

# THE CORALINE EXPERIENCE

THURSDAY JUNE 13, 2019



THE BRAVER YOU ARE,  
THE MORE YOU WILL SEE...







## PROJECT DESCRIPTION

Project to be inspired by the immersive attraction Meow Wolf in Santa Fe, New Mexico. The Meow Wolf attraction is housed in a transformed bowling alley and features art installations, video and music production, as well as extended reality content.

This project is to be structured as a Call for Proposals/Bid format: the owner of an underused facility would like several firms to pitch ideas to develop a new attraction. In this case, the producer/client is the Sears Store at the South Coast Shopping Plaza. The collected students in this class comprise a design firm that must present a comprehensive proposal for an immersive storytelling environment based on the multi-platform Neil Gaiman book, graphic novel, and animated movie Coraline.

The design faculty will stand in as the client. Assume we, as retail corporate executives, have many talents and specialties—but entertainment design is not one of them. We would like to make money and encourage good will through community engagement. Your presentation must sell us on your idea, and must make us trust your firm to be the one to produce that idea.



### Professors

Lonnie Alcaraz  
Holly Poe Durbin  
Sid Bingham  
Drew Dalzell

THE  
CORALINE  
EXPERIENCE



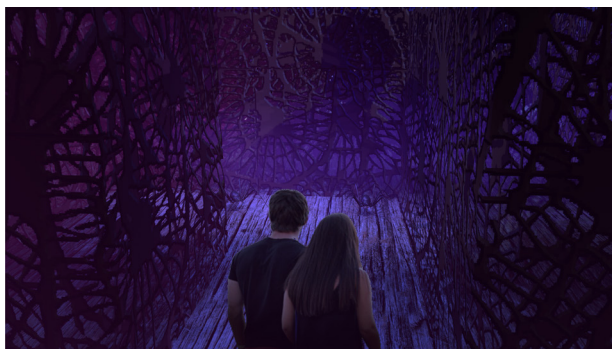
## EZRA ANISMAN

NARRATIVE CO-DIRECTOR & TEAM SOUND

1st Year Sound Design Grad  
eanisman@gmail.com  
eanismansound.com

**INVOLVEMENT IN PROJECT:** Helped create the story & the sound content for the decaying world.

DECAYING WORLD  
SOUND DESIGNER



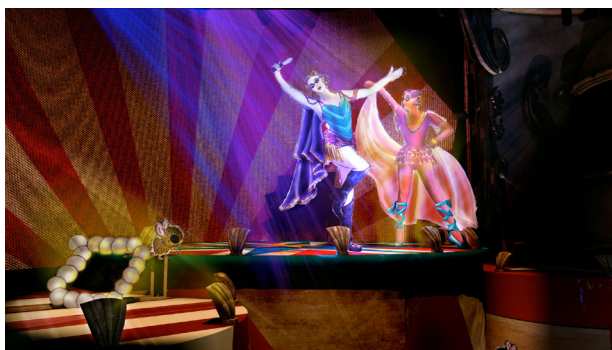
## JACOB P. BRINKMAN

TECHNICAL DIRECTOR & TEAM LIGHTING

2nd Year Lighting Design Grad  
JpbrinkDesign@gmail.com  
JacobPBrinkman.com  
@ JPBrinkDesign

**INVOLVEMENT IN PROJECT:** Gathered logistics information for the team about the venue. Created drafting, rendering, and file management standards and reviewed all drafting. Compiled the teams research, draftings, and renderings to produce the tech packet. Designed the lighting and programmed for the Spink and Forcible bar and theatre venues.

SIRENS OF VAUDEVILLE THEATRE  
LIGHTING DESIGNER







## JACK BUEERMANN

SHOW CONTROL LEAD & TEAM SOUND

2nd Year Sound Design Grad  
Jack.bueermann@gmail.com  
Jackbueermann.com

**INVOLVEMENT IN PROJECT:** In charge of show control, Bobinsky & Rats sound effects, and created Other Mother sound effects throughout the experience.

*Jack Bueermann*

BELDAM'S CHALLENGE  
SOUND DESIGNER FOR "OTHER MOTHER



## JENNIFER CLARK

ART COORDINATOR & TEAM COSTUMES

2nd Year Costume Design Grad  
Jclark7@uci.edu

**INVOLVEMENT IN PROJECT:** Coordinated with designers on visual elements, helping to maintain cohesive visual aesthetic throughout the project. Collaborated on the design of the theatrical venue, designed the characters of Forcible & Spink & rendered all versions of Forcible & Spink.

