNIFICANT MUST HAVE HAPPENED THAT WIPED OUT HUMANITY AND SOMEHOW THE SCIENTIST IS INVOLVED WITH IT.



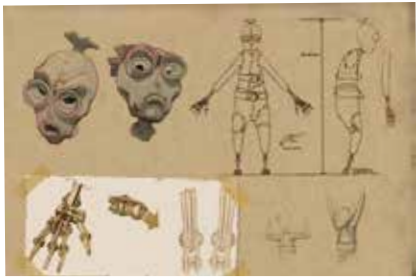
GOVERNMENT PROPAGANDA THAT HAS BEEN DEFACED BY THE REBELS.

SCENE 7: THE WINDOW INTO THE ABYSS... [SKETCHES]



IMPORTANT VIEWER TAKE-  
AWAYS:  
THE REVOLT AND AN EMPHASIS  
ON THE DATE 9/9/09.

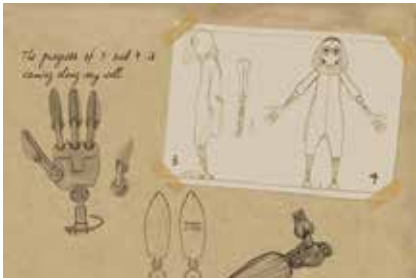
## 8 MEET THE STITCHPUNKS



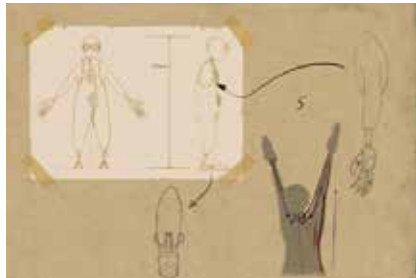
#1  
FIRST BORN, SELF  
PROCLAIMED LEADER



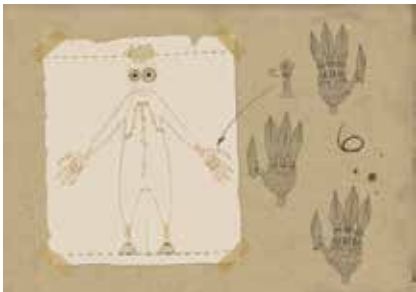
#2  
THE INVENTOR



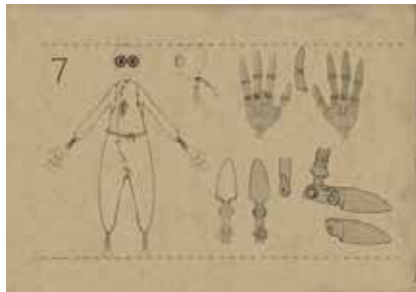
#3 & #4  
THE HISTORIANS



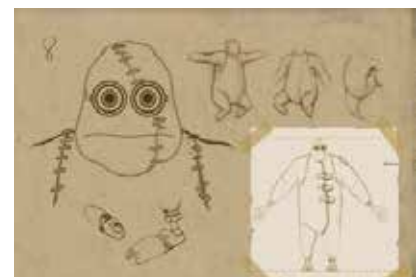
#5  
THE HEALER



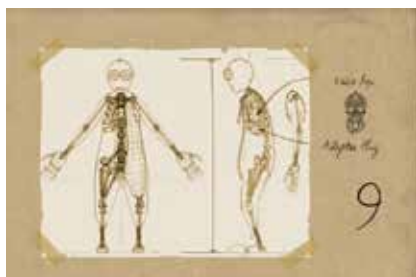
#6  
THE PRECOGNITIVE  
ARTIST



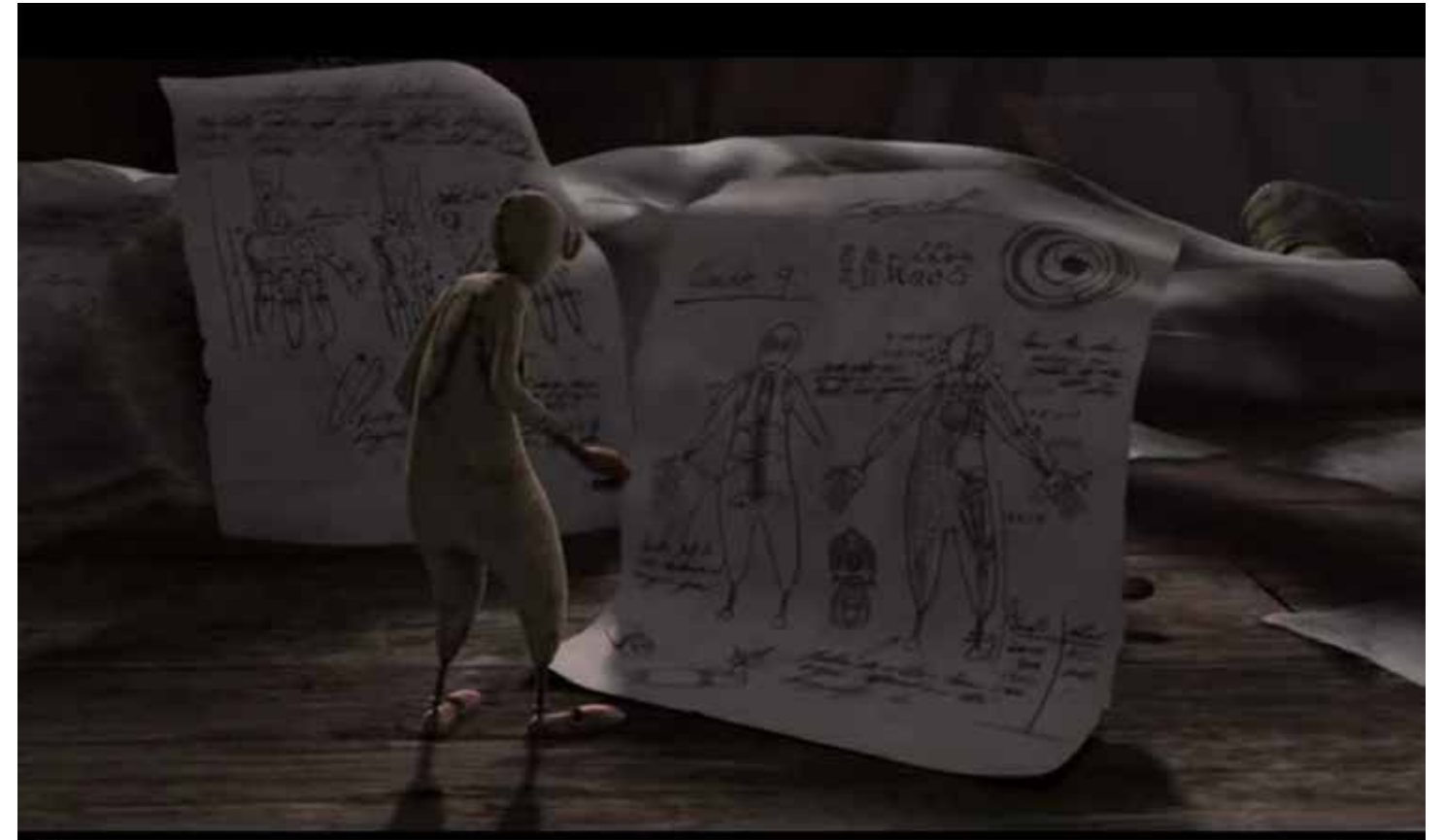
#7  
THE FIGHTER



#8  
THE BRUTISH  
RUFFIAN



#9  
THE HUMANITARIAN



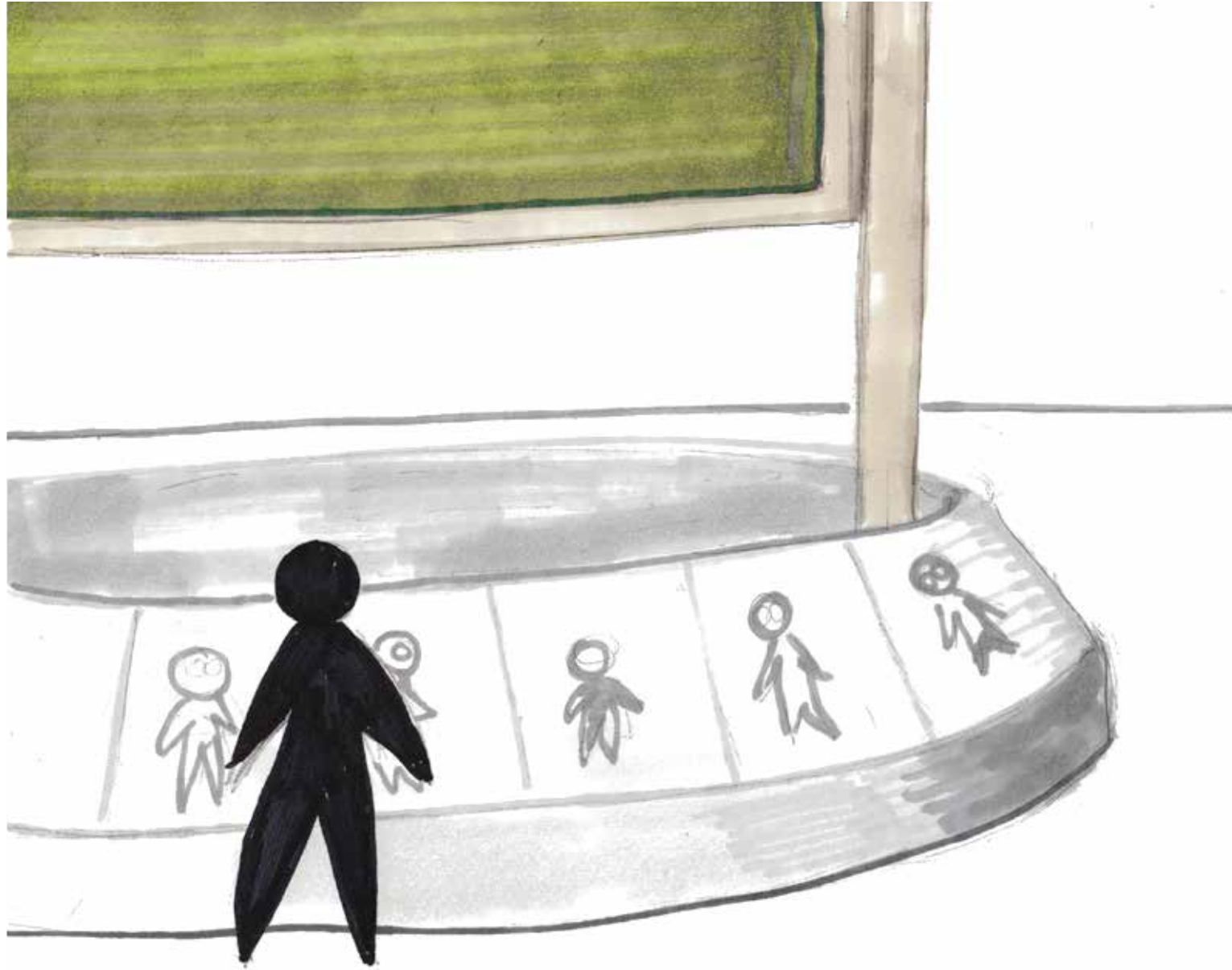
### IMPORTANT VIEWER TAKE-AWAYS:

