

2ND STORY STUDIOS WELCOMES YOU TO:

THE
CORALINE
EXPERIENCE

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

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THE CORALINE EXPERIENCE

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Dearest Coraline,

I'm delighted you're back and have arranged a little gathering. We're thinking a picnic with all your favorite things, including a few of your closest companions.

They're cute as buttons Coraline dear. How could you keep such cherubic morsels from me sweetie pie? You know I love children. Don't tarry now - I'm starving and don't know how much longer I can wait. It would be a pity if you arrived after the guests were all gone.

When one door closes.. Well, I'm sure you can fill in the rest darling.

Love,

Other Mother

Second Story Studios cordially invites you to their most recent themed interactive entertainment adaptation- Coraline. Please join us on **June 13th** to learn more about the opportunities knocking at *The Coraline Experience*.



Be Brave.

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THE CORALINE EXPERIENCE

NARRATIVE

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THE CORALINE EXPERIENCE

Basic Narrative | Why & How? • *Wednesday, May 1st*

The following statement is a narrative for the design team for **inspirational** and **referential** material for *The Coraline Experience* (working title). Some areas are more flowery in descriptions for context. This story will not be shared as written below with audience members. If supplementary tools are needed, they are noted and available on Slack.

NONESSENTIAL BACKSTORY

See Character Crib Sheets. More may be expanded upon *after* the designers have created worlds. Will be utilized as tool for employees who interact with guests.

JUSTIFICATION STORY

We will entice the audience with our **story hook**: where are the Joneses? They will create their own stories as they follow their own unique journey throughout the space. Knowing other previous Gaiman and Coraline works will enhance and fuel many of the guests experiences, but will not be necessary for those who wish to come with no prior exposure to the tale. If someone is unfamiliar with Neil Gaiman's work and wish to know more, a diary in Coraline's old bedroom will contain heavy exposition retelling *Coraline* the novel.

DESIGN TOOL BACKSTORY

Time has gone by and our trusty explorer (Coraline) has ventured passed the bounds of the house to discover the wonder of a 9-5 job, college debt, ska punk rock and worse things than Dad's cooking. Of course, there have been joys as well, with two in particular: BC (7 years) and Thorn Jones (4 years), her two adopted children.

Her aging parents and a new job has led Coraline and her little family back to a familiar house, *the house*. It's almost as if she never left, except so much has changed. Rather than move in with her parents-- she doesn't miss them *that* much-- she's planning to renovate the other flat-- while they're away on vacation. They hate change. She never did understand why the flat never rented, but with her architectural skills she's going to spruce it up and make it her dream home. She can't exactly remember why she always had a weird feeling about the place growing up... You forget things as you age. She certainly remembered Miss Spink and Miss Forcible as the oldest old ladies growing up, but they are still brewing as much tea as their arthritis will allow. Although Miss Forcible doesn't go on as many walks as Coraline remembers. It's a sign when their terriers have more spunk than them, but still not as much bite.

With the kids helping to "unpack" some boxes, Coraline begins the great renovation (Miss Spink and Forcible have been spirited away by her niece for a Palm Springs vacation. Better that no one is around for her illegal construction).

Step 1: tear down that unsightly brick wall behind that silly door to nowhere. Her parents side lost the key a long time ago, but Coraline definitely wants to seal the wall up properly and she's going to use *her* key for the *other* door. Who knew the empty flat had its own key? However, before she can get to ...

Step 2: seal wall up again, something happens. Thorn, his crayons and the new key disappear.

Where? The in-process demolition left a 4 year-old sized hole and there had been an odd clicking since they moved in.... How deep *was* that well?

BC, eager to help, remembers something she'd found during the first few days of exploration: Coraline's old diary where BC discovered Other Mother and tales of the Other World. BC thinks they can help find little Thorn, so ventures into the dark hallway too. With the afternoon light fading, Coraline begins to remember. And just in time, as an invitation and a familiar friend appear. The cat (on life 5 of 9 it appears), holding a rat, wrapped in a note from *Other Mother*. (see client invitation).

Knowing her children are being held as bait, Coraline must venture into the unknown to save them, but must be clever about it to ensure her children's safety. She and the cat venture into the Space Between to guard over and attempt to find the key to save them!

The house deserted, we now have an empty house and a mysterious string of events for our audience, passerby, neighbors, and tourists interested in uncovering what has happened to Coraline, but more importantly, who is this *Other Mother*? We invite our audience to explore, get lost, shriek, laugh, and be brave in *The Coraline Experience*. One may run into Coraline, BC, Thorn, or many familiar and potentially disturbing faces as they explore this not-so-different, but more than a little odd space.

Of course Mr. Bobo might still be upstairs--we think--, but he's off in his own little world and likes it that way.

GOALS FOR THE PARK

An Active Plot (audience feels part of the process): Explore Something!

Subplot: Find the key and save the Jones'!

This may not be an achievable plot, but another hook to get the audience to seek adventure.

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THE CORALINE EXPERIENCE

The Joneses: New Characters • Saturday, May 11th

The following is specific information for our New characters BC and Thorn as well as any new information on Coraline necessary to fill out the missing years.

CHARACTER: CORALINE JONES

Age: 31

Occupation:

Architect, formerly with Architects Without Frontiers (her parents dig the Earth, she builds stuff on top of it)

Life History:

SoCal born and raised, but moved to Seattle for architectural school.

Physical Characteristics:

Blue Hair

Interests/Hobbies:

Used to listen to Ska/Punk, reading a book is still great, or a family hike outdoors.

Attitude/Motto:

Family first

Favorite Color:

Chartreuse

Favorite Food:

Roast Chicken and mashed potatoes. Food cannot touch on the plate.

Fear:

Losing her children/people she loves

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CHARACTER: BC JONES

Age: 7

Occupation:

Outdoor Explorer, General tinkerer

Literary Archetype:

Scout Finch

Cultural Background:

Adopted, local family, African American

Physical Characteristics:

A little lanky for age, very attached to backwards baseball cap

Spirit Animal:

Owl or a hippo. Hard to say-- sometimes quiet and shy, but can be loud and brash

Interests/Hobbies:

An odd obsession with the local mechanic. Specifically that he can wear greasy clothes while fixing cars and no one yells at him to take a bath. "Experiments" that usually involve the neighbors dogs' response to loud noises and treats. Once tried to dig a hole to Egypt. Wants to see the great pyramids. Helped Grandpa/Grandma with the garden last year. Green thumb.

Attitude/Motto:

I can fix that! (often when trying to help clear the dishes or something). Likes to be helpful.

Phrase most often yelled at them:

Bath time now.

Mannerisms:

Shoes are optional, a little clumsy, fiercely protective of Thorn, but is still just a kid.

Favorite Game:

Hide and seek, although wishes Thorn was better at it. Plays with kids at school.

Favorite color:

Is dirt a color? Just kidding- Turquoise

Favorite Food:

Peepaws- anything Grandpa cooks.

Fear:

The dark

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CHARACTER: THORN JONES

Age: 3

Occupation:

Mischief Maker

Cultural Background:

Adopted, local family, Mixed heritage, some Native American

Physical Characteristics:

Round, chubby, dimples. Shorter than most his age. Cafe au lait to cinnamon complexion, green eyes, dark dark brown hair.

Spirit Animal:

Lucas the Spider, Hedgehog

Interests/Hobbies:

Eating crayons, sometimes drawing with them. Big fan of street art. If you count the living room as a street. Enjoys nature if it's a squishy slug. Has taken a liking to making bug portraits for Coraline. Prefers to use non-toys as toys. Has created delights such as "Book bats", "paperclip gnomes", "garden hose elephant" and the "kitchen chair CEO". Outside-the-box kid.

Attitude/Motto:

Any wall is my canvas and every counter, shelf or mom can be a jungle gym!

Mannerisms:

Puppy dog eye game is strong. Often not blamed for things.

Favorite Game:

Lion's Den (Coraline's favorite too): It involves lying still so the lion's don't eat you.

Favorite color:

pink

Favorite Food:

Beets. Did we mention they love pink? And pudding and noodles of course.

Fear:

Large dogs that bark. Terriers are suspicious.

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THE CORALINE EXPERIENCE

FOOD STALLS INFORMATION • Wednesday, May 15th

ALL YOU'VE EVER WANTED CAFÉ MENU

The following is a menu sample for our picnic-themed eatery. We're looking at food that can be less messy and mostly handheld for easier clean-up and less mess. Food will not be allowed in the houses.

ALL YOU'VE EVER WANTED CAFÉ

Food Stall examples, each with "Button-bursting flavor!"

1. Food for the Adventurous Eater

Title: A RECIPE AGAIN

- Gruyere summer salad: Roasted beets, walnuts, cheese, greens, dressing
- Chicken Cornish pasty with tarragon garnish
- open to possibility of exploring a partnership/sponsorship with OC local "Batch Soda"

2. Food for the Picky Eater

Title: CORALINE'S OTHER OPTIONS

- Grilled Mac and Cheese
- Lime Slushie
- Apples

3. Ice Cream

Title: Just Desserts

- Cute as a Chocolate Button Sandwich
Comes in Chocolate vanilla or strawberry ice cream in 2 chocolate cookies. Served with optional "beetle coating" (Oreo c/cookie crumbs)

All items will be wrapped in paper or served in compostable boat to help the grounds stay clean.

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2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Wasp Maze Narrative • Saturday, May 25th

SPECIFIC NOTES

The following is the narrative and physical treatment of a child-friendly key event located in the Other Garden on the first floor. In the future, we have hopes to expand the maze to integrate more physical activities for children within the space. This also houses the Meet and Greet with Other Grandpa.

WASP MAZE: The Great Key Hunt!

Let's Help Coraline find what she's lost

From the outside, the maze looks like a wasp nest. A sign near the main entrance (there are 3, but only one will have a sign) has a sign written by BC "We're helping mom find what she lost! Be brave and help us find the key!" Another sign reads "DO NOT ENTER by order of Other Mother". You can hear her voice right by the doorway, "Don't go in there, it's dangerous. Stay out here with me! Be a good child and listen to your mother!"

Of course, that's Other Mother trying to lure you away from helping Coraline! She doesn't want you to go home! If brave enough, once they pass through Other Mother's diversion, guests will discover the walls have different textures and colors than the wasp nest facade. Some walls will have rougher (but safe for children) feel and look like rocks, just like from Coraline's memory of her dad. Other's will look fluffy and have a foamy smushy quality, just like the areas where Other Mother stopped creating her Other World. This maze is really a nest for The Joneses' memories, not Other Mother's creations. There are even some crayon scrawlings. That means Thorn must be near. And sure enough, as you wander you can see BC and Thorn popping up at different heights of the maze. They are clearly looking for that key and will call out encouraging things like "Have you found it?" "I think I see it" "Coraline will be so proud." Another helper is in the maze— Other Grandpa! He's snuck away from Other Mother and wants to go hunting for the key with you too! Usually you need to help him find his glasses first. They're always going missing those pesky things. There's a small area where pictures can be taken with adventuring Other Grandpa as children explore the maze.

Finally, at the very back corner, after hard searching and much hopscotching, a door can be seen. On it is a giant key!! You've found it! That door takes you to the same Meet and Greet as the Decaying World. Guests can take turns taking more pictures, this time with Thorn, BC, and Coraline in their flat. They can take turns locking the magic door to the flat. Good job, you've saved the day!

Physical Interactive Details

Of course, our wee guests are not just walking through the maze, they can hopscotch on a BC-drawn board down one hallway or play "hot lava monster" down another. A third space will be themed like a treasure map in a desert. Will we spot some kangaroo rats as we follow the

dashed lines? Is there buried treasure? Not only will the walls change, but so will the carpeting.

Future Expansion

- Net climbing walls and tunnels.
- Low Rock Wall
- Wasp play structure
- Mist Themed Slide
- Children will need to find Grandpa's glasses in order to gain access to the key door.



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2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Narrative: Theatrical Venue • *Monday, May 13th*

SPECIFIC NOTES

THE FOLLOWING IS A NARRATIVE COMPILED WITH VISUAL SPECIFICS FROM SCENIC. THIS IS A PLOT OF THE PERFORMANCE GUESTS WILL SEE UPON ENTERING THE FORCIBLE AND SPINK THEATRICAL VENUE EVENT

“WITH SPECIAL GUEST MR. BOBINSKY’S RAT PACK BAND”

Plot

Forcible and Spink are putting on a fantastic night of art, music, and adventure! Their signature act, the “knife-throwing wheel of doom” will end the evening, and they have a special guest to help: Mr. Bobo! He, while being accompanied by his kangaroo rat band, will end the show in an explosion of danger, delight, and darn-tooting toodle-ooing good music. But, Mr. Bobo is nowhere to be found! While the audience is waiting, they may hear murmurings from behind the curtain “Where is he?” ‘I didn’t see him in his dressing room.’ ‘Well the show must go on.etc” The dogs can be heard gossiping about chocolate or “interacting” with the audience a la Waldorf and Statler: heckling, asking for chocolate, or just curious inquires “I haven’t seen them before. Is that Coraline? Other Mother told us to be on watch” etc. etc.

Old Other F and S will begin the show cheering about their amaaazing acts: Shakespearean sonnets, an underwater musical number, and the knives. This will be the comedic animatronics regaling the audience of their theatrical prowess-- while standing behind their walkers. When the audience begins to question these ladies powers to perform without tennis ball support, the animatronics split open (see Gretchen) and human performers emerge as young heyday versions of our actresses. They announce that they are delighted to welcome their most esteemed guest and “his rat band shall give a drum roll”. We see no rats though... The audience is asked to drum roll to help “encourage our rather stage frightened companion.” Of course, drumrolling results in no Mister bobo, but a rat (6-8” kangaroo rat, more kid friendly than the scariest versions. Might giggle and squeak) appears from behind a hidden compartment and goes skittering in front of Forcible and Spink. This alarms the ladies and the rest of the show is derailed as the ladies try to perform their other acts sans Mr. Bobo, but with rats stealing necessary items and running away too quickly to be caught. Ex. the “underwater sing-a-long” a rat runs by with a seashell bra a la Little Mermaid. An Elizabethan wig and/or ruff may get carried up into the rafters. Etc. etc. Think pizza rat. Soon the entire event is out of control and S and F devise a plan to capture one, which they do amidst a swarm of rats: on chandeliers, proscenium arch, trap doors, opera boxes (some of this could just be sound and motion, not physical animatronics. Some might just be portions of S and F wardrobe being dragged different places as it would cover the rat etc. We might even see an item that belongs to Coraline) The one they capture is Mr. Bobo, but they don’t know that.



“We need an assistant for our finale and you will have to do!” They “strap it to the knife board, which doesn’t quite work, but the rat begins to scurry around. Forcible and Spink “throw” daggers --- this sequence is a triggered event where the daggers pop up from the board, and sleight of hand hides the women’s props--- barely missing the wee rat, to where he is trapped. A commanding voice echoes through the room: “Now ladies, that’s no way to treat your guest.” Forcible and Spink realize that the rat is Bobo and go squealing off the stage. The show ends

with the Rat Pack band playing a ditty conducted by “Mr. Bobo’s voice”: “And a one-uh and a two-uh”-- a They Might Be Giantsesque tune? (up for discussion. A new original song, which we don’t have to create, or the Coraline song)

Physical Requirements

Forcible and Spink are now part of the vaudeville circus circuit! The space is a mash-up of boardwalk and circus tent. The opera boxes to the left and right of the proscenium stage will still exist and be able to hold an average 2 dogs and 1 child. Narratively, we want to see BC and Thorn pop up and watch the show, reminding the audience that they are experiencing the Other World with the kids. When the space is rented, there is the option to have small curtains go around these animatronics so that the narrative themed show can stay, but not affect rentals or guest bands if they are unnecessary. The performance space will also have a circus curtain for resetting the show. Guests can still enter the space and sit down without having anything revealed. This way our Other Old Forcible and Spink cages* can zip-up etc. etc. During the show the middle platform will house the 6 foot tall* Forcible and Spink trap door animatronics. Several smaller “doors/compartments” will be places for the rats to be housed, pop-out of, and zoom through. They too will be stored in compartments in the stage platform. After each performance they will need to reset. Currently they are one-way tracks (thing simplest wheel-in-groove technology), but may need more information from Logistics.

*1. Please see Costumes for specifics or alterations to Forcible and Spink Design. Adjustments may be made

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2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Decaying World Event • *Wednesday, May 15th*

SPECIFIC NOTES

The following is the narrative for the Decaying World Experience. This begins in the drawing room, down the stairs, through the basement and out into the gift shop.

OTHER MOTHER'S GAME

Narrative begins as guests enter the Other Drawing Room.

Other Mother: "Come in, Come in! Gather in tightly dears. Welcome! A little rat told me you've been looking for the Joneses. You're trying to help them steal my key and trap me here. That's not very nice guest behavior. Here I've welcomed you into my world and you've trampled all over my garden! Well, all your searching is for naught because you won't find the Joneses. As we speak they are below searching for the key... Want to know a little secret? It's a fool's errand!"

Oh, you look like a smart cookie and everyone loves games. I'm always looking for more players. Would you like to join?" *As she speaks Other Mother grows and uses her one hand left to lift the mantle as she stretches and crunches, revealing a door.* "If you win I'll let you all go. If you can't find the key, and I know you won't, you'll stay here with me forever! And let me love you. Best hurry along now, I'll be right behind."

The guest must walk through the fabric trailing down Other Mother's spidery sharp arm now directing you through the door. *The space needs to be distinguishable from the tunnels that we went through earlier. Maybe like the tunnels, but aesthetically on fire? Also the world can begin to decay as we go through the fireplace.*

You emerge from the fireplace. It is dark and seems like it would be cold and wet. There are spider webs everywhere. There are also things hidden in the webs and in nooks in the walls. As you walk though you will see vignettes from Coraline's story. We hear the voice of Thorn saying, "It has to be here! This will be easy!" Voices of the children and Coraline can be heard guiding you forward through the space, as projected hands of Other Mother and her voice jump scare you forward. There should be triggers for spooky sounds maybe on the path the guests walk on.



Then you hear a voice crying for help! You keep going and you find a large web and pulsating shapes wrapped in webs. Something reaches out to you. You realize it is Other Grandpa! His features are melting together and he looks significantly less human. He might disintegrate more in front of your eyes. He grabs for your arm while apologizing. "She's making me do it!"

Suddenly more than just Other Grandpa is reaching for you. Larger than life hands appear: grasping. You hear Other Mother's voice. "Given up yet?"

A cacophony of hands, lights and sound builds around you.

When it can't get any worse there is a light at the end of the tunnel kind of moment. A guiding light or voice (maybe it's Coraline?) says "Oh! I know where it is!" The cacophony doesn't stop immediately but it begins to unravel. It distorts and then begins to fade as the light grows stronger and you hear the voice say, "Over here!"

As you get closer you see a figure dissolve into rats (projection?) Then rats swarm around you. They are whispering in high pitched rat voices. Then as you keep moving forward you see a particularly smug rat holding a key that looks older than time. It's too fast for you! Then you hear a crash and the cat appears with a tail in its mouth. It throws you the key. "I have no use for this."

You've reached the end of the decaying world!

Up the staircase will be an entrance into a special Meet and Greet with larger than life BC, Thorn and Coraline in front of Coraline's Flat door. You can take pictures, get a hug, or take your turn locking the door!

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THE CORALINE EXPERIENCE

STYLE GUIDE

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THE CORALINE EXPERIENCE

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CORALINE EXPERIENCE BRANDING

Fonts + Logos

ESCOFFIER CAPITAUX THEMED FONT

ABCDEFGHIJKLMNPO
QRSTUVWXYZ
1234567890

APPLE SYMBOLS

SANS SERIF FONT FOR REGUAR TEXT

ABCDEFGHIJKLMNPOQRSTUVWXYZ
ABCDEFGHIJKLMNPOQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

1234567890

CORALINE'S CHARTREUSE



PANTONE 390 CP
CMYK 27, 00, 100, 03

TITLE FONT BROWN



PANTONE P 33-16 C
CMYK 40, 55, 61, 60

2ND STORY PURPLE



PANTONE P 100-14
CMYK 65, 61, 00, 23

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CORALINE EXPERIENCE BRANDING

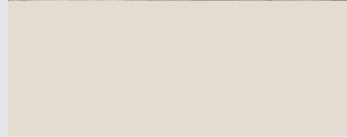
FONTS + LOGOS



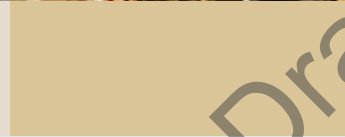
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REAL WORLD COLOR PALETTE

COFFEE STAIN- TORN - WOODEN - DUSTY - DINGEY PASTELS - CRUMPLED - LAYERS



PANTONE P 13-1 C (AT 80 %
OPACITY)
CMYK 12, 13, 19 , 00



PANTONE P 12-2 C
CMYK 00, 09, 34, 17



PANTONE P 16-4 C
CMYK 00, 20, 55, 27



PANTONE P 33-16 C
CMYK 40, 55, 61, 60



PANTONE P 117-2 C
CMYK 25, 00, 00, 12



PANTONE P 174-4 C
CMYK 47, 34, 27, 00



PANTONE P 171-4 C
CMYK 38, 39, 33, 0



PANTONE P 174-13 C
CMYK 65, 40, 42, 35

COLOUR USAGE RECOMMENDATION (APPROXIMATE RATIO):



OTHER WORLD COLOR PALETTE

HOT PASTELS - WARM AND WORN - CLUTTERED - UNCANNY - CHILDLIKE - SUNSTAINED FURNITURE



PANTONE P 48-15 C
CMYK 00, 91, 83, 10



PANTONE P 55-3 C
CMYK 00, 09, 34, 17



PANTONE P 14-7 C
CMYK 00, 31, 85, 00



PANTONE P 30-8 C
CMYK 00, 69, 100, 00



PANTONE P 1-9 C
CMYK 00, 00, 06, 01



PANTONE P 176-1 C
CMYK 37, 26, 29, 00



PANTONE P 78-14
CMYK 78, 00, 41, 26



PANTONE P 114-14 C
CMYK 73, 13, 00, 49

CORALINE'S CHARTREUSE



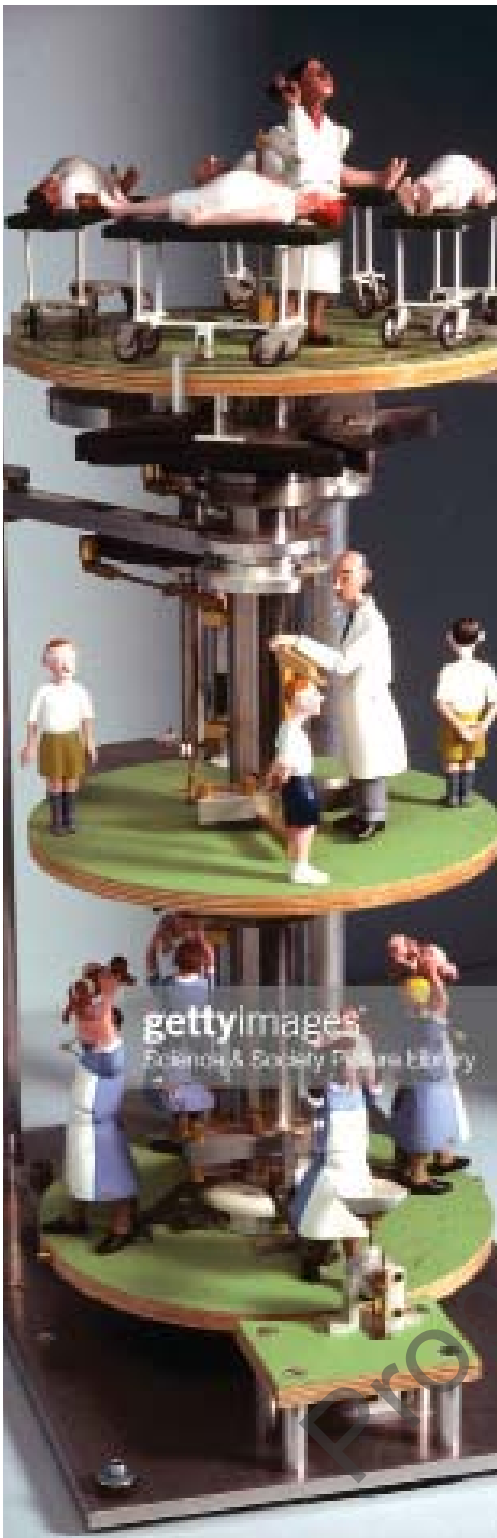
PANTONE 390 CP
CMYK 27, 00, 100, 03

COLOUR USAGE RECOMMENDATION (APPROXIMATE RATIO):



REAL WORLD





REAL WORLD HOUSE EXTERIOR



REAL WORLD: HOUSE EXTERIOR



HOUSE EXTERIOR

Spanish colonial style with added “quirks” like stairs, extra doors, and turrets

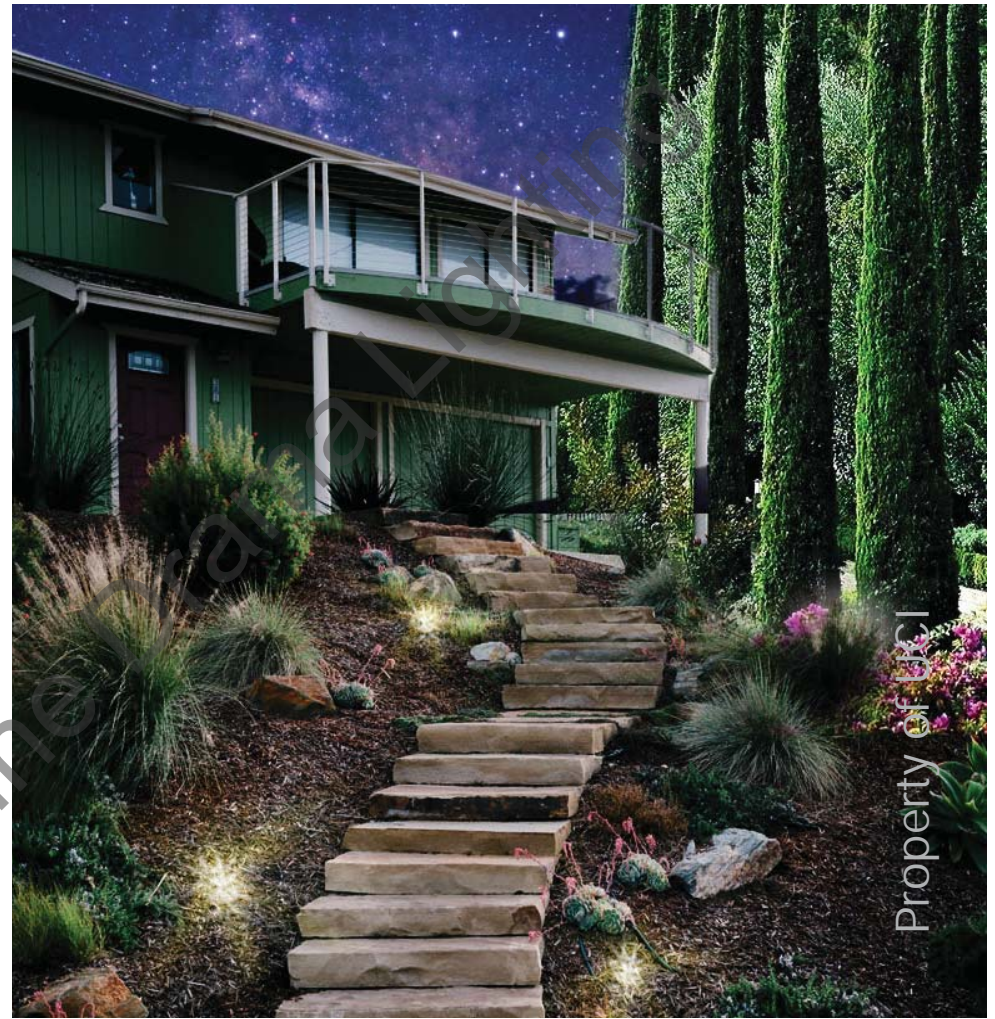


ENTRANCE TO THE ATTRACTION: CORALINE'S HOUSE

Exterior of the house at night to mask the interior walls of the building. House should feel bright, a little scary bit inviting. The house should look like it's outside at night like the space around it keeps going on in to the night sky. The house should feel small compared to the space around it.

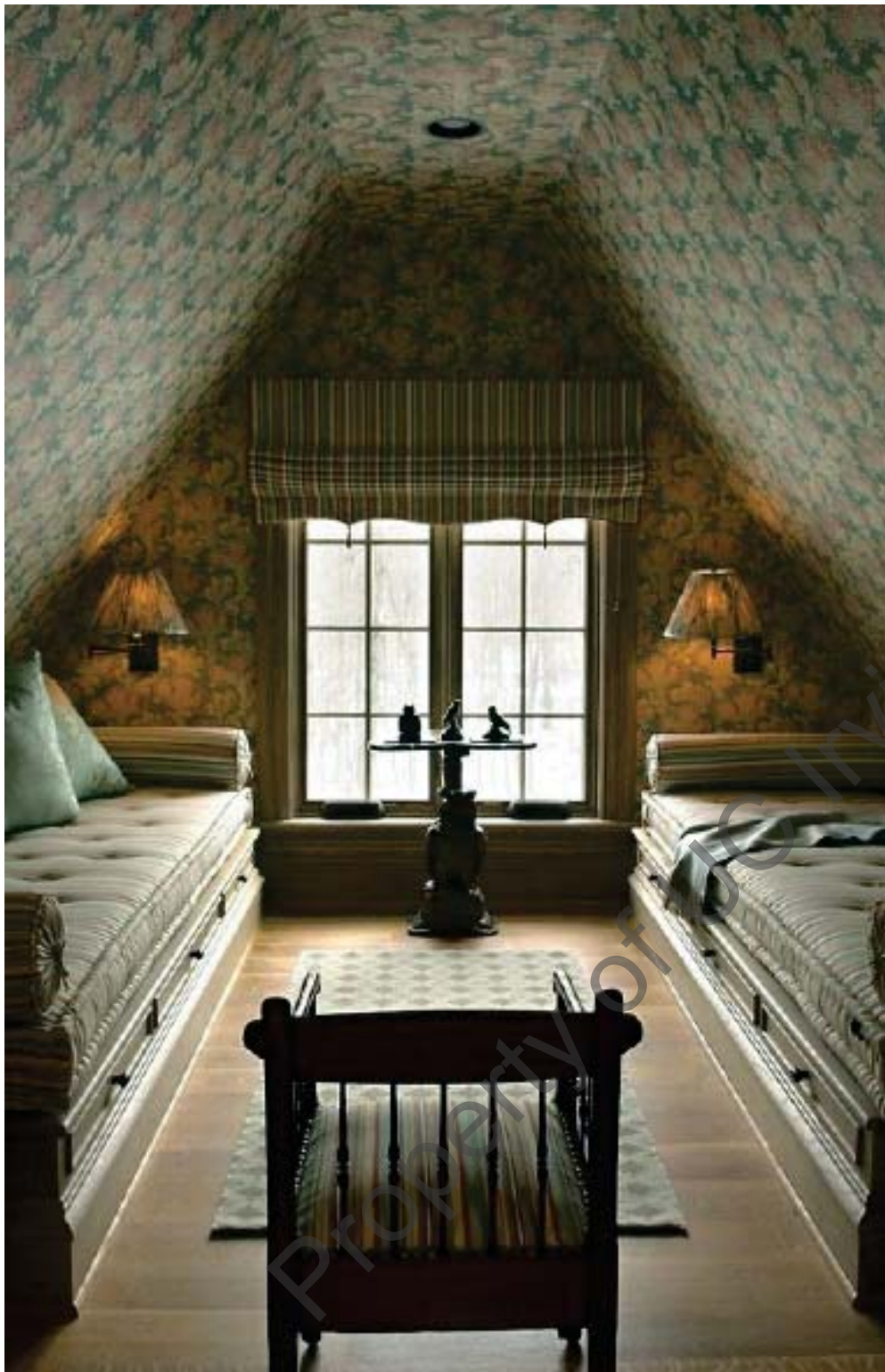


Property of UC Irvine



REAL WORLD SCENIC





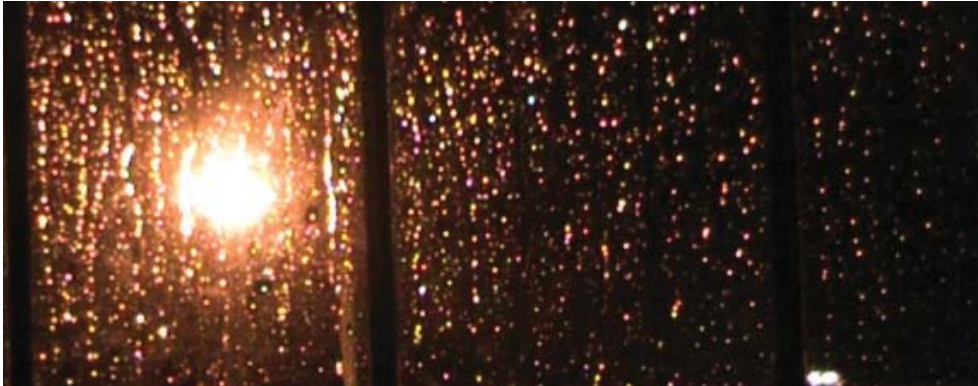
REAL WORLD SOUND

Realistic ambient sounds, guests should never be left in silence unless it's part of the story. Wooden gears and little wooden toys, wind in the trees, rain on the window. What sounds would you hear if you were in a doll's house?



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REAL WORLD LIGHTING





REAL WORLD FASHION

Style should be modern but still have a “timeless” quality. Silhouettes should be simple with fun patterns and surface embellishment matching the aesthetic for the rest of the world. Rag and Bone has styles that might fit in this world.

Fashion is not period but may take inspiration from other periods. Garments should not be fantastical but they exist in a fantastical world and shouldn't look out of place.