*J Clark*

SIRENS OF VAUDEVILLE THEATRE  
COSTUME DESIGNER





## NATORI CUMMINGS-HAYNES

3D MODELING LEAD & TEAM LIGHTING + SCENIC

1st Year Lighting Design Grad  
nchlightingdesign@gmail.com  
natoricummingsdesign.com

**INVOLVEMENT IN PROJECT:** 3D drafted the Decaying World, designed the lights for the Decaying World & worked with Technical Director to create 3D drafting standards and ensured the team followed them

*Natori Cummings-Haynes*

DECAYING WORLD  
LIGHTING + SCENIC DESIGNER



## BRANDON PT DAVIS

2D DRAFTING LEAD & TEAM SCENIC

2nd Year Scenic Design Grad  
Bptdavis@gmail.com  
Brandonptdavis.com

**INVOLVEMENT IN PROJECT:** Designed the Other World Garden including restaurant and theatre exterior, was lead 2D draftsman, and created both video walkthroughs

*Brandon PT Davis*

OTHER WORLD GARDEN  
SCENIC DESIGNER







## CASSIE DEFILE

HEAD OF COSTUMES & TEAM COSTUMES

1st Year Costume Design Grad

Defile.cassie.m@gmail.com

www.cassiedefile.com

LinkedIn: linkedin.com/in/cassie-defile-3347b2bb

**INVOLVEMENT IN PROJECT:** Created the costumes and characters budget which includes bids for animatronics and walk-around characters, designed the adult version of Coraline and the Other Mother, co-designed the Other Mother: Beldam's Challenge Puppet with Matthew Darryl Martinez.

OTHER MOTHER WALK AROUND  
COSTUME DESIGNER



## MERLE DEWITT III

NETWORK LEAD & TEAM LIGHTING + SCENIC

1st Year Lighting Design Grad

merledewitt3@gmail.com

www.merledewitt.com

**INVOLVEMENT IN PROJECT:** Created the scenic & lighting files for the Other Drawing Room, research on the network infrastructure we would use in the realization of this project.

BELDAM'S CHALLENGE  
LIGHTING + SCENIC DESIGNER





## MARISSA A. DIAZ

LAYOUT COORDINATOR & TEAM LIGHTING

3rd Year Lighting Design Grad  
Marissa@madlightingdesign.com  
Madlightingdesign.com

**INVOLVEMENT IN PROJECT:** Designed the lighting for the Other World Garden, set up the drafting plate & layout templates, and put together the presentation visuals.

OTHER WORLD GARDEN  
LIGHTING DESIGNER



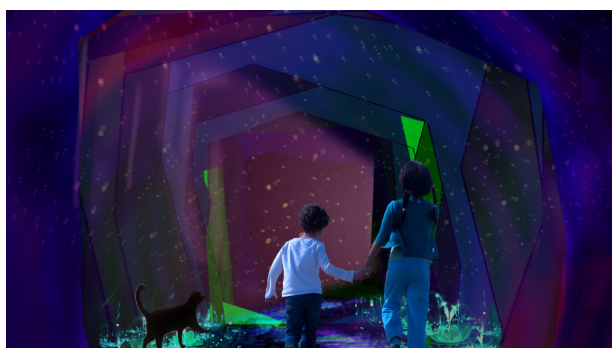
## MORGAN EMBRY

HEAD OF PROJECTIONS

3rd Year Lighting Design Grad  
Morganvembry@gmail.com  
Morganembry.com

**INVOLVEMENT IN PROJECT:** Designed the lighting show for the They Might Be Giants show in the Spink and Forcible venue, designed and drafted the tunnels including projection content, created and designed projection content for the hallways

TUNNELS BETWEEN WORLDS  
PROJECTION DESIGNER







## GARRETT GAGNON

SOUND DRAFTSMAN & TEAM SOUND

1st Year Sound Design Grad  
Gpagagnon@gmail.com  
linkedin.com/in/gagnongarrett

**INVOLVEMENT IN PROJECT:** Created the ground plan for team sound & generated content for the experience

*Garrett Gagnon*

HALLWAY  
SOUND DESIGNER



## MATTHEW DARRYL MARTINEZ

TEAM COSTUMES

2nd Year Costume Design Grad  
mdmartinez1220@gmail.com

**INVOLVEMENT IN PROJECT:** Helped create the costumes and characters budget, designed the Cat Puppet, Single Motion Automated Rats & Scottish Terriers, and co-designed Other Mother Puppet for the Beldam's Challenge experience