THE STITCHPUNKS AND THEIR VARIOUS PERSONALITIES  
BUT NOT QUITE REVEALED THAT THEY ARE IN FACT PARTS  
OF THE SCIENTISTS SOUL

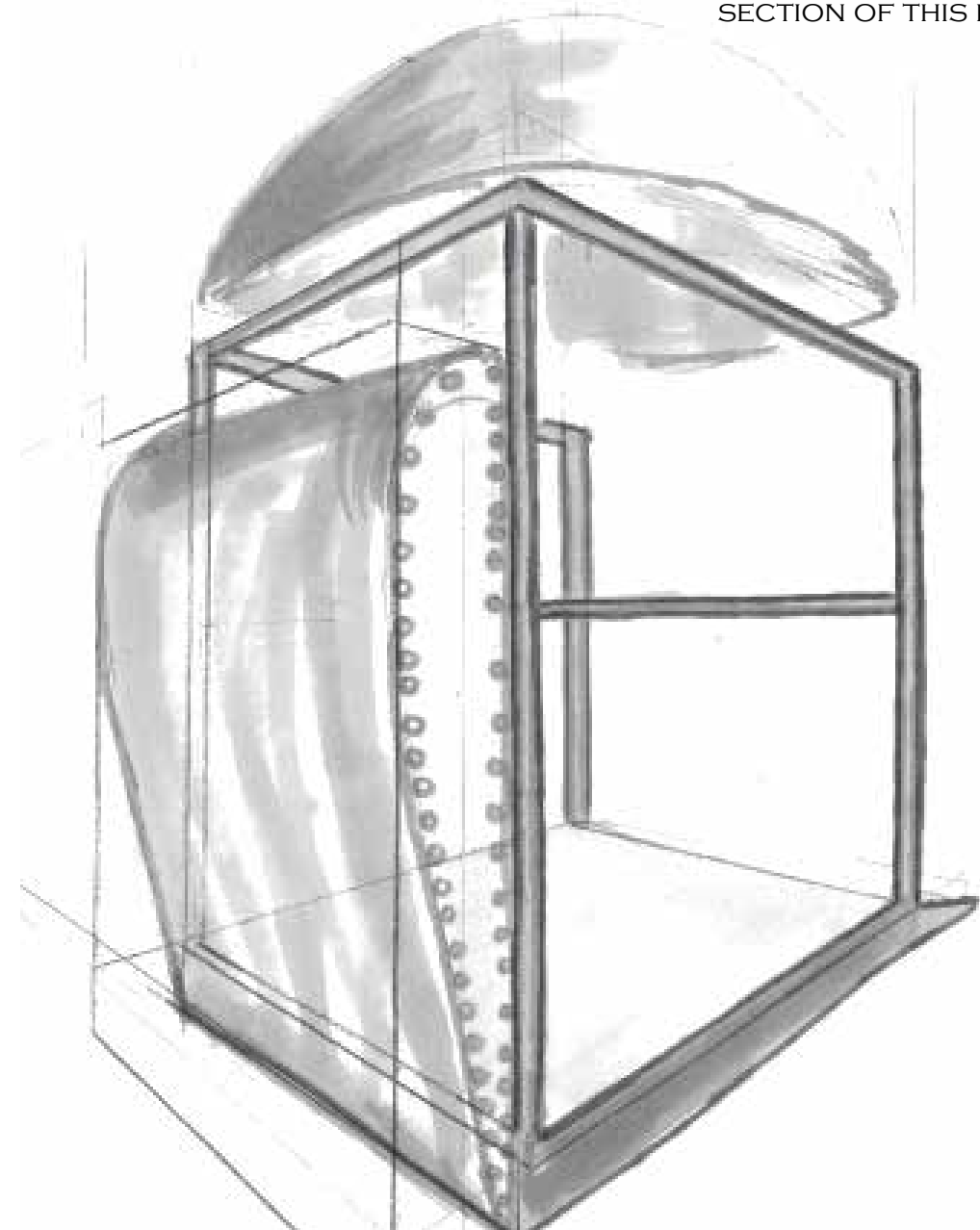
THE PARTICIPANT WILL BEGIN TO LEARN ABOUT THE STITCHPUNKS AND THE VARIOUS PERSONALITIES THROUGH THEIR BLUEPRINTS SKETCHED BY THE SCIENTIST AND HIS JOURNAL ENTRIES. FROM THERE THEY CAN ENTER AN INTERACTIVE MODULE THAT ACTIVELY TELLS ABOUT THEIR PERSONALITIES, ATTRIBUTES, AND THE SCIENTISTS ACCOUNTS AFTER THEY WERE BROUGHT TO LIFE. THERE WILL ALSO BE GAMES.



## SCENE 8: MEET THE STITCHPUNKS [SKETCHES]



ADDITIONAL INFORMATION  
ABOUT THE INTERFACE CAN BE  
FOUND IN THE 'WIREFRAMING'  
SECTION OF THIS DOCUMENT.

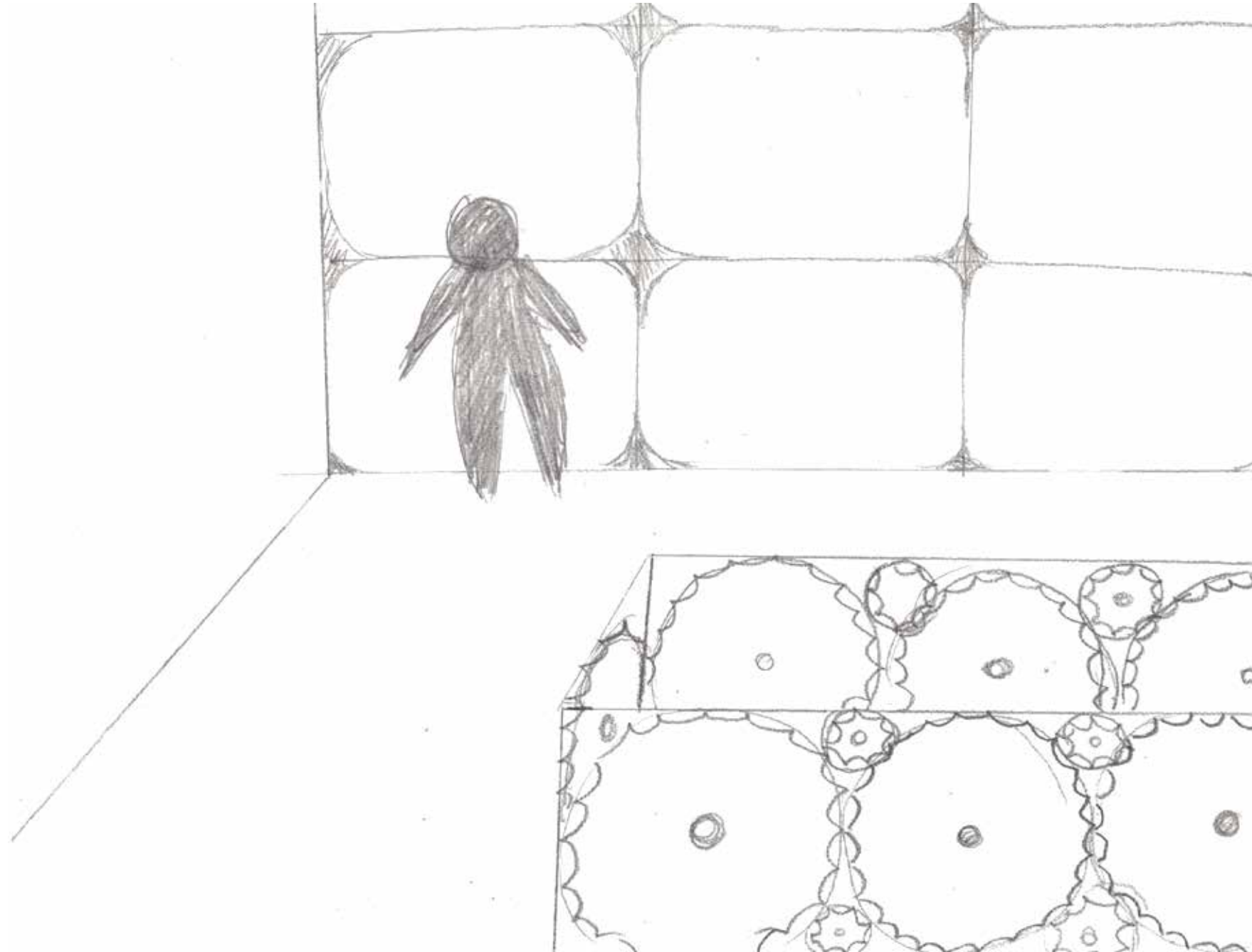






HERE, THE PARTICIPANT WILL SEE VARIOUS NEWS BLASTS ON TELEVISION SCREENS OF THE LAST DAYS OF HUMANITY. THE RAGING WAR OF HUMANS VERSUS MACHINES, AND SUBSEQUENTLY HUMANITY'S LOSS, WILL BE EVIDENT HERE. THEY SHOULD ALSO MAKE THE CONNECTION THAT THE PREVIOUSLY VIEWED B.R.A.I.N. WAS AT THE CORE OF THESE MACHINES. AT THE SAME TIME, THERE SHOULD STILL BE UNANSWERED QUESTIONS OF WHO THE STITCHPUNKS ARE, THE ROLE OF THE STITCHPUNKS, AND THEIR ROLE IN THIS EXPERIENCE.