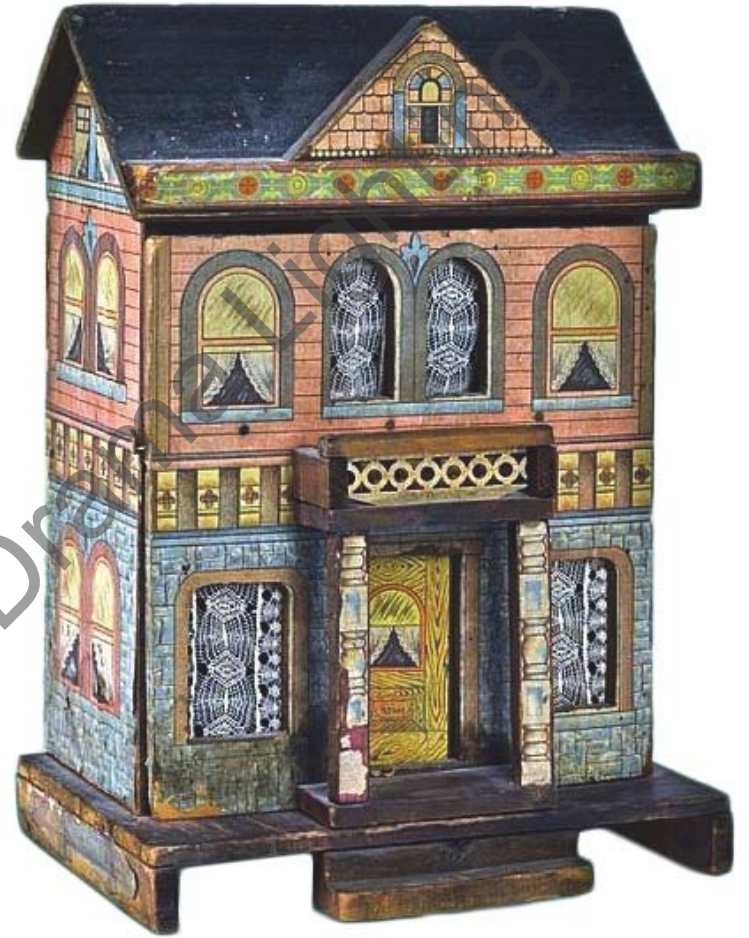


OTHER WORLD



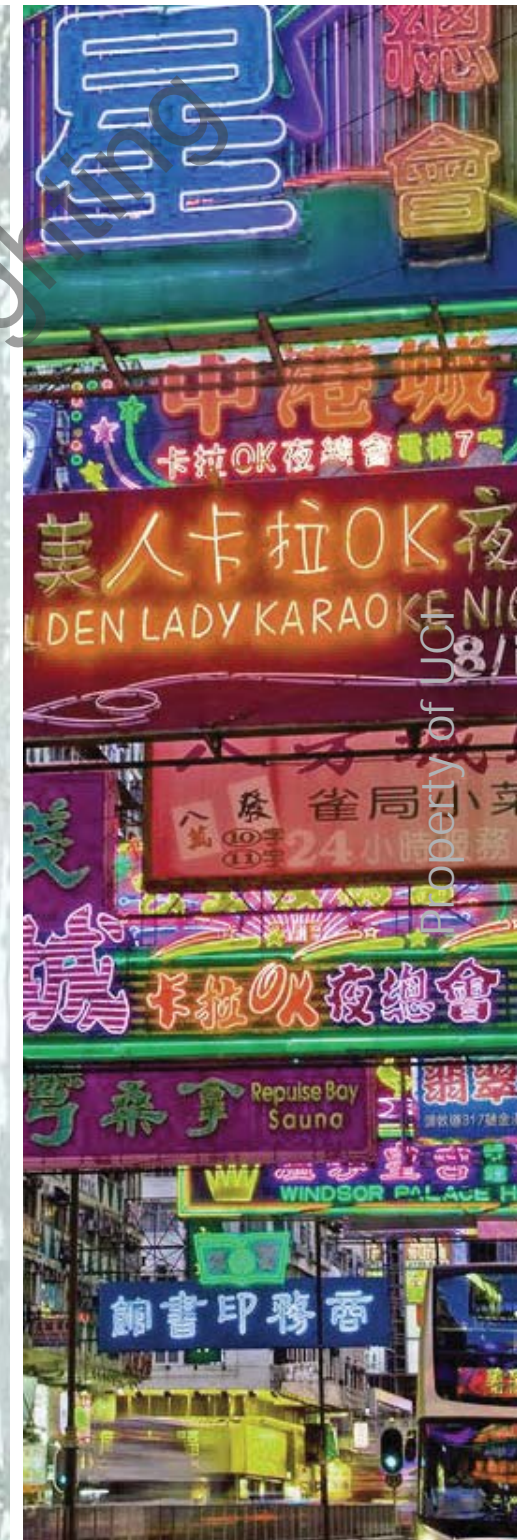
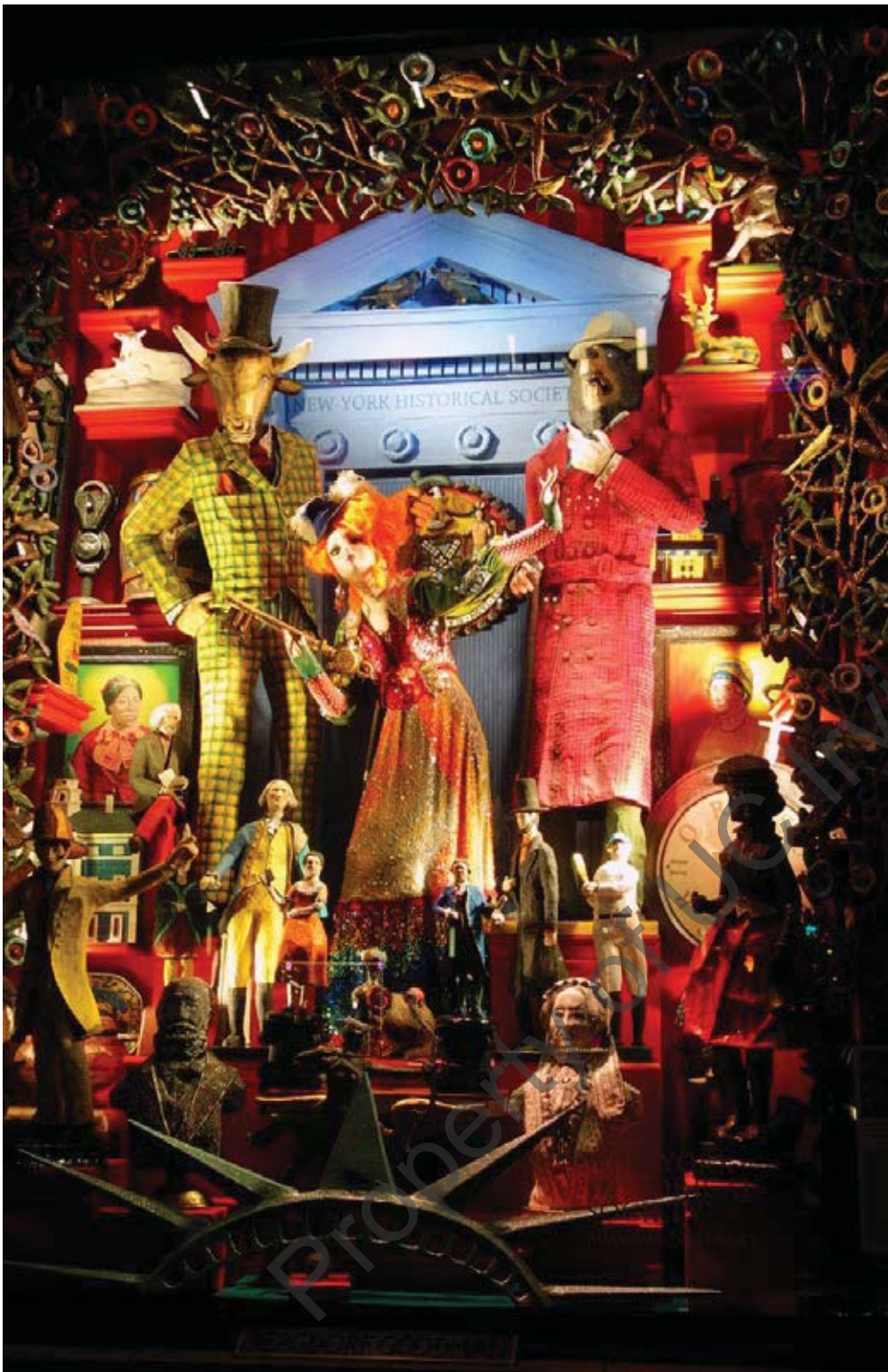
OTHER WORLD: TEXTURE + GENERAL VISUAL MOOD





Property of UCI





OTHER WORLD: TEXTURE + GENERAL VISUAL MOOD

OTHER WORLD SCENIC





OTHER WORLD LIGHTING



Property of UCI





OTHER WORLD FASHION

Silhouette should match the style of the real world but should feature fantastical elements and be made from, or made to look like, it's made from unusual materials like paper or wire.

The "other mother" in her man should look more and more fantastic as she approaches her final room-sized puppet form.

Colors for costumes should stay in the "hot pastels"



OTHER GARDEN

Paper trees, old fashioned toys moving around the space. Interesting character fixtures, bright warm colors. It should feel like you're in a glass terrarium



Property of UCI



HALLWAYS BETWEEN THE WORLDS



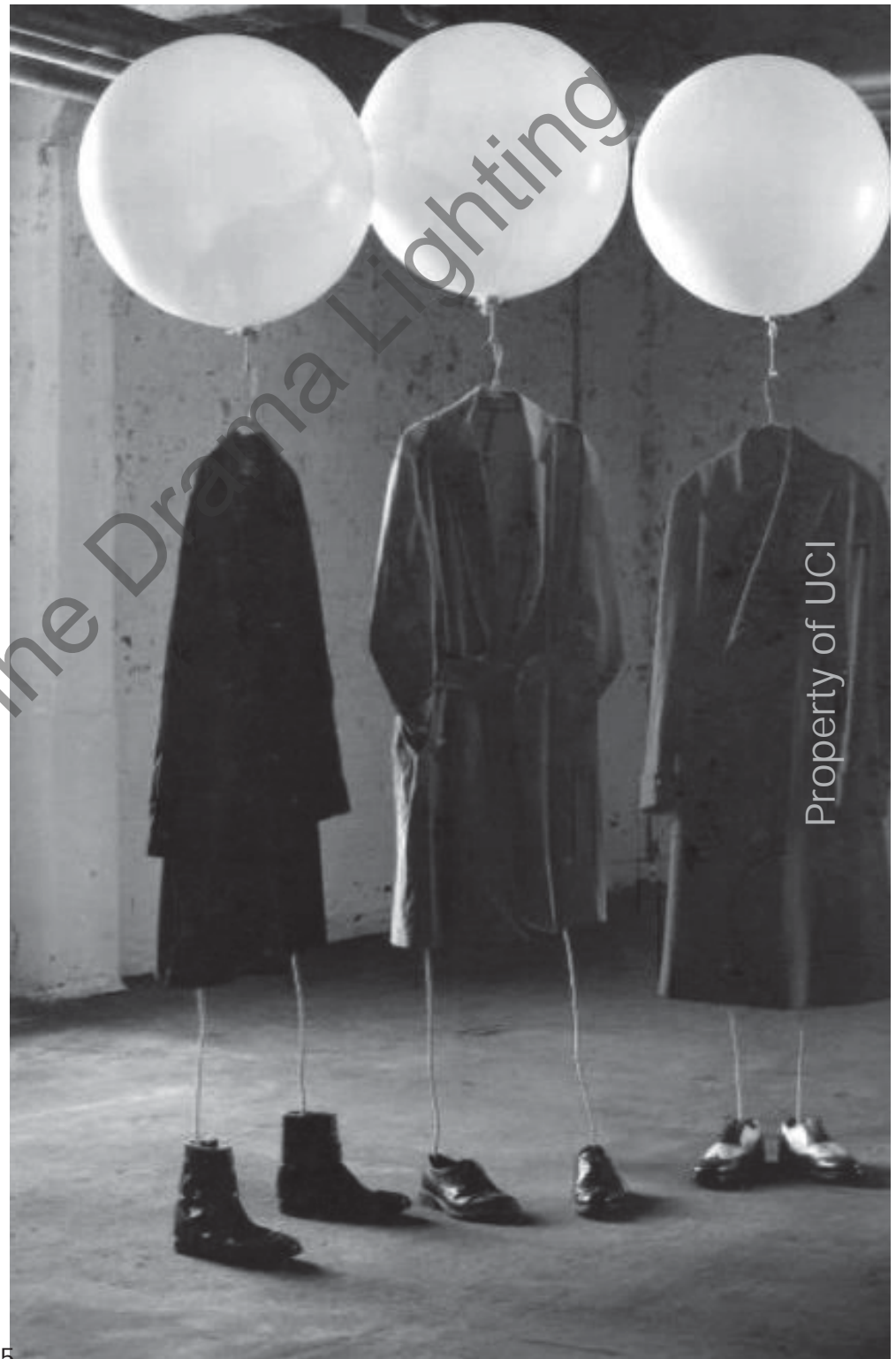


Property of UC Irvine Drama Lighting

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OTHER OTHER WORLD

Paper trees, old fashioned toys moving around the space. Interesting character fixtures, bright warm colors. It should feel like you're in a glass terrarium





2ND STORY STUDIOS

THE CORALINE EXPERIENCE

LIGHTING TREATMENTS

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2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Lighting Treatment

The Coraline Experience is an opportunity for its audience to captivate themselves in a world of magic, wonder, and adventure. The overall lighting for the event will support the atmosphere for the normal and comfortable Real World, the stimulating and whimsical Other World, and the dark and dangerous Decaying World. Lighting will work in tandem with all design elements to create distinct styles and aesthetics. Audiences will find themselves transported interchangeably between the three worlds in exciting and powerful ways.

The overall lighting for the Real World will support the familiar, dusty, and forsaken home of Coraline and her family. Lighting will predominantly be used for two main purposes: to highlight architectural features of the Spanish Colonial home and to illuminate pathways for our audience to discover. Warm Spanish style character fixtures will be dispersed throughout the rooms, hallways, and front porch to anchor the audience in Orange County. These details from the fixtures are what will help the world come to life. As soon as audiences enter Coraline's home, they will be struck by an overhanging tone of uneasiness. The lighting for the Real World spaces will encourage the audiences to be brave go forth to the Other World.

The Other World is where lighting will take lead on the fantastical and whimsical details of the space. Twinkling fairy lights, vibrant colors, and lush texture will immerse the Other World and transport our audience away from the normal and familiar Real World. Beneath the Other World's House is a grim and dangerous Decaying World where the Other Mother

resides. Lighting will differentiate between the Other World and the Decaying World by making the Decaying World dark, scary, and unnerving, as opposed to the glamorous and imaginative Other World from above. The Theatrical Venue within the Other Garden will use theatrical lighting equipment to elevate the performances in the space and magnify the overall lighting style scattered throughout the Other World.

The ultimate goal for lighting in *The Coraline Experience* is to create a magical world for our audience. The lighting dispersed throughout the event will tell a different story in each room and for each audience member. Audiences who are brave enough to encounter *The Coraline Experience* will walk away with unique memories and a new taste for adventure.

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THE CORALINE EXPERIENCE

Real World Garden/Porch LTG Treatment • *Wednesday, June 5, 2019*

Purpose

This document is an outline on how lighting will treat the Real World Garden and Porch. This is a living document that allows discussion between the lighting department and all other departments in 2nd Story Studios.

Treatment

Guests will be greeted upon their arrival to the Real World Garden with cool, evening moonlight guiding them to Coraline's Home. The moonlight will kiss the face of the house as guests round the corner from the Entrance Gate. The Garden will also be filled with sweeping, cool moonlight texture pushing through the trees of the garden.

Guests will be permitted to wander and explore the garden with lighting guiding them along their way. In the garden are several interactions for guests to explore; some of which are Mr. Bobo's Apartment Patio and the deep Well that holds the Other Mother's Hand from Coraline's childhood. Mr. Bobo's Apartment Patio will be lit with character fixtures and lighting accents to support the realistic tones of this home whereas the Well will be lit with cool and intriguing lighting to support its narrative storyline.

The Real House will be lit predominantly with recessed inground lighting hidden throughout the ground around the house. Lighting will highlight the Spanish Colonial architectural features on the face of the house, supporting the atmosphere and familiar energy of Orange County homes.



THE CORALINE EXPERIENCE

Real-World Drawing Room Lighting Treatment • *Sunday, May 19, 2019*

Purpose

This document is meant to outline how lighting will treat the Real-World Drawing Room. This is meant to be a living document that allows for discussion between the lighting department and all other departments in 2nd Story Studios.

Treatment

Entering the Real-World Drawing Room, the guest will should feel at home in the space. The idea of this room is to allow for the guests to experience what Coraline would have seen when she was a child. The lighting for this space will be heavily motivated by the character fixtures in the space and should give the audience a certain feeling of comfort and warmth.



Property of UCI

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Real World Miss Spink & Forcible's Flat World's Treatment • *Monday, June 3rd*

PURPOSE

The following document is a world's treatment for The Coraline Experience: Real World Miss Spink & Forcible Flat. This document briefly breaks down the following room while describing how the lighting design will enhance the story telling in a more detailed way. Inspiration collage is attached to this document.

Real World Miss Spink & Forcible's Flat

As the patrons step into Miss Spink & Forcible's Flat, they are transported to a time of deteriorated memories. As once famous performers, Miss Spink & Forcible collected multiple objects from their various performances therefore giving them a label of "theatre memorabilia hoarders". Mis-matched textures and velvet curtains give off a pleasant opportunity to utilize various lamps as the main sources of light in their flat. Tarnished lighting is also used to give off a timely atmosphere for our guests to fully surround themselves in the Miss Spink & Forcible Flat.

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THE CORALINE EXPERIENCE

Real World Parents Flat Lighting Treatment • *Monday, June 3rd*

SPECIFIC NOTES

The following document is a worlds treatment for The Coraline Experience: Real World Parents Flat. This document briefly breaks down the following room while describing how the lighting design will enhance the story telling in a more detailed way.

Real World Parents Flat

Walking into the Parent's Flat, guests will feel the warmth of memories Coraline keeps there while being set in a relatively mundane atmosphere. Quirky color and texture will be sourced by character fixtures like wall sconces and table lamps throughout the room. Small point source lighting will be hidden throughout the room will highlight certain scenic elements to help entice guests to dive deep into the narrative and history of the room.



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Other World Kitchen Lighting Treatment • *Wednesday, June 5, 2019*

Purpose

This document is an outline on how lighting will treat the Other World Kitchen. This is a living document that allows discussion between the lighting department and all other departments in 2nd Story Studios.

Treatment

After guests explore through the tunnels that lead them to the Other Kitchen, they will feel the warmth of the oven greet them in the Kitchen. Warm light matching the "heat of the oven" will line the edges of the oven as guests step through the warmth and enter the Kitchen. The room will be brightly lit with warm, comfortable colors and tones from the Spanish themed tiles lining the walls of the space. Lighting will support the warmth and detail of the space with intricate hanging chandeliers and small point sources hidden amongst the shelves.

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THE CORALINE EXPERIENCE

Other World Garden Lighting Treatment • *Tuesday May 20, 2019*

Purpose

This document is meant to outline how lighting will treat the Other World Garden. This is meant to be a living document that allows for discussion between the lighting department and all other departments in 2ND Story Studios.

Treatment

Lighting in the Other World Garden will have guests feeling curious and enticed to explore the various activities found throughout this area. Lighting will be heavily integrated into scenic elements and illuminated pathways to help create a magical vibe throughout the space. String lights in trees and LED tape within the maze and pathways, will highlight edges of scenery and serve as a contrast to the Real World Garden. Vibrant and lush colors will also help heighten this whimsical place guests.

Property of UC Irvine Drama Lighting

Property of UCI



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Spink and Forcible Venue Lighting Treatment

Tuesday, April 21, 2019

Purpose

This document is meant to outline how lighting will treat the Forcible and Spink's Earthly Delights Performance Venue. This is meant to be a living document that allows discussion between the lighting department and all other departments in 2nd Story Studios.

Treatment

This venue is a one of a kind, total package experience. Become immersed in the world of Coraline, by having your next event within the vaudeville, circus theater of Spink and Forcible. The venue is proscenium configuration with beautiful ornate detailing around the proscenium archway. While watching the performance, if you look to the right and left you might catch a glimpse of Spink and Forcible's beloved dogs watching their owners' from the opera boxes on either side. Whatever you can imagine, this space can provide. The circus tent painted facade brings a sophisticated lens to your childhood dreams of going to the circus. Top of the line, modern lighting equipment enables the space to be fully customizable. This equipment includes many variations of moving lights engineered for optimal flexibility. The lighting resources of this venue are a complimentary fusion of color-blasting theatrical gear with the intimate glow of aged vaudeville. You can have your signature footlight glow as well as a fun kinetic performance. Next time you are watching Spink and Forcible trod the boards, think about what your next event would look like in this incredible venue.



The Coraline Experience

Other Drawing Room Lighting Treatment • *Sunday, May 19, 2019*

Purpose

This document is meant to outline how lighting will treat the Other Drawing Room. This is meant to be a living document that allows for discussion between the lighting department and all other departments in 2nd Story Studios.

Treatment

Entering the Other Drawing Room, the guest will be transported to a slightly different style from the rest of the other world. The style of the Other Drawing Room will be a mix of the style of the other world and the decaying world. Walking into the space the audience should feel uneasy and curious as to what will happen. The lighting of the space will be dim and will help enhance the eeriness created by the scenic elements as well as the animatronic other mother. The lighting of this space will also need to guide the audience into the fireplace after the other mother encounter is over.



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2ND STORY STUDIOS

THE CORALINE EXPERIENCE

SOUND TREATMENT

Property of UCI



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Treatment for Sound Design • *Thursday, June 13, 2019*

MALL ENTRANCE & TICKETING

"Where are the Joneses?" This is what is plastered on flyers posted along the walls to the entrance of a new themed entertainment attraction at South Coast Plaza in Costa Mesa, CA. The faces of a woman in her thirties with electric blue hair and two young children, BC and Thorn, adorn others with large headers in bold letters: "HAVE YOU SEEN ME?" A strange genre of music can be heard emanating from the entryway and ticketing area - an amalgam of freeform jazz, found-instrumental music, and gibberish lyrics. If we're sure of anything, it's that we've never heard any music quite like this. Its strange melodies draw us in and set the tone for an exciting evening that we will not soon forget. Welcome to Second Story Studio's Coraline Experience. No matter what you may see tonight, just remember one thing: be brave.

THE REAL WORLD

Entrance Façade, Real World Garden & Front

Directly after purchasing a ticket, the guests will enter the Coraline Experience to a lush, detailed sound bed of a tranquil California ranch on the cusp of nightfall. One may notice the soft rush of wind as it rustles the leaves on the nearby trees, critters sneaking about in the foliage and hedge work, the singing of thousands of insects as they usher in the impending darkness, or perhaps even the light babbling of a stream somewhere shrouded in the shadowy woods. Those more adventurous may happen upon the old boarded-up well tucked neatly behind the shrubbery. Some say if you listen closely enough, you can hear scratching - something sharp and claw-like - against the old stone as it writhes in the murky water below. When ready, guests may direct their attention to the house. One could climb the spiral staircase and attempt to enter Mr. Bobo's house, but word is that he and the mice circus are much too busy with rehearsals preparing for their next performance to accept visitors. Still, such a ruckus inside! Hopefully the mice can all land on the right pitch before the big show. Venturing back down the stairs, guests may even spot the famous black cat from all those years ago still lurking about the property, though he'd be hard-pressed to say anything... at least yet. Fans new and old will be drawn in for a night of curiosity, oddity, and excitement as they tune into the background music taken directly from the 2009 Coraline animated film.

Spink and Forcible's Flat & Dressing Room

Guests may opt to visit old Ms. Spink and Forcible (although they are away on holiday visiting their niece) in their flat off the main entrance whereupon they would hear old operatic records played from a dilapidated gramophone in the corner. Looking about the cluttered room, an antique fortune teller machine kicks to life, offering up tea leaf readings to those with an extra quarter or two to spare. Others may decide to don one of the many costume pieces littered about the space, mementos of the two women from various theatrical productions throughout their careers. A photographer and his vintage camera are even set up in the space so that the glorious gaudiness of the garments can be posted to the new-fangled social media. Listening closely, it's almost as if one can hear the commentary of the dramatic duo as they see their old clothes on these new models... The house is empty, right?



Hallway

Stepping into the boarding house from the porch, one should notice the space becoming audibly softer and more tranquil. The background music will recede, giving way to the exaggerated interior sounds of the house: the soft thumping and muffled singing of Mr. Bobo and the mice rehearsing overhead, the creaking of old floorboards as guests pass by, or perhaps the gentle metronome of a grandfather clock in the next room. The dusty hallway is filled with several portrait frames documenting Coraline's life until now, including visual memories of moving into the boarding house as a child, singing in the teenage ska band in her best friend's garage, graduating high school, and adopting her children. These frames will trigger a unique audio event when touched: the voice of Coraline will give us additional background detail on that moment in time, with some lines of dialogue being taken directly from the film. This room, much like all the rooms in the real world, will serve as an expository area for the attraction where guests can delve more into Gaiman's Coraline universe as presented and connect with new characters presented only within The Coraline Experience.

Coraline's New Flat

As guests enter Coraline's new flat (the vacant flat adjacent to Coraline's in the book), they may be surprised to see place in a state of disarray. But after all, the new family just moved in, and they haven't exactly had the time to finish putting things away (with the whole kidnapping and whatnot). Also, in the flat are two doorways leading to the rooms of the children, BC and Thorn. Unfortunately, their rooms are in an even greater state of calamity - none may enter, although the voice of Coraline will again speak to those who try, sharing a special memory she shared with each child and imploring her audience to help save her family before it's too late. Perhaps there may be a clue to their whereabouts in Coraline's room - there seems to be very slow, very old pulsating coming from behind the door...

The Grandparents' Flat

Right off the hallway is the door to the original flat, still inhabited by Mr. and Mrs. Jones, BC and Thorn's grandparents, although they seem to be away for the day. Guests enter the cozy living area, where many will quickly recognize select clips from the animated film rolling in the dull glow emanating from the old television in the corner. Venturing towards the front end of the long room, others will find a dusty album recounting Coraline's initial experience with the Beldam all those years ago. The voice of Coraline will again sound, providing a brief summary with additional commentary on each page as the reader turns them. Guests may choose to explore the back door that leads to the garden, but the disturbing low rumbling noise of an intimidating presence beyond may deter them. Braver souls may even choose to turn the knob and exit, though what they'd see shares little resemblance with a common backyard, or even Coraline's recollection. It has significantly... changed.

The Drawing Room

Taking the door from the Jones living room will enter guests into the drawing room, still full of grandmother's dusty antique furniture. The gloomy room comes complete with a small music box, its pins plucking a charming, if not slightly disturbingly repetitive tune. Those more observant may notice the door - yes, *that* original door to the Other world. Although it certainly is the most obvious point of entry, the voice of Coraline returns to guide our audience, confirming the ending to the previous chapter: *that* door is sealed shut, and there is no way that anything could get in or out. If the Beldam has truly returned, could she have found other portals into this world? Better check the rest of the house, just to make sure.



THE TUNNELS

Tunnel 1

Exiting the back door from the Jones' flat into the yard, guests will feel perplexed and alienated as they enter the first portal to the Other world. As we cross into this new territory, an uninviting roar quickly spurs us out of the threshold and into the belly of the beast. After the initial shock, the resurgence of the established background music will lull guests into a more playful sense of wonder as they take in their new surroundings. Sounds that were heard in the real world (Coraline's voice, the atmospheric effects, special triggered audio) may be echoed in the tunnels, but warped and distorted, as if we are experiencing time stretching, compression, or a combination of both. One-shot effects in this same tonal palette will trigger as guest progress on the pathway, evoking the idea that there is space far outside the confines of the paper tunnels. Eventually, as things become more and more topsy-turvy, our discombobulated guests will hit a fork in the road.

Tunnel 1A

The path to the left will lead adventurers down an exotic trail that empties into the Other garden. Dense flora will begin to line the walls of the tunnel as a soundscape akin to that of a tropical rainforest permeates the walkway. A chaotic symphony of wildlife is triggered as guests near the Other side - trampling gazelles stampeding by, a canopy of toucans and parakeets squawking overhead, insects gently humming as they amass in thick clouds hanging above the space, predatory cats as they hunt their next meal, toads croaking in the distance. At this point, the background music will reach its most warped point, creating a starkly different sonic experience even from that of the beginning of the tunnel.

Tunnel 1B

The path to the right will lead adventurers down a pantry-like walkway to the Other kitchen where the Other Mother (in the guise of Other Coraline) has been preparing a lavish hand cooked dinner including a delicious roasted chicken. As guests continue down the trail, a rhythmic drumline of kitchen preparatory sounds - chopping, grating, frying, sharpening - will help fill out the ever transforming BGM by utilizing triggered effects that are programmed to be synchronous with the music. As guests finally reach the other side of the bewildering portal, we may begin to hear sounds of an oven turning on - the steady clicking of sparking pilot lights and the slow hiss of leaking gas. Did someone just say something about taking the chicken out of the oven? We may even notice a considerable rise in temperature, although it could just be in our heads...

Tunnel 2

The other portal linking Coraline's real world and the Other world lies between the old vacant flats, now occupied by Coraline, BC, and Thorn. As this is likely the tunnel into which the lost children have slipped, theming is consistent with the one thing that would lure children to their unwitting demise: toys. In addition to the intricate paperwork adorning the walls, a throng of patched-together clockwork noises - bells, whistles, wooden bits knocking together, both tuned and atonal percussive elements, cogs and gears churning the space to life - will tempt us further along the path, painting a vibrant mechanized soundscape. These effects will also work in rhythmic tandem with the established background music, ever warping as visitors progress, just as in the other tunnel. With such a colorful and lively introduction, what surprises could be waiting on the Other side of the door?



THE OTHER WORLD

Other Coraline's Flat

Traversing the toy-lined tunnel to the Other side, guests will finally get to see and hear the heart of the evening's experience. The theory of the uncanny will truly shine in the Other world, where our the guests will experience sound almost identically as if they would in the normally, but in a slightly different timbral way - aural cues in the Other world have a handmade, piecemeal quality as if the ever-resourceful Other Mother was trying her best to mimic real world sounds with whatever she had at hand. Coraline's Other flat will stand in stark contrast with its real-world counterpart: whereas the flat is barely moved into back in reality, this one is finished and fleshed out, the perfect home for BC and Thorn. The music within the space takes a slightly more dramatic turn towards the zany to match the visual aesthetic of the space. Toys meticulously placed about the space will also come to life almost magically as guests closely observe each one.

The Other Hallway

The Other hallway will appear to the layman as almost a carbon copy of the real-world hallway. Upon closer inspection, keen guests will notice that each interactive portrait frame has taken on a new life of its own (not to mention all those creepy buttons sewn over where the eyes should be). The Other Mother has even taken the time to fabricate some additional memories that weren't present in the real world - the children meeting Other Mother for the first time, Thorn winning first prize at a local drawing competition with their crayon masterpiece, BC planting a brilliantly colorful garden with his grandfather, or perhaps Coraline presenting the kids with their first pets (three praying mantises). These triggered events, much like their counterparts, are activated via tactile response. The background noise for this area is eerily peaceful with one noticeable quirk - the songs are playing in reverse. Listening closely, one may even hear the Other Mother, softly beckoning our visitors towards the front of the Other house - after all, we have a picnic to attend!

The Other Grandparents' Flat

Taking the second left off the Other hallway will land visitors squarely in the Other grandparents' flat. This space will be structured similarly to how it is presented in the book and film, and immediately discernible is the faint melody of an old upright piano coming from around the corner. Straight across the room are two double doors that look innocent enough, but the attendant stationed just outside, the velvet ropes squaring it off from the rest of the room, and the undulating animalistic noise roaring from the other side would allude to the contrary. Guests will eventually learn that this is the penultimate experience of the whole attraction, but in order to enter, they must procure a ticket for a predetermined time slot. Only once they return at the specified time will they learn the fate that befalls those who enter the Other Mother's lair. Rounding the corner to the right, we meet the Other Grandfather and find the source of that quirky music. After conversing with some of the guests for bit, he begins to play the piano (or rather, the piano plays him). Fans of the film will quickly identify the song that he is playing as "Eyes on Coraline," the song that follows his initial encounter with Coraline. An animatronic puppet, this crooner-at-the-keys will interact with guests, speaking a gaggle of stock catchphrases as guests converse with him. On weekends, one may even notice him playing song requests taken (achieved by a hidden offstage musician/performer and microphone) from his audience! From here, guests may exit the house, either via this flat (ADA ramp) or the front door at the opposite end of the hallway.



The Other Kitchen

From the kitchen-themed tunnel, guests will quickly realize that they just exited an oven as they step into the Other world. For a minute, we ponder if we were meant to be dinner. Proportions are a bit skewed in this room, where a lavish banquet is being prepared for the impending picnic. Several dishes, finished and unfinished, line the counters and tabletops, and the preparatory sounds from the tunnel can carry into this room, with more specific triggers localized to where the sound would be sourced. As in the hallway, an unfamiliar voice (the Other Mother) will sweetly beckon the visitors out of the space and into the garden.

The Other Porch and Garden

Stepping out of the Other house for the first time, the guests can truly experience the magic and wonder of the Other Garden. Before leaving the house, those willing to approach the hospitable guise of the Other Mother may steal a quick word with her (although we wouldn't recommend trusting anything she says). They will immediately solve the mystery of the intoxicating aroma in the air when they spot the All You've Ever Wanted Cafe in the clearing to the left. Quirky background music will lull guests into relaxation so that they can enjoy all our festive foods and regular refreshments. A menagerie of colossal praying mantises stalk about the center of the space, their heads lofted among the button-topped trees. This section of the Other garden will serve primarily as an expansive playground for the little tots while the adults watch from afar and munch on some tater tots. Patchwork bells and glockenspiel glisten from overhead, mimicking the glinting of the stars of the open sky. A chorus of wooden crickets clatter off in the distance, while tinkling metal wind chimes dance through the air. Background music takes a more adventurous tone, inciting our courageous guests to explore... perhaps even luring them into the nearby wasp maze. Located at the edge of the mist, this labyrinth of geometric insect nesting exists more as a dream - a harkening back to the first time Coraline learned the nature of true bravery. Musical themes descend into the mysterious as the hum of a hundred thousand wasps fills the space overhead. The laughing of a couple of rambunctious children can be heard ahead of the guests at every turn - could this be BC and Thorn? It's certainly too dangerous to be out here alone! Delving further into the depths of the maze, our sightseeing squadrons may encounter an array of various spooks and scares, so only the dauntless will progress to the heart of the thicket. Here (especially the younger) guests will relive a portion of Coraline's memory, and the secret key needed to free Coraline's children will reveal itself, unlocking the exit into the gift shop.

The Other Drawing Room

Only for those valiant enough to enter the darkened double doors at the heart of the Other house is the finale to this fantastic evening finally fleshed out! Guests will enter the final confrontation with the Other Mother; this time, we've fallen right into her trap. Suspenseful, dramatic background music will trill about the space overhead. After a short tongue-in-cheek conversation with the antagonist, she considers a contest: "Everyone loves games. How about we play a game, and if you win, I'll let you go. If I win, you and your family will have to stay with me forever!" The Other Mother begins to grow into a grizzlier form - her body and head lengthen as if she were being stretched upward by an unseen hand, and slender appendages akin to spider legs protract out of her lower body. Shearing metallic sounds and mechanical grinding will form the base of this sonic transformation, accented by insectile chattering and distortion treatment on her recorded dialogue lines. Guests will be ushered down a spiral staircase concealed within the mantle - freshly ripped wide open by the Beldam - where reality itself will begin to unravel. The familiarities of music will slip away, suspending us in a sea of synthetic sound. The flickering of the still smoldering staircase can be heard as we descend into the depths of the Beldam's decaying world.



The Decaying World

We exit the staircase into what appears to be yet another version of the drawing room, but stylistically different than anything we have since witnessed. Shape and form begin to waste into wireframe, as if the whole of the space was the Other Mother's afterthought, or a place she created long ago. Distant dripping water pooling into puddles on the dank concrete floor can be heard in a neighboring room. As guests exit into the first wing of the maze, the chattering of hundreds of spiders as they skitter along the web-spun walls can be heard echoing through the labyrinth. Background music has devolved into an eerie mix of atonal instrumentation and sparse, reverberant sound effects, like dissonant piano chords, bestial howling, and mechanized jump scares. "It has to be here! This will be easy!" we hear Thorn say, ten steps ahead of us. A sharp percussive noise, as if several brooms handles were being slammed into a hardwood floor rather rhythmically builds in the room from staircase in the decaying drawing room - the Other Mother (or whatever has become of her) will ensure that none of her newfound pets will ever leave! Hurrying deeper into the darkness, another voice calls from up ahead, "Help!" As guests congregate in the next area, they may approach a grasping silhouetted hand shrouded in the corner. As they get close, lighting will shift to reveal the decomposing form of the Other Grandfather, a squishing slug-like creature whose features have melded together. He hoarsely rattles out, "She's making me do it!" as he reaches out to take hold of an unfortunate soul. We are quickly ushered away and into another part of the maze as even more hands jut from the wall, trying to trap anyone caught in their grip. Music will darken and intensify, heightening excitement and driving guests through the space. The cackling of the Other Mother can be heard from all around: "Given up yet?" Sonic content builds to a crescendo: a cacophony of thundering low-frequency droning, otherworldly synth riffs, and unrelenting arachnid clattering. Coraline's voice cuts through the din, "Oh! I know where it is!" The aural energy quickly dissipates as we exit the maze into a long, narrow corridor - a brilliant light can be seen beckoning at the far end, illuminating a nearby figure. The scratching, squeaking, and even discernable high-pitched whispering of thousands of mice can build all around as the figure melts into the darkness. A rather large rat appears in its place, with a key older than time around its neck. As it begins to run off down the passage, a crash rings out followed by a shrill meow and an even shriller squeak: our friendly cat has pounced from the shadows, felling the rodent with one flick of the wrist. The key is presented to the party as we hear him speak at last, "I have no use for this." The roaring of the Beldam can be heard thundering from behind - she hears you found it. Time to run! Guests file down the walkway and into the light of the elevator at the other end. The Other Mother lets out a final yell of defeat as the doors close behind us. The voice of Coraline sounds for a final time, thanking us for being brave to find the key and saving her children, whom we hear giggling in the background. Playful music and meditative tones fill the space. She invites everyone to use the key for a final time to unlock the secret door in the gift shop where she, BC, and Thorn will be waiting to thank us in person. The doors to the elevator open back up as guests empty into the Other Garden.

GIFT SHOP & ATTRACTION EXIT

The exit of the attraction will be in the gift shop. After a night of nonstop entertainment, our weary guests will enjoy a collection of more relaxed background music indicative of both the real and Other worlds as they peruse the merchandise. Those who have completed the Key Fright maze experience in the Decaying world will have the opportunity to meet Coraline, BC, and Thorn in a secret bonus room located just off the shop. Once there, they will be able to take photos with the reunited family, where voice over dialogue may again be utilized for continuity. With that, ends our Coraline experience.