*M. Martinez*

CAT PUPPET  
COSTUME DESIGNER





## NITA MENDOZA

HEAD OF BRANDING + MARKETING & TEAM LIGHTING + SCENIC

1st Year Lighting Design Grad  
Nitamem2@gmail.com  
Nitamemdesigns.com

**INVOLVEMENT IN PROJECT:** Designed the logos & publicity material for the experience and company, designed and lit Miss Spink & Miss Forcible's Flat

DRESSING ROOM  
LIGHTING + SCENIC DESIGNER



## ASHTON MONTGOMERY

CREATIVE DIRECTOR & TEAM COSTUMES

3rd Year Costume Design Grad  
Ashtonmontgomerydesign@gmail.com  
Ashtonmontgomery.org  
@ashtonsillustrations

**INVOLVEMENT IN PROJECT:** Created the style guide and overall look for the project. Oversaw the entire development and design of the project and the presentations. Designed the Adventure Grandpa walk around and designed in coordination with the other departments the room, lighting, and audio animatronic of Other Grandpa playing the piano.

OTHER GRANDPA ANIMATRONIC  
COSTUME + SCENIC DESIGNER







## HUNTER MOODY

HEAD OF SOUND & TEAM SOUND

2nd Year Sound Design Grad  
Hm0913@live.com

**INVOLVEMENT IN PROJECT:** Written treatment for sound design, interactive portrait frames & final presentation integration.

HALLWAY INTERACTIVE PORTRAITS  
SOUND DESIGNER



## AVERY REAGAN

HEAD OF LIGHTING & TEAM LIGHTING

2nd Year Lighting Design Grad  
Averyreagandesigns@gmail.com  
Averydelainereagan.wixsite.com/averyreagan

**INVOLVEMENT IN PROJECT:** Lead and helped organize all of team lighting, lighting designer for the real world garden & real world porch.

REAL WORLD GARDEN  
LIGHTING DESIGNER





## TYLER REID SCRIVNER

HEAD OF SCENIC & LEAD ILLUSTRATOR

3rd Year Scenic Design Grad  
design@tylerreidscrivner.com  
<https://www.tylerreidscrivner.com/>  
@ tylerscenic

**INVOLVEMENT IN PROJECT:** Created the concept and design for the Real World Garden, Real World Porch, and Decayed World Photoshop concepts

DECAYING WORLD  
SCENIC CONCEPT DESIGNER



## LAURYN TERCEIRA

NARRATIVE DIRECTOR & TEAM COSTUMES

3rd Year Costume Design Grad  
Laurynterceira@gmail.com  
Laurynterceira.com  
@ Laurynterceira

**INVOLVEMENT IN PROJECT:** Created new Coraline narratives for the experience, Sirens of Vaudeville & Wasp Maze. Created original character concept and design for the children, BC and Thorn, and designed the meet and greet at the end of the experience.

CORALINE + KIDS MEET AND GREET  
COSTUME + SCENIC DESIGNER







## GRETCHEN DIANE UGALDE

TEAM SCENIC

4th Year Undergrad in Scenic Design  
Gretch.Ugalde@gmail.com

**INVOLVEMENT IN PROJECT:** Designed the interior look of the Sirens of Vaudeville theater space along with its lobby and bar.

*Gretchen Ugalde*

SIRENS OF VAUDEVILLE THEATRE  
SCENIC DESIGNER



## THANK YOU FOR COMING!

Thank you for joining us for our final presentation of THE CORALINE EXPERIENCE! I think I speak for the team when I say we had a lot of fun, and a lot of very late nights, creating this experience themed around the story of Coraline. In just five weeks we dreamed up a lot of ideas, drafted and rendered charming visuals, and learned how much work it is to create immersive themed spaces. We appreciate you taking the time to see our work and would love to hear from you, please feel free to contact any of us in the future!

Creative Director  
Ashton Montgomery

*Ashton Montgomery*



## SAMANTHA SORIN

PRODUCER & BUDGETS

2nd Year Stage Management Grad  
sorin.samantha@gmail.com

**INVOLVEMENT IN PROJECT:** Creation of budgets/charts, example rental contracts, and the organizational chart.



## JESÚS LÓPEZ VARGAS

PRODUCER & PROJECT + COMPANY MANAGER

1st Year Stage Management Grad  
jelopez.sm@gmail.com  
jelopez-stage.com  
@jelopez.stage

**INVOLVEMENT IN PROJECT:** Creation of organizational & administrative paperwork & templates, running of company meetings & team dynamics, photographer for company headshots.



## BRADLEY ZIPSER

PRODUCER & PRODUCTION MANAGER

2nd Year Stage Management Grad  
bradzipser@gmail.com

**INVOLVEMENT IN PROJECT:** Helped facilitate a collaborative environment, provided organization & administration for the team, and ran team meetings.