## SCENE 9: NEW BLASTS OF THE LAST DAYS [SKETCHES]



### IMPORTANT VIEWER TAKE-AWAYS:

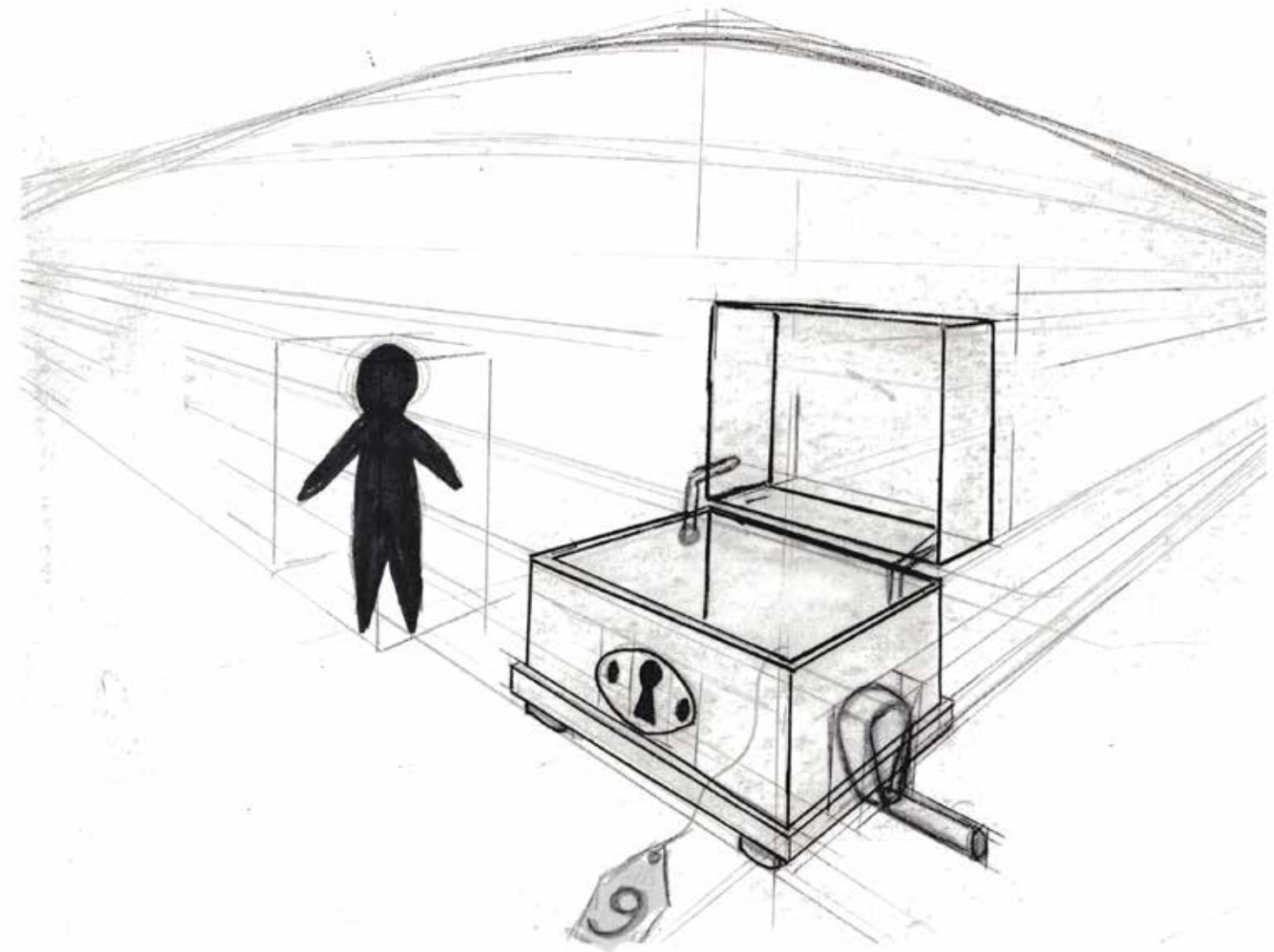
THE PARTICIPANT LEARNS AT THIS POINT THAT THE FABRICATION MACHINE IS RESPONSIBLE FOR CREATING MACHINES THAT HAVE DESTROYED HUMANITY

VIEWS OF THE EPIC BATTLE THAT RAGED ON

THIS SECTION SHOULD BE CHAOTIC



THIS IS THE POINT WITHIN THE QUEUE THAT ALL OF THE ARTIFACTS COME TOGETHER IN A COHESIVE STORY, WHICH IS DIRECTLY FROM THE SCIENTIST. IT WAS RECORDED DURING HIS LAST DAY, BEFORE THE MACHINES WON THE FIGHT AGAINST HUMANITY. HERE HE EXPLAINS HIS ROLE IN THE CREATION OF THE B.R.A.I.N., HOW IT WAS MISUSED BY THE CHANCELLOR BY INTEGRATING IT WITH THE FABRICATION MACHINE, AND HOW IT TURNED AGAINST HUMANITY. HE WILL ALSO EXPLAIN HOW HE USED A TALISMAN TO APPLY HIS INTELLECT TO THESE MACHINES. AS AN EXTENSION OF THIS, THE SCIENTIST EXPLAINS HOW HE ALTERED THE TALISMAN TO TAKE PORTIONS OF HIS SOUL TO GIVE LIFE TO THE STITCHPUNKS. HE CAN GIVE DESCRIPTIONS OF THESE STITCHPUNKS. THESE STITCHPUNKS ARE CHARGED WITH BRINGING LIFE BACK TO EARTH BY DEFEATING THE MACHINES BY REVERSING THE POWERS OF THE TALISMAN THAT GAVE MACHINES LIFE. THE PARTICIPANTS GOAL IS TO RETRIEVE THE TALISMAN AND DEACTIVATE THE MACHINES.





THE EXPANSIVE HALF-BURNED SANCTUARY, UTILIZED BY THE STITCHPUNKS AS A SAFE HAVEN, WILL BE THE LAUNCHPAD OF THE RIDE. ARTIFACTS INCLUDING THE DRAWINGS OF THE TALISMAN CREATED BY #6 WILL COVER THE WALL.



## END OF QUEUE

PARTICIPANTS WILL ALSO EXIT FROM THE EXPERIENCE BY WAY OF THE SANCTUARY, WHERE THEY WILL ENTER INTO THE GIFTSHOP NAMED SPERO, WHICH MEANS 'HOPE' IN LATIN. AT THIS POINT THE PARTICIPANTS HAVE SAVED HUMANITY BY CAPTURING THE TALISMAN AND DEFEATING THE FABRICATION MACHINE [AND ITS MANY OFFSPRING], NOW THERE IS HOPE THAT LIFE WILL RETURN TO THE REMAINS OF EARTH.