From everyone on team sound, we hope you are as excited for this project as we are, and we thank you for reading our proposed treatment.



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

REAL WORLD RENDERINGS

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GARDEN QUEUE



Property of UCI

APPROACHING THE GATE



Property of UCI

FRONT GATE





Property of UCI

HOUSE FROM THE GATE



Property of UCI

SIDE PATH



Property of UCI

THE WELL



Property of UCI

CAT'S MEET-AND-GREET



Property of UCI

MR. BOBINSKY'S BALCONY



Property of UCI

MR. BOBINSKY'S FRONT DOOR



Property of UCI

FRONT STEPS



Property of UCI



Property of UCI

ON THE WAY TO SPINK AND FORCIBLE



SPINK AND FORCIBLE REAL WORLD FLAT-LIVING ROOM



SPINK AND FORCIBLE REAL WORLD FLAT-DRESSING ROOM



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SPINK AND FORCIBLE REAL WORLD FLAT-INTERACTIVE POSTER



Property of UCI

CORALINE'S FLAT (DAY)



Property of UCI

CORALINE'S FLAT (NIGHT)



Property of UCI

REAL WORLD HALLWAY



Property of UCI

HALLWAY PORTRAITS



Property of UCI

OPEN MIRROR

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

TUNNEL RENDERINGS

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Property of UCI





Property of UCI

TUNNEL TO THE OTHER GARDEN



TUNNEL TO THE OTHER KITCHEN

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

OTHER WORLD RENDERINGS

Property of UCI





OTHER GRANDPA



BELDAM VER. 1

Property of UCI

Property of UCI

Property of UCI



Property of UCI

BELDAM VER. 2





Property of UCI

BELDAM VER. 3





Property of UCI

BELDAM VER. 4



Property of UCI

OTHER MOTHER MEET-AND-GREET





Property of UCI

OTHER WORLD GARDEN - PORCH ENTERANCE





Property of UCI



Property of UCI

OTHER WORLD GARDEN - TUNNEL ENTRANCE & TERRARIUM





Property of UCI



OTHER WORLD GARDEN - PREYING MANTIS & WASP MAZE



Property of UCI



INTERIOR OF THE MAZE



Property of UCI

OTHER WORLD GARDEN - THEATRE





Property of UCI



Property of UCI

MOUSE CLOCK



Property of UCI



Property of UCI



Property of UCI



Property of UCI

BC AT THE SHOW





Property of UCI



Property of UCI

SIRENS OF VAUDEVILLE SHOW

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

DECAYING WORLD RENDERINGS





Property of UCI

STAIRS TO THE DECAYED WORLD



Property of UCI Irvine Drama Lighting

Property of UCI



Property of UCI



Property of UCI



Property of UCI

OTHER MOTHER'S WORKSHOP





Property of UCI

DECAYING WORLD EXIT



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

GIFT SHOP
MEET AND
GREET
RENDERINGS





Property of UCI

WASP MAZE MEET AND GREET



Property of UCI

BELDAM'S CHALLENGE MEET AND GREET



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

COSTUME AND CHARACTERS

Property of UCI
UCI
Drama Lighting

Property of UCI



THE CORALINE EXPERIENCE

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 - i. Rendering
 - ii. Working Drawing
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 - ii. Working Drawing
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2ND STORY STUDIOS

THE CORALINE EXPERIENCE

1 - CHARACTER RENDERINGS

Property of UC Irvine Drama Lighting

Property of UCI



THE CORALINE EXPERIENCE



Property of UCI
Digital Lighting

Property of UCI

CORALINE JONES
DIGITAL CHARACTER RENDERING
LOCATED THROUGHOUT EXPERIENCE

PRESENTED BY



COSTUME DESIGN BY

THE CORALINE EXPERIENCE



Property of UCI Irvine Drama Lighting

Property of UCI

BC JONES

DIGITAL CHARACTER RENDERING

LOCATED THROUGHOUT

NEW CHARACTER

PRESENTED BY



COSTUME DESIGN BY

Jump Train

THE CORALINE EXPERIENCE



Property of UCI
The Drama Lighting

Property of UCI

THORN JONES
DIGITAL CHARACTER RENDERING
LOCATED THROUGHOUT
NEW CHARACTER



COSTUME DESIGN BY *Jean-Francois*

THE CORALINE EXPERIENCE



Property of UCI

GRANDPA AND GRANDMA JONES

DIGITAL CHARACTER RENDERING
HALLWAY PHOTOGRAPH

PRESENTED BY



COSTUME DESIGN BY

Ashley Minty

THE CORALINE EXPERIENCE



Property of UCI

FORCIBLE & SPINK

DIGITAL CHARACTER RENDERING

THE REAL WORLD HOUSE AND THE OTHER WORLD HOUSE

PRESENTED BY



COSTUME DESIGN BY

THE CORALINE EXPERIENCE



Property of UC Irvine Drama Lighting

Property of UCI

MR. BOBINSKY

DIGITAL CHARACTER RENDERING
THE SIRENS OF VAUDEVILLE THEATRE

PRESENTED BY



COSTUME DESIGN BY

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

2 - WALK AROUNDS

Property of UC Irvine Drama Lighting

Property of UCI



THE
CORALINE
EXPERIENCE



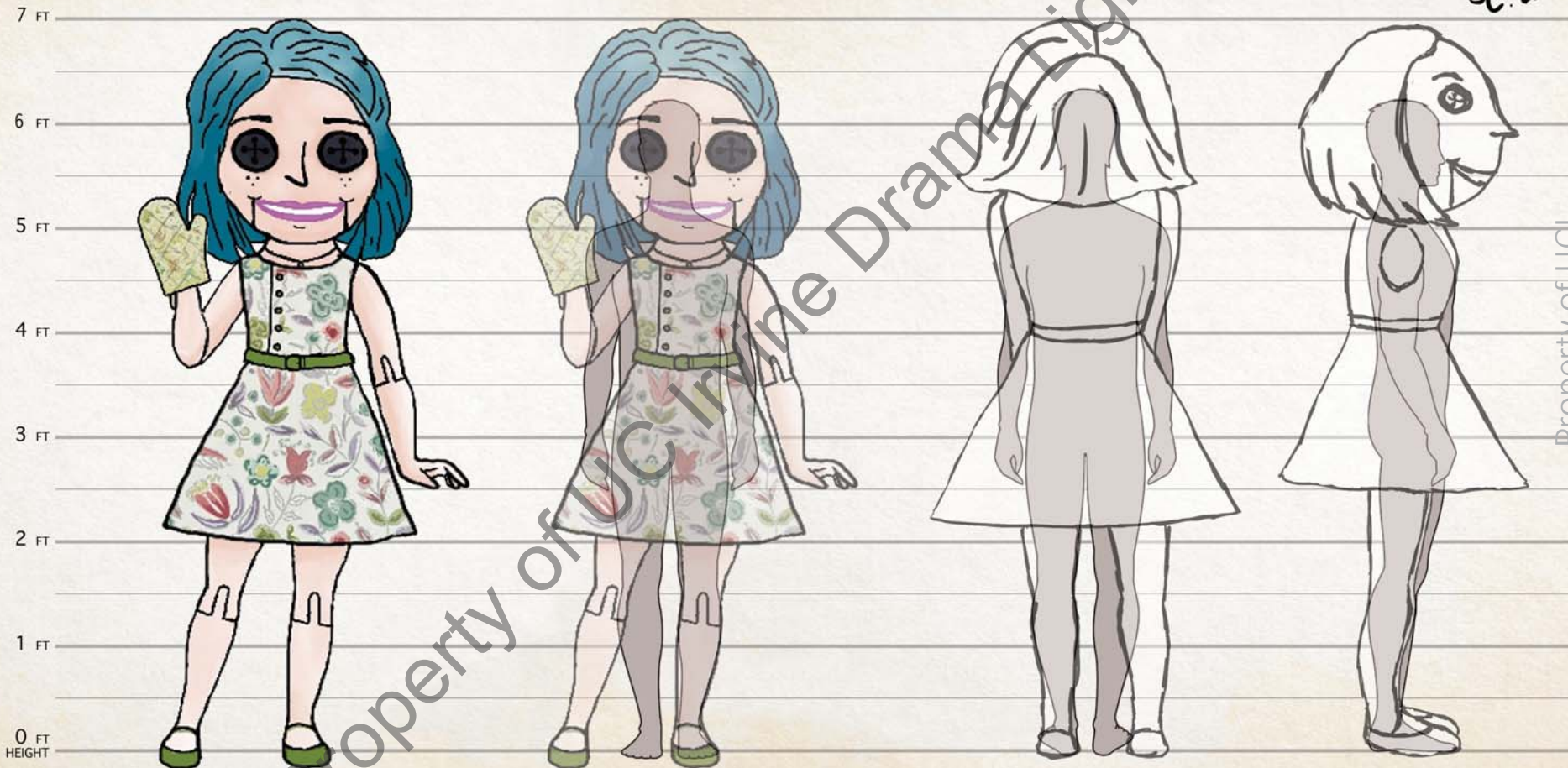
Property of UCI

OTHER MOTHER
WALK AROUND
OTHER WORLD PORCH
VISIBILITY THROUGH MOUTH; PERFORMER HEIGHT 5'9"

PRESENTED BY



COSTUME DESIGN BY



FRONT

BACK

SIDE

THE CORALINE EXPERIENCE



ADVENTURE OTHER GRANDPA

WALK AROUND

OTHER WORLD GARDEN - WASP MAZE

PERFORMER SHOULD BE 6'0 - 6'2"

VISIBILITY THROUGH CHARACTER EYES

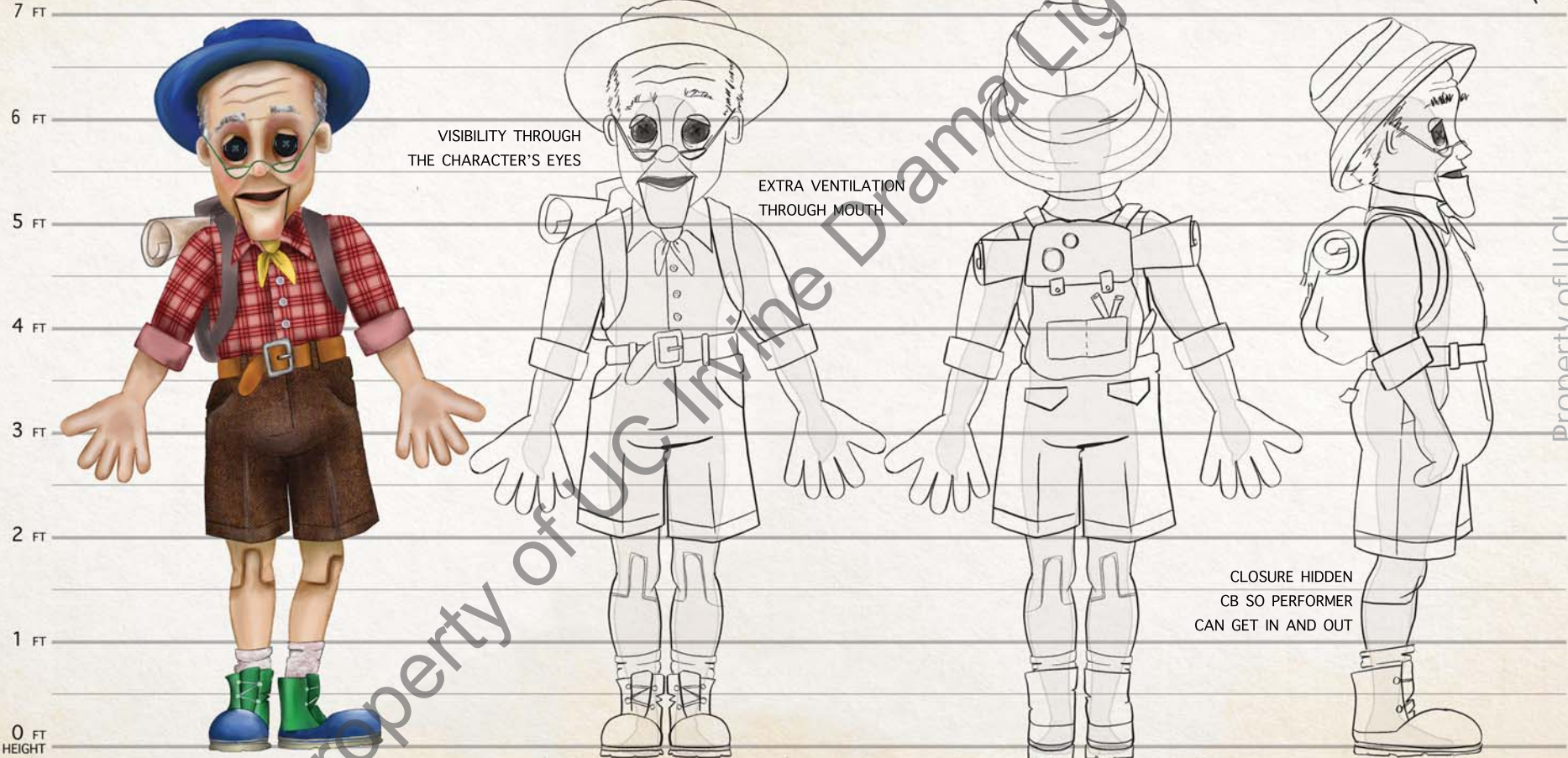
COSTUME DESIGN BY

PRESENTED BY



Property of UCI

COSTUME DESIGN BY *Ashley Minty*



VISIBILITY THROUGH THE CHARACTER'S EYES

EXTRA VENTILATION THROUGH MOUTH

CLOSURE HIDDEN CB SO PERFORMER CAN GET IN AND OUT

Property of UCI

FRONT

BACK

SIDE

THE CORALINE EXPERIENCE



Property of UCI

YOUNG SPINK

WALK AROUND WITH ARTICULATED HEAD

THE SIRENS OF VAUDEVILLE THEATER

VISIBILITY THROUGH CHARACTER EYES, PERFORMER HEIGHT 6'1"-6'4"

PRESENTED BY



COSTUME DESIGN BY

WALK AROUND WITH ARTICULATED HEAD

THE SIRENS OF VAUDEVILLE THEATRE

ARTICULATED HEAD IS CAPABLE OF MOVING EYEBROWS, EYELIDS, AND MOUTH TO BE ABLE TO TALK WITH GUESTS

VIEW PORTAL THROUGH EYES

COSTUME DESIGN BY *James Dent*

7 FT

6 FT

5 FT

4 FT

3 FT

2 FT

1 FT

0 FT
HEIGHT



FRONT



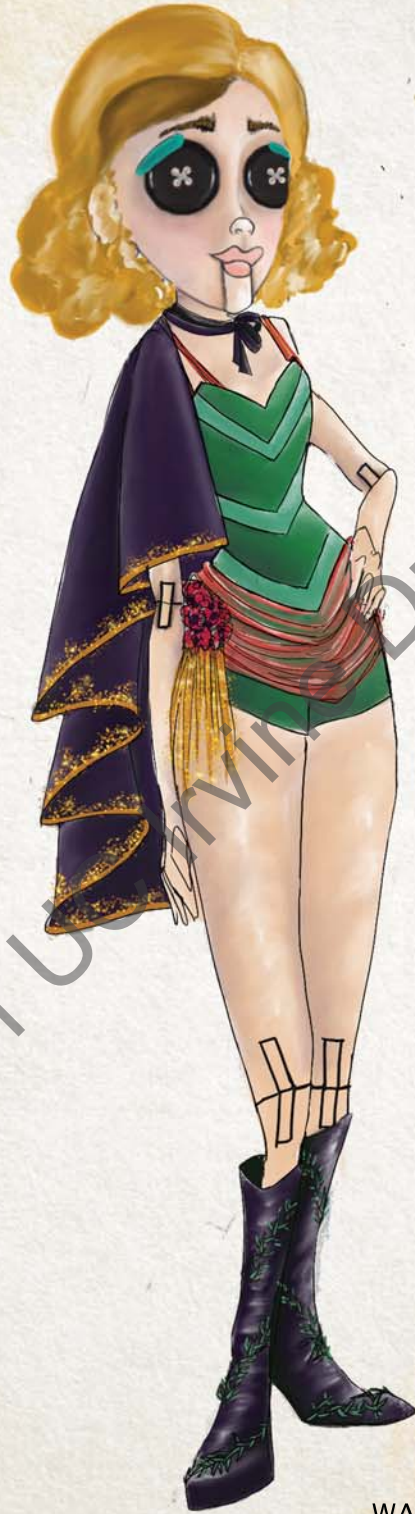
BACK



SIDE

Property of UCI

THE CORALINE EXPERIENCE



Property of UCI

YOUNG FORCIBLE

WALK AROUND WITH ARTICULATED HEAD

THE SIRENS OF VAUDEVILLE THEATRE

VISIBILITY THROUGH CHARACTER EYES, PERFORMER HEIGHT 6'1" - 6'4"

PRESENTED BY



COSTUME DESIGN BY

7 FT

6 FT

5 FT

4 FT

3 FT

2 FT

1 FT

0 FT
HEIGHT



FRONT



BACK



SIDE

Property of UCI

THE CORALINE EXPERIENCE



Property of UCI

FORCIBLE & SPINK

ARTICULATED HEADS FOR WALK AROUNDS

THE SIRENS OF VAUDEVILLE THEATER

EXAMPLE OF MOVEMENT OF EYEBROW, EYELID, AND MOUTH TO RESPOND TO GUESTS

PRESENTED BY



COSTUME DESIGN BY

A handwritten signature in black ink, appearing to read "Jennifer Clark".

THE CORALINE EXPERIENCE



Property of UCI

CORALINE

WALK AROUND

GIFT SHOP MEET AND GREET

VISIBILITY THROUGH MOUTH; PERFORMER HEIGHT 5'9"

COSTUME DESIGN BY

PRESENTED BY



COSTUME DESIGN BY *c.a.*



FRONT

BACK

SIDE

THE CORALINE EXPERIENCE



Property of UCI

BC JONES

WALK AROUND

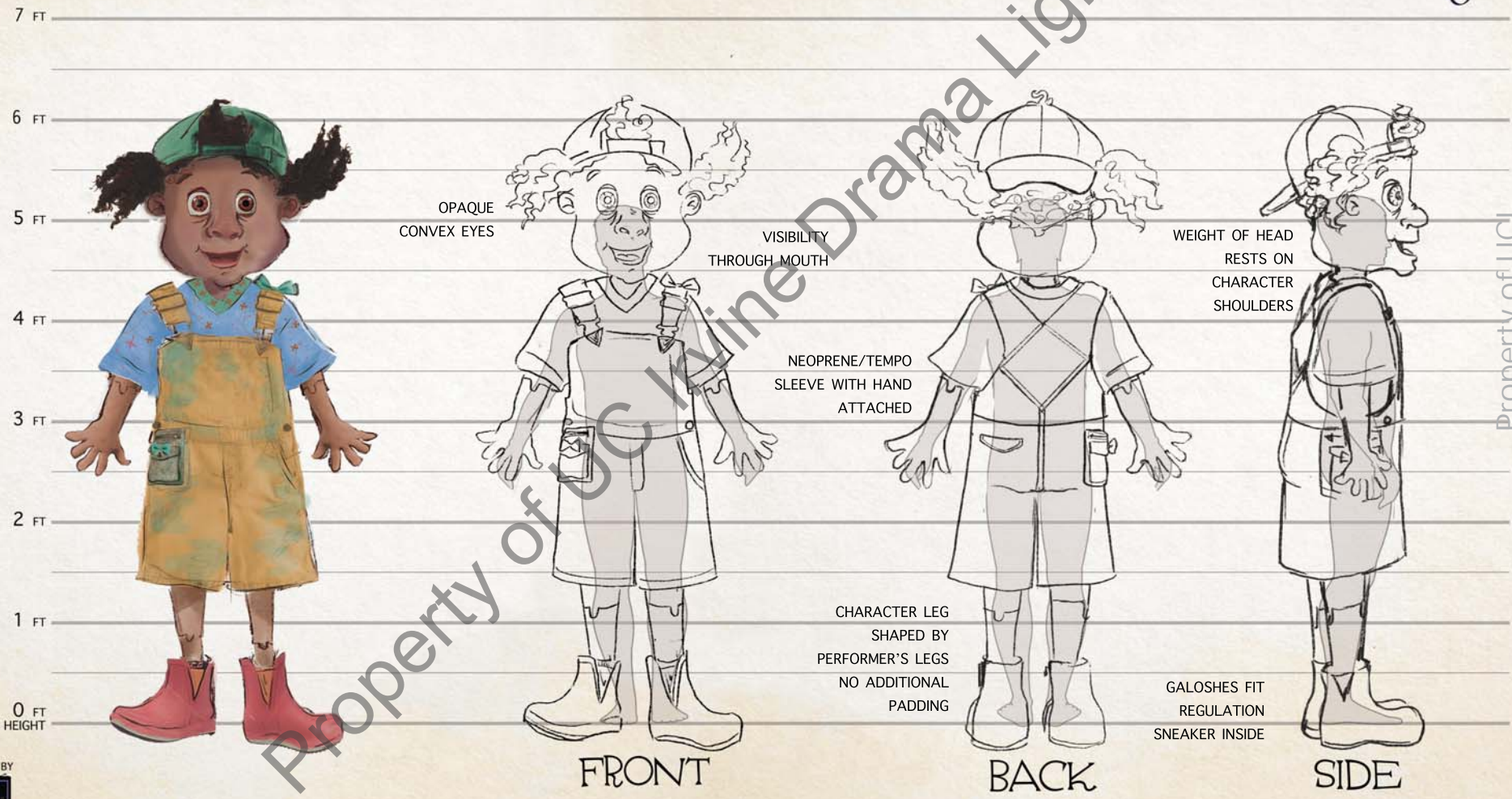
GIFT SHOP MEET AND GREET

VISIBILITY THROUGH MOUTH; PERFORMER HEIGHT 5'1"

PRESENTED BY



COSTUME DESIGN BY



Property of UCI

THE CORALINE EXPERIENCE



Property of UCI

THORN JONES

WALK AROUND

GIFT SHOP MEET AND GREET

VISIBILITY THROUGH EYES; PERFORMER HEIGHT 4'9"

PRESENTED BY



COSTUME DESIGN BY

A handwritten signature in black ink, likely belonging to the costume designer.

7 FT
6 FT
5 FT
4 FT
3 FT
2 FT
1 FT
0 FT
HEIGHT

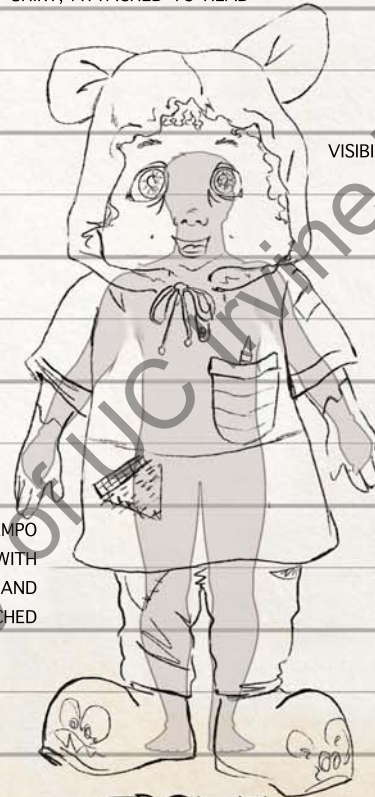
HOOD SEPARATE FROM
SHIRT, ATTACHED TO HEAD

WEIGHT OF HEAD RESTS ON
CHARACTER'S SHOULDERS

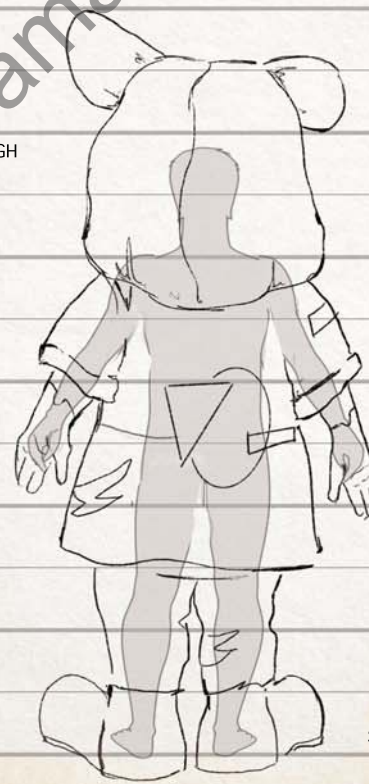


NEOPRENE/TEMPO
SLEEVE WITH
SCULPTED HAND
ATTACHED

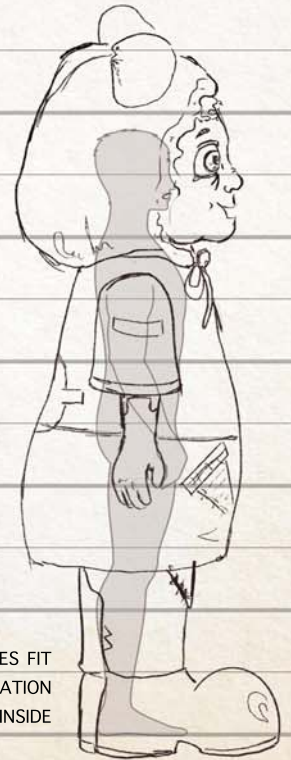
VISIBILITY THROUGH
EYES



FRONT



BACK



SIDE

SHOES FIT
REGULATION
SNEAKER INSIDE

Property of UCI

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

3 - ANIMATRONICS, AUTOMATED CHARACTERS, AND PUPPETS

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Property of UCI



THE CORALINE EXPERIENCE



Property of UCI

CAT
INTERACTIVE PUPPET / ENTERTAINMENT COSTUME
REAL/OTHER WORLD GARDEN

PRESENTED BY



A handwritten signature in black ink, appearing to read "M. May".

THE CORALINE EXPERIENCE



TORSO WILL MIMIC A SPRING, EXPANDING AND CONTRACTING WHILE BEING SUPPORTED FROM THE SPINAL PANNEL.

LEGS, PAWS, AND TAIL WILL MOVE WITH FINGER CONTROL TRIGGERS LOCATED WITHIN HANDELS ON PUPPET TORSO



MOUTH WILL OPEN AND CLOSE WITH FINGER CONTROL TRIGGERS LOCATED WITHIN HANDELS ON PUPPET TORSO



EYES, MOUTH, AND TORSO WILL GLOW INTERNALLY FROM CABLED LED LIGHT

Property of UCI

CAT
INTERACTIVE PUPPET / ENTERTAINMENT COSTUME
REAL/OTHER WORLD GARDEN

PRESENTED BY



THE CORALINE EXPERIENCE



Property of UCI

OTHER GRANDPA

AUDIO ANIMATRONIC

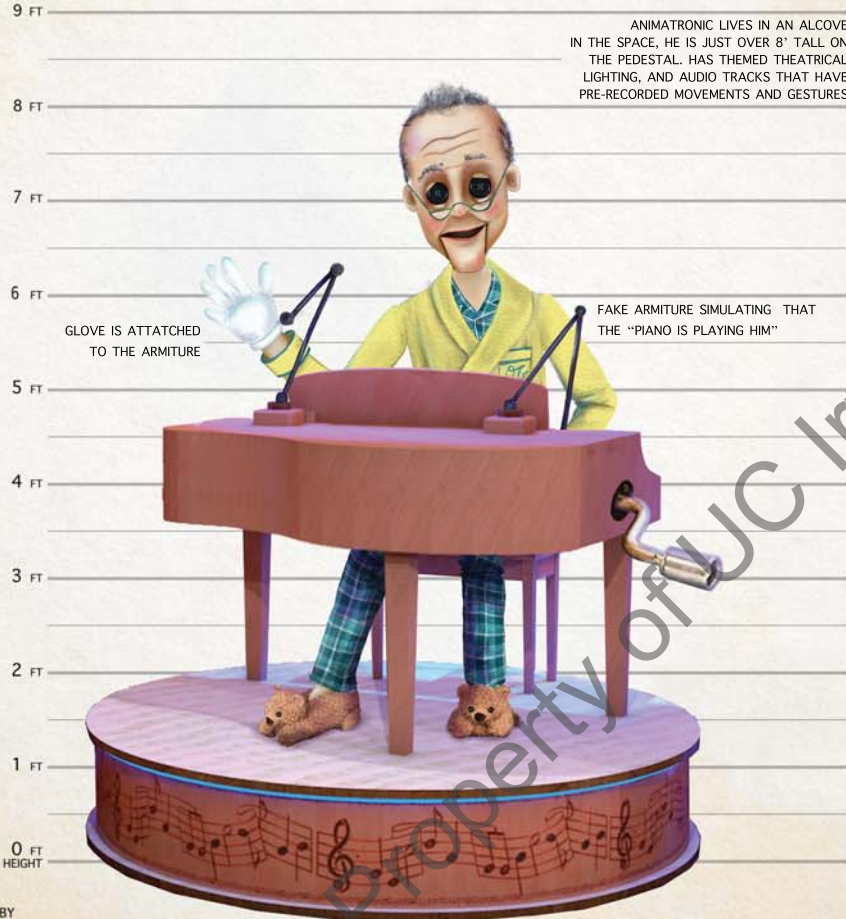
OTHER WORLD HOUSE - GRANDPARENTS FLAT

SEATED ANIMATRONIC THAT PLAYS PIANO, TALKS, AND SINGS

PRESENTED BY



COSTUME DESIGN BY



ANIMATRONIC LIVES IN AN ALCOVE
IN THE SPACE, HE IS JUST OVER 8' TALL ON
THE PEDESTAL. HAS THEMED THEATRICAL
LIGHTING, AND AUDIO TRACKS THAT HAVE
PRE-RECORDED MOVEMENTS AND GESTURES

GLOVE IS ATTACHED
TO THE ARMATURE

FAKE ARMATURE SIMULATING THAT
THE "PIANO IS PLAYING HIM"

RANGE OF FACIAL EXPRESSIONS

RANGE OF FACIAL EXPRESSION

MOUTH IS ABLE TO OPEN AND CLOSE IN A WAY THAT MIMICKS SINGING,
EYELIDS ARE ABLE TO RAISE, AND EYEBROWS PIVOT ALLOWING
FOR MORE EXPRESSIONS



OTHER ANIMATIONS

THE PEDESTAL THE ANIMATRONIC IS ON IS ABLE TO ROTATE 360 DEGREES
THE FIGURE REMAINS SEATED WITH ONE STATIONARY LEG, THE FIGURE'S RIGHT
FOOT MOVES UP AND DOWN TO SIMULATE "TOE TAPPING"
THE TORSO SWAYS AND THE ARMS MOVE IN A VARIETY OF DIRECTIONS
SIMULATING PIANO PLAYING.

THE CORALINE EXPERIENCE



SLEEVES WILL HAVE LONG
VERTICAL HIDDEN CLOSURES

SLEEVES WILL HAVE STRETCH
GUSSETS TO ALLOW FOR A WIDE
RANGE OF REPEATED MOTION

PANT LEGS HAVE HIDDEN
CB ENTIRE LENG OF LEGS
SO THEY CAN BE PUT ON,
FIGURE IS BUILT IN TO SEAT

Property of UCI

OTHER GRANDPA

AUDIO ANIMATRONIC

OTHER WORLD HOUSE - OTHER GRANDPARENTS FLAT

COSTUME DESIGN FOR ANIMATRONIC

PRESENTED BY

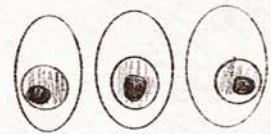


COSTUME DESIGN BY

THE CORALINE EXPERIENCE

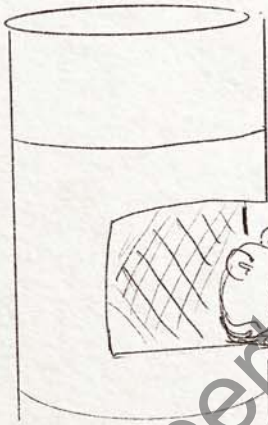


CHARACTER ACTIONS
 LATERAL MOVEMENT OUT OF MAZE TURRET
 SIDE TO SIDE PUPIL MOVEMENT



PUPIL MOTION

DIRECTIONAL
 MOTION



CHARACTER ACTIONS
 LATERAL MOVEMENT OUT OF MAZE TURRET
 SIDE TO SIDE PUPIL MOVEMENT

BC & THORN JONES
 SINGLE- MOTION AUTOMATED CHARACTERS
 LOCATION OTHER GARDEN WASP MAZE

PRESENTED BY



COSTUME DESIGN BY

Jaime Garcia

Property of UCI

THE CORALINE EXPERIENCE



CHARACTER ACTIONS

BLINK

TURN HEAD 45°



CHARACTER ACTIONS

LIFTS AND LOWERS ABOVE AND BELOW

OPERA BOX

BLINKS

BC & THORN JONES

SINGLE- MOTION AUTOMATED CHARACTERS

LOCATION THEATRE VENUE: SIRENS OF VAUDEVILLE

PRESENTED BY



THE CORALINE EXPERIENCE



Property of UC Irvine Drama Lighting

Property of UCI

SCOTTISH TERRIERS
SINGLE MOTION AUTOMATED CHARACTER
SIRENS OF VAUDEVILLE THEATER

PRESENTED BY



COSTUME DESIGN BY:

A handwritten signature in black ink, appearing to read "M. May".

THE CORALINE EXPERIENCE



SCOTTISH TERRIERS WILL BE SINGLE MOTION AUTOMATED CHARACTERS
CONNECTED TO AN INTERNAL TRACK SYSTEM WHICH WILL STIMULATE
MOVEMENT OF THE MOUTH, TAIL, EARS, AND HEAD.

SCOTTISH TERRIERS
SINGLE MOTION AUTOMATED CHARACTER
SIRENS OF VAUDEVILLE THEATER

PRESENTED BY



COSTUME DESIGN BY:

THE CORALINE EXPERIENCE



Property of UCI
Coraline Drama Lighting

RAT PACK BAND
SINGLE MOTION AUTOMATED CHARACTER
OTHER SPINK AND FORCIBLE VENUE

PRESENTED BY



COSTUME DESIGN BY

A handwritten signature in black ink, appearing to read "M. May".

THE CORALINE EXPERIENCE



RAT WILL BE CONNECTED TO CONTINUOUS TRACK BUILT WITHIN STAGE FLOOR TO MIMIC SCURRYING.

RATS TRACK WITHIN THE STAGE FLOOR AND BAR CLOCK WILL BE EQUIPPED WITH SINGLE MOTION AUTOMATION.

THIS WILL ALLOW FOR MOVEMENT OF THE HEAD, TAIL, EARS, AND BAND INSTRUMENTS.



RAT PACK BAND
SINGLE MOTION AUTOMATED CHARACTER
OTHER SPINK AND FORCIBLE VENUE

PRESENTED BY



THE CORALINE EXPERIENCE



RATS WILL BE MOUNTED TO A CONTINUOUS WHEELED TRACK WITHIN STAGE VENUE FLOORBOARDS TO MIMIC SCURRYING WITH SINGLE MOTION AUTOMATION



Property of UCI

RATS
SINGLE-MOTION AUTOMATED CHARACTER
SIRENS OF VAUDEVILLE THEATER

PRESENTED BY



COSTUME DESIGN BY:

A handwritten signature in black ink, likely belonging to the costume designer.

THE CORALINE EXPERIENCE



Property of UCIrvine Drama Lighting

Property of UCI

OTHER MOTHER

PUPPET CHARACTER

OTHER DRAWING ROOM

THE BELDAM'S CHALLENGE VER. 1

COSTUME DESIGN BY

c.a.

PRESENTED BY



THE CORALINE EXPERIENCE



OTHER MOTHER

PUPPET CHARACTER

OTHER DRAWING ROOM

THE BELDAM'S CHALLENGE VER.2

PRESENTED BY



COSTUME DESIGN BY

THE CORALINE EXPERIENCE



Property of UCI

OTHER MOTHER

PUPPET CHARACTER

OTHER DRAWING ROOM

THE BELDAM'S CHALLENGE VER.3

COSTUME DESIGN BY

PRESENTED BY



THE CORALINE EXPERIENCE



OTHER MOTHER

PUPPET CHARACTER

OTHER DRAWING ROOM

THE BELDAM'S CHALLENGE VER.4

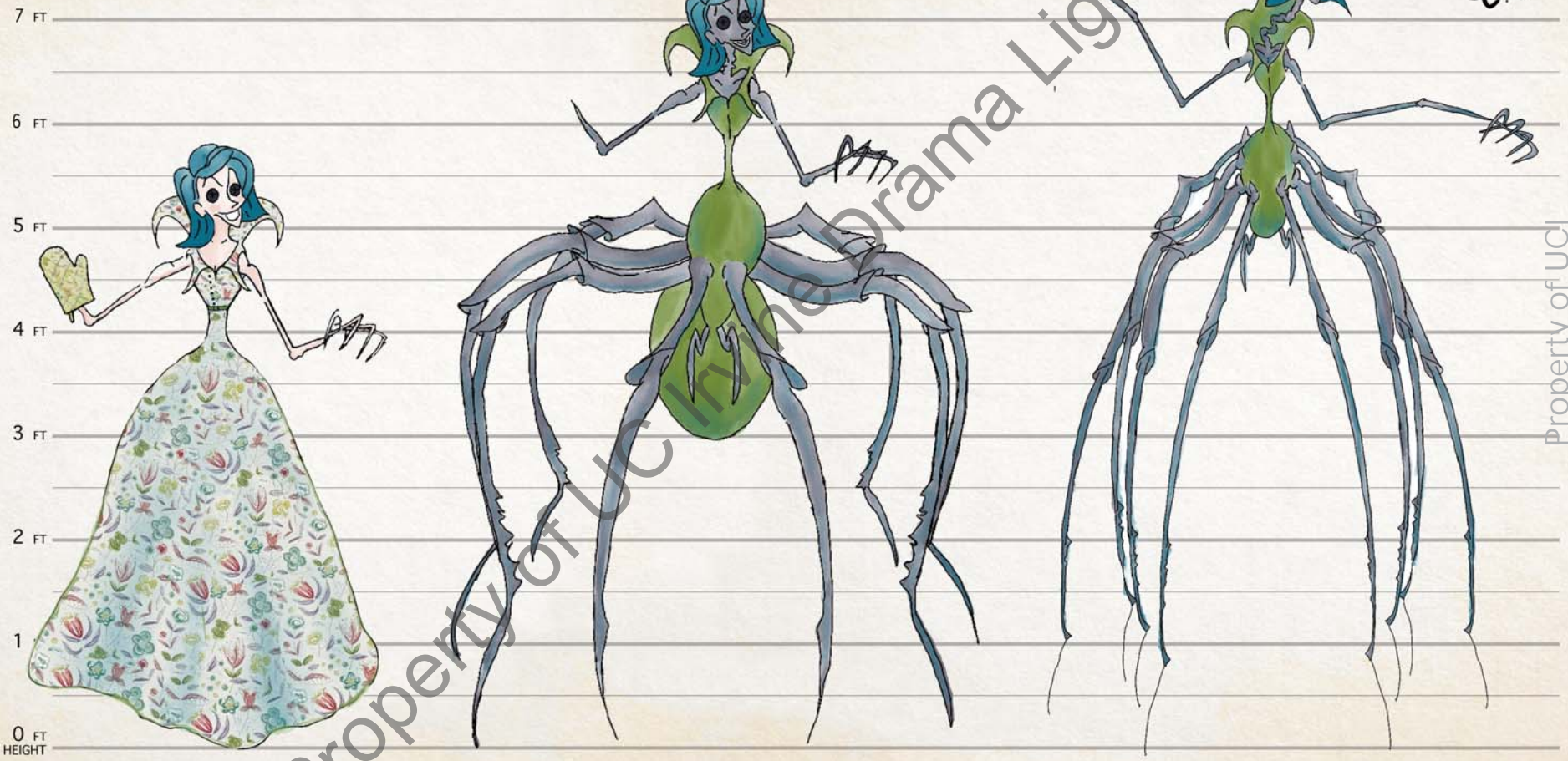
COSTUME DESIGN BY

PRESENTED BY



Property of UC Irvine Drama Lighting

COSTUME DESIGN BY *c.a.*



5'9"

10'

12"

Property of UCI
Theater Drama Lighting

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

4 - ENTERTAINMENT COSTUMES

Property of UC Irvine Drama Lighting

Property of UCI



THE CORALINE EXPERIENCE



Property of UCI

SPINK

ENTERTAINMENT COSTUME

THE SIRENS OF VAUDEVILLE THEATER

REMOVED DURING THE SHOW

COSTUME DESIGN BY

PRESENTED BY



THIS COSTUME SERVES AS A STRUCTURAL OUTER SHELL THAT WILL BE UNZIPPED AND

THE CORALINE EXPERIENCE



Property of UCI

FORCIBLE

ENTERTAINMENT COSTUME

THE SIRENS OF VAUDEVILLE THEATER

REMOVED DURING THE SHOW

COSTUME DESIGN BY

PRESENTED BY



THIS COSTUME SERVES AS A STRUCTURAL OUTER SHELL THAT WILL BE UNZIPPED AND

THE CORALINE EXPERIENCE



Property of UCI

SPINK TO YOUNG SPINK

ENTERTAINMENT COSTUMES

THE SIRENS OF VAUDEVILLE THEATER

TRANSITION FROM THE PADDED STRUCTURAL OUTER SHELL TO THE PERFORMER INSIDE

PRESENTED BY



COSTUME DESIGN BY

Jennifer Clark

THE CORALINE EXPERIENCE



Property of UCI Drama Lighting

Property of UCI

FORCIBLE TO YOUNG FORCIBLE

ENTERTAINMENT COSTUMES

THE SIRENS OF VAUDEVILLE THEATER

TRANSITION FROM THE PADDED STRUCTURAL OUTER SHELL TO THE PERFORMER INSIDE

PRESENTED BY



COSTUME DESIGN BY

J. S. Clark

THE CORALINE EXPERIENCE



Property of UCI Drama Lighting

Property of UCI

YOUNG SPINK
ENTERTAINMENT COSTUME
THE SIRENS OF VAUDEVILLE THEATER

PRESENTED BY



COSTUME DESIGN BY *Jennifer*

THE
CORALINE
EXPERIENCE



Property of UCI
Drama Lighting

Property of UCI

YOUNG FORCIBLE

ENTERTAINMENT COSTUME

THE SIRENS OF VAUDEVILLE THEATER

PRESENTED BY



COSTUME DESIGN BY *Jennifer*

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

5 - OPERATIONS COSTUMES

Property of UC Irvine Drama Lighting

Property of UCI



THE CORALINE EXPERIENCE



REAL WORLD OPERATIONS

ATTRACTIONS HOST / HOSTESS
REAL WORLD GARDEN AND HOUSE

PRESENTED BY



COSTUME DESIGN BY

Property of UCI

Property of UCI Irvine Drama Lighting

THE CORALINE EXPERIENCE

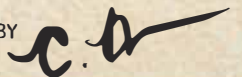


Property of UCI Irvine Dressing Lighting

Property of UCI

DECAYING WORLD OPERATIONS
ATTRACTIONS HOST / HOSTESS
THE DECAYING WORLD & THE BELDAM'S CHALLENGE

PRESENTED BY



THE CORALINE EXPERIENCE



Property of UCI

OTHER GARDEN RESTAURANT OPERATIONS

QUICK SERVICE FOOD & BEVERAGE HOST / HOSTESS

OTHER GARDEN RESTAURANT

PRESENTED BY



COSTUME DESIGN BY

THE CORALINE EXPERIENCE



Property of UCI Irvine Drama Lighting

Property of UCI

OTHER WORLD OPERATIONS

FOOD AND BEVERAGE & ATTRACTIONS HOST / HOSTESS

THE SIRENS OF VAUDEVILLE THEATER & BAR

PRESENTED BY



COSTUME DESIGN BY

THE CORALINE EXPERIENCE



OTHER WORLD OPERATIONS

MERCHANDISE & ATTRACTIONS HOST/HOESST

THE OTHER WORLD AND GIFT SHOP

PRESENTED BY



COSTUME DESIGN BY

Jean-Francois

Property of UCI

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

6 - POSTERS,
PLAY STRUCTURES,
AND PORTRAITS



Property of UC Irvine Drama Lighting

Property of UCI

THE CORALINE EXPERIENCE



Property of UCI

THE JONESES

DIGITAL PORTRAIT
LOCATION HALLWAY
INTERACTIVE FRAME

PRESENTED BY



COSTUME DESIGN BY

Janet Frazier

THE CORALINE EXPERIENCE



Property of UCI

THORN & BC
DIGITAL PORTRAIT
LOCATION HALLWAY
INTERACTIVE FRAME

PRESENTED BY



COSTUME DESIGN BY

Janet Frazier

THE CORALINE EXPERIENCE



Property of UCI

GRANDPA & GRANDMA JONES

DIGITAL PORTRAIT
HALLWAY PHOTOGRAPH
INTERACTIVE FRAME

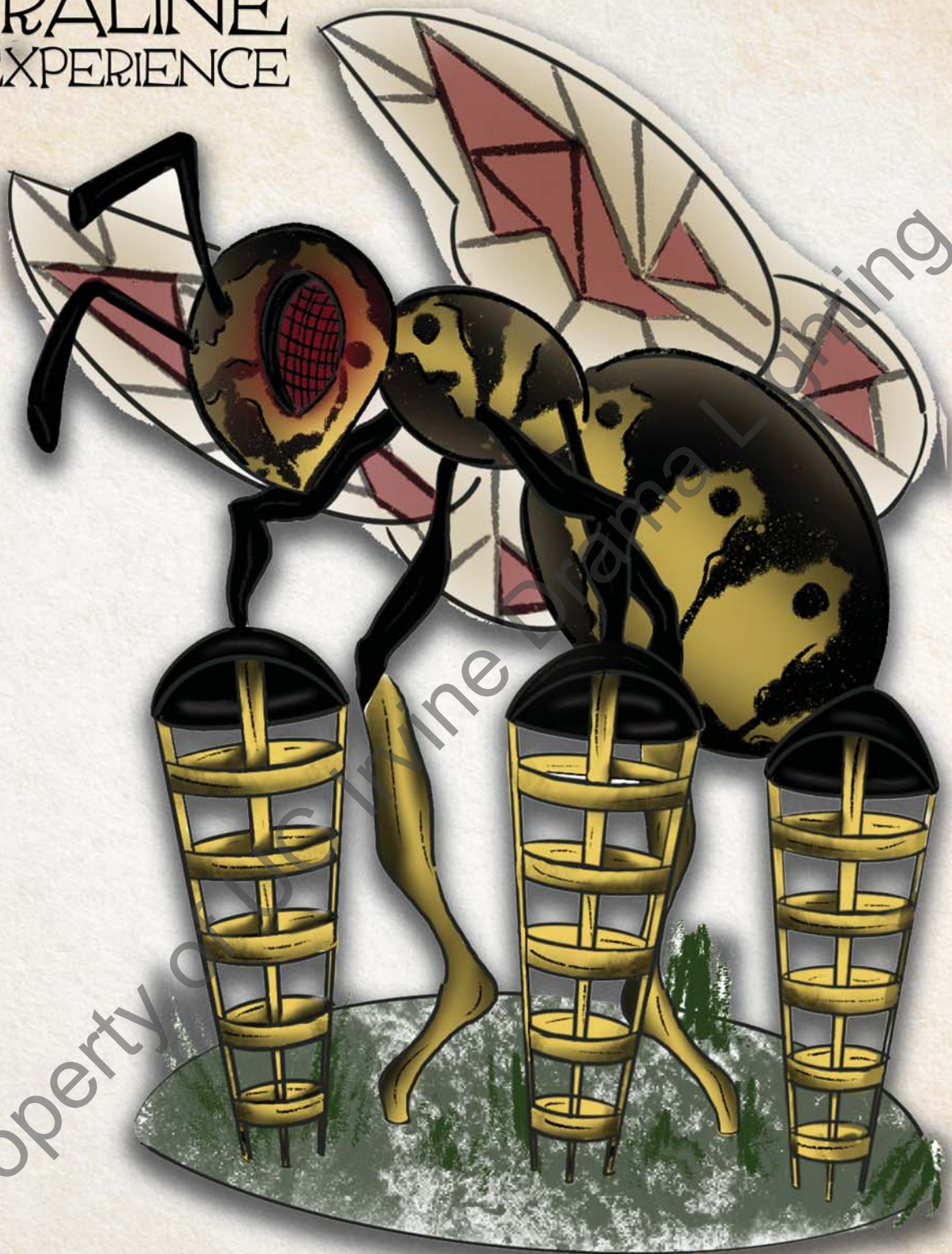
PRESENTED BY



COSTUME DESIGN BY

*Ash
Minty*

THE CORALINE EXPERIENCE



Property of UCI

WASP STRUCTURE
INTERACTIVE PLAY STRUCTURE
OTHER WORLD GARDEN

PRESENTED BY



THE CORALINE EXPERIENCE

THE SIRENS OF VAUDEVILLE



Property of UCI

YOUNG FORCIBLE & YOUNG SPINK

DIGITAL CHARACTER

THE REAL WORLD HOUSE & THE SIRENS OF VAUDEVILLE THEATER

POSTER OF YOUNG FORCIBLE & YOUNG SPINK FEATURED IN LADIES APARTMENT & VENUE

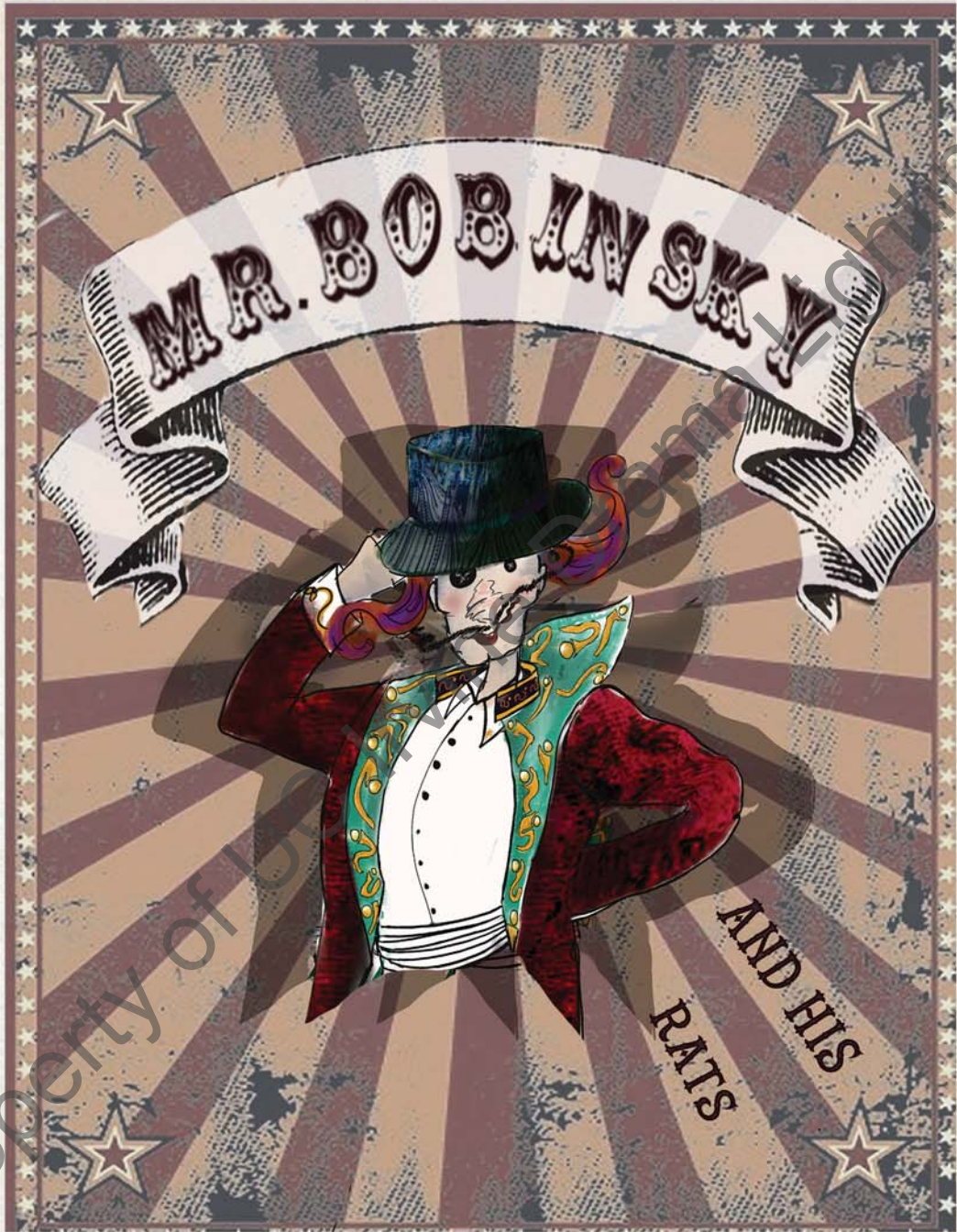
PRESENTED BY



COSTUME DESIGN BY

Jennifer Clark

THE CORALINE EXPERIENCE



Property of UCI

MR. BOBINSKY

DIGITAL CHARACTER

THE SIRENS OF VAUDEVILLE THEATER

POSTER OF MR. BOBOSINKY FEATURED IN VENUE

COSTUME DESIGN BY

PRESENTED BY



THE
CORALINE
EXPERIENCE

MISSING

HAVE YOU SEEN US?



BC

DATE MISSING: MARCH 12, 2019
FROM: COSTA MESA, CA
DOB: NOV. 10, 2012 [7 YRS. OLD]
EYES: BROWN
HEIGHT: 50"
HAIR: DARK BROWN



THORN

DATE MISSING: MARCH 12, 2019
FROM: COSTA MESA, CA
DOB: JUNE 13, 2016 [3 YRS. OLD]
EYES: GREEN
HEIGHT: 32"
HAIR: BROWN

IF YOU CAN IDENTIFY THESE CHILDREN, PLEASE CONTACT:

CORALINE JONES

3333 BRISTOL ST, COSTA MESA, CA 92626

PRESENTED BY



MISSING POSTER

DIGITAL PORTRAIT

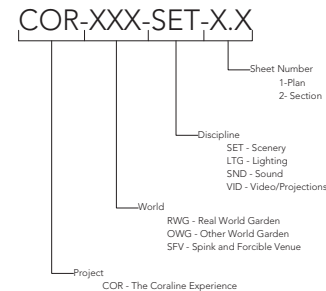
LOCATION SOUTH COAST PLAZA MALL

SCENIC DRAFTING PACKAGE

Scenic Drafting Index

Sheet Number	Sheet Title
COR-RWH-SET-1	Real World Garden Ground Plan
COR-RWH-SET-1.1	Real World Garden Ground Plan 1.1
COR-RWH-SET-1.2	Real World Garden Ground Plan 1.2
COR-RWH-SET-1.3	Real World Garden Ground Plan 1.3
COR-RWH-SET-1.4	Real World Garden Ground Plan 1.4
COR-RWH-SET-2	Real World Garden Section View
COR-OWG-SET-1	Other World Garden Ground Plan
COR-OWG-SET-2	Other World Garden Elevations
COR-SFV-SET-1	Spink and Forcible Venue Ground Plan
COR-SFV-SET-2	Spink and Forcible Venue Section

Drawing Sheet Naming Convention



VWX File Name:	255-Title Pages.vwx
Drawn By:	JPB
Checked By:	JPB
Release Date:	6.9.19
Plot Date:	6.7.19
Project Phase:	100% DESIGN DEVELOPMENT
ASSOCIATED / REFERENCED DOCUMENTS	
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Reviewed By: _____
 Date: _____
 Reviewed: _____

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- Amend As Noted & Resubmit

REVISIONS

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed

ARCH D [24" X36"]
 1/4" = 1'-0"

Project Name:
 The Coraline Experience



EXPERIENCE KEY PLAN (INTS)

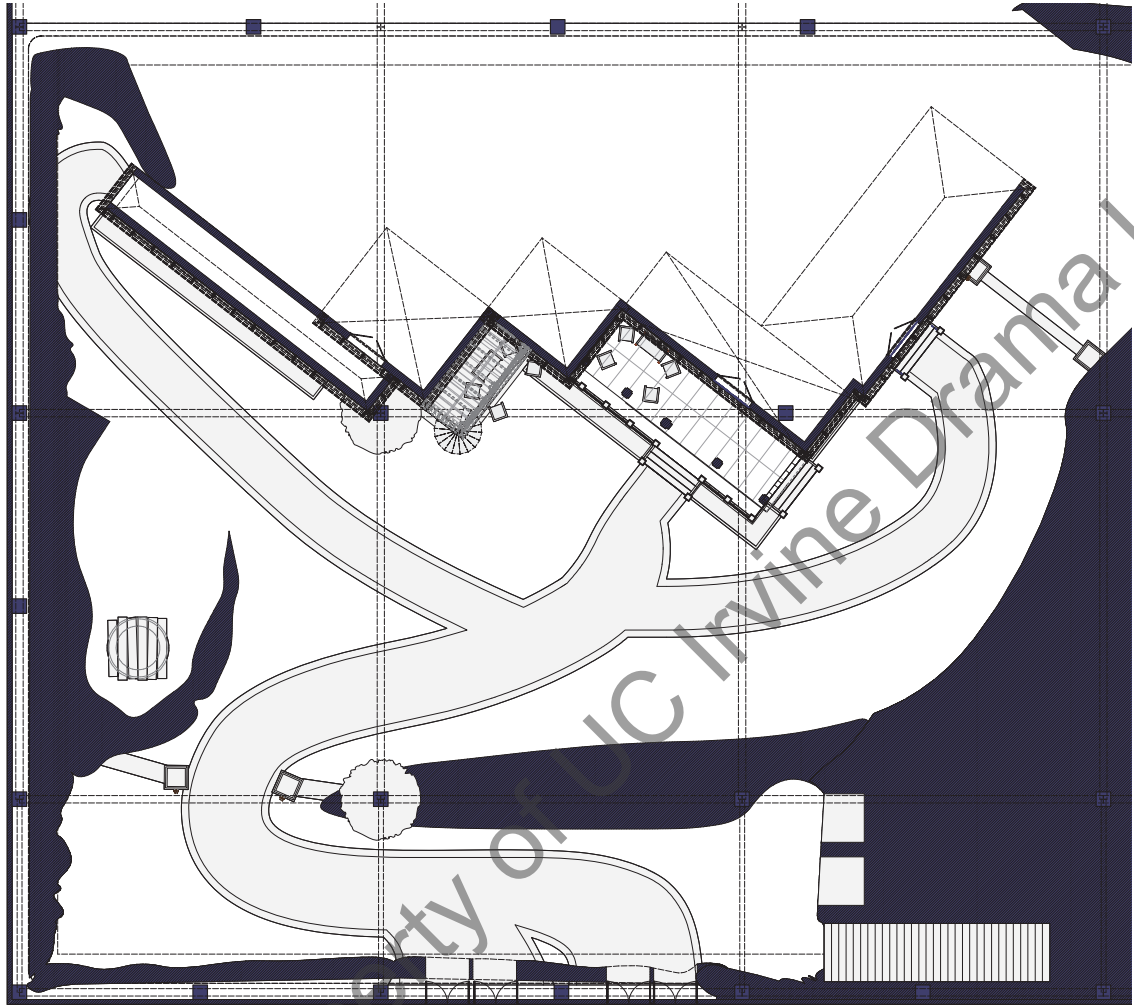
Discipline:
 Venue:
 South Coast Plaza | Old Sears
 Room | Scene:
 Drawing Title:
 Scenic Drafting

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Sheet Number:
COR-SET - 1

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VWX File Name: COR-RWH-SET.vwx
 Drawn By: TRS Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19
 Project Phase:
 100% DESIGN DEVELOPMENT
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01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
 NTS

Project Name:
 The Coraline Experience

Discipline:

Venue:
 South Coast Plaza | Old Sears

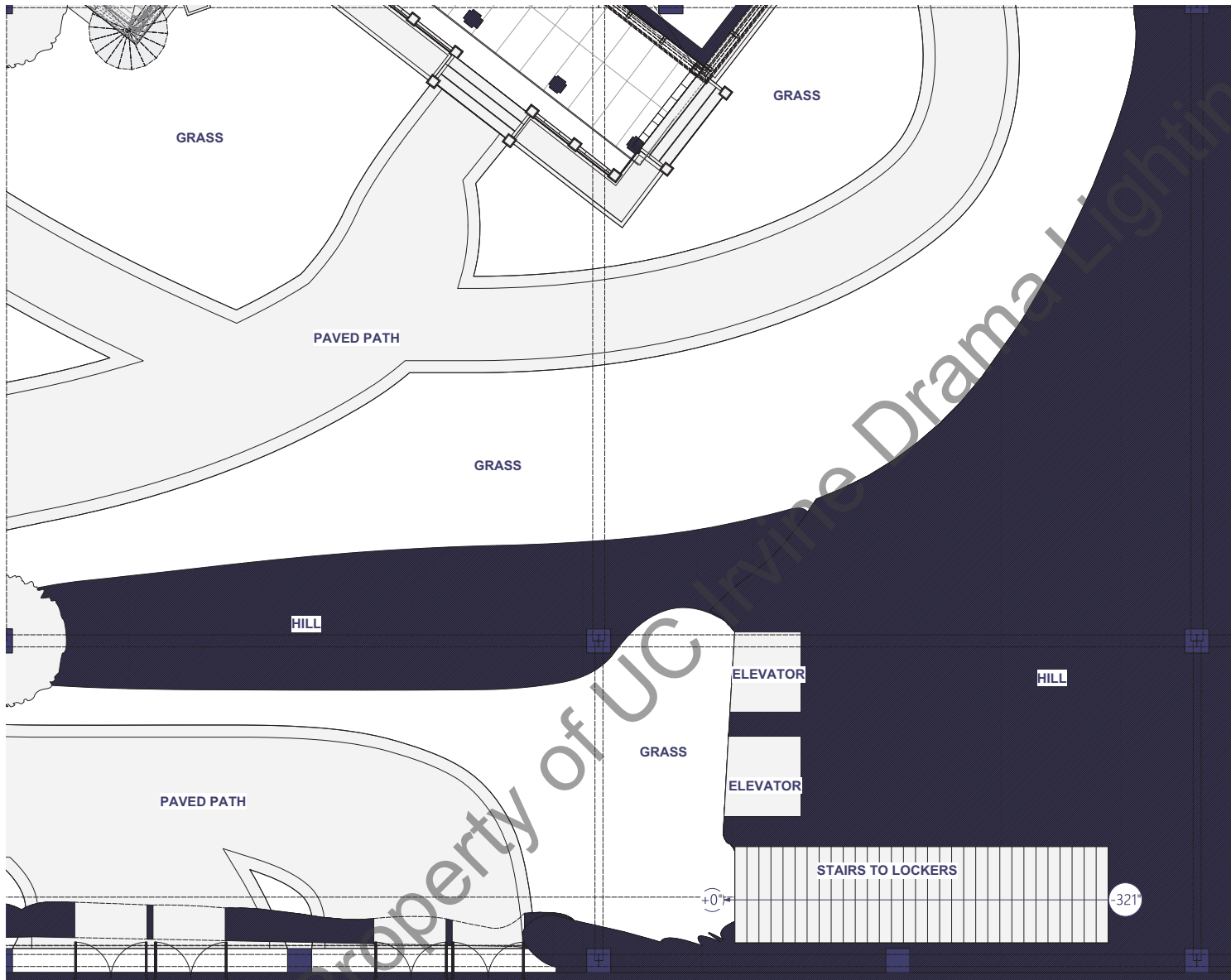
Room | Scene:
 Real World Garden

Drawing Title:
 GROUNDPLAN



EXPERIENCE KEY PLAN [NTS]

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.



VWX File Name: COR-RWH-SET.vwx

Drawn By: TRS Checked By: JPB

Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase: 100% DESIGN DEVELOPMENT

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Reviewed By: _____

Date Reviewed: _____

REVIEW STATUS

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Amend As Noted & Resubmit

REVISIONS

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed

ARCH D [24"X36"]

1/8" = 1'-0"

Project Name: The Coraline Experience

Discipline:

Venue: South Coast Plaza | Old Sears

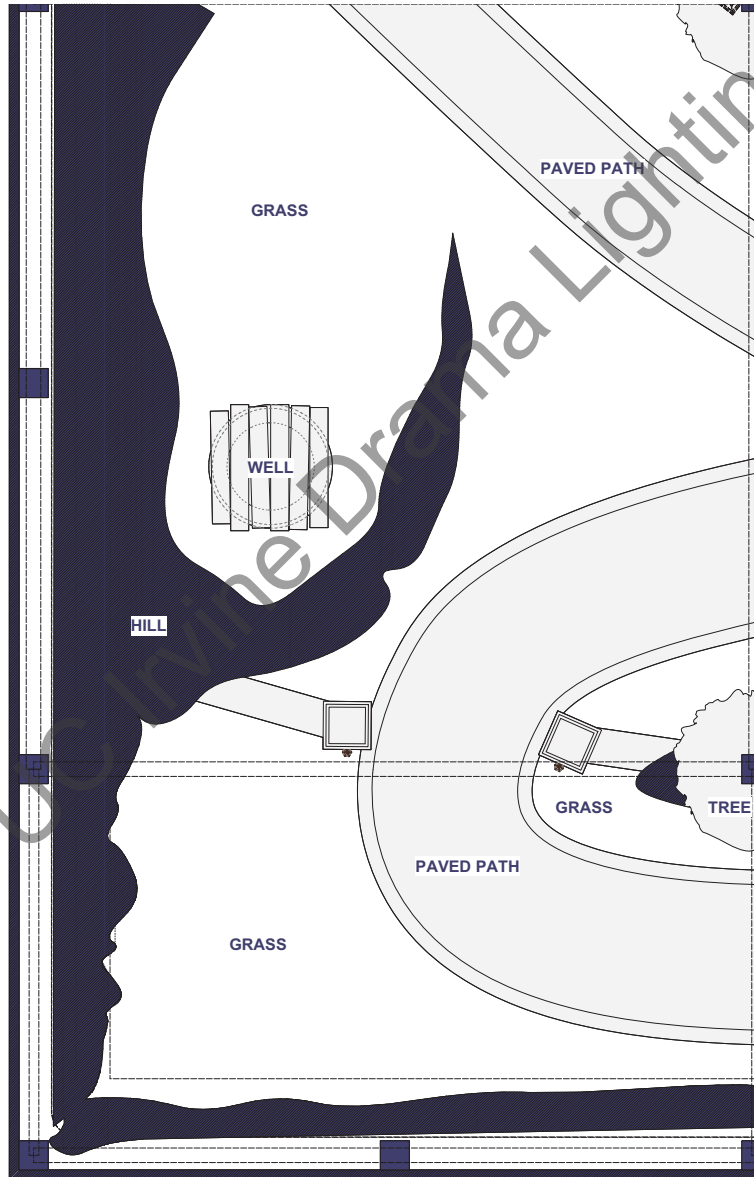
Room | Scene: Real World Garden

Drawing Title: GROUNDPLAN 1.1

EXPERIENCE KEY PLAN [NTS]

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.

Sheet Number: COR-RWH-SET - 1.1



VWX File Name: COR-RWH-SET.vwx

Drawn By: TRS Checked By: JPB

Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
100% DESIGN DEVELOPMENT

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Reviewed By: _____

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REVIEW STATUS

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B Amend As Noted & Proceed
C Amend As Noted & Resubmit

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
1/8" = 1'-0"

Project Name:
The Coraline Experience

Discipline:
Venue:
South Coast Plaza | Old Sears

Room | Scene:
Real World Garden

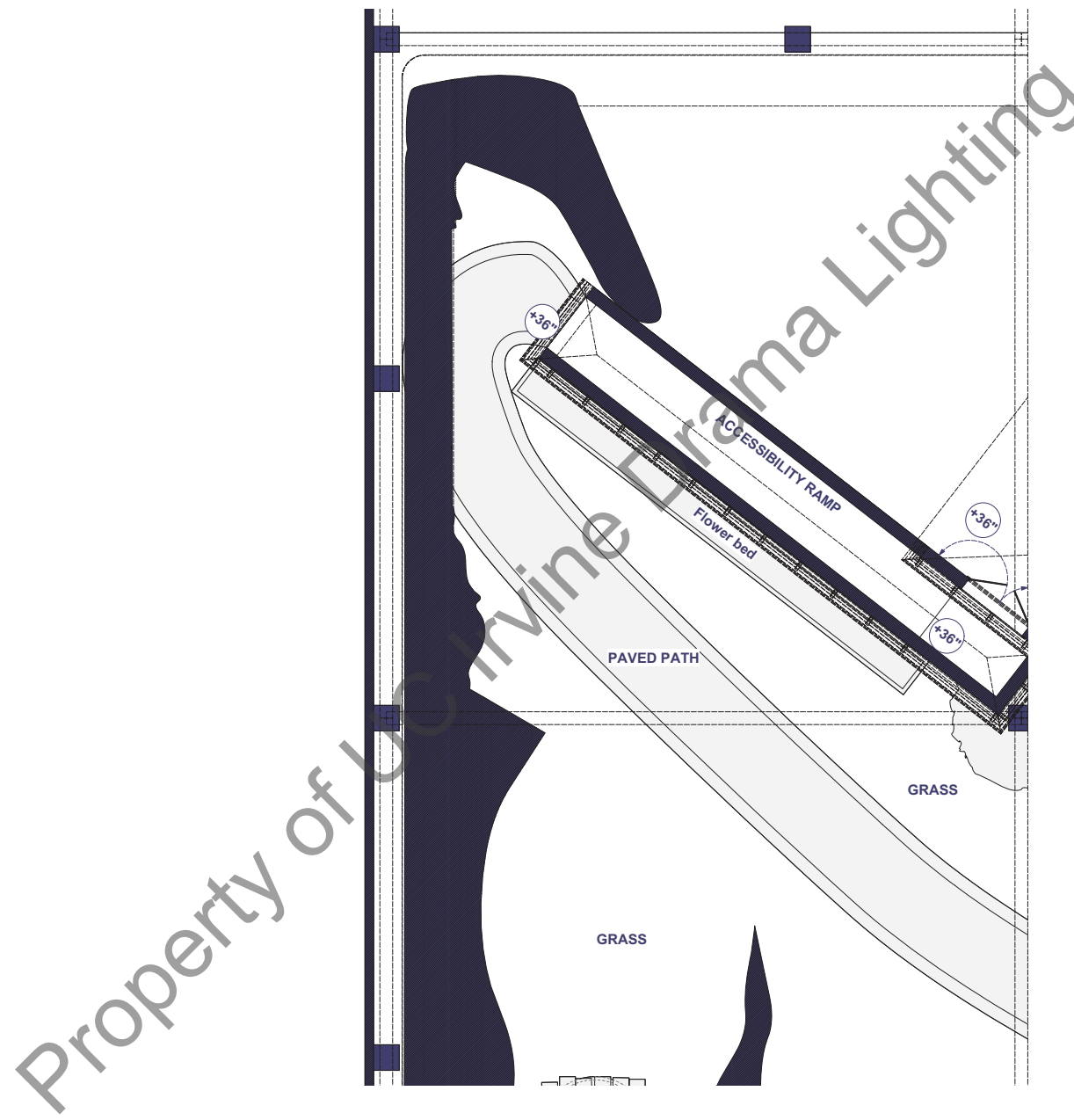
Drawing Title:
GROUNDPLAN 1.2

EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
COR-RWH-SET - 1.2

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VWX File Name: COR-RWH-SET.vwx

Drawn By: TRS Checked By: JPB

Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase: 100% DESIGN DEVELOPMENT

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Date Reviewed: _____

REVIEW STATUS

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REVISIONS

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed

ARCH D [24"X36"]
 1/8" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 Real World Garden