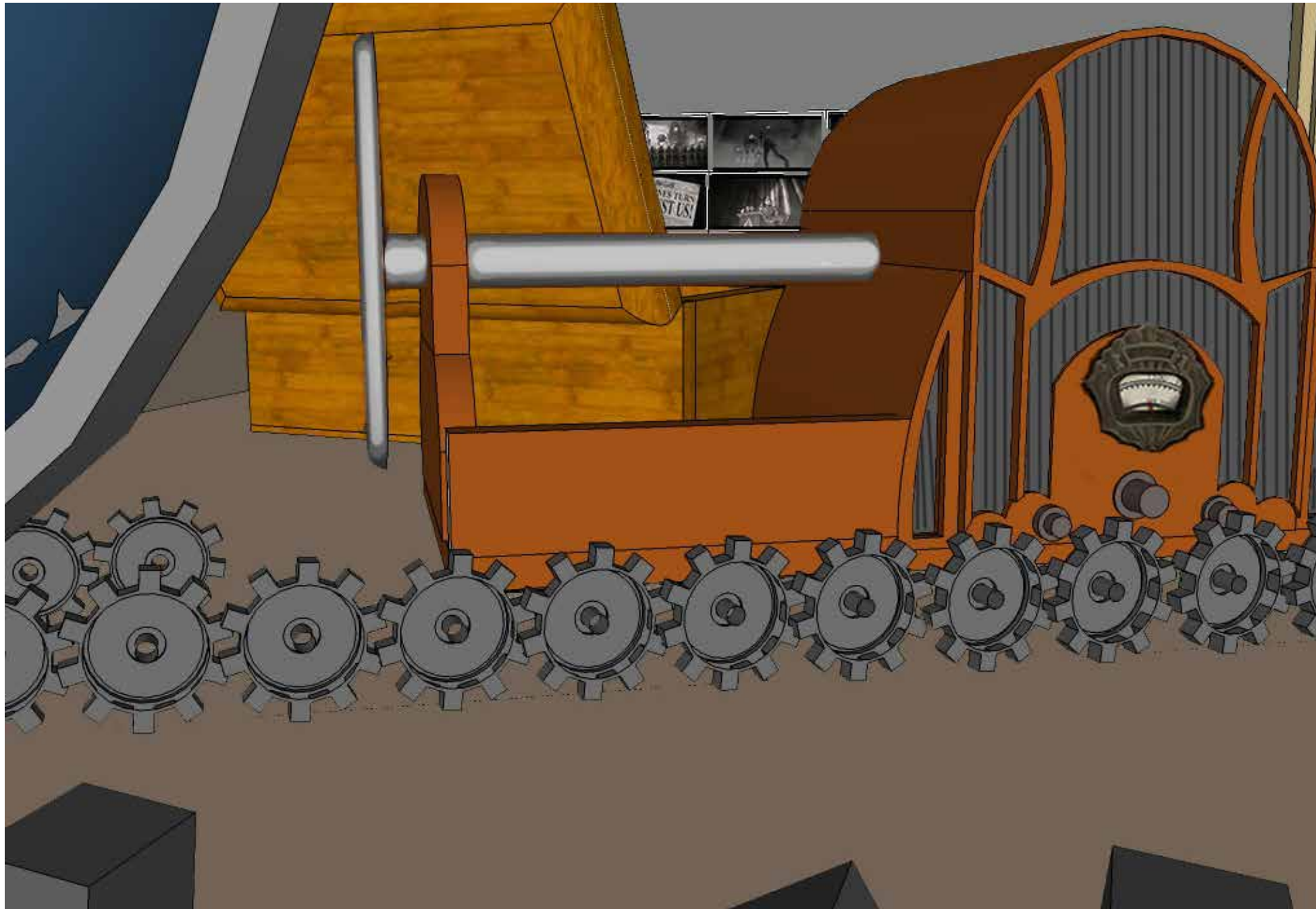




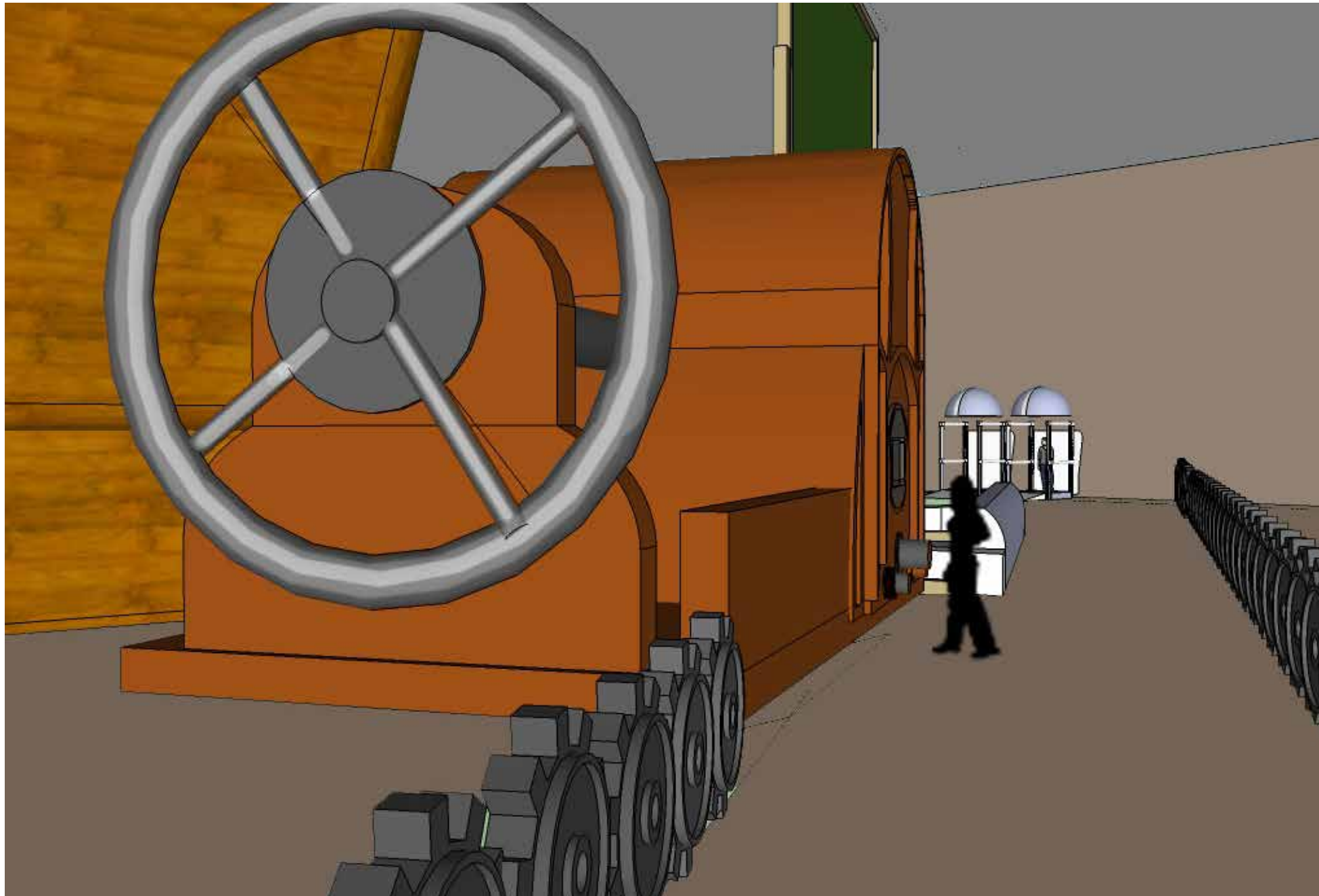
# IN SCENE VIEWS







VIEW FROM THE  
OVERLOOK



VIEW FROM BOTTOM  
OF RAMP

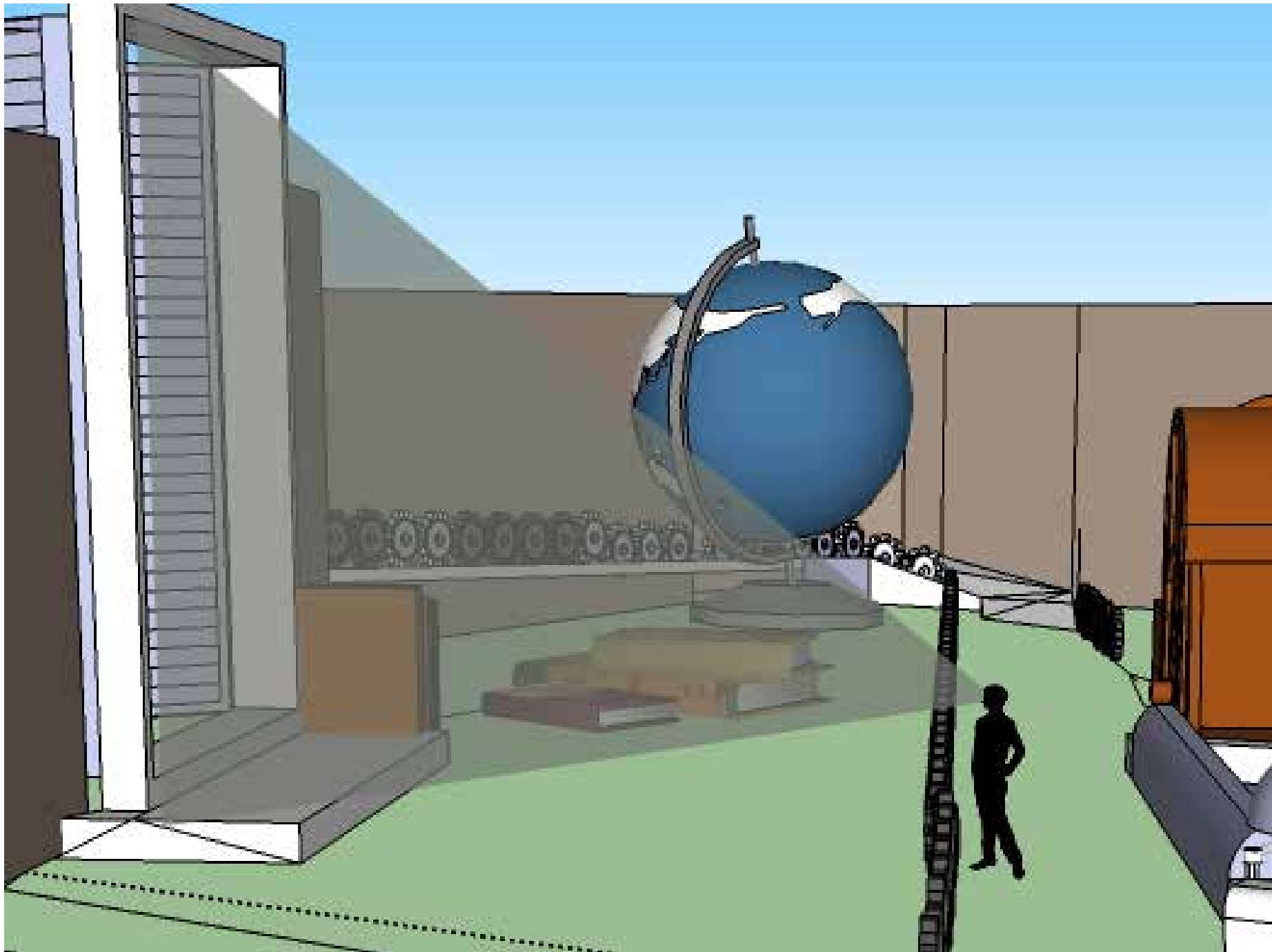




WINDOW INTO THE ABYSS

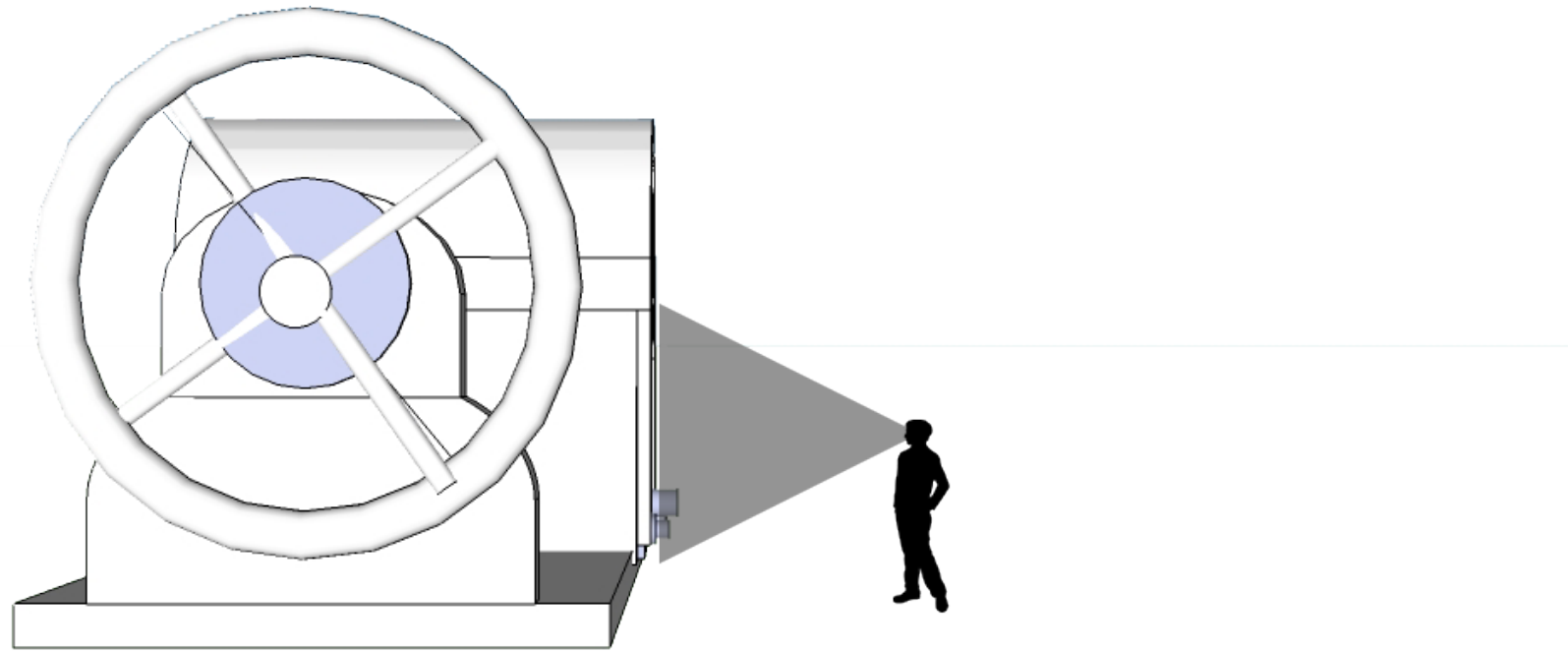


NEWS BLAST WALL

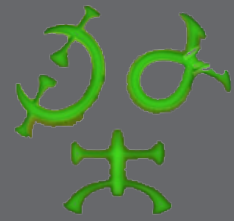


SIGHTLINE ABYSS

## SIGHTLINE INTERACTIVE RADIO





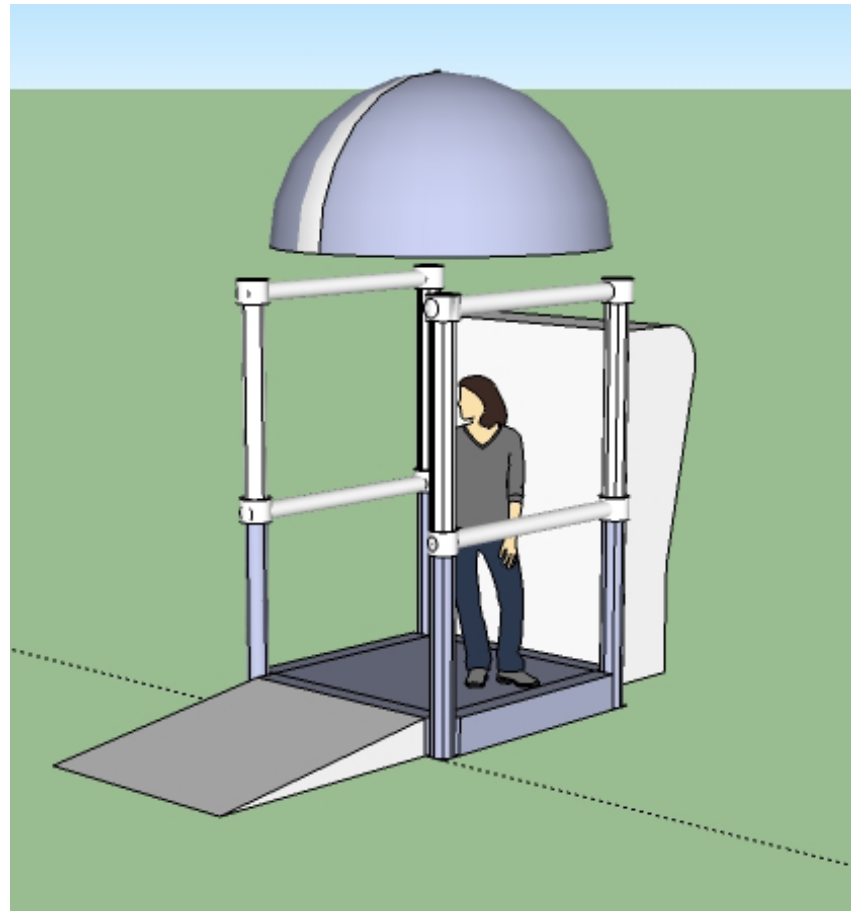