Drawing Title:
 GROUNDPLAN 1.3

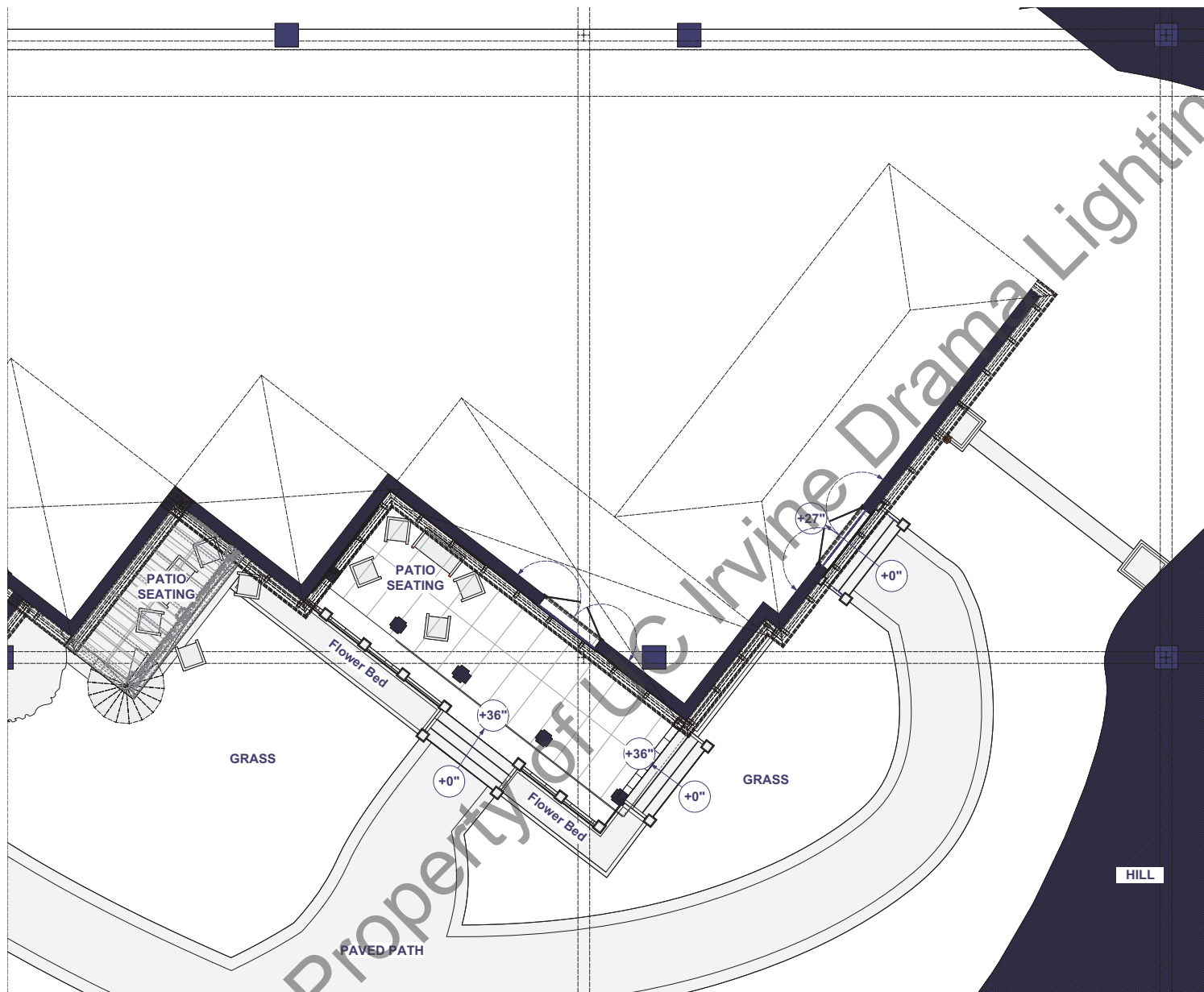
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Sheet Number:
 COR-RWH-SET - 1.3



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VWX File Name: COR-RWH-SET.vwx
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 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
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01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24"X36"]
 1/8" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 Landscape Architecture

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 Real World Garden

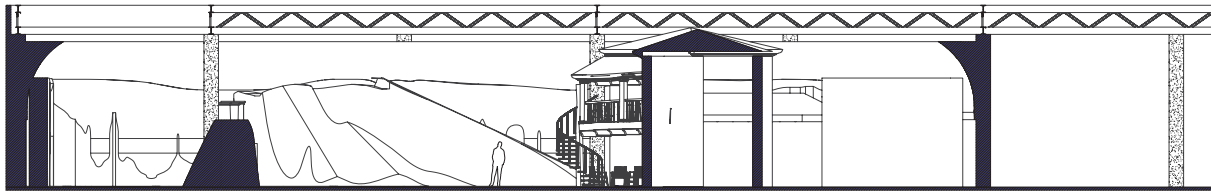
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EXPERIENCE KEY PLAN [NTS]

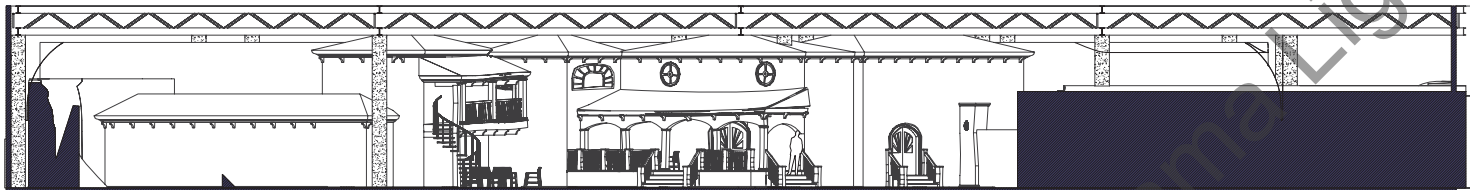
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Sheet Number:
 COR-RWH-SET - 1.4

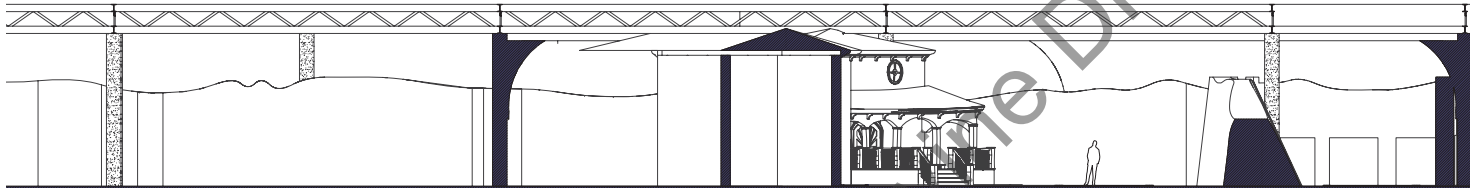
Property of UCI



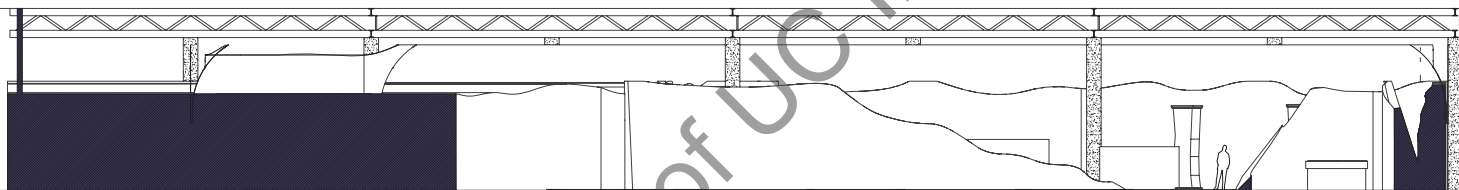
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SCALE: 1/8" = 1'-0"



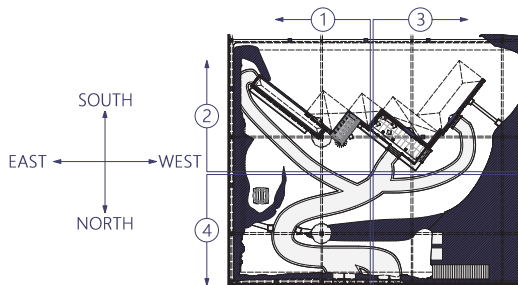
2 SOUTH ELEVATION
SCALE: 1/8" = 1'-0"



3 WEST ELEVATION
SCALE: 1/8" = 1'-0"



4 NORTH ELEVATION
SCALE: 1/8" = 1'-0"



VWX File Name: COR-RWH-SET.vwx
 Drawn By: TRS Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
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03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24"X36"]
 1/2" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 Real World Garden

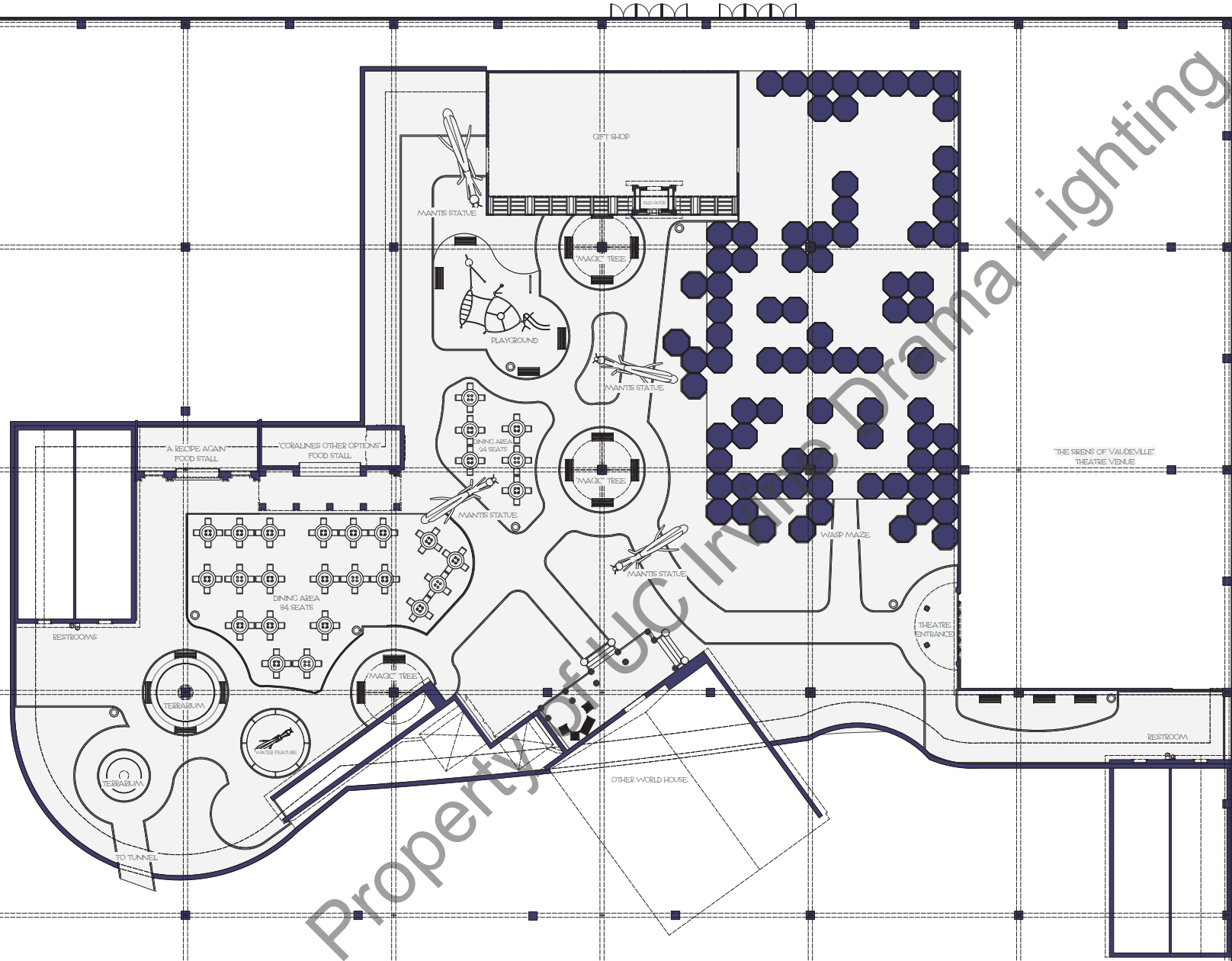
Drawing Title:
 SECTION VIEW

EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
 COR-RWH-SET - 2

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 Release Date: 6.9.19 Plot Date: 6.7.19
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02	UPDATES	6/3/19
03	100% DESIGN DEVELOPMENT	6/9/19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
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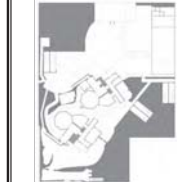
Project Name:
 The Coraline Experience

Discipline:
SCENIC

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
OTHER WORLD GARDEN

Drawing Title:
GROUNDPLAN

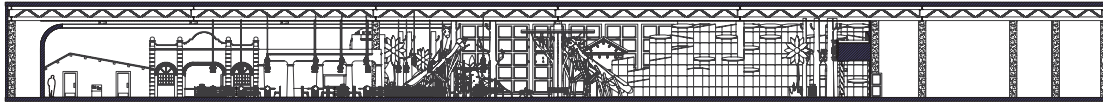


EXPERIENCE KEY PLAN [NTS]

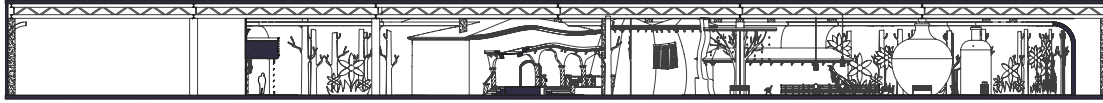
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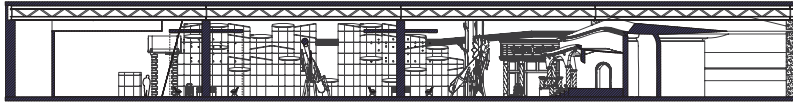
Property of UCI



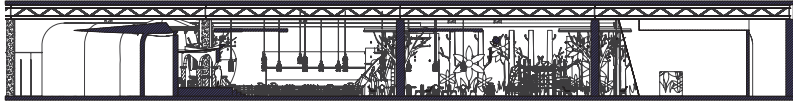
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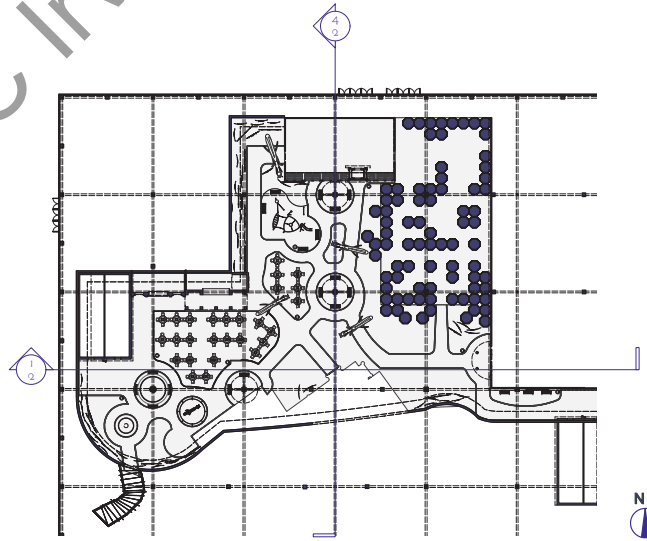
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3 EAST ELEVATION
SCALE: 1/16" = 1'-0"



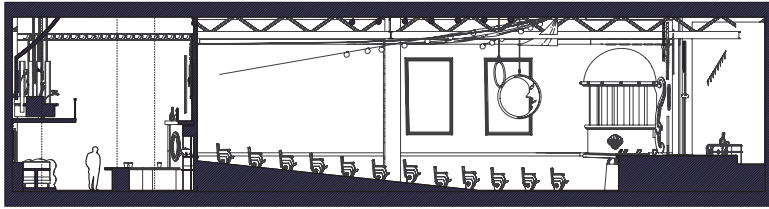
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SCALE: 1/16" = 1'-0"



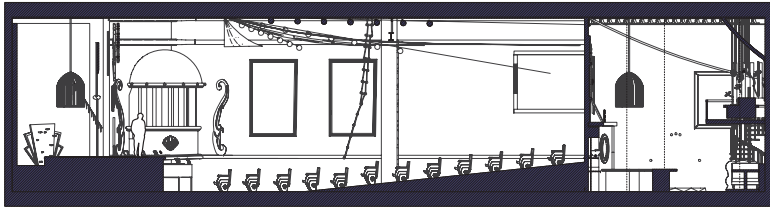
5 GROUND PLAN
SCALE: 1/32" = 1'-0"

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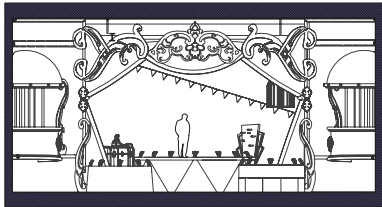
VDX File Name: COR-OWG-SET.vdx Drawn By: BPTD Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19		<p>2ND STORY STUDIOS 4000 Mesa Road, Ste G005 Irvine, CA 92697 USA http://drama.arts.ucl.edu/graduate-programs/design/mfa-design +1 949.824.6614</p>																		
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SUBMITTED FOR REVIEW Reviewed By: _____ Date Reviewed: _____																				
REVIEW STATUS <input type="checkbox"/> No Comments & No Exceptions Noted <input type="checkbox"/> Amend As Noted & Proceed <input type="checkbox"/> Amend As Noted & Resubmit																				
REVISIONS <table border="1"> <thead> <tr> <th>#</th> <th>TITLE</th> <th>DATE</th> </tr> </thead> <tbody> <tr> <td>01</td> <td>PRELIMINARY</td> <td>5.04.19</td> </tr> <tr> <td>02</td> <td>UPDATES</td> <td>6.3.19</td> </tr> <tr> <td>03</td> <td>100% DESIGN DEVELOPMENT</td> <td>6.09.19</td> </tr> <tr> <td>04</td> <td></td> <td></td> </tr> <tr> <td>05</td> <td></td> <td></td> </tr> </tbody> </table>			#	TITLE	DATE	01	PRELIMINARY	5.04.19	02	UPDATES	6.3.19	03	100% DESIGN DEVELOPMENT	6.09.19	04			05		
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Project Name: The Coraline Experience																				
<p>EXPERIENCE KEY PLAN (NTS)</p>	Discipline: SCENIC																			
	Venue: South Coast Plaza Old Sears																			
	Room Scene: OTHER WORLD GARDEN																			
Drawing Title: ELEVATIONS																				
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.																				
Sheet Number: COR-OWG-SET - 2																				



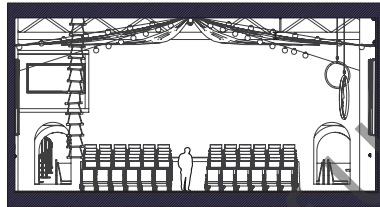
1 EAST ELEVATION
SCALE: 1/8" = 1'-0"



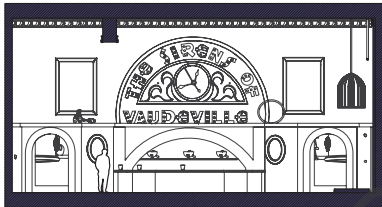
2 WEST ELEVATION
SCALE: 1/8" = 1'-0"



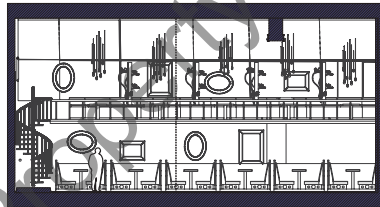
4 STAGE ELEVATION
SCALE: 1/8" = 1'-0"



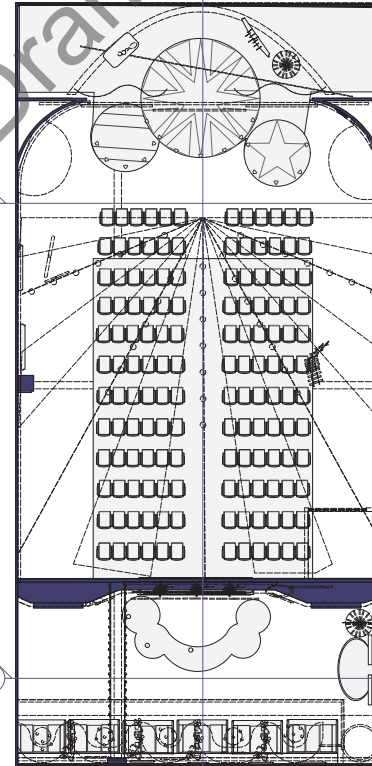
5 HOUSE ELEVATION
SCALE: 1/8" = 1'-0"



6 THEATRE LOBBY NORTH
SCALE: 1/8" = 1'-0"



7 THEATRE LOBBY SOUTH
SCALE: 1/8" = 1'-0"



VWX File Name: COR-SFV-SET.vwx
 Drawn By: GDU Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS

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Reviewed By: _____
 Date Reviewed: _____

REVIEW STATUS

No Comments & No Exceptions Noted
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 Amended As Noted & Resubmit

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24"X36"]
 1/8"=1'-0"

Project Name:
 The Coraline Experience

Discipline:
 Scenic

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 SFV

Drawing Title:
 SECTION

EXPERIENCE KEY PLAN [NTS]

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.

Sheet Number:
 COR-SFV-SET - 2

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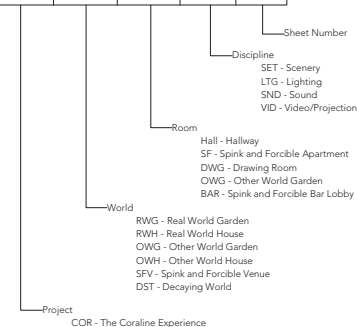
LIGHTING DRAFTING PACKAGE



Lighting Drafting Index

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COR-RWG-LTG-2D-1.2	Real World Garden Electrics Plan Detail 1.2
COR-RWG-LTG-2D-1.3	Real World Garden Electrics Plan Detail 1.3
COR-RWG-LTG-2D-2	Real World Garden Reflected Ceiling Plan
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COR-OWH-OWG-LTG-2D-1.5	Other World Garden Electrics Plan Detail 1.5
COR-OWH-OWG-LTG-2D-1.6	Other World Garden Electrics Plan Detail 1.6
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COR-OWH-OWG-LTG-2D-2.5	Other World Garden Deck Plan 2.5
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COR-DST-LTG-2D-2	Decaying World Deck Plan

Drawing Sheet Naming Convention

COR-XXX-XXX-VID-X.X



VWA File Name: 255-Title Pages.wvx Drawn By: JPB Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19		 2ND STORY STUDIOS 4000 Mesa Road, Ste G005 Irvine, CA 92697 USA http://drama.arts.ucl.edu/graduate-programs/design/mfa-design +1 949.824.6614																		
Project Phase: 100% DESIGN DEVELOPMENT ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawing/documents: CLIENT PROVIDED DOCUMENTS																				
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SUBMITTED FOR REVIEW		Reviewed By: _____ Date: _____ Reviewed: _____																		
REVIEW STATUS		A <input type="checkbox"/> No Comments & No Exceptions Noted B <input type="checkbox"/> Amend As Noted & Proceed C <input type="checkbox"/> Amend As Noted & Resubmit																		
REVISIONS		<table border="1"> <thead> <tr> <th>#</th> <th>TITLE</th> <th>DATE</th> </tr> </thead> <tbody> <tr> <td>01</td> <td>PRELIMINARY</td> <td>5.24.19</td> </tr> <tr> <td>02</td> <td>UPDATES</td> <td>6.3.19</td> </tr> <tr> <td>03</td> <td>100% DESIGN DEVELOPMENT</td> <td>6.9.19</td> </tr> <tr> <td>04</td> <td></td> <td></td> </tr> <tr> <td>05</td> <td></td> <td></td> </tr> </tbody> </table>	#	TITLE	DATE	01	PRELIMINARY	5.24.19	02	UPDATES	6.3.19	03	100% DESIGN DEVELOPMENT	6.9.19	04			05		
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04																				
05																				
Intended Sheet Size Scale - Printed		ARCH D [24" X36"] 1/4" = 1'-0"																		
Project Name:		The Coraline Experience																		
 EXPERIENCE KEY PLAN (INTS)	Discipline:																			
	Venue:	South Coast Plaza Old Sears																		
	Room Scene:																			
	Drawing Title:	Lighting Drafting																		
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Sheet Number:		COR-LTG - 1																		

VWX File Name: COR-RWG-LTG-2D.vwx
 Drawn By: ADR Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19



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Project Phase:
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KEY

- S-4 LED Lekos
 - ETC SourceLED 36deg # 117w 3
 - 18 ft
 - ETC SourceLED 36deg # 117w 41
 - 14 ft
 - ETC SourceLED 70deg # 117w 7
 - 15.4 ft
- Washes
 - Chauvet Freedom Par # 20w 26
 - 4 ft
- Architectural
 - Sonic Lighting LED Downlight # 17w 12
 - Galena 77 20W Spot Fixture # 77.5w 5
 - Herman/Miller Exterior Inground 400 Series LED Uplight # 11w 26
- Scenic Practicals
 - Gate Lamp 1-Circuit # 100w 3
 - Flush Chandelier 12-Circuit # 100w 3

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#	TITLE	DATE
01	PRELIMINARY	5.24.19
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03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed

ARCH D [24"X36"]
NTS

Project Name:
 The Coraline Experience

Discipline:
 LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 Real World Garden

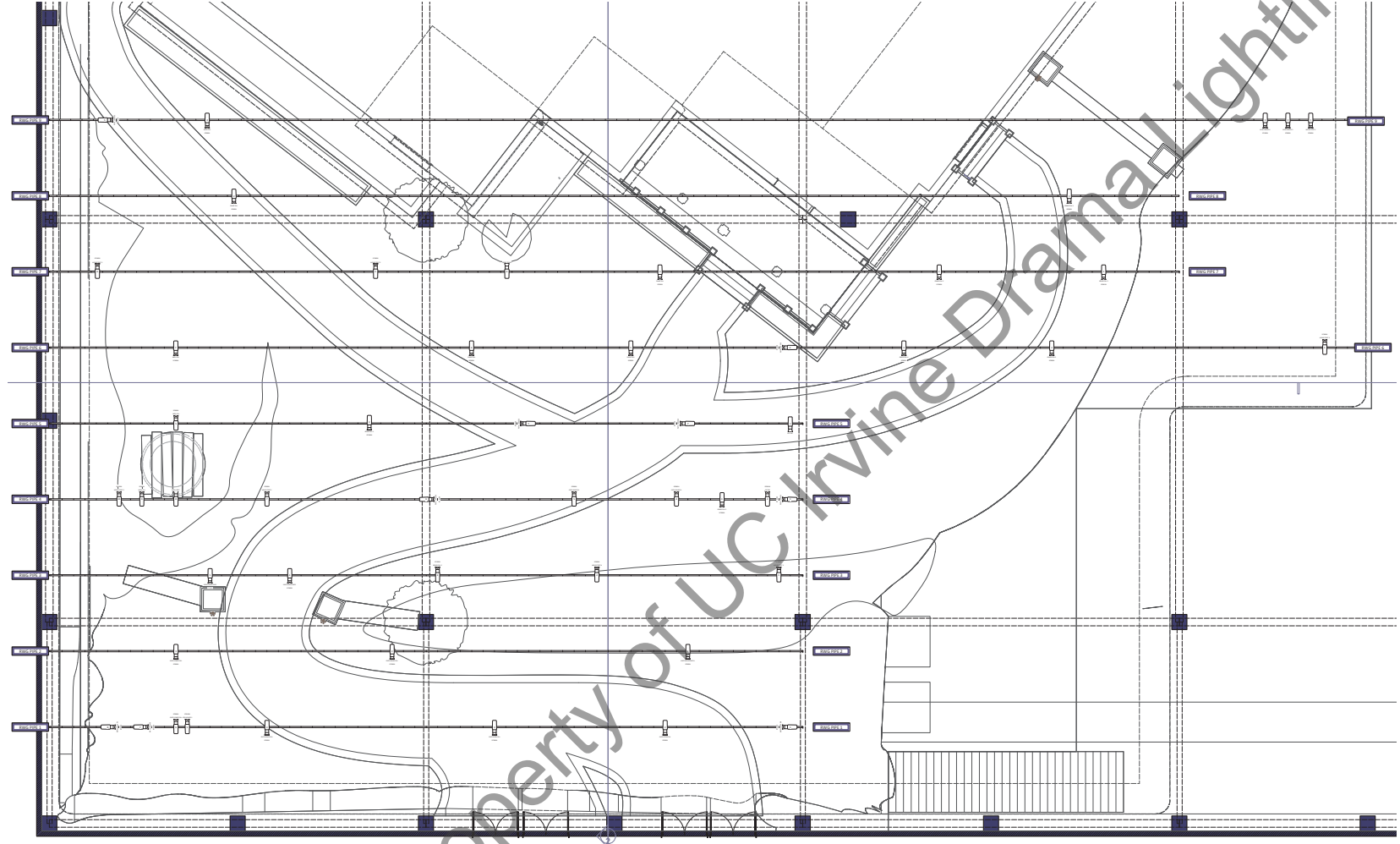
Drawing Title:
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EXPERIENCE KEY PLAN [NTS]

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COR-RWG-LTG-2D - 1



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KEY

- S-4 LED Lekos
 - ETC SourceLEDs 36deg # 17bu 3
 - ETC SourceLEDs 36deg # 18bu 41
 - ETC SourceLEDs 30deg # 17bu 7
 - ETC SourceLEDs 30deg # 13.4bu 2
- Washes
 - Chauvet Freedom Par # 20w #b 26
- Architectural
 - Sonic Lighting LED Downlight # 17w 12
 - Gammex 77 200 Spot Fixture # 77.5w 5
 - Herman/Miller Exterior Inground 400 Series LED Uplights # 17w 26
- Scenic Practicals
 - Gale Lamp 1-Circuit # 100w 3
 - Flash Chandelier 12-Circuit # 100w 3

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Intended Sheet Size | Scale - Printed

ARCH D [24"X36"]
 1/4" = 1'-0"

Project Name:
The Coraline Experience

Discipline:
LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
Real World Garden

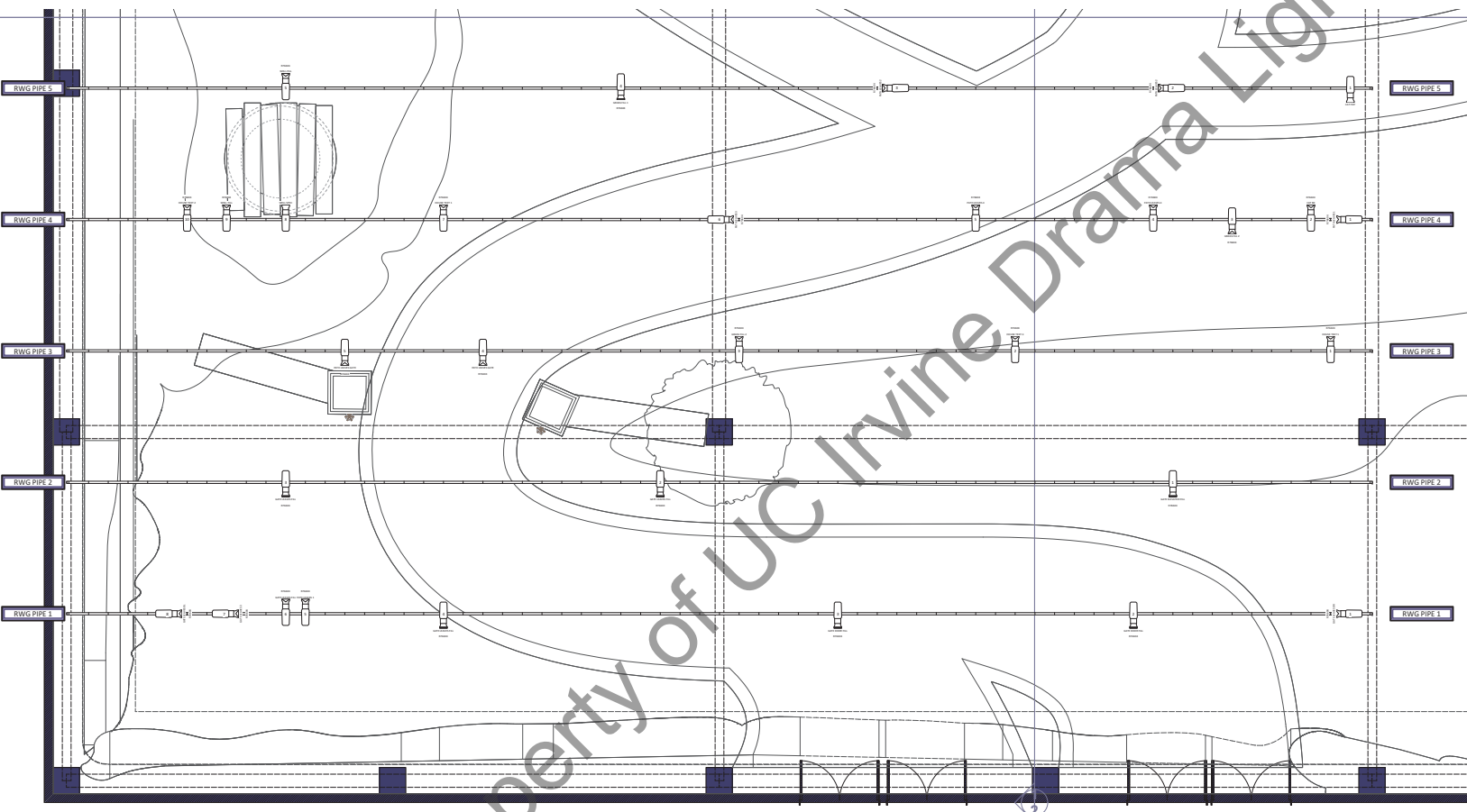
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Electrics Plan 1-5



EXPERIENCE KEY PLAN [NTS]

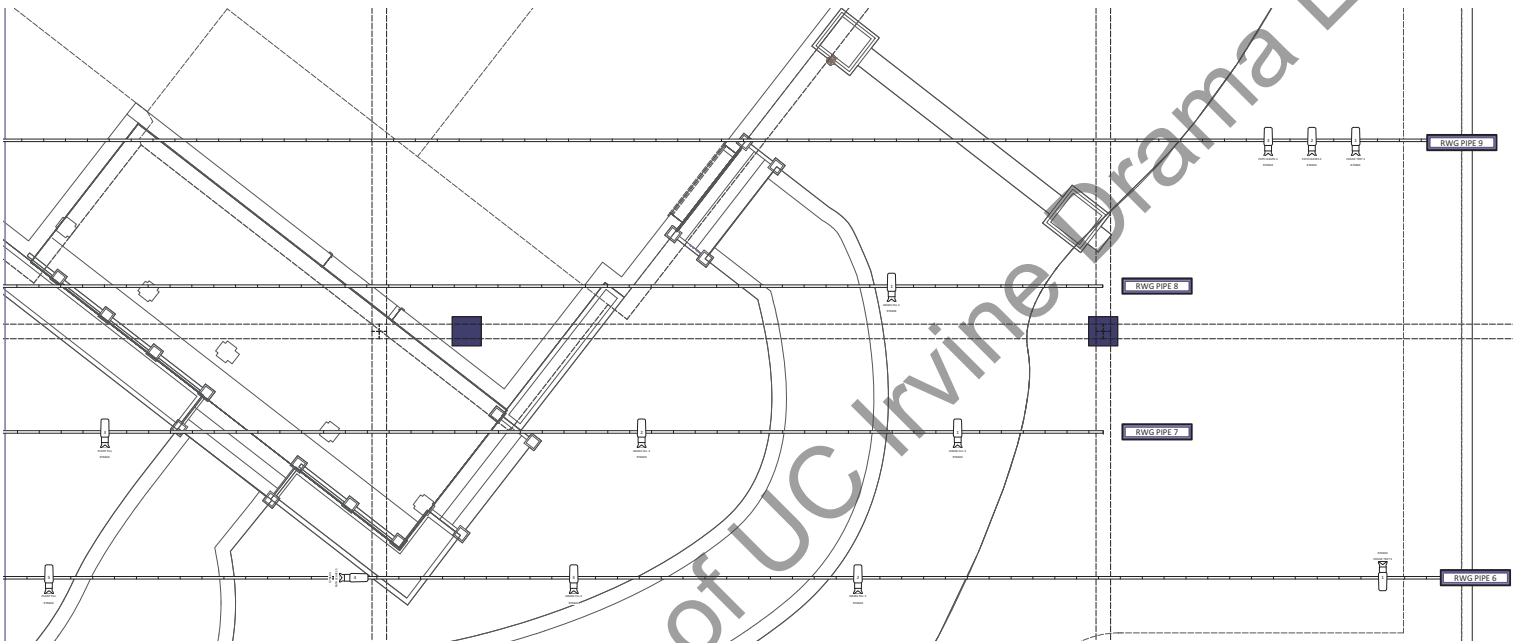
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 Drawn By: **ADR** Checked By: **JPB**
 Release Date: **6.9.19** Plot Date: **6.7.19**
 Project Phase:
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KEY

- S-4 LED Lekos
 - ETC Source LEDLS 36deg # 117u 3
 - 18.8u
 - ETC Source LEDLS 36deg # 117u 41
 - 18.8u
 - ETC Source LEDLS 70deg # 117u 7
 - 15.4 u
- Washes
 - Chauvet Freedom Par # 20w 36
 - 4.0
- Architectural
 - Sonic Lighting LED Downlight # 12 12
 - 17u
 - Garnier 77.5W Spot Fixture # 77.5w 5
 - 77.5w
 - Herman/Merck Exterior Inground 400 Series LED Uplights # 11u 26
- Scenic Practicals
 - Gate Lamp 1-Circuit # 100w 3
 - 100w
 - Flush Chandelier 12-Circuit # 100w 3
 - 100w

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01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
1/4" = 1'-0"

Project Name:
The Coraline Experience



EXPERIENCE KEY PLAN [NTS]

Discipline:
LIGHTING

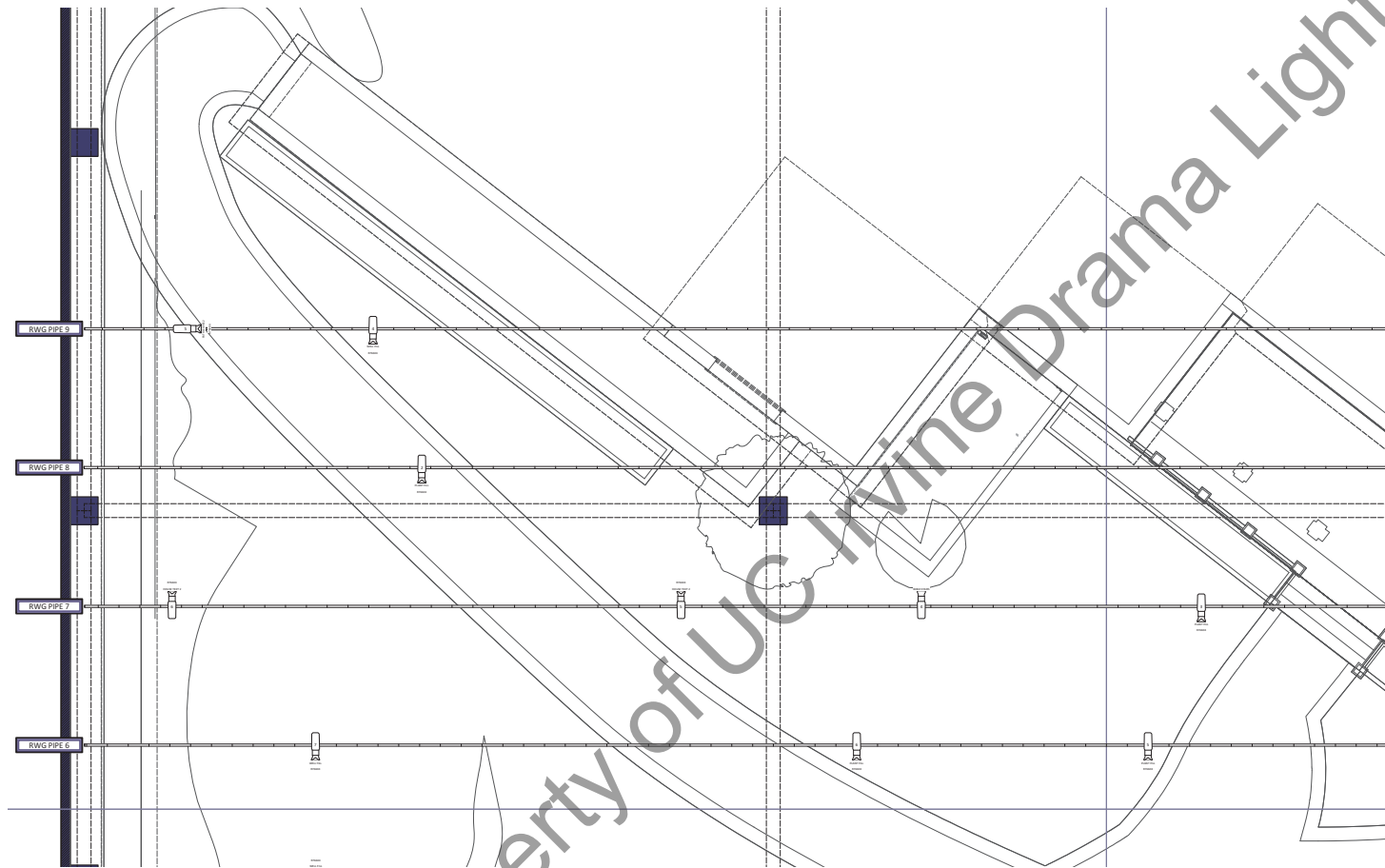
Venue:
 South Coast Plaza | Old Sears

Room | Scene:
Real World Garden

Drawing Title:
Electrics Plan 6-9 R

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Sheet Number:
COR-RWG-LTG-2D-1.2



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Drawn By: ADR	Checked By: JPB
Release Date: 6.9.19	Plot Date: 6.7.19
Project Phase: 100% DESIGN DEVELOPMENT	
ASSOCIATED / REFERENCED DOCUMENTS	
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CLIENT PROVIDED DOCUMENTS	
KEY	
S-4 LED Lekos	
ETC Source LEDS 36deg # 3	117w
ETC Source LEDS 36deg # 41	117w
ETC Source LEDS 70deg # 7	117w
ETC Source LEDS 70deg # 2	117w
Washes	
Chaswell Freedom Fix # 20w	4 ft
Architectural	
Sonic Lighting LED Downlight # 12	17w
Garnier 77 Spot Fixture # 5	77.5w
Herman/Merck Exterior Inground 400 Series LED Uplight # 20	11w
Scenic Practicals	
Gate Lamp 1-Circuit # 100w	3
Flash Chandelier 12-Circuit # 100w	3

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Date Reviewed: _____

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REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
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03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed

ARCH D [24"X36"]

1/4" = 1'-0"

Project Name:
The Coraline Experience

Discipline:
LIGHTING

Venue:
South Coast Plaza | Old Sears

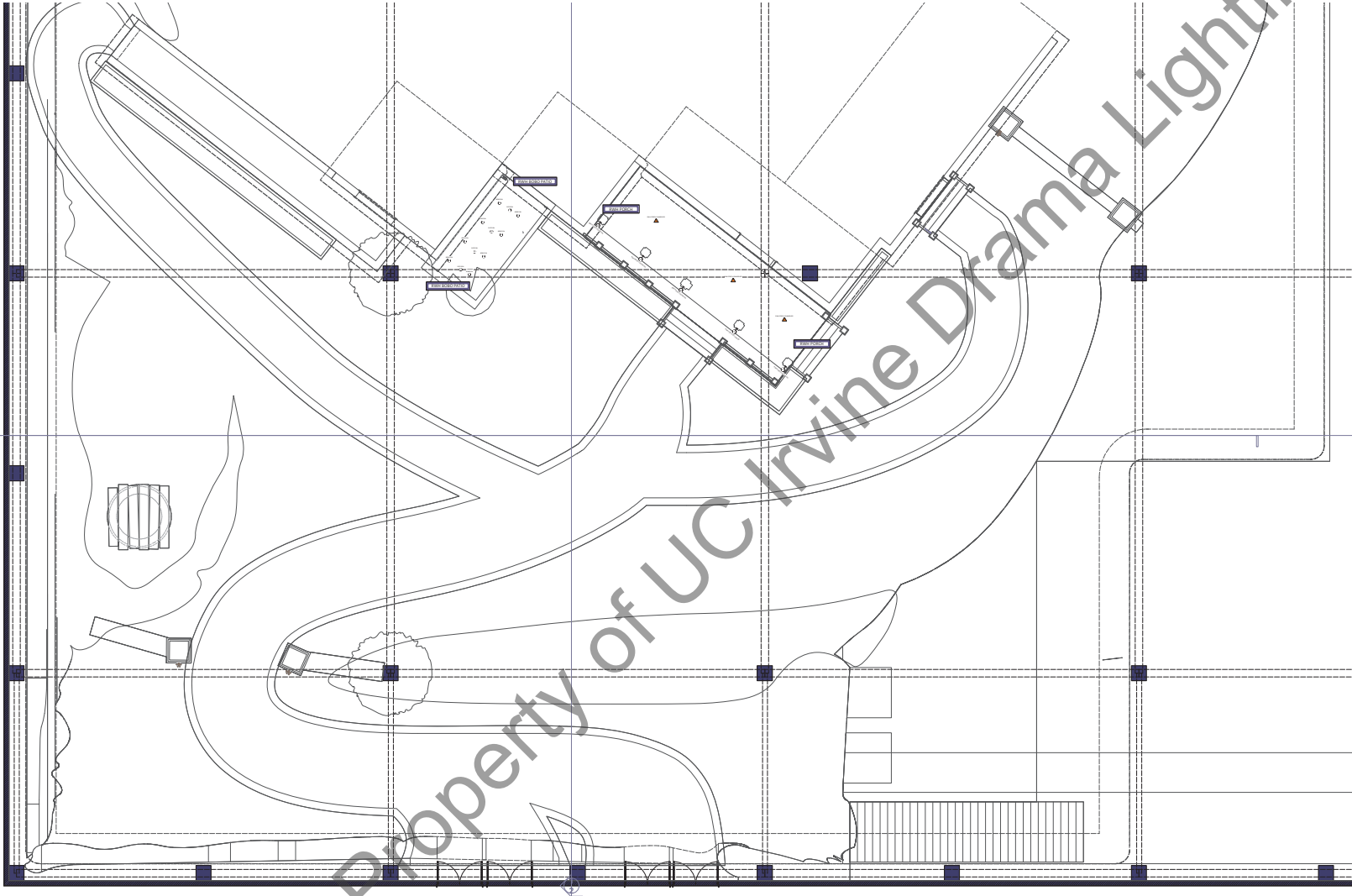
Room | Scene:
Real World Garden

Drawing Title:
Electrics Plan 6-9 L

EXPERIENCE KEY PLAN
[NTS]

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Sheet Number:
COR-RWG-LTG-2D-1.3



VWX File Name: COR-RWG-LTG-2D.vwx
 Drawn By: ADR Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS

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CLIENT PROVIDED DOCUMENTS

KEY

- S-4 LED Lekos**
 - ETC Source LED5 36deg # 117a 3
 - ETC Source LED5 36deg # 117b 41
 - ETC Source LED5 70deg # 117a 7
 - ETC Source LED5 70deg # 117a.4 2
- Washes**
 - Chauvet Freedom Par # 20w 4 1b 26
- Architectural**
 - Sonic Lighting LED Downlight # 17a 12
 - Garnier 77 200 Spot Fixture # 77.5a 5
 - Herman/Merck Exterior Upground 400 Series LED Uplight # 11a 26
- Scenic Practicals**
 - Globe Lamp 1-Circuit # 100w 3
 - Flush Chandelier 12-Circuit # 100w 3



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REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
 1/4" = 1'-0"

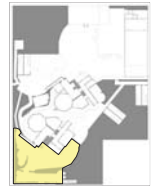
Project Name:
The Coraline Experience

Discipline:
LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
Real World Garden

Drawing Title:
Reflected Ceiling Plan

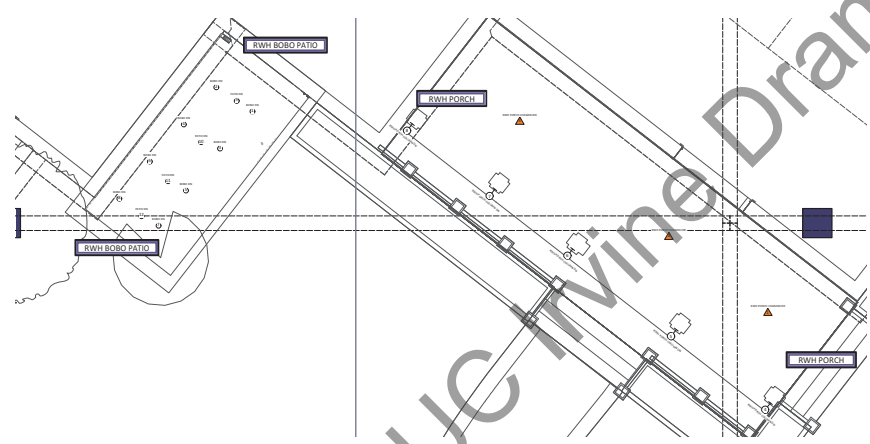


EXPERIENCE KEY PLAN [NTS]

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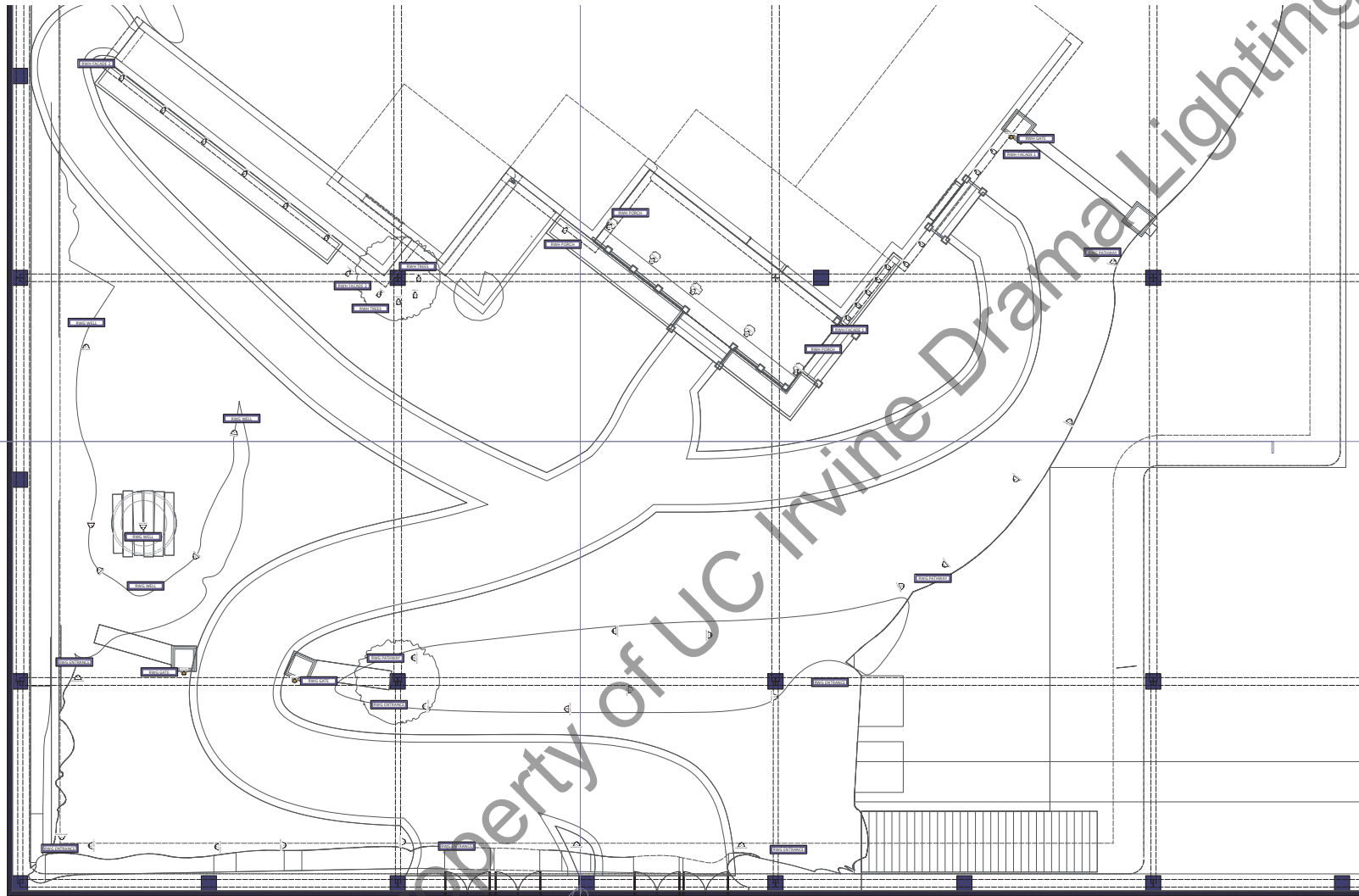
Sheet Number:
COR-RWG-LTG-2D - 2

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VWX File Name: COR-RWG-LTG-2D.vwx Drawn By: ADR Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19		<p>2ND STORY STUDIOS 4000 Mesa Road, Ste G005 Irvine, CA 92697 USA http://drama.arts.uci.edu/graduate- programs/design/info-design +1 949.824.6614</p>
Project Phase: 100% DESIGN DEVELOPMENT ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawings/documents: CLIENT PROVIDED DOCUMENTS		
KEY		
S-4 LED Lekos ETC Source LEDS 36deg # 117a 3 ETC Source LEDS 36deg # 117a 41 ETC Source LEDS 70deg # 117a 7 Washes Chauvet Freedom Par # 20w 4 26 Architectural Sonic Lighting LED Downlight # 17a 12 Gammex 77 20W Spot Fixture # 77.5w 5 Harmon/Martin Exterior Inground 400 Series LED Uplights # 17a 26 Scenic Practicals Gate Lamp 1-Circuit # 100w 3 Flush Chandelier 12-Circuit # 100w 3	DISCLAIMER These drawings are issued for the purpose of communicating 2ND STORY STUDIOS creative design intent. 2ND STORY STUDIOS is not a licensed architectural or engineering firm and is not subject to the standards of 2ND STORY STUDIOS assumes no responsibility for violations outside of 2ND STORY STUDIOS' contracted scope, including, but not limited to, structural engineering, safety and code compliance. The Detailed Design Team in this drawing shall upon Facility design information provided by the Client Project Team in the Facility drawings / documents. The accuracy of all calculations on this drawing rely upon the accuracy of the associated Facility drawings / documents. It is the responsibility of the Client Project Team to provide accurate and up to date Facility drawings / documents.	
SUBMITTED FOR REVIEW Reviewed By: _____ Date: _____ Date Reviewed: _____		
REVIEW STATUS A <input type="checkbox"/> No Comments & No Exceptions Noted B <input type="checkbox"/> Amend As Noted & Proceed C <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed ARCH D [24"X36"] 1/4" = 1'-0"		
Project Name: The Coraline Experience		
Discipline: LIGHTING		
Venue: South Coast Plaza Old Sears		
Room Scene: Real World Garden		
Drawing Title: RCP Detail		
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Sheet Number: COR-RWG-LTG-2D-2.1		

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VWX File Name: COR-RWG-LTG-2D.vwx
 Drawn By: ADR Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS

This drawing refers to, was created by using and/or is related to the following drawings/documents:



2ND STORY STUDIOS
 4000 Mesa Road, Ste G005
 Irvine, CA 92697 USA
<http://drama.arts.uci.edu/graduate-programs/design/info-design>
 +1 949.824.6614

CLIENT PROVIDED DOCUMENTS

KEY

- S-4 LED Leks
 - ETC Source4 LEDS 36deg @ 117w 3
 - 18 ft
 - ETC Source4 LEDS 36deg @ 117w 41
 - 18 ft
 - ETC Source4 LEDS 70deg @ 117w 7
 - 15.4 ft
- Washes
 - Chauvet Freedom Par @ 20w 26
 - 4 ft
- Architectural
 - Scenic Lighting LED Downlight @ 11w 12
 - 11w
 - Garnier T7 20W Spot Fixture @ 77.5w 5
 - 77.5w
 - Herman/Merck Exterior Inground 400 Series LED Uplights @ 11w 26
- Scenic Practicals
 - Gate Lamp 1-Circuit @ 100w 3
 - 100w
 - Flush Chandelier 12-Circuit @ 100w 3
 - 100w

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SUBMITTED FOR REVIEW

Reviewed By: _____
 Date Reviewed: _____

REVIEW STATUS

- No Comments & No Exceptions Noted
- Amend As Noted & Proceed
- Amend As Noted & Resubmit

REVISIONS

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed

ARCH D [24"X36"]
NTS

Project Name:
The Coraline Experience

Discipline:
LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
Real World Garden

Drawing Title:
Deck Plan



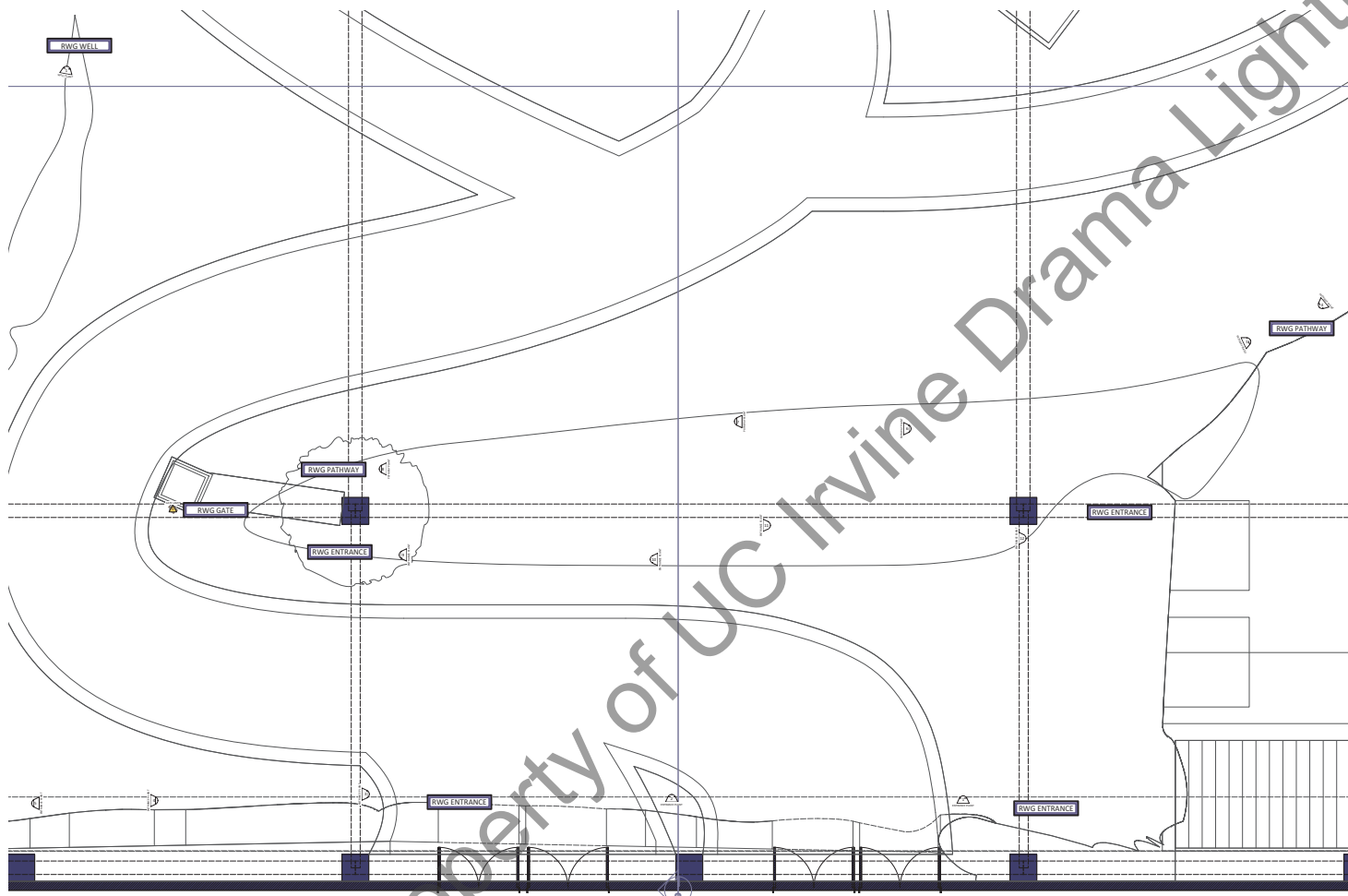
EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
COR-RWG-LTG-2D - 3

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Property of UCI



VWX File Name: COR-RWG-LTG-2D.vwx
 Drawn By: ADR Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19
 Project Phase: 100% DESIGN DEVELOPMENT
 ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawings/documents:



2ND STORY STUDIOS
 4000 Mesa Road, Ste 6005
 Irvine, CA 92697 USA
<http://drama.arts.ucl.edu/graduate-programs/design/info-design>
 +1 949.824.6614

CLIENT PROVIDED DOCUMENTS

KEY

- S-4 LED Lekos
 - ETC SourceLED 36deg # 117w 18 ft 3
 - ETC SourceLED 36deg # 117w 18 ft 41
 - ETC SourceLED 70deg # 117w 18 ft 7
 - ETC SourceLED 70deg # 117w 18 ft 2
- Washes
 - Chauvet Freedom Par # 20w 4 ft 26
- Architectural
 - Sonic Lighting LED Downlight # 17w 12
 - Garden 77 200 Spot Fixture # 77.5w 5
 - Harmon/Martin Exterior Inground 400 Series LED Uplights # 11w 26
- Scenic Practicals
 - Gate Lamp 1-Circuit # 100w 3
 - Flush Chandelier 12-Circuit # 100w 3

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SUBMITTED FOR REVIEW
 Reviewed By: _____
 Date Reviewed: _____

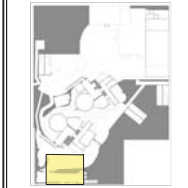
REVIEW STATUS
 No Comments & No Exceptions Noted
 Amend As Noted & Proceed
 Amend As Noted & Resubmit

REVISIONS

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
 1/4" = 1'-0"

Project Name:
 The Coraline Experience



Discipline:
 LIGHTING

Venue:
 South Coast Plaza | Old Sears

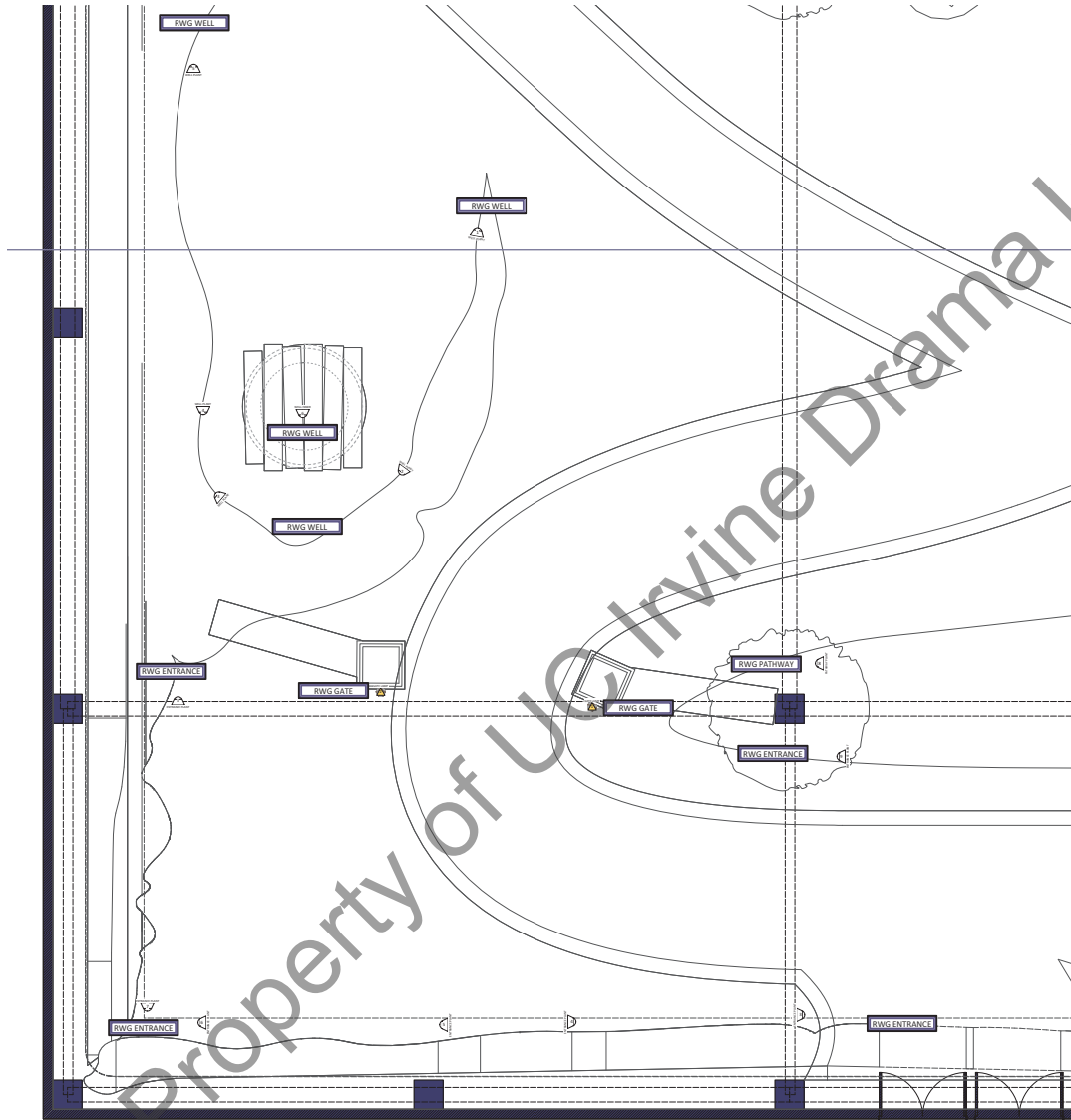
Room | Scene:
 Real World Garden

Drawing Title:
 Deck Plan Detail 1

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.

Sheet Number:
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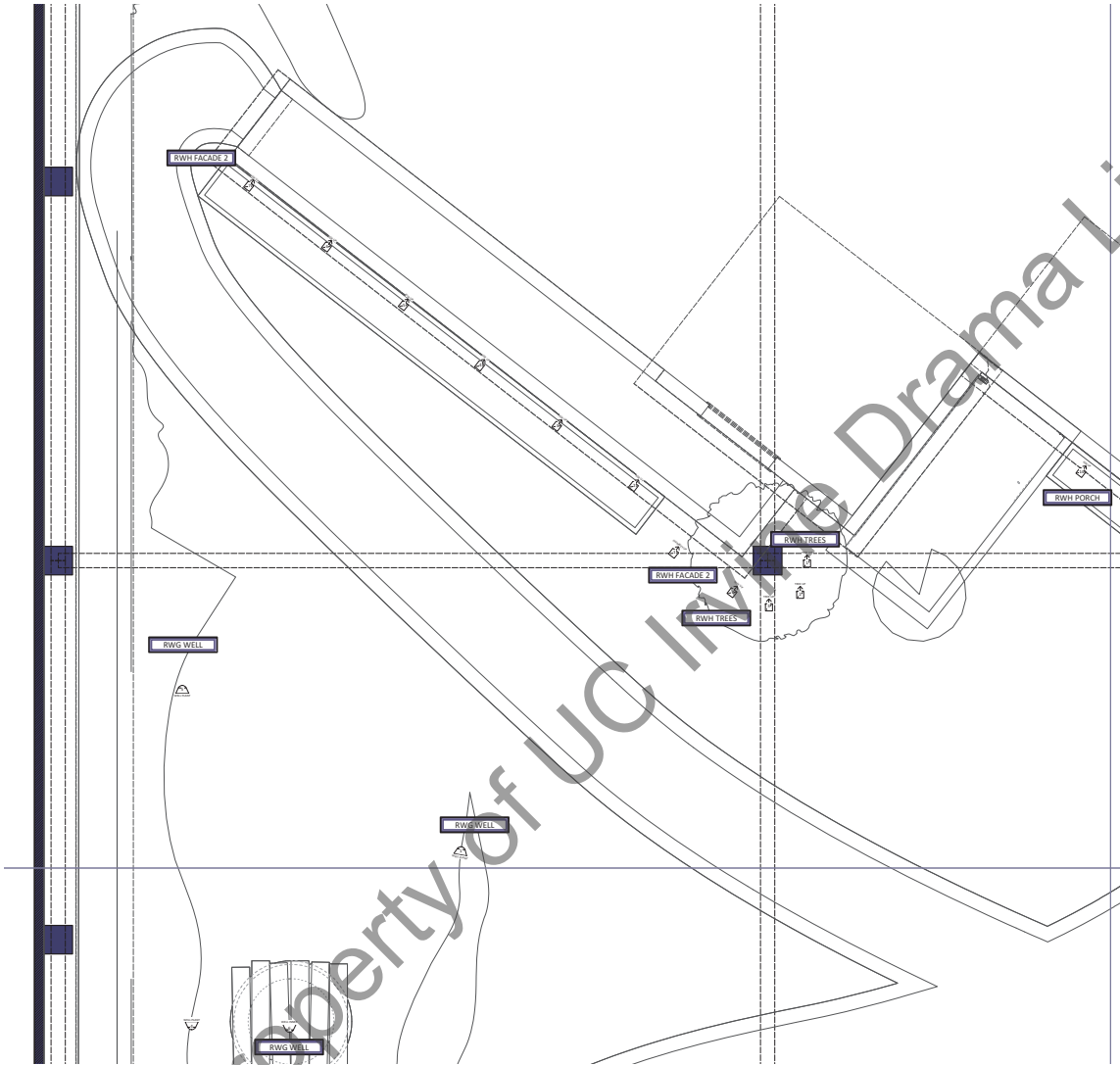
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VFX File Name: COR-RWG-LTG-2D.vwx Drawn By: ADR Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19		<p>2ND STORY STUDIOS 4000 Mesa Road, Ste G005 Irvine, CA 92697 USA http://drama.arts.uci.edu/graduate-programs/design/info-design +1 949.824.6614</p>
Project Phase: 100% DESIGN DEVELOPMENT ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawings/documents: CLIENT PROVIDED DOCUMENTS		
KEY		
S-4 LED Lekos ETC Source LEDS 36deg # 117w 18.8w 3 ETC Source LEDS 20deg # 117w 18.8w 41 ETC Source LEDS 70deg # 117w 18.8w 7 Washes Chauvet Freedom Par # 20w 4 ft 26	Architectural Sonic Lighting LED Downlight # 17w 12 Garnier 77.200 Spot Fixture # 77.5w 5 Herman/Merck Exterior Inground 400 Series LED Uplight # 17w 26 Scenic Practicals Gate Lamp 1-Circuit # 100w 3 Porch Chandelier 12-Circuit # 100w 3	
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SUBMITTED FOR REVIEW		
Reviewed By: _____		
Date Reviewed: _____		
REVIEW STATUS		
<input type="checkbox"/> No Comments & No Exceptions Noted <input type="checkbox"/> Amend As Noted & Proceed <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed		
ARCH D [24"X36"]		
1/4" = 1'-0"		
Project Name: The Coraline Experience		
Discipline: LIGHTING		
Venue: South Coast Plaza Old Sears		
Room Scene: Real World Garden		
Drawing Title: Deck Plan Detail 2		
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.		
Sheet Number: COR-RWG-LTG-2D-3.2		