# INTERACTIVE MODULE

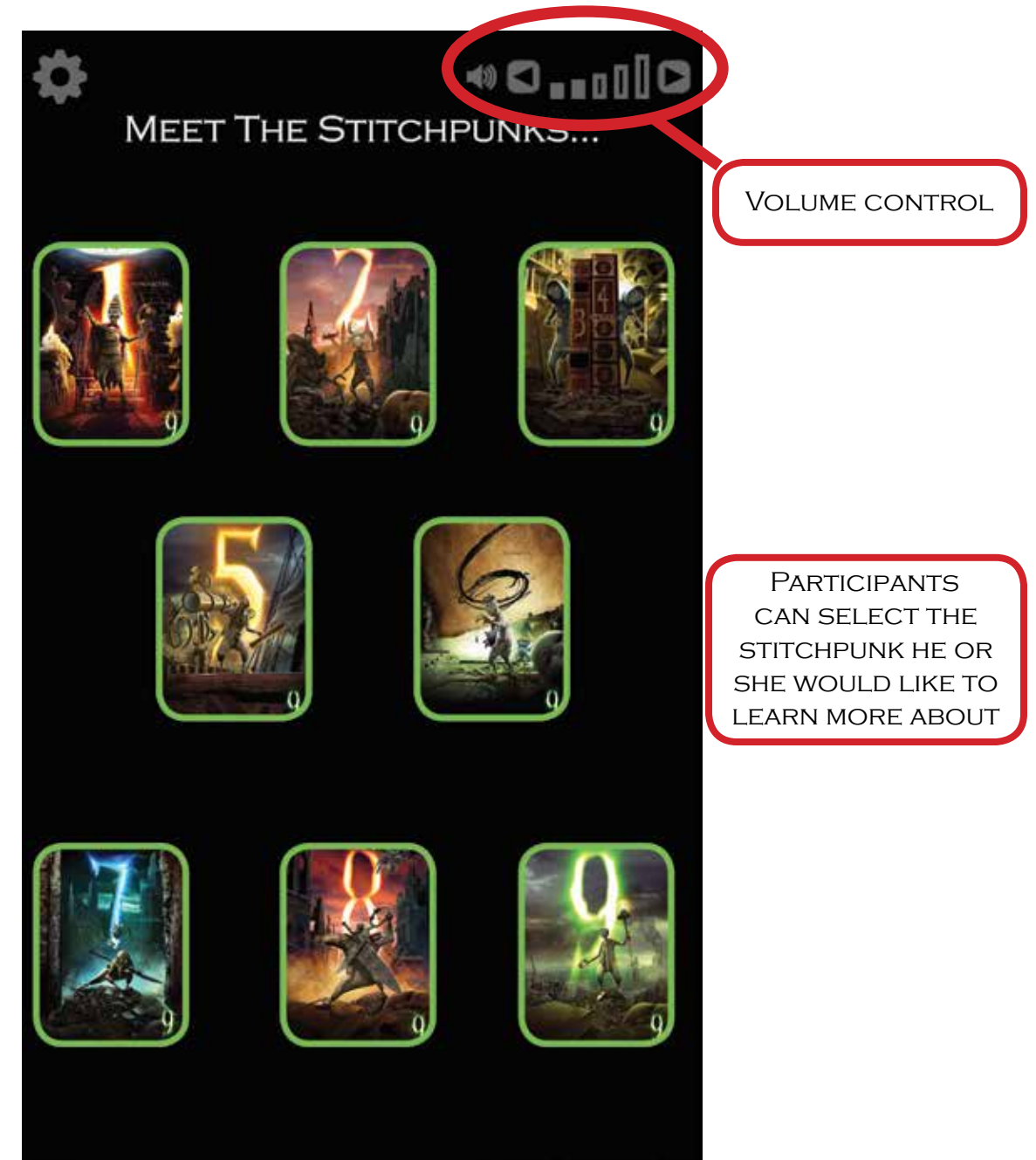




THIS IS A PRELIMINARY WIREFRAME OF THE INTERACTIVE MODULE THAT PARTICIPANTS CAN EXPERIENCE. IT WILL NOT OFFER NEW INFORMATION THAT IS DETRIMENTAL TO UNDERSTANDING THE REST OF THE RIDE, BUT SERVES AS AN ADDITIONAL AVENUE OF ENTERTAINMENT ON HIGHLY BUSY DAYS. IN THIS MODULE, THE PARTICIPANTS WILL LEARN MORE ABOUT THE BIRTH OF EACH STITCHPUNK AND HAVE THE OPPORTUNITY TO TAKE A QUIZ TO SEE WHICH STITCHPUNK HE OR SHE IS MOST LIKE.