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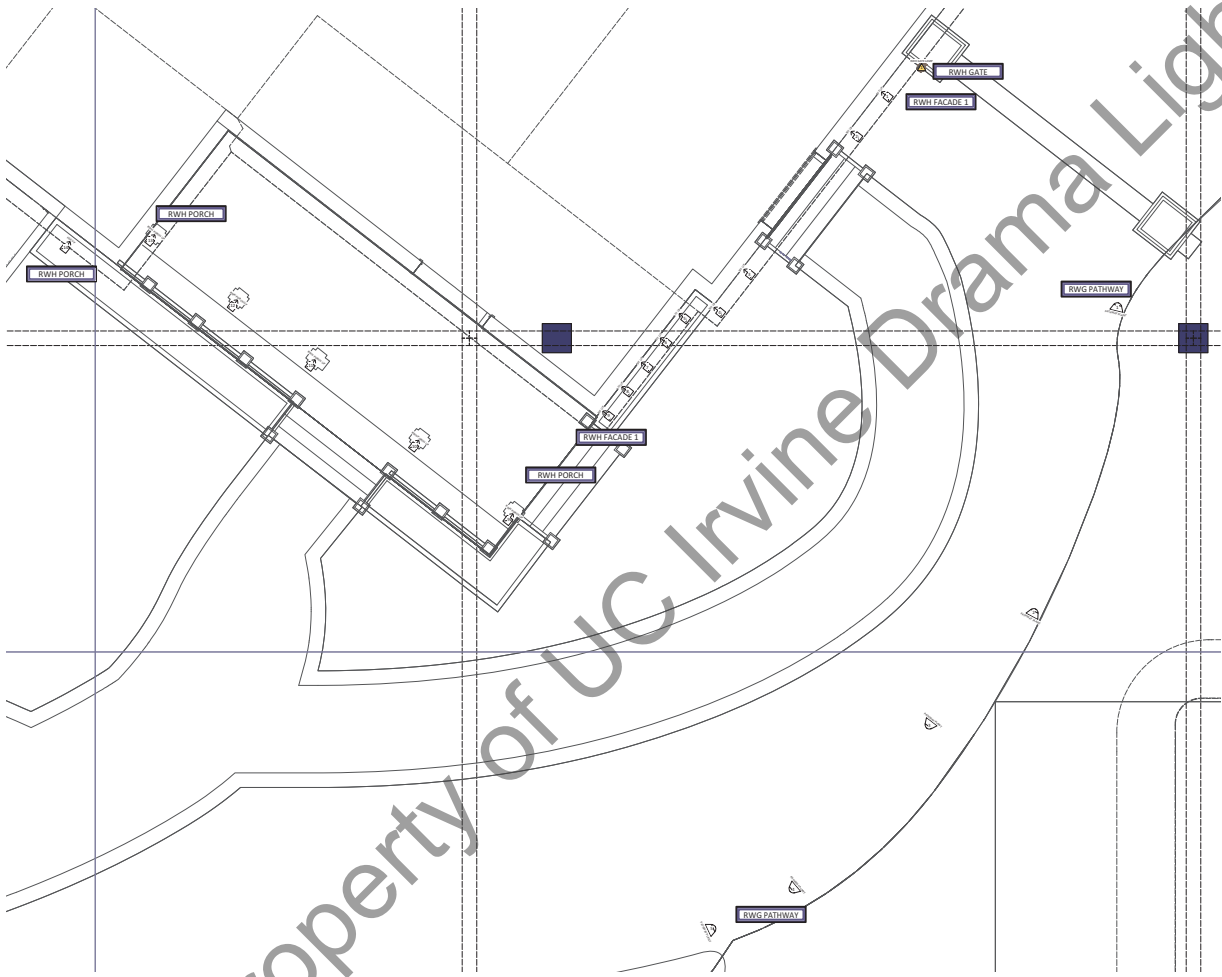
VDW File Name: COR-RWG-LTG-2D.vdw Drawn By: ADR Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19		
Project Phase: 100% DESIGN DEVELOPMENT		
ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawings/documents:		
CLIENT PROVIDED DOCUMENTS		
KEY		
S-4 LED Lekos ETC Source4 LEDLS 36deg # 117a 3 18 Bx ETC Source4 LEDLS 20deg # 117a 41 18 Bx ETC Source4 LEDLS 70deg # 117a 7 15.4 Bx		
Washes Chauvet Freedom Par # 20w 26 4 Bx		
Architectural Sonic Lighting LED Downlight # 17a 12 17a Gammex 77 200 Spot Fixture # 77.5a 5 77.5a Hornum/Martin Exterior Inground 400 Series LED Uplights # 11a 26 11a		
Scenic Practicals Galle Lamp 1-Circuit # 100w 3 100w Panch Chandelier 12-Circuit # 100w 3 100w		
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SUBMITTED FOR REVIEW		
Reviewed By: _____ Date Reviewed: _____		
REVIEW STATUS		
<input type="checkbox"/> No Comments & No Exceptions Noted <input type="checkbox"/> Amend As Noted & Proceed <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed ARCH D [24"X36"] 1/4" = 1'-0"		
Project Name: The Coraline Experience		
Discipline: LIGHTING		
Venue: South Coast Plaza Old Sears		
Room Scene: Real World Garden		
Drawing Title: Deck Plan Detail 3		
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.		
Sheet Number: COR-RWG-LTG-2D-3.3		



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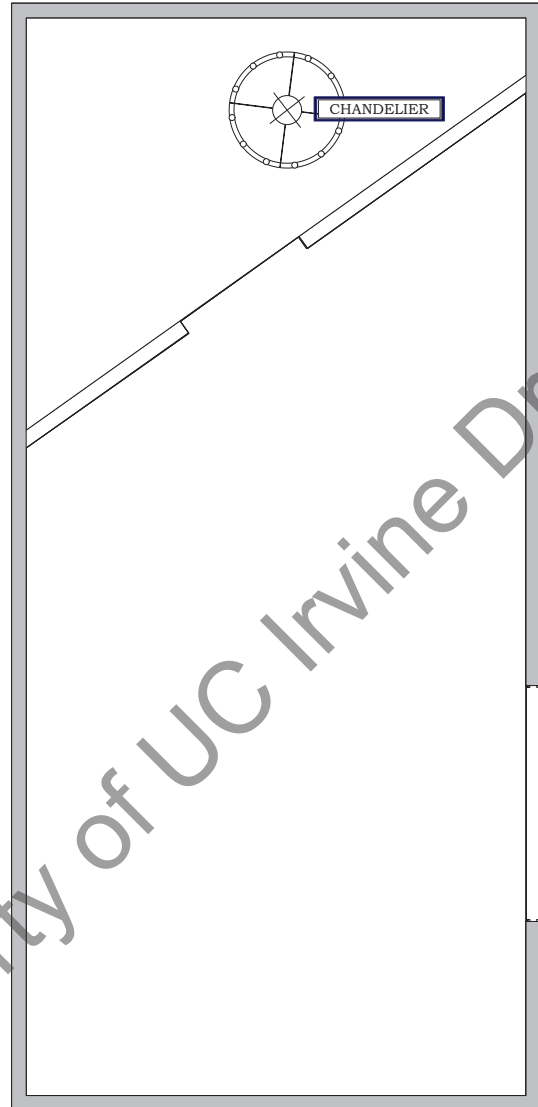
2ND STORY STUDIOS
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 Irvine, CA 92697 USA
<http://drama.arts.ucl.edu/graduate-programs/design/mfa-design>
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VDW File Name: COR-RWG-LTG-2D.vdw Drawn By: ADR Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19		<p>2ND STORY STUDIOS 4000 Mesa Road, Ste G005 Irvine, CA 92697 USA http://drama.arts.ucl.edu/graduate-programs/design/info-design +1 949.824.6614</p>
Project Phase: 100% DESIGN DEVELOPMENT ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawings/documents: CLIENT PROVIDED DOCUMENTS		
KEY		
S-4 LED Lekos ETC Source LEDLS 36deg # 117a 3 ETC Source LEDLS 50deg # 117a 41 ETC Source LEDLS 70deg # 117a 7 Washes Chasent Freedom Par # 20w # 4 26 Architectural Sonic Lighting LED Downlight # 11a 12 Garnier 77 20W Spot Fixture # 77.5w 5 Herman/Merck Exterior Inground 400 Series LED Uplight # 11a 26 Scenic Practicals Gate Lamp 1-Circuit # 100w 3 Flush Chandelier 12-Circuit # 100w 3	DISCLAIMER These drawings are issued for the purpose of communicating 2ND STORY STUDIOS creative design intent. 2ND STORY STUDIOS is not a licensed architectural or engineering firm and is not subject to the standards of 2ND STORY STUDIOS assumes no responsibility for information outside of 2ND STORY STUDIOS' corporate scope, including, but not limited to, structural engineering, safety and code compliance. The Detailed Design Team in this drawing shall upon Facility design information provided by the Client Project Team in the Facility drawings / documents. The accuracy of Facility drawings on this drawing will upon the accuracy of the associated Facility drawings / documents. It is the responsibility of the Client Project Team to provide accurate and up to date Facility drawings / documents.	
SUBMITTED FOR REVIEW		
Reviewed By: _____		
Date Reviewed: _____		
REVIEW STATUS		
<input type="checkbox"/> No Comments & No Exceptions Noted <input type="checkbox"/> Amend As Noted & Proceed <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed		
ARCH D [24"X36"]		
1/4" = 1'-0"		
Project Name: The Coraline Experience		
Discipline: LIGHTING		
Venue: South Coast Plaza Old Sears		
Room Scene: Real World Garden		
Drawing Title: Deck Plan Detail 4		
<p>EXPERIENCE KEY PLAN [NTS]</p>		
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.		
Sheet Number: COR-RWG-LTG-2D-3.4		

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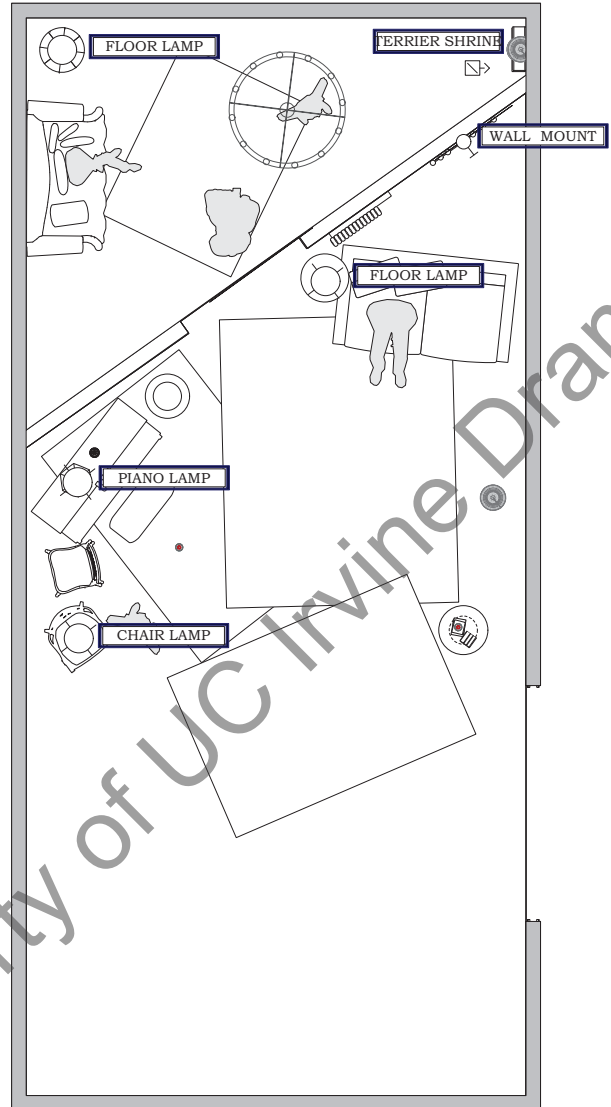


WXX File Name: COR-RWH-SFF-LTG-2D.vwx		
Drawn By: NM	Checked By: JPB	
Release Date: 6.9.19	Plot Date: 6.7.19	
Project Phase: 100% DESIGN DEVELOPMENT		
ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawings/documents:		
CLIENT PROVIDED DOCUMENTS		
KEY		
ARCHITECTURAL [Symbol] Baby Color GFS @ 40w 12.7m	1	
CHARACTER FIXTURES		
[Symbol] CA11 Flame Top @ 4w	22	
[Symbol] G22 Vintage Glass Edison LED @ 40w	4	
[Symbol] G22 Vintage Glass Edison LED @ 40w	19	
2ND STORY STUDIOS 4000 Mesa Road, Ste 03005 Irvine, CA 92697 USA http://drama.arts.ucl.edu/graduate-programs/design/mfa-design +1 949.924.6614		
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SUBMITTED FOR REVIEW Reviewed By: _____ Date Reviewed: _____		
REVIEW STATUS A <input type="checkbox"/> No Comments & No Escalations Noted B <input type="checkbox"/> Amend As Noted & Proceed C <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	6.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed ARCH D [24"X36"] 1/4" = 1'-0"		
Project Name: The Coraline Experience		
Discipline: LTG		
Venue: South Coast Plaza Old Sears		
Room Scene: RWH SFF		
Drawing Title: REFLECTED CEILING PLAN		
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.		
Sheet Number: COR-RWH-SF-LTG-2D-1		



EXPERIENCE KEY PLAN [NTS]

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WXX File Name: COR-RWH-SFF-LTG-2D.vwx
 Drawn By: NM Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19
 Project Phase: 100% DESIGN DEVELOPMENT
 ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawing(s)/document(s):
 CLIENT PROVIDED DOCUMENTS

KEY
 ARCHITECTURAL
 [Symbol] Baby Color GFS @ 40w 1
 CHARACTER FIXTURES
 [Symbol] CA11 Flame Top @ 4w 22
 [Symbol] G22 Vintage Glass Edison LED @ 40w 4
 [Symbol] G22 Vintage Glass Edison LED @ 40w 19

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SUBMITTED FOR REVIEW
 Reviewed By: _____
 Date Reviewed: _____

REVIEW STATUS
 A No Comments & No Escalations Noted
 B Amend As Noted & Proceed
 C Amend As Noted & Resubmit

REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	6.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
 1/2" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 LTG

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 RWH | SFF

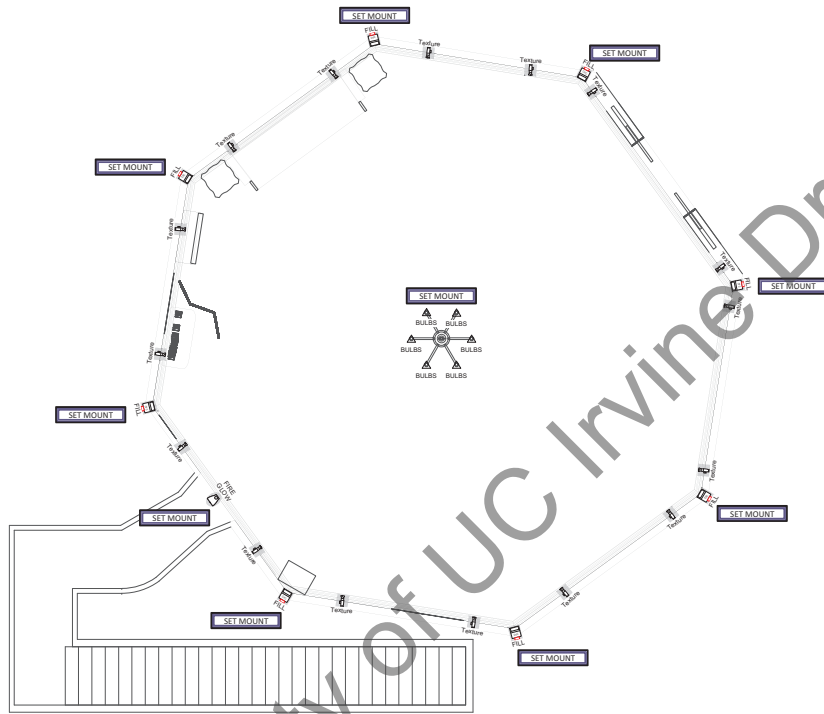
Drawing Title:
 DECK PLAN

EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
 COR-RWH-SFF-LTG-2D-2

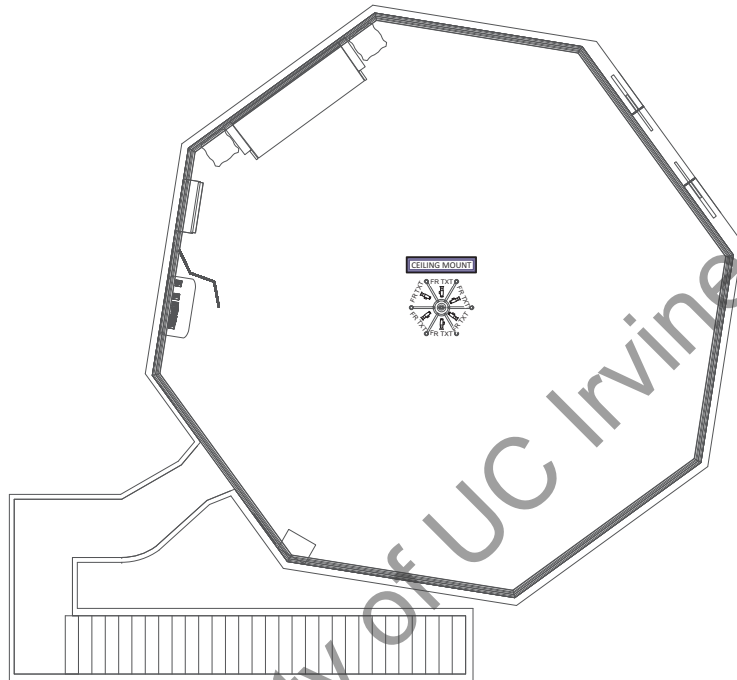
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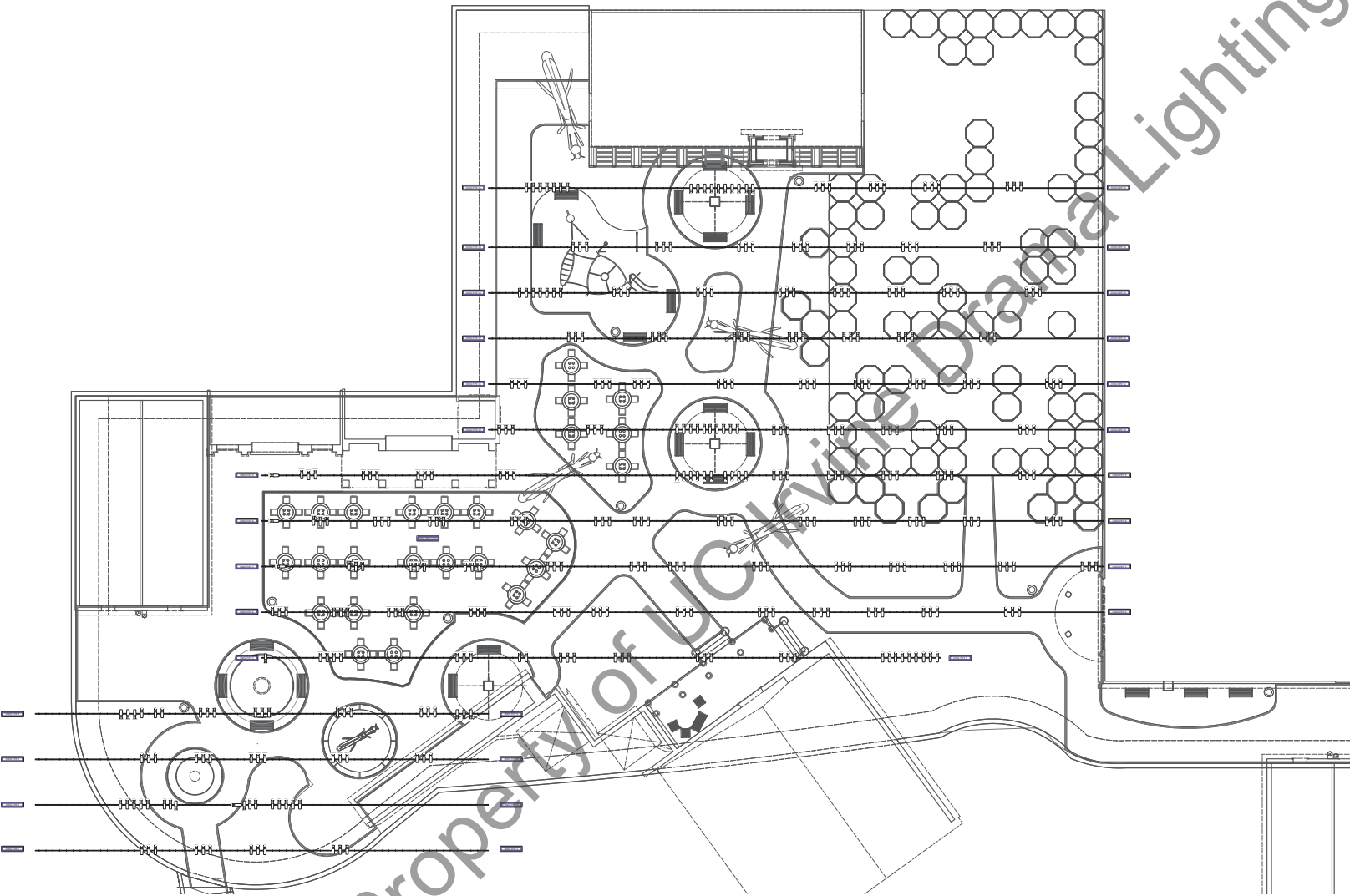
VDW File Name: COR-OWH-DGW-LTG.vwx Drawn By: MRD Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19		
Project Phase: 100% DESIGN DEVELOPMENT		
ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawings/documents:		
CLIENT PROVIDED DOCUMENTS		
KEY		
	ETC Sourq4 Mini LED 20deg @ 2.7' 16 ETC Sourq4 Mini LED 50deg @ 2.7' 6 ETC ColorSource PAR Round @ 30" 1 ETC ColorSource CYC @ 135w 12.9' 8 Practical @ 100w 6	
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DISCLAIMER		
SUBMITTED FOR REVIEW Reviewed By: _____ Date Reviewed: _____		
REVIEW STATUS <input type="checkbox"/> No Comments & No Exceptions Noted <input type="checkbox"/> Amend As Noted & Proceed <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed ARCH D [24"X36"] 1/4" = 1' - 0"		
Project Name: The Coraline Experience		
Discipline: LIGHTING		
Venue: South Coast Plaza Old Sears		
Room Scene: OTHER DRAWING ROOM		
Drawing Title: ELECTRICS PLAN		
EXPERIENCE KEY PLAN [NTS]		
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.		
Sheet Number: COR-OWH-DGW-LTG-2D-1		

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VDW File Name: COR-OWH-DGW-LTG.vdw Drawn By: MRD Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19		
100% DESIGN DEVELOPMENT ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawing/documents:		
CLIENT PROVIDED DOCUMENTS		
KEY		
	ETC Source4 Mini LED 20deg @ 2.7ft 16	
	ETC Source4 Mini LED 50deg @ 14w 2.7ft 6	
	ETC ColorSource PAR Round @ 30w 8.5ft 1	
	ETC ColorSource CYC @ 135w 12.5ft 8	
	Practical @ 100w 6	
<p style="font-size: 8px;"> These drawings are issued for the purpose of communicating 2ND STORY STUDIOS creative design intent. 2ND STORY STUDIOS is not a licensed architectural or engineering firm and is relying on the client and 2ND STORY STUDIOS' client to assume responsibility for all aspects of the design. 2ND STORY STUDIOS' client assumes responsibility for all aspects of the design, including, but not limited to, structural engineering, safety and code compliance. </p> <p style="font-size: 8px;"> The Exhibit Design shown in this drawing relies upon Facility design / construction provided by the Client. Project Team is the Facility design / construction team. 2ND STORY STUDIOS is not responsible for the accuracy of the associated Facility drawings / documents. It is the responsibility of the Client/Project Team to provide accurate and up-to-date Facility drawings / documents. </p>		
DISCLAIMER		
SUBMITTED FOR REVIEW		
Reviewed By: _____ Date Reviewed: _____		
REVIEW STATUS		
<input type="checkbox"/> No Comments & No Exceptions Noted <input type="checkbox"/> Amend As Noted & Proceed <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed ARCH D [24"X36"] 1/4" = 1' - 0"		
Project Name: The Coraline Experience		
Discipline: LIGHTING		
Venue: South Coast Plaza Old Sears		
Room Scene: OTHER DRAWING ROOM		
Drawing Title: REFLECTED CEILING PLAN		
 EXPERIENCE KEY PLAN [NTS]		
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.		
Sheet Number: COR-OWH-DGW-LTG-2D-2		



VWX File Name: COR-OWH-OWG-LTG-2D.vwx
 Drawn By: MAD Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawing/documents:

CLIENT PROVIDED DOCUMENTS

KEY

S-4 LED Lekos
 ETC Source LEDL3 256m @ 17W 2
 94 lbs
 ETC Source LEDL3 366m @ 17W 300
 94 lbs

LEDs
 Retic Color QPD @ 4w 81
 9.9 lbs
 LED Tape @ 15w 7,800 FT

ARCHITECTURAL
 FLOWER PENDANT @ 4w 27
 MARTHA EXTERIOR INGROUND 400 SERIES LED @ 17w 70

CHARACTER FIXTURES
 GANYON R @ 1.5w 3

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SUBMITTED FOR REVIEW
 Reviewed By: _____
 Date Reviewed: _____

REVIEW STATUS
 No Comments & No Exceptions Noted
 Amend As Noted & Proceed
 Amend As Noted & Resubmit

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24" X 36"]
 3/32" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 OTHER WORLD GARDEN & PORCH

Drawing Title:
 ELECTRIC PLAN

EXPERIENCE KEY PLAN [NTS]

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.

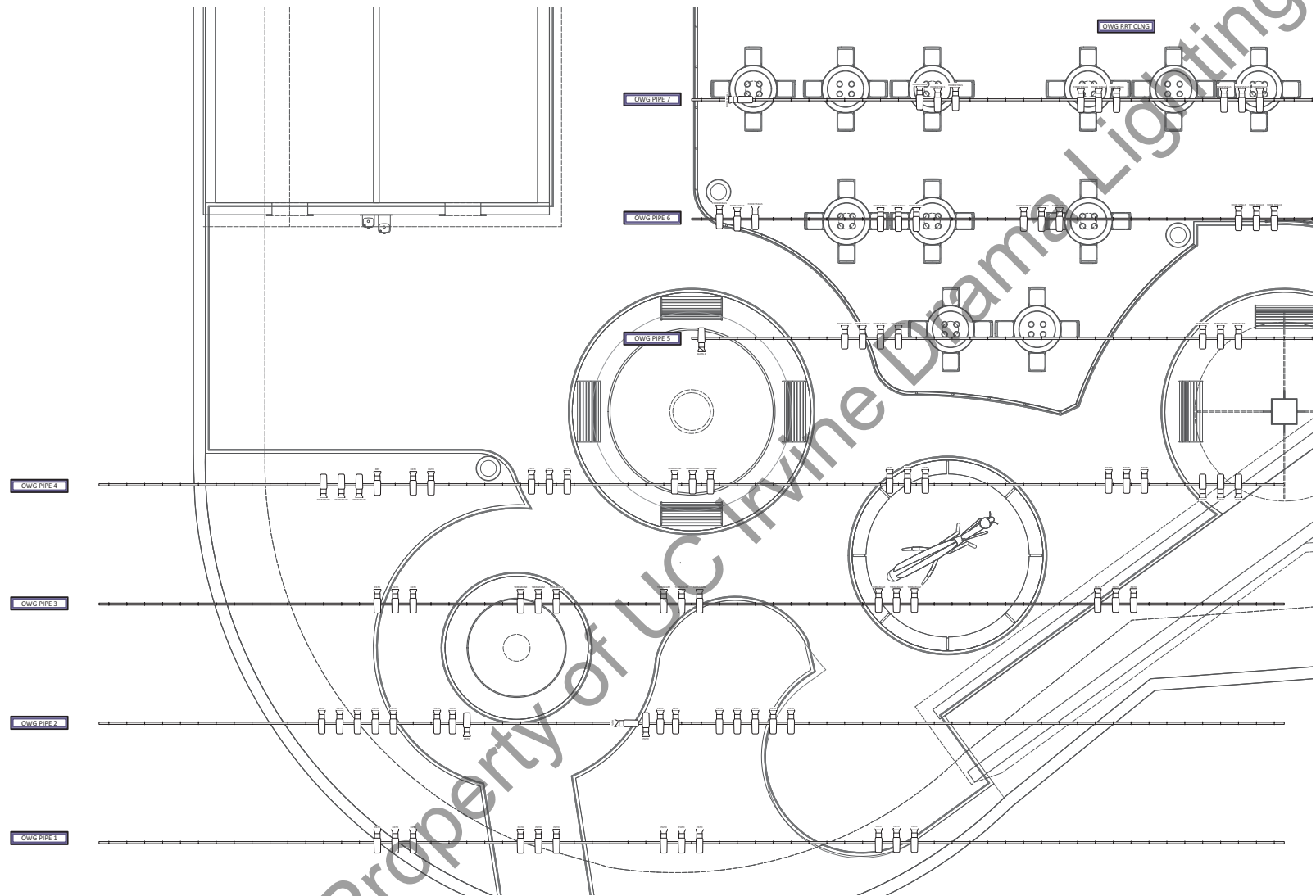
Sheet Number:
 COR-OWH-OWG-LTG-2D - 1

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 Irvine, CA 92697 USA
<http://drama.arts.uci.edu/graduate-programs/design/mfa-design>
 +1 949.824.6614



VWX File Name: COR-OWH-OWG-LTG-2D.vwx
 Drawn By: MAD Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawings/documents:

CLIENT PROVIDED DOCUMENTS

KEY

S-4 LED Lekos
 ETC Source LED(L3 256m) @ 117w 2
 34 lbs
 ETC Source LED(L3 366m) @ 117w 300
 94 lbs

LEDs
 White Color QPD @ 40w 81
 9.3 lbs
 LED Tape @ 15w 7,600 FT

ARCHITECTURAL
 FLOWER PENDANT @ 40w 27
 MANTEL EXTERIOR INGRESS 40 SERIES LED (S) QPD @ 117w 70

CHARACTER FIXTURES
 GANYON R @ 1.5w 3

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 Reviewed By: _____
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REVIEW STATUS
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01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
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Room | Scene:
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Drawing Title:
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EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
 COR-OWH-OWG-LTG-2D - 1.1

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VWX File Name:
COR-OWH-OWG-LTG-2D.vwx
Drawn By: MAD Checked By: JPB
Release Date: 6.9.19 Plot Date: 6.7.19
Project Phase:
100% DESIGN DEVELOPMENT
ASSOCIATED / REFERENCED DOCUMENTS
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4000 Mesa Road, Ste G005
Irvine, CA 92697 USA
<http://drama.arts.uci.edu/graduate-programs/design/mfa-design>
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KEY

- S-4 LED Lekos
 - ETC Source LEDs 356mm @ 117w 2
 - 34 lbs
 - ETC Source LEDs 356mm @ 117w 300
 - 117w
 - 16 lbs
- LEDs
 - White Color QPD @ 40w 81
 - 9.3 lbs
 - LED Tape @ 15w 7,600 FT
- ARCHITECTURAL
 - FLOWER PENDANT @ 40w 27
 - 9.3 lbs
 - MARTEL EXTERIOR INGROUND 400 SERIES LED SPACER @ 117w 70
- CHARACTER FIXTURES
 - SAVITRI R @ 15w 3

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Reviewed By: _____
Date Reviewed: _____

REVIEW STATUS
A No Comments & No Exceptions Noted
B Amend As Noted & Proceed
C Amend As Noted & Resubmit

REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
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Intended Sheet Size | Scale - Printed
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Project Name:
The Coraline Experience

Discipline:
LIGHTING

Venue:
South Coast Plaza | Old Sears

Room | Scene:
OTHER WORLD GARDEN & PORCH

Drawing Title:
ELECTRIC PLAN



EXPERIENCE KEY PLAN [NTS]

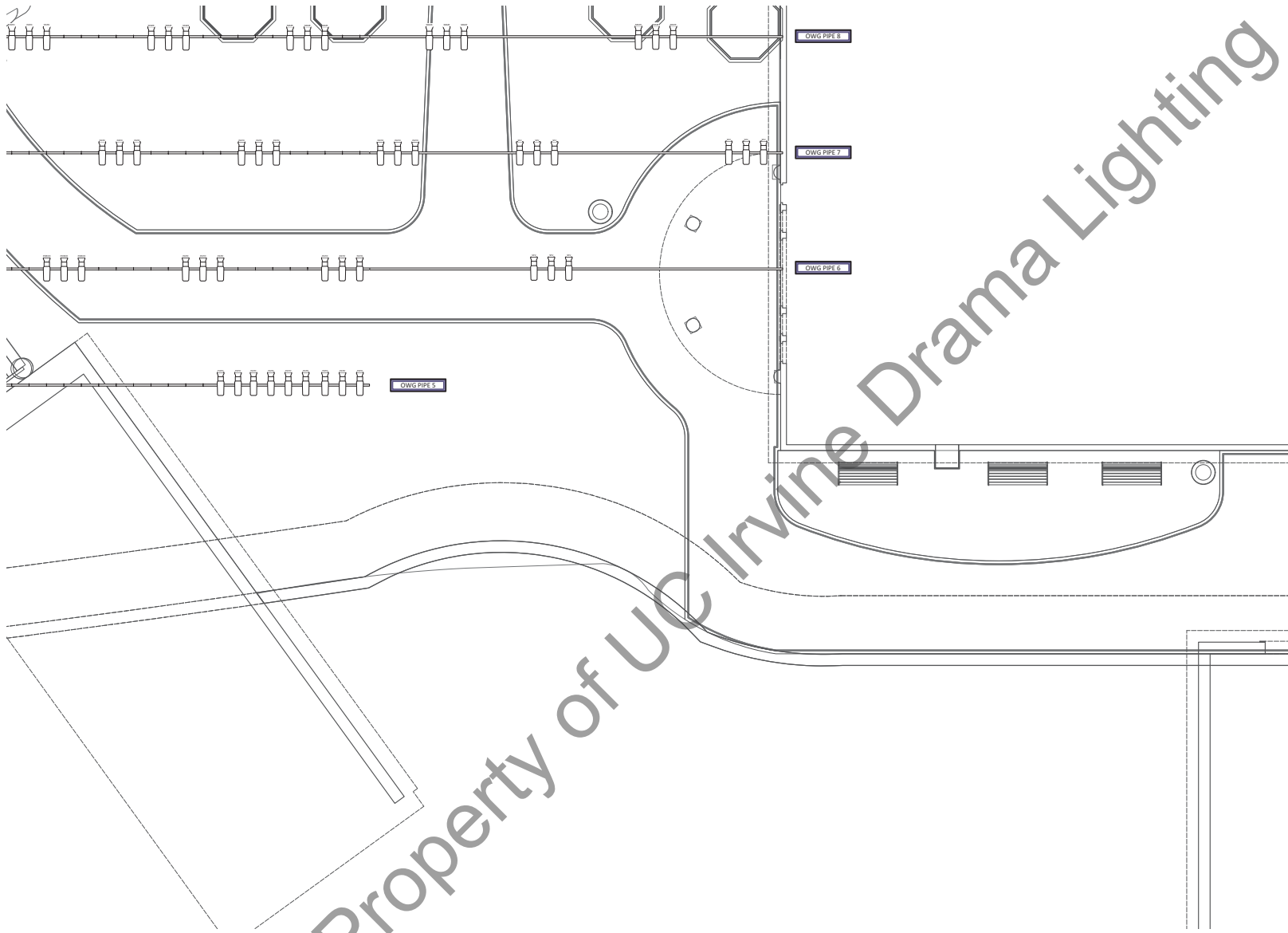
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Sheet Number:
COR-OWH-OWG-LTG-2D - 1.2



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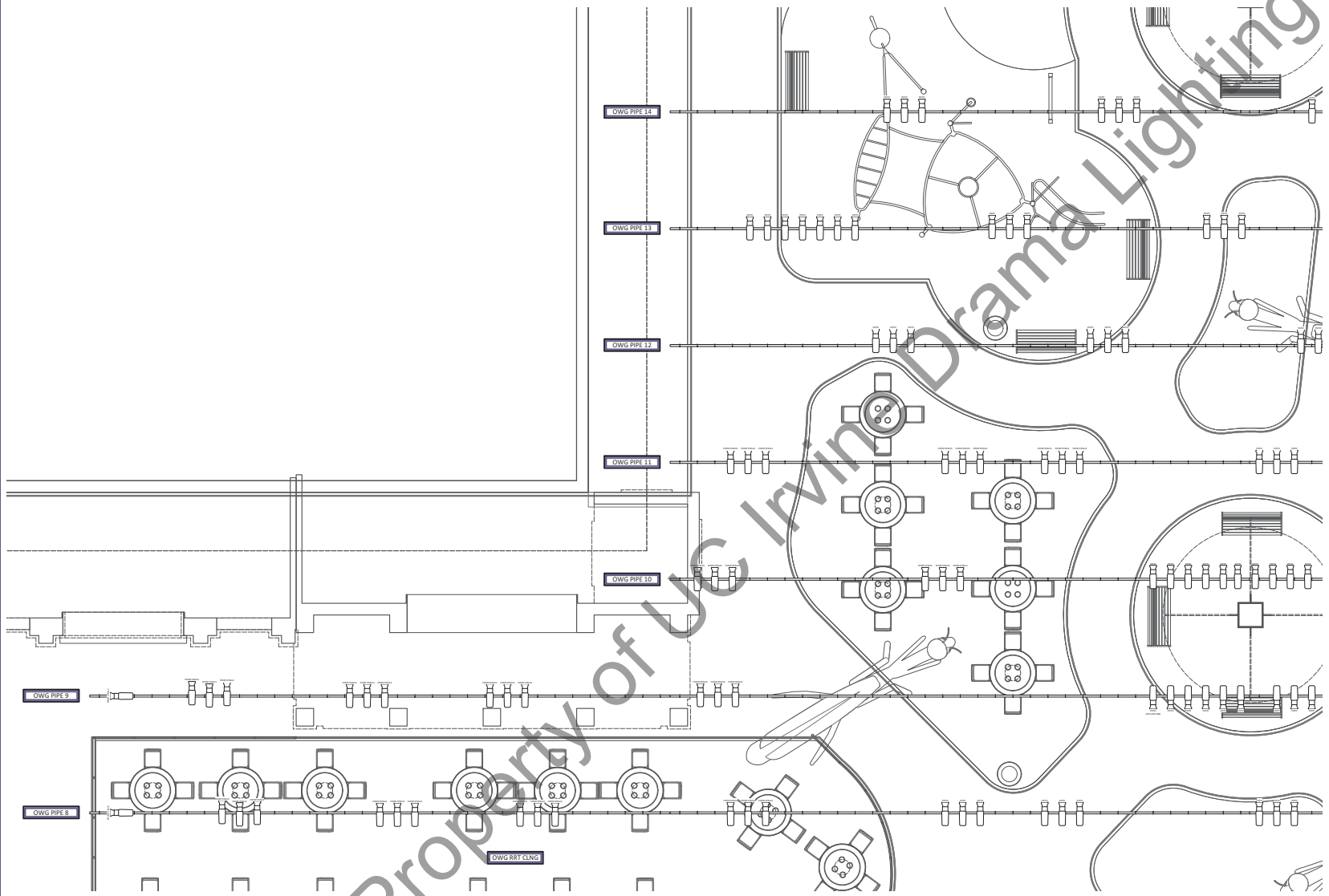


VDX File Name: COR-OWH-OWG-LTG-2D.vvx Drawn By: MAD Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19																			
Project Phase: 100% DESIGN DEVELOPMENT ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawing/documents: CLIENT PROVIDED DOCUMENTS																			
KEY S-4 LED Lekos ETC Source LEDL3 256w @ 117w 2 34 lbs ETC Source LEDL3 366w @ 117w 300 44 lbs LEDs Rely Color QP2 @ 4w 81 9.9 lbs LED Tape @ 15w 7,600 FT ARCHITECTURAL FLOWER PENDANT @ 4w 27 9.9 lbs MARTIN EXTERIOR INGROUND 400 SERIES LED SPACER @ 11w 70 CHARACTER FIXTURES GANTON R @ 1.5w 3																			
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SUBMITTED FOR REVIEW Reviewed By: _____ Date Reviewed: _____																			
REVIEW STATUS <input type="checkbox"/> No Comments & No Exceptions Noted <input type="checkbox"/> Amend As Noted & Proceed <input type="checkbox"/> Amend As Noted & Resubmit																			
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04																			
05																			
Intended Sheet Size Scale - Printed ARCH D [24" X36"] 1/4" = 1'-0"																			
Project Name: The Coraline Experience																			
Discipline: LIGHTING																			
Venue: South Coast Plaza Old Sears																			
Room Scene: OTHER WORLD GARDEN & PORCH																			
Drawing Title: ELECTRIC PLAN																			
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.																			
Sheet Number: COR-OWH-OWG-LTG-2D - 1.3																			

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EXPERIENCE KEY PLAN [NTS]



VWX File Name: COR-OWH-OWG-LTG-2D.vwx
 Drawn By: MAD Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawing/documents:

CLIENT PROVIDED DOCUMENTS

KEY

- S-4 LED Lekos**
- S-4 Square LEDL3 250mm @ 12W 2
 - S-4 Sq LEDL3 250mm @ 11W 300
- LEDs**
- White Color QPD @ 40w 81
 - 9.5 bar 7,800 FT
- ARCHITECTURAL**
- FLOWER PENDANT @ 40w 27
 - MARBLE EXTERIOR INGROUND 400 SERIES LED UNICL @ 11W 70
- CHARACTER FIXTURES**
- UNICL @ 1.5w 3

DISCLAIMER

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SUBMITTED FOR REVIEW

Reviewed By: _____

Date Reviewed: _____

REVIEW STATUS

No Comments & No Exceptions Noted
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 Amend As Noted & Resubmit

REVISIONS

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24" X 36"]
 1/4" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 OTHER WORLD GARDEN & PORCH

Drawing Title:
 ELECTRIC PLAN

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.