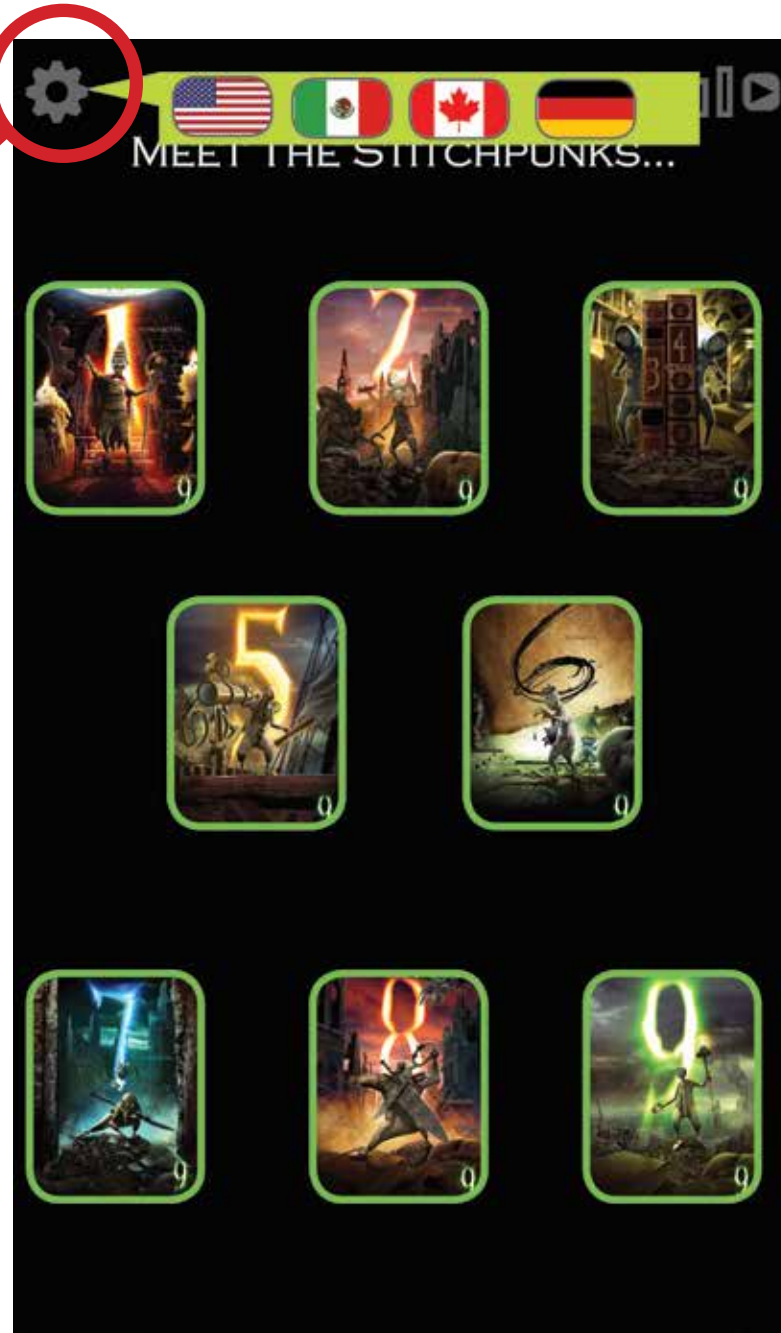
## HOME SCREEN



VOLUME CONTROL

PARTICIPANTS  
CAN SELECT THE  
STITCHPUNK HE OR  
SHE WOULD LIKE TO  
LEARN MORE ABOUT

## LANGUAGE SELECTION



LANGUAGE  
SELECTION

## CHARACTER HOME SCREEN



AFTER SELECTING  
THE DESIRED  
STITCHPUNK, ITS  
HOME SCREEN WILL  
APPEAR

SCIENTIST'S  
JOURNAL ENTRY

BACK TO HOME  
SCREEN

ATTRIBUTES

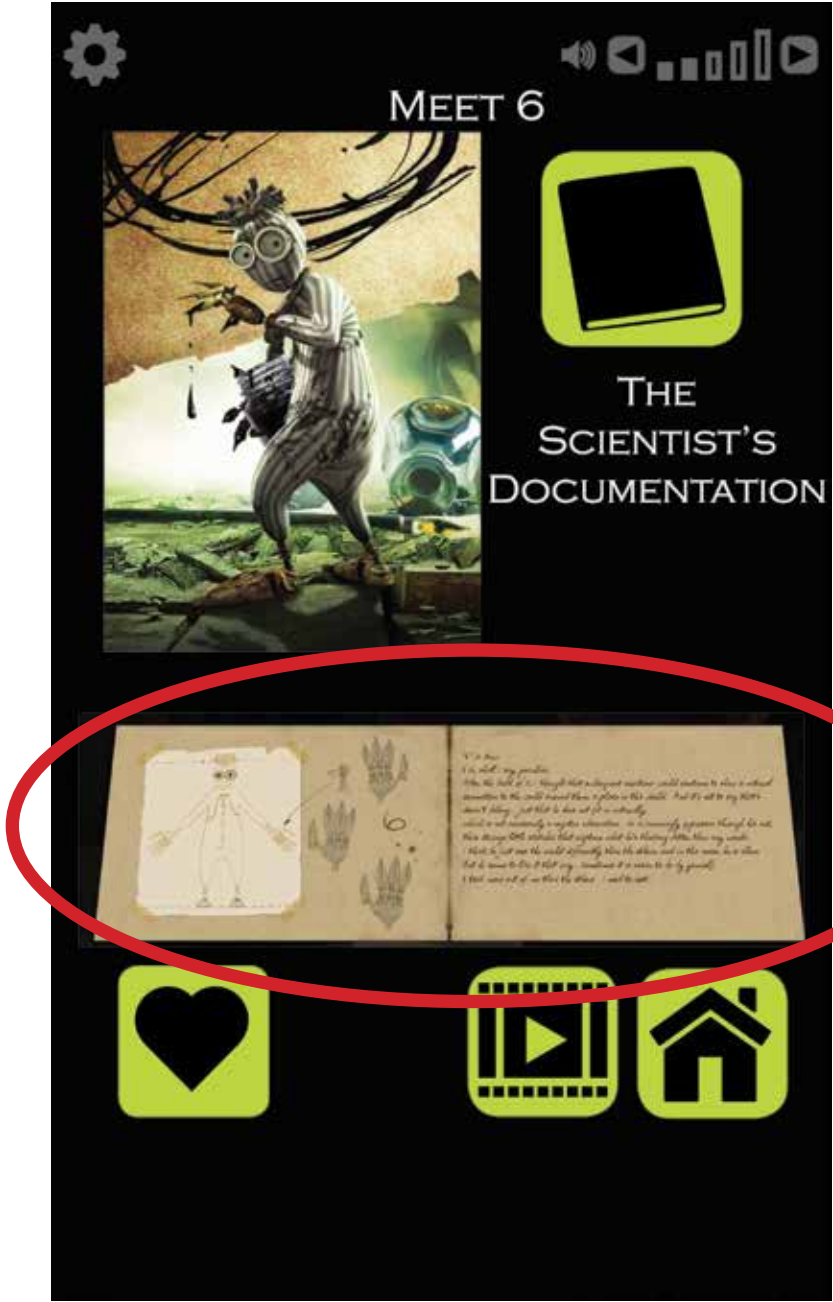
VIDEO REEL





ATTRIBUTE

LINK TO QUIZ



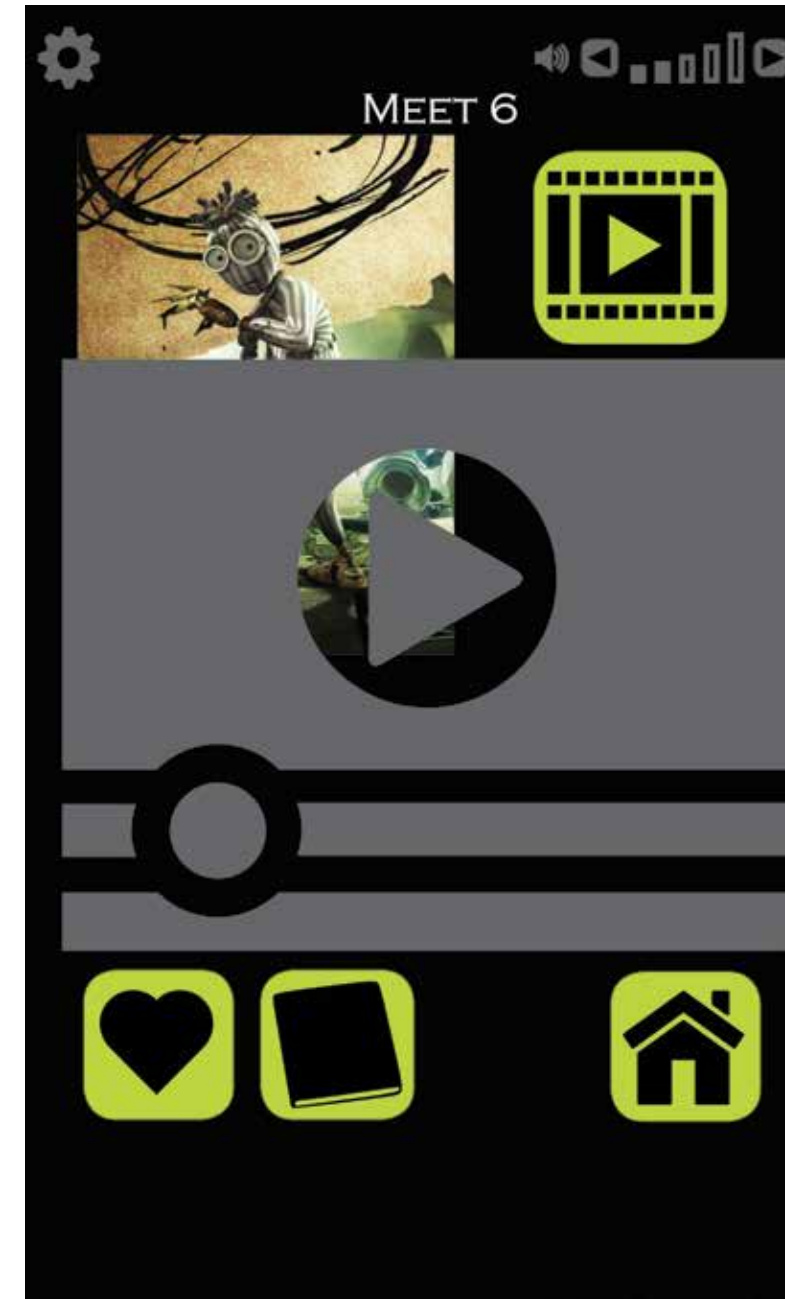
SCIENTISTS  
DIARY ENTRY OF  
STITCHPUNK'S BIRTH

## JOURNEY ENTRY - CONTINUED



USERS CAN TURN THE PAGES OF THE DIARY ENTRY. "X" ALLOWS USER TO EXIT

## VIDEO REEL





# DOCUMENTATION







# WHICH STITCHPUNK ARE YOU? QUIZ

## ANSWERS:

### 1. YOU ARE ONE!

A. THOUGH SOME MAY PERCEIVE YOU AS STUBBORN, YOU ARE PROUD OF WHO YOU ARE AND THE WORK YOU DO. YOU ARE A KNOWING, POWERFUL PERSON, WHO MANY MAY REFER TO AS AN “OLD SOUL”. A BORN LEADER, YOU HAVE A CLEVER ABILITY TO GET LARGE GROUPS OF PEOPLE TO ACT AS ONE. THOUGH YOU CAN BE VERY STRONG IN THIS ROLE, YOU MAY NEED SOME WORK IN ONE-ON-ONE SITUATIONS, WHEN IT COMES TO TRUST.

### 2. YOU ARE TWO!

A. YOU ARE A SENSITIVE, CAREFUL, AND INQUISITIVE BUILDER OF ALL THINGS. A NATURAL TINKERER, THE LOGICAL AND SCIENTIFIC PARTS OF YOUR BRAIN COME OUT IN VERY CREATIVE AND THOUGHTFUL WAYS. THOUGH YOU CAN BE A GREAT VISIONARY, YOU MAY HAVE SOME ISSUES EXPRESSING THAT VISION TO OTHERS.

### 3. YOU ARE THREE AND FOUR!

A. YOUR CURIOSITY AND FASCINATION WITH THE STORIES OF HOW THINGS WORK AND HOW THEY CAME TO BE SHOWS IN HOW PASSIONATELY YOU READ AND EXPLORE THE WORLD AROUND YOU. YOU MAY SEE THINGS OTHERS DON’T CATCH, AND ARE A JOY TO BE AROUND. JUST BE CAREFUL YOU DON’T MISS THE THINGS HAPPENING IN THE WORLD BECAUSE YOU’RE SO BUSY READING ABOUT THEM!

### 4. YOU ARE FIVE!

A. A TRUST-WORTHY FRIEND, LIKE TWO YOU ALSO HAVE TECHNOLOGICAL ABILITIES. ABOVE ALL ELSE, HOWEVER, YOU POSSESS THE QUALITIES OF A LOVING INDIVIDUAL. BE SURE YOUR FRIENDS APPRECIATE YOU, AND DON’T TAKE ADVANTAGE OF YOUR GIVING NATURE.

### 5. YOU ARE SIX!

A. THOUGH MANY PEOPLE MIGHT USE WORDS LIKE “UNIQUE” OR “PECULIAR” TO DESCRIBE YOU, YOUR CLOSE FRIENDS KNOW THAT YOU SPEAK THROUGH YOUR CREATIVITY. IT MAY NOT ALWAYS BE ART, BUT THE THOUGHTFUL EXPRESSIONS YOU USE TO COMMUNICATE IDEAS AND FEELINGS IS INSPIRATIONAL.

### 6. YOU ARE SEVEN!

A. AN INDEPENDENT FORCE TO BE RECKONED WITH, NO ONE WILL EVER TELL YOU WHAT YOU CAN OR CANNOT DO. YOUR STRENGTH COMES FROM WITHIN, AND IT WOULD TAKE AN ARMY TO BREAK YOUR WILL. YOU MAY PUT YOURSELF IN DANGEROUS SITUATIONS SOMETIMES, BUT YOU DO IT BECAUSE YOU HAVE FAITH IN YOURSELF. WORK ON MAKING OTHERS FEEL AS POWERFUL AS YOU DO!

### 7. YOU ARE EIGHT!

A. YOU ARE VERY LOYAL PROTECTOR OF YOUR FRIENDS AND FAMILY. THOUGH SOMETIMES YOU CHOOSE TO USE YOUR PHYSICAL STRENGTH INSTEAD OF WORDS, ON THE INSIDE YOU’RE MORE SENSITIVE AND CARING THAN ANYONE MIGHT GUESS. IT IS BECAUSE OF YOUR LOVE FOR OTHERS THAT YOU ARE SO STRONG, BUT IT MAY ALSO MAKE YOU VERY ANGRY SOMETIMES. KEEP ON THE POSITIVE SIDE OF THINGS!

### 8. YOU ARE NINE!

A. YOU ARE CURIOUS ABOUT EVERY ASPECT OF THE WORLD AROUND YOU. YOU LEAD PEOPLE IN A CARING WAY- ALWAYS CONCERNED WITH A GOAL THAT HELPS EVERYONE. YOUR GOOD-NATURED AND FRIENDLY ATTITUDE MAKES YOU EASY TO GET ALONG WITH, AND YOUR FRIENDS COME TO YOU WHEN THEY NEED HELP. YOUR SENSE OF ADVENTURE KEEPS YOU CONSTANTLY STRIVING TOWARDS DIFFERENT GOALS- BE CAREFUL YOU DON’T TAKE TOO MANY THINGS ON!

## SAMPLE QUIZ QUESTIONS:

### 1. ON THE PLAYGROUND, OR IN A PARK, WHICH ARE YOU DOING?

- A. PLAYING A GAME WITH OTHER PEOPLE.
- B. ORGANIZING ALL YOUR FRIENDS TO PLAY A GAME.
- C. READING A BOOK.
- D. CLIMBING A JUNGLE-GYM BY YOURSELF, PRETENDING TO ESCAPE FROM SOME PIRATES.

### 2. IF YOU COULD HAVE A SUPER-POWER, WHICH WOULD IT BE?

- A. THE ABILITY TO LEARN EVERYTHING YOU WANTED TO KNOW.
- B. TO BE THE BIGGEST, TOUGHEST PERSON EVER.
- C. TO BE ABLE TO PUT TOGETHER COMPLEX MACHINES OUT OF COMMON OBJECTS.
- D. THE ABILITY TO GET EVERYONE TO LISTEN TO YOU, AND HAVE THEM DO WHAT YOU WANTED.

### 3. WHICH IS YOUR BIGGEST STRENGTH?

- A. BOOK SMARTS.
- B. STREET SMARTS.

- C. MUSCLE.
- D. ARTISTIC SKILL.

4. IF A FRIEND OF YOURS WAS SICK, WHAT WOULD YOU DO TO MAKE THEM FEEL BETTER?

- A. PAINT THEM A PICTURE.
- B. TELL THEM TO WALK IT OFF! IT'S NOT THAT BAD!
- C. SIT WITH THEM FOR AS LONG AS THEY WANTED YOU THERE, TELLING THEM HOW GOOD OF A FRIEND THEY ARE.
- D. TRY TO FIND THE REASON THEY ARE SICK, OR A MEDICINE THAT WILL MAKE THEM FEEL BETTER.

5. YOU SEE SOMEONE YOU DON'T KNOW BEING BULLIED. HOW DO YOU REACT?

- A. PHYSICALLY INTIMIDATE THE BULLY AWAY. THROW A PUNCH IF YOU HAVE TO.
- B. STAND UP TO THE BULLY WITH WORDS, THEN ASK THE STRANGER IF HE'D LIKE YOU TO WALK WITH HIM FOR A WHILE.
- C. IGNORE IT AND WALK AWAY- THE STRANGER CAN PROBABLY HANDLE THEMSELVES.
- D. JOIN IN WITH THE BULLY AND ASK HIM TO BE YOUR FRIEND- YOU NEVER KNOW WHEN YOU'LL NEED SOMEONE LIKE THAT ON YOUR SIDE!

6. WHICH STATEMENT IS THE MOST TRUE ABOUT YOU?

- A. I'D SACRIFICE MY OWN HAPPINESS TO HELP A FRIEND.
- B. MY ART IS MY REAL LANGUAGE.
- C. I CAN DO ANYTHING ON MY OWN.
- D. MY REAL STRENGTH COMES FROM MYSELF AND MY FAMILY.

7. YOU AND SOME PEOPLE ARE ASKED TO SOLVE A PROBLEM. WHAT ROLE DO YOU TAKE IN THE TEAM?

- A. I LEAD, BUT I ASK A LOT OF QUESTIONS TO MAKE SURE WHAT I'M DOING IS IN THE BEST INTEREST OF MY TEAM.
- B. I'M MORE OF A LONER- BUT I WILL COME IN AT THE LAST MINUTE WITH INFORMATION I'VE FOUND TO HELP EVERYONE.
- C. I CAN PUT ALL THE PIECES MY TEAM FINDS TOGETHER QUICKLY BECAUSE I'M REALLY GOOD AT SOLVING PUZZLES.
- D. I'M THE LEADER. I WILL CREATE AN AGENDA AND MAKE SURE EVERYONE IS ON TASK.

8. YOU'VE JUST FINISHED READING A BOOK YOU LOVED. WHAT DO YOU DO NEXT?

- A. TAKE A MOMENT TO REFLECT ON HOW THE CHARACTERS FELT, AND WHY THEY HAD SUCH AN IMPACT ON YOU.
- B. BUY IT FOR YOUR BEST FRIEND.
- C. IMMEDIATELY START READING IT AGAIN.
- D. CREATE SOMETHING INSPIRED BY THE BOOK.

9. SOME WORDS THAT COULD DESCRIBE YOU ARE:

- A. FIERCELY INDEPENDENT.
- B. A COMMITTED LEADER.
- C. STRONG AND INTIMIDATING.
- D. COURAGEOUS AND FRIENDLY.

SAMPLE QUIZ KEY:

1. A = 5

B = 9

C =  $\frac{3}{4}$

D = 7

2. A =  $\frac{3}{4}$

B = 8

C = 2

D = 1

3. A = 6

B = 7

C = 8

D = 6

4. A = 6

B = 1

C = 5

D = 2

5. A = 8

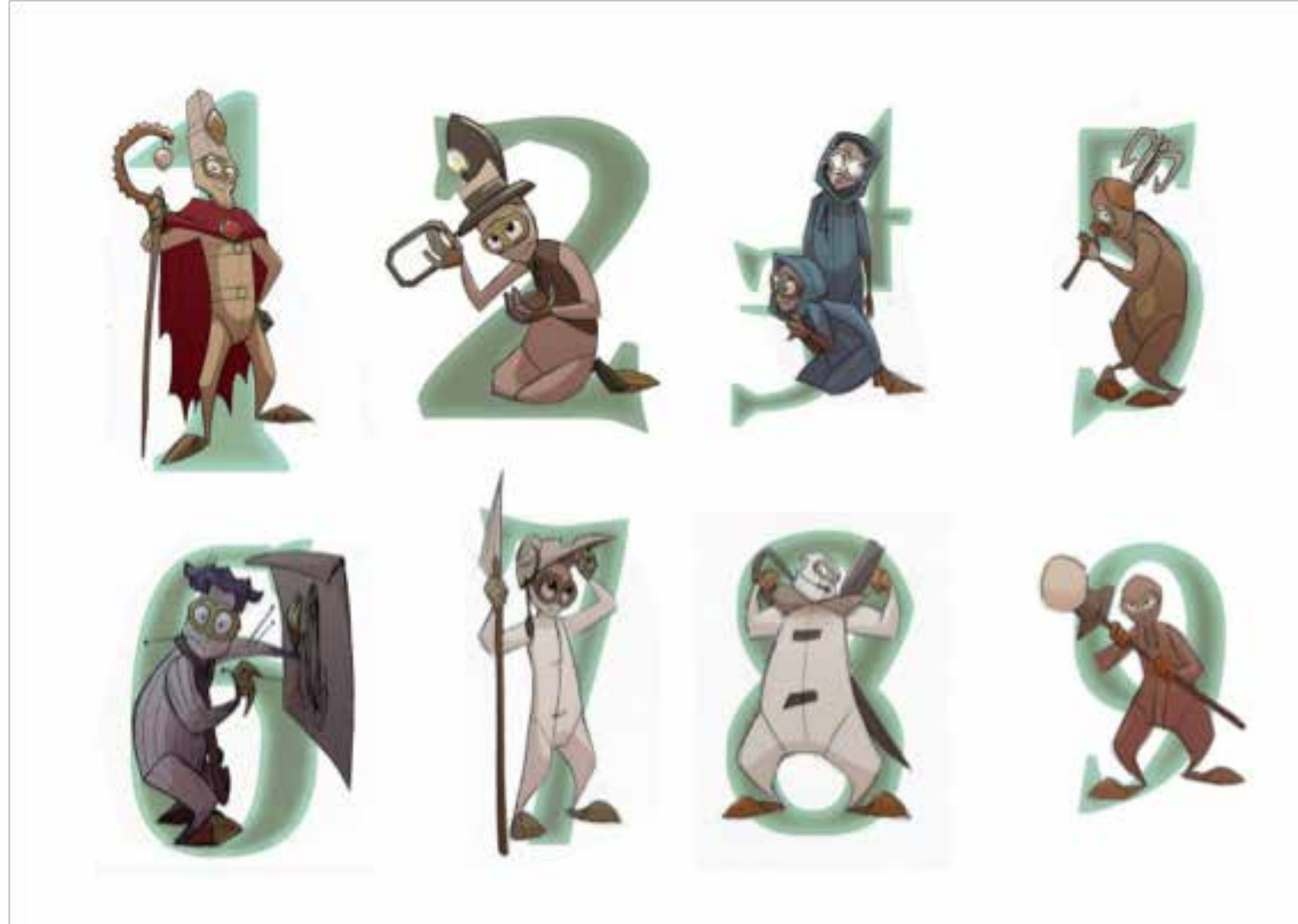
B = 9

C = 7

D = 1

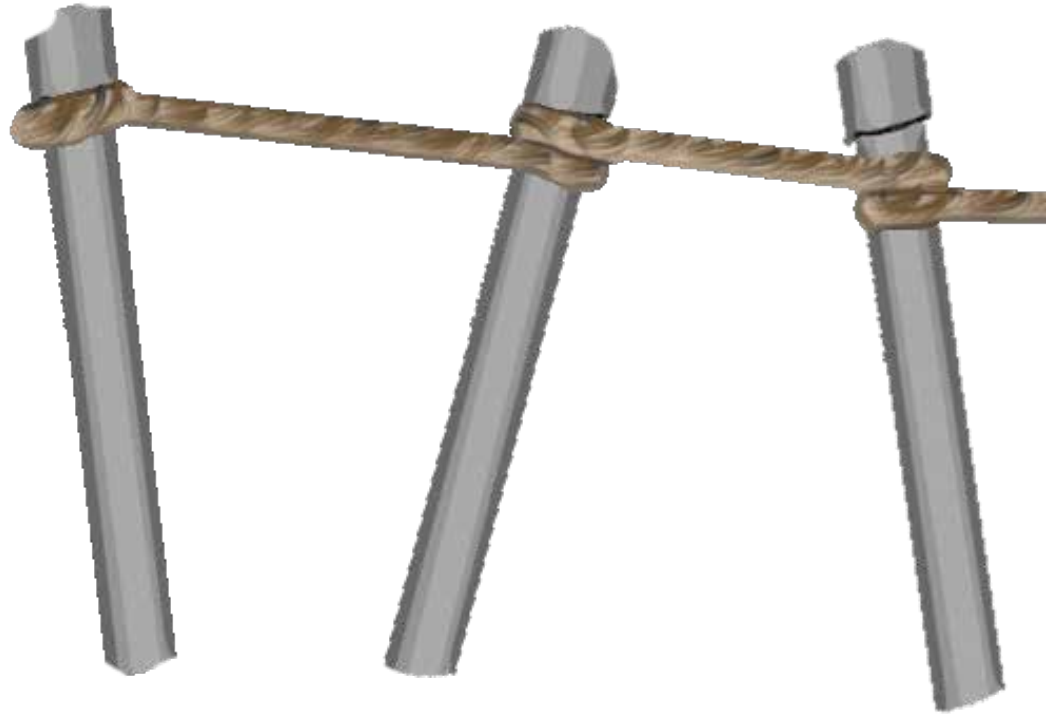
6. A = 5

B = 6  
 C = 7  
 D = 9  
 7. A = 9  
 B = 7  
 C = 2  
 D = 1  
 8. A = 2  
 B = 5  
 C =  $\frac{3}{4}$   
 D = 6  
 9. A = 7  
 B = 1  
 C = 8  
 D = 9



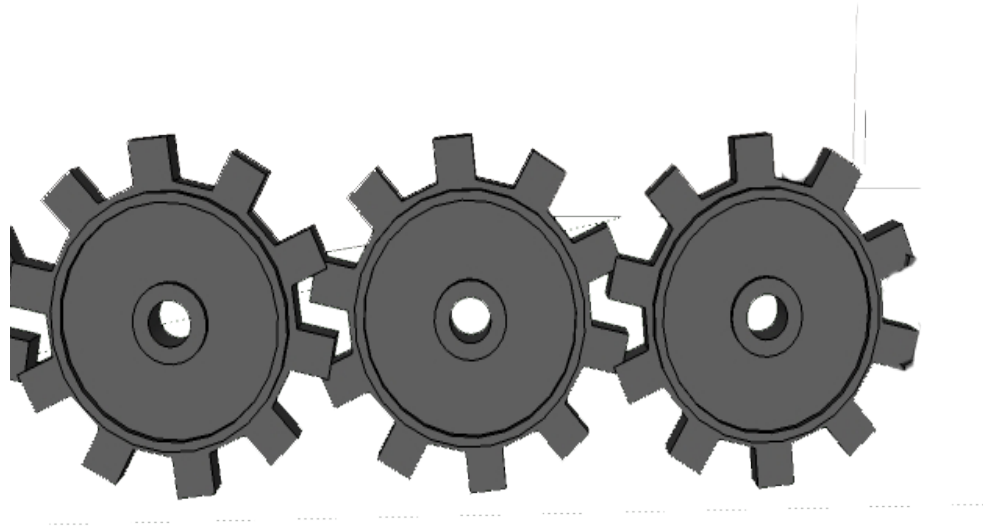
# HANDRAILS

EXTERIOR HANDRAIL



EXTERIOR HANDRAILS SHOULD LOOK LIKE THEY ARE MADE FROM OBJECTS FOUND ON THE STREET, PROBABLY AMONGST THE RUBBLE OF THE CITY

INTERIOR HANDRAIL



THE STORY OF “9” WAS HEAVILY STEAMPUNK INFLUENCE. ALTHOUGH ONE COULD ARGUE THAT THE STORY WAS MORE DIESELPUNK AS OPPOSED TO STEAMPUNK, BUT NONETHELESS, GEARS WERE A REOCCURRING THEME IN THE STORY AND UTILIZED THROUGH THE SCIENTISTS WORKSHOP.



## INITIAL SIGNAGE CONCEPTS



THIS IS A PRELIMINARY SKETCH OF SIGNAGE CONCEPTS. THIS IS ONE TO DENOTE THE 48" HEIGHT REQUIREMENT. THE HANDRAILS LEADING INTO THE LAUNCHPAD WILL ALSO BE THIS HEIGHT SO THAT ATTENDANTS CAN EASILY IDENTIFY OTHERWISE WOULD-BE RIDERS WHO HAVE GONE THROUGH THE QUEUE.

## DEFINITIONS

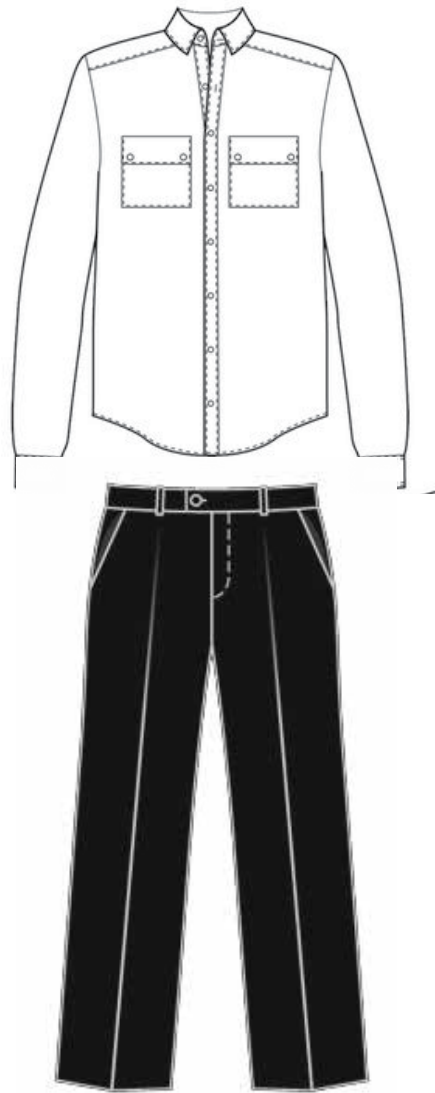
**STITCHPUNK:** HOMUNCULUS RAGDOLLS

**DIESEL PUNK:** AN ART STYLE BASED ON THE AESTHETICS POPULAR BETWEEN WORLD WAR I AND WORLD WAR II. IT COMBINES INFLUENCES OF THE PERIOD (PULP MAGAZINES, SERIAL FILMS, FILM NOIRS, ART DECO, AND WARTIME PIN-UPS) WITH POSTMODERN TECHNOLOGIES.

**STEAMPUNK:** A SCIENCE FICTION SUBGENRE FEATURING STEAM POWERED MACHINERY THAT IS INSPIRED BY INDUSTRIALIZED WESTERN CIVILIZATION DURING THE 19TH CENTURY. RECOGNIZABLE FEATURES INCLUDE ANACHRONISTIC TECHNOLOGIES OR RETRO-FUTURISTIC INVENTIONS.

**TALISMAN:** THE DEVICE THE SCIENTIST USES IN ORDER TO TRANSFER PARTS OF HIS SOUL TO THE STITCHPUNKS. THIS IS THE SAME DEVICE THAT BROUGHT THE B.R.A.I.N. AND CONSEQUENTLY THE FABRICATION MACHINE TO LIFE. THEY HOWEVER, ARE POWERED BY INTELLECT AND NOT A SOUL, THEREFORE THEN CAN BE CORRUPTED.

**B.R.A.I.N.:** STANDS FOR BINARY REACTIVE ARTIFICIALLY INTELLIGENT NEUROCIRCUIT. THIS IS THE SCIENTISTS MACHINE THAT HE HAD ORIGINALLY CREATED AS PART OF THE CHANCELLORS “PEACE THROUGH SCIENCE” INITIATIVE. THE CENTRAL TECHNOLOGY, WHICH WAS A RESULT OF THE SCIENTIST TRANSFERRING HIS INTELLECT, OF THIS MACHINE WAS TRANSFERRED TO THE FABRICATION MACHINE.



## COSTUMING - FEMALES