Sheet Number:
 COR-OWH-OWG-LTG-2D - 1.4

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 Irvine, CA 92697 USA
<http://drama.arts.uci.edu/graduate-programs/design/mfa-design>
 +1 949.824.6614

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Date Reviewed: _____

REVIEW STATUS

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01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24" X 36"]
 1/4" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 LIGHTING

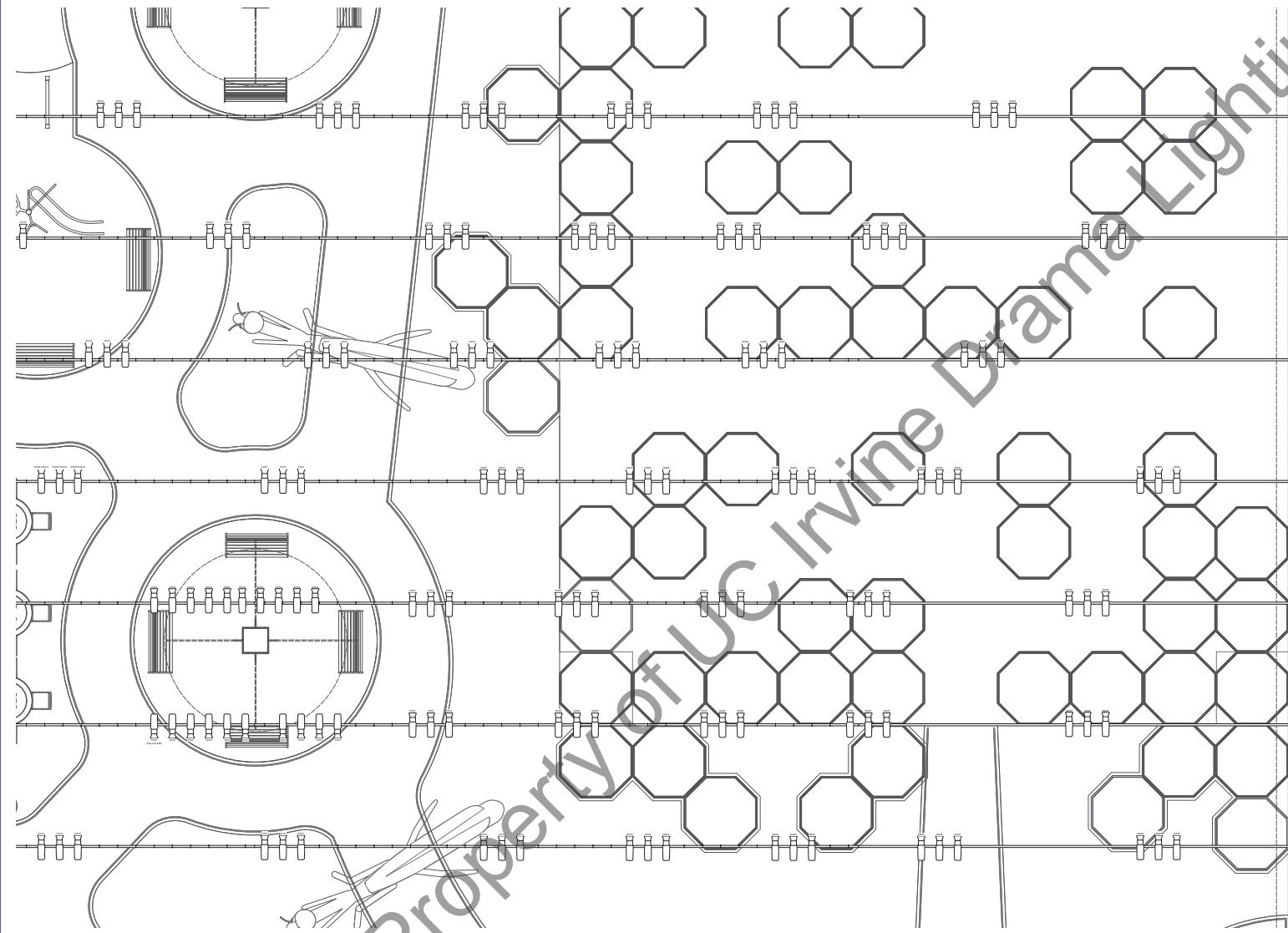
Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 OTHER WORLD GARDEN & PORCH

Drawing Title:
 ELECTRIC PLAN

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Sheet Number:
 COR-OWH-OWG-LTG-2D - 1.4



- OWG PIPE 14
- OWG PIPE 13
- OWG PIPE 12
- OWG PIPE 11
- OWG PIPE 10
- OWG PIPE 9
- OWG PIPE 8

VWX File Name: COR-OWH-OWG-LTG-2D.vwx
 Drawn By: MAD Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawing/documents:

CLIENT PROVIDED DOCUMENTS

KEY

S-4 LED Lekos		
ETC Smart LEDL3 256m @ 117w	34	2
ETC Smart LEDL3 366m @ 117w	390	390
ETC Smart LEDL3 366m @ 117w	14	14
LEDs		
White Color QPD @ 4w	81	81
9.9 lbs		
LED Tape @ 15w	7,800 FT	
ARCHITECTURAL		
FLOWER PENDANT @ 4w	27	
MARTIN EXTERIOR INGROULD 400 SERIES LED LIGHT @ 11w	70	
CHARACTER FIXTURES		
SWAYOR @ 1.5w	3	

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 Reviewed By:
 Date:
 Reviewed:

REVIEW STATUS
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REVISIONS

#	TITLE	DATE
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03	100% DESIGN DEVELOPMENT	6.9.19
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Project Name:
 The Coraline Experience

Discipline:
 LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 OTHER WORLD GARDEN & PORCH

Drawing Title:
 ELECTRIC PLAN

EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
 COR-OWH-OWG-LTG-2D - 1.5

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 Irvine, CA 92697 USA
<http://drama.arts.uci.edu/graduate-programs/design/mfa-design>
 +1 949.824.6614

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SUBMITTED FOR REVIEW

Reviewed By:
 Date:
 Reviewed:

REVIEW STATUS

No Comments & No Exceptions Noted
 Amend As Noted & Proceed
 Amend As Noted & Resubmit

REVISIONS

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
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Intended Sheet Size | Scale - Printed
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Project Name:
 The Coraline Experience

Discipline:
 LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 OTHER WORLD GARDEN & PORCH

Drawing Title:
 ELECTRIC PLAN

EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
 COR-OWH-OWG-LTG-2D - 1.5

VWX File Name:
COR-OWH-OWG-LTG-2D.vwx
Drawn By: MAD Checked By: JPB
Release Date: 6.9.19 Plot Date: 6.7.19
Project Phase:
100% DESIGN DEVELOPMENT
ASSOCIATED / REFERENCED DOCUMENTS
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+1 949.824.6614

CLIENT PROVIDED DOCUMENTS

KEY

- S-4 LED Lekos
 - ETC Source LEDL3 256m @ 17W 2
 - 34 lbs
 - ETC Source LEDL3 366m @ 17W 390
 - 117 lbs
- LEDs
 - Recess Color QPD @ 4w 81
 - 9.9 lbs
 - LED Tape @ 15w 7,600 FT
- ARCHITECTURAL
 - FLOWER PENDANT @ 4w 27
 - MARINA EXTERIOR INGROUND 400 SERIES LED UNICUT @ 17w 70
- CHARACTER FIXTURES
 - UNYON R @ 1.5w 3

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SUBMITTED FOR REVIEW
Reviewed By: _____
Date Reviewed: _____

REVIEW STATUS
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REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
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Intended Sheet Size | Scale - Printed
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Project Name:
The Coraline Experience

Discipline:
LIGHTING

Venue:
South Coast Plaza | Old Sears

Room | Scene:
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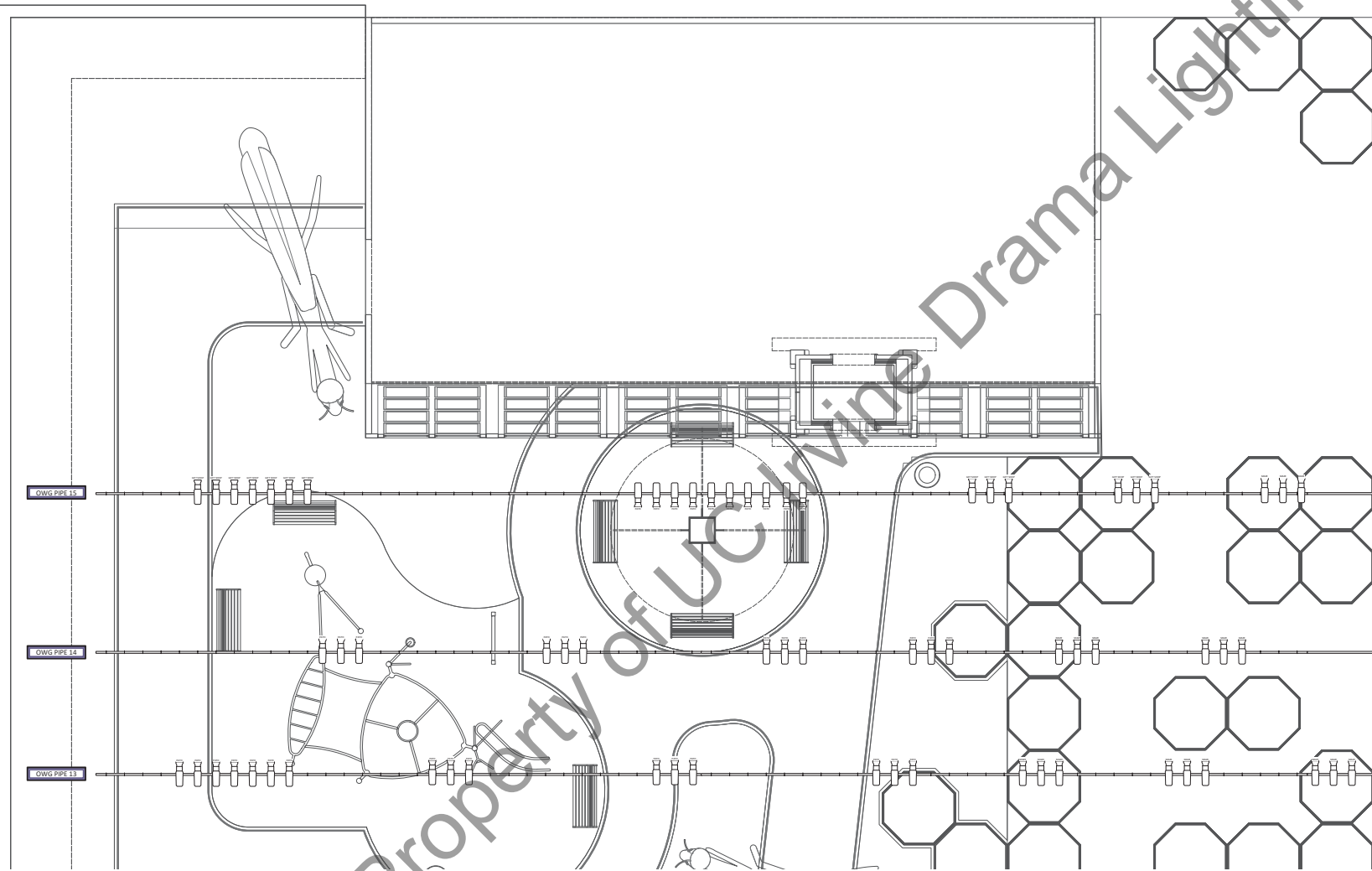
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ELECTRIC PLAN



EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
COR-OWH-OWG-LTG-2D - 1.6



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VWX File Name:
COR-OWH-OWG-LTG-2D.vwx
Drawn By: MAD Checked By: JPB
Release Date: 6.9.19 Plot Date: 6.7.19
Project Phase:
100% DESIGN DEVELOPMENT
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KEY

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 - ETC Source LEDL3 256w @ 117w 2
 - 34 lbs
 - ETC Source LEDL3 366w @ 117w 390
 - 94 lbs
- LEDs
 - Recess Color QP2 @ 4w 81
 - 9.9 lbs
 - LED Trim @ 1w 7,600 FT
- ARCHITECTURAL
 - FLOWER PENDANT @ 4w 27
 - 9.9 lbs
 - MARBLE EXTERIOR INGRESSOR 400 SERIES LED UNICLIP @ 11w 70
- CHARACTER FIXTURES
 - UNICLIP @ 1.5w 3

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SUBMITTED FOR REVIEW

Reviewed By: _____
Date Reviewed: _____

REVIEW STATUS

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- Amend As Noted & Proceed
- Amend As Noted & Resubmit

REVISIONS

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03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed

ARCH D [24" X36"]
1/4" = 1'-0"

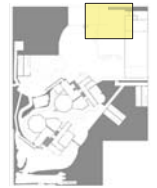
Project Name:
The Coraline Experience

Discipline:
LIGHTING

Venue:
South Coast Plaza | Old Sears

Room | Scene:
OTHER WORLD GARDEN & PORCH

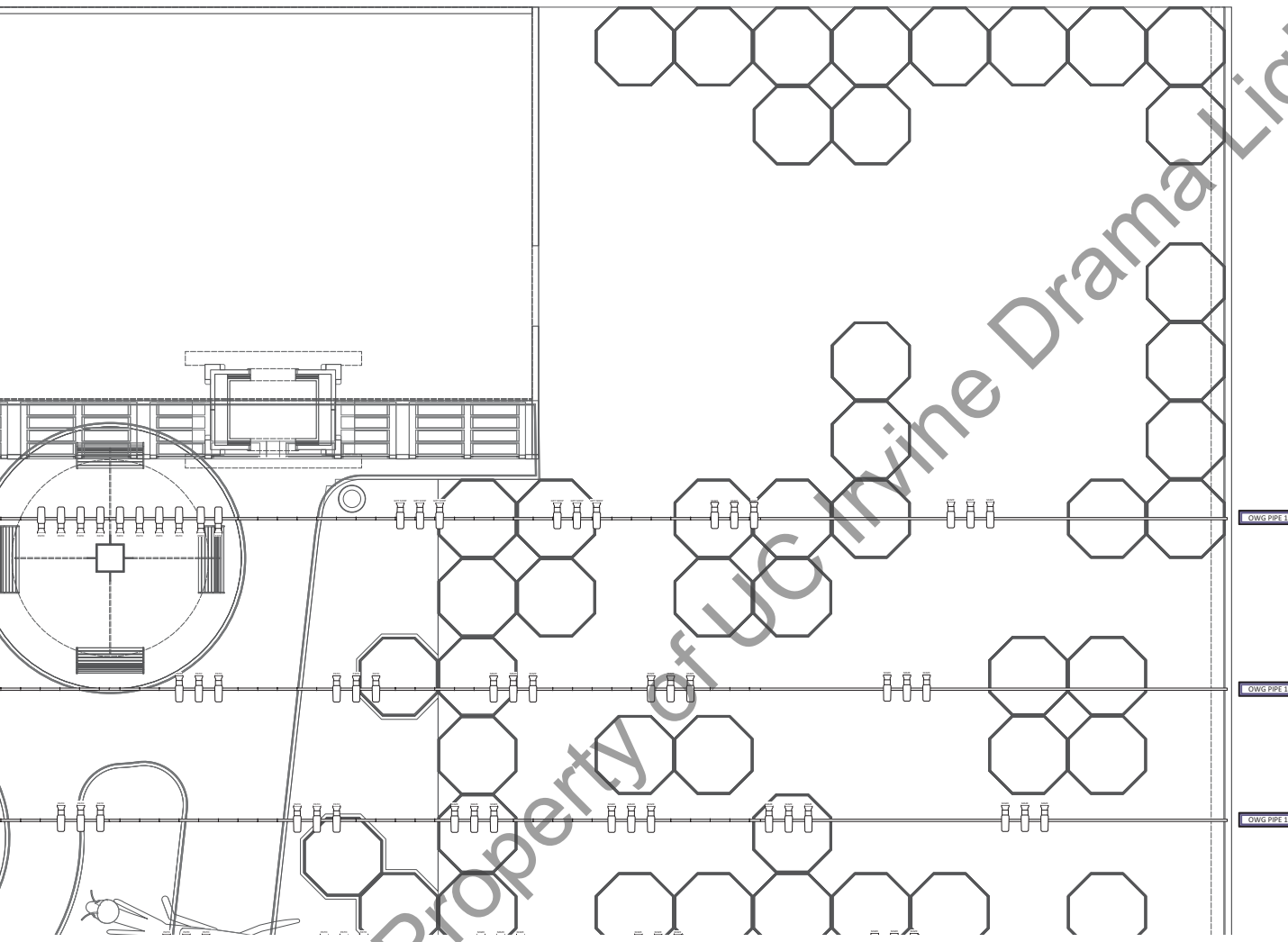
Drawing Title:
ELECTRIC PLAN



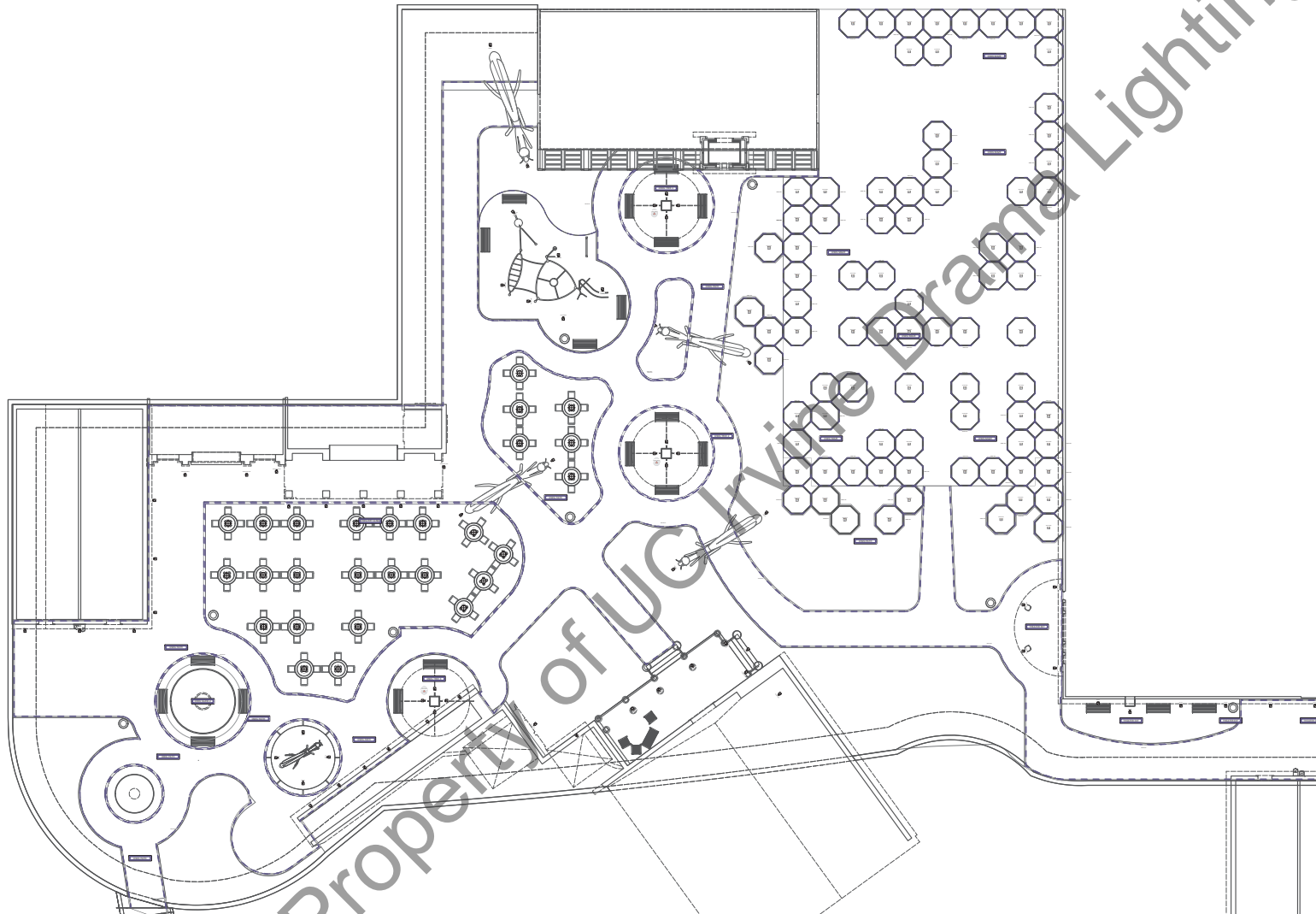
EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
COR-OWH-OWG-LTG-2D - 1.7



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VWX File Name:
COR-OWH-OWG-LTG-2D.vwx
Drawn By: MAD Checked By: JPB
Release Date: 6.9.19 Plot Date: 6.7.19
Project Phase:
100% DESIGN DEVELOPMENT
ASSOCIATED / REFERENCED DOCUMENTS
This drawing refers to, was created by using and/or is related to the following drawing/documents:



CLIENT PROVIDED DOCUMENTS

KEY

- S-4 LED Lekos
 - ETC Smart LEDL3 256w @ 12'w 2
 - 34 lbs
 - ETC Smart LEDL3 356w @ 11'w 300
 - 46 lbs
- LEDs
 - Recessed GFI @ 4'w 81
 - 5.2 lbs
 - LED Task @ 15w 7,600 FT
- ARCHITECTURAL
 - FLOWER PENDANT @ 4'w 27
 - 5.2 lbs
 - MARTELL EXTERIOR INGROUND 400 SERIES LED @ 11'w 70
- CHARACTER FIXTURES
 - UNYON R @ 1.5w 3

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SUBMITTED FOR REVIEW
Reviewed By:
Date Reviewed:

REVIEW STATUS
A No Comments & No Exceptions Noted
B Amend As Noted & Proceed
C Amend As Noted & Resubmit

REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24" X 36"]
3/32" = 1'-0"

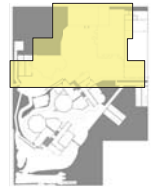
Project Name:
The Coraline Experience

Discipline:
LIGHTING

Venue:
South Coast Plaza | Old Sears

Room | Scene:
OTHER WORLD GARDEN & PORCH

Drawing Title:
DECK PLAN



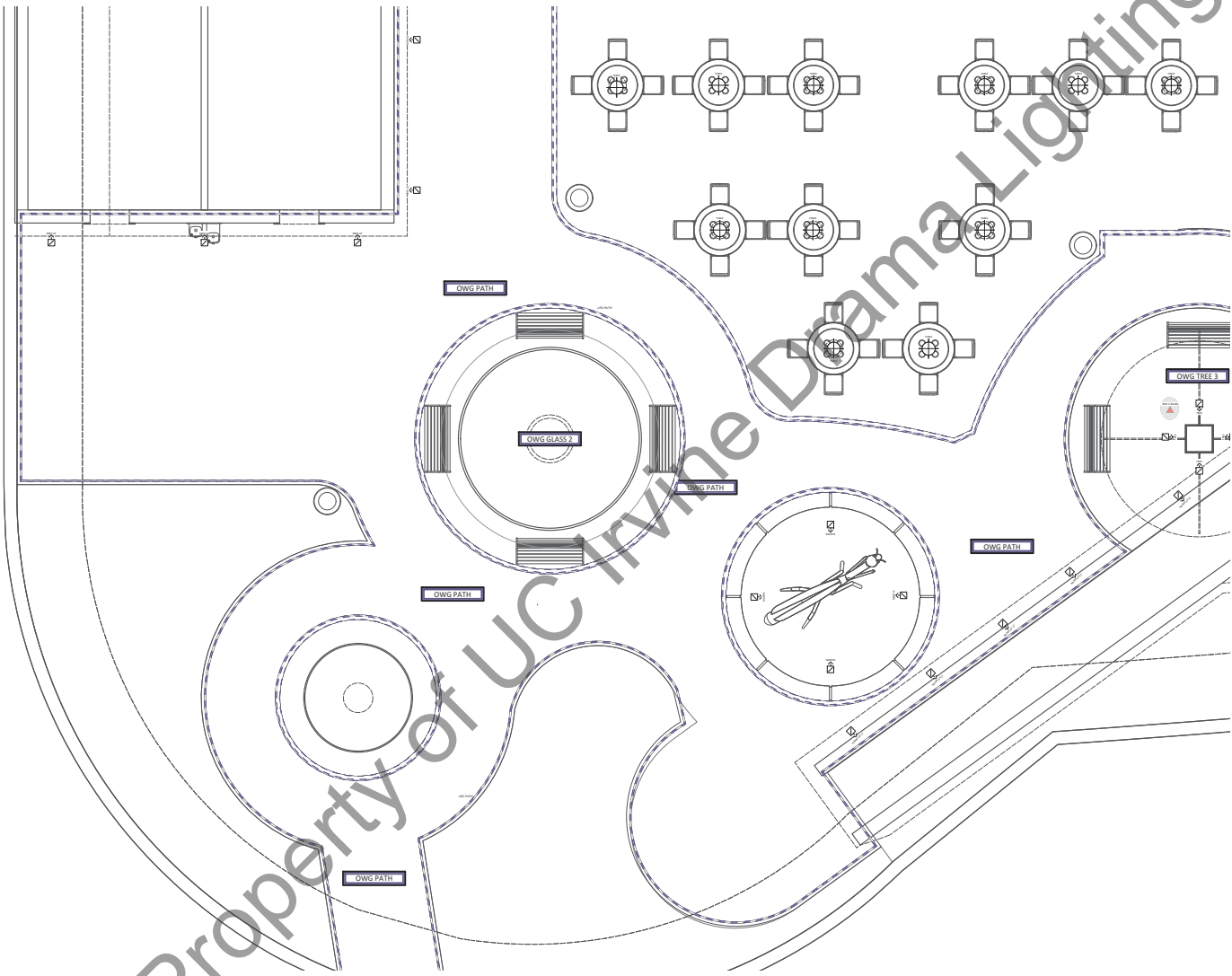
EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
COR-OWH-OWG-LTG-2D - 2

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Property of UCI



VWX File Name: COR-OWH-OWG-LTG-2D.vwx
 Drawn By: MAD Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawing/documents:

CLIENT PROVIDED DOCUMENTS

KEY

S-4 LED Lekos
 S-4 LED Lekos @ 117w 2
 S-4 LED Lekos @ 117w 390

LEDs
 1000lm LED @ 40w 81
 LED Tape @ 15w 7,000 FT

ARCHITECTURAL
 FLOWER PENDANT @ 40w 27
 MARTIN EXTERIOR INGROUND 400 SERIES LED @ 117w 70

CHARACTER FIXTURES
 GANYON R @ 1.5w 3

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SUBMITTED FOR REVIEW
 Reviewed By: _____
 Date Reviewed: _____

REVIEW STATUS
 No Comments & No Exceptions Noted
 Amend As Noted & Proceed
 Amend As Noted & Re-submit

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24" X 36"]
 1/4" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 OTHER WORLD GARDEN & PORCH

Drawing Title:
 DECK PLAN

EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
 COR-OWH-OWG-LTG-2D - 2.1

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VWX File Name: COR-OWH-OWG-LTG-2D.vwx
 Drawn By: MAD Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawing/documents:
 CLIENT PROVIDED DOCUMENTS

KEY

S-4 LED Lekos
 ETC Source LEDL3 256m @ 117w 2
 34 lbs
 ETC Source LEDL3 366m @ 117w 300
 94 lbs

LEDs
 Rely Color QP2 @ 4w 81
 9.8 lbs
 LED Tape @ 15w 7,600 FT

ARCHITECTURAL
 FLOWER PENDANT @ 4w 27
 9.8 lbs
 MARTIN EXTERIOR INGROUND 400 SERIES LED SPACER @ 11w 70

CHARACTER FIXTURES
 GANYON R @ 1.5w 3

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SUBMITTED FOR REVIEW
 Reviewed By: _____
 Date Reviewed: _____

REVIEW STATUS
 No Comments & No Exceptions Noted
 Amend As Noted & Proceed
 Amend As Noted & Resubmit

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24" X 36"]
 1/4" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 OTHER WORLD GARDEN & PORCH

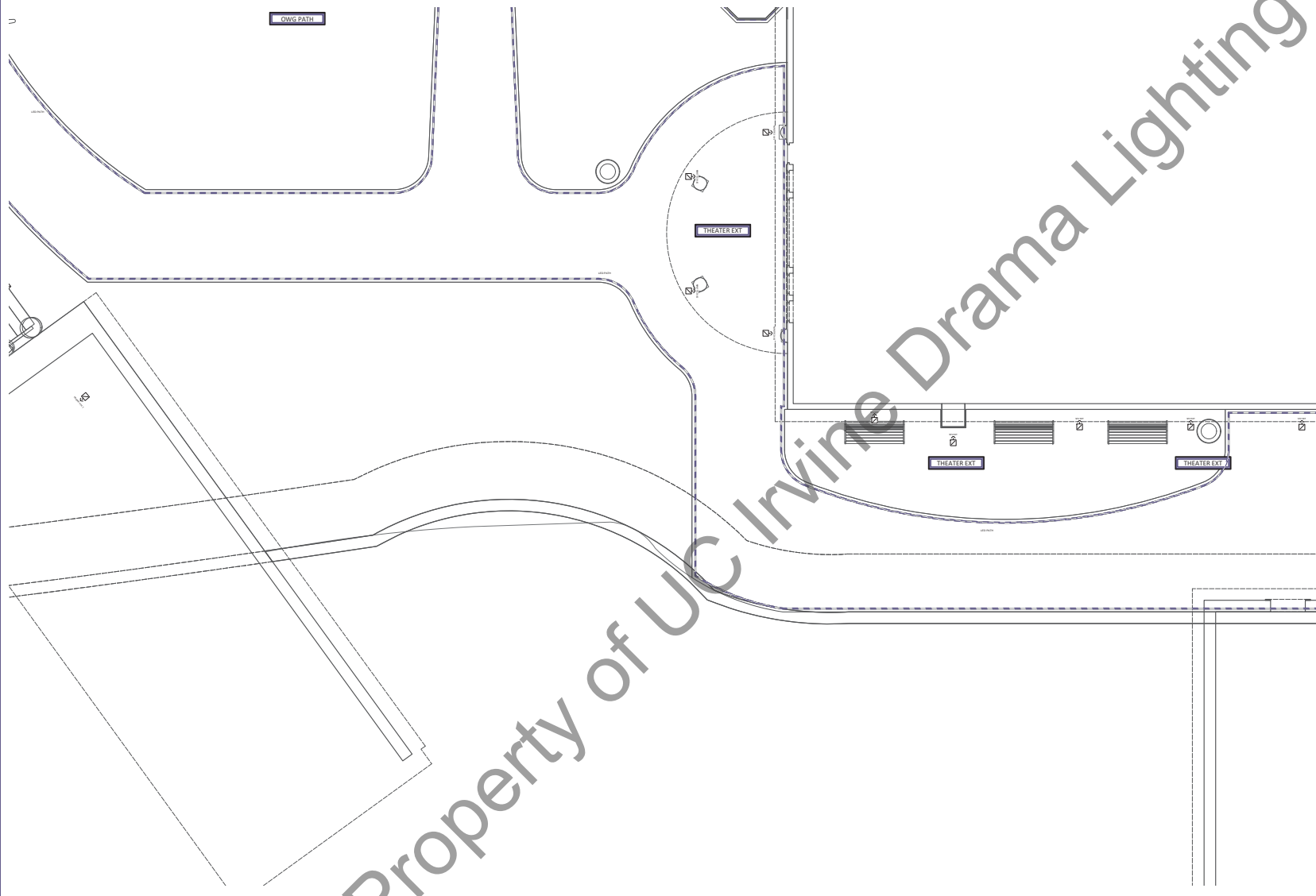
Drawing Title:
 DECK PLAN

EXPERIENCE KEY PLAN [NTS]

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.

Sheet Number:
 COR-OWH-OWG-LTG-2D - 2.2

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VWX File Name: COR-OWH-OWG-LTG-2D.vwx
 Drawn By: MAD Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawing(s)/document(s):

CLIENT PROVIDED DOCUMENTS

KEY

S-4 LED Lekos
 S-4 LED Lekos @ 11'w
 S-4 LED Lekos @ 11'w
 S-4 LED Lekos @ 11'w
 S-4 LED Lekos @ 11'w

LEDs
 5000K Color CPT @ 4w
 5000K Color CPT @ 4w
 LED Track @ 15w
 7,600 FT

ARCHITECTURAL
 FLOWER PENDANT @ 4w
 MARTIN EXTERIOR INGROUND
 400 SERIES LED IN-GRADE @ 11w
 70

CHARACTER FIXTURES
 SANYO R @ 1.5w
 3

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SUBMITTED FOR REVIEW
 Reviewed By: _____
 Date Reviewed: _____

REVIEW STATUS
 No Comments & No Exceptions Noted
 Amend As Noted & Proceed
 Amend As Noted & Resubmit

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24" X 36"]
 1/4" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 OTHER WORLD GARDEN & PORCH

Drawing Title:
 DECK PLAN

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.

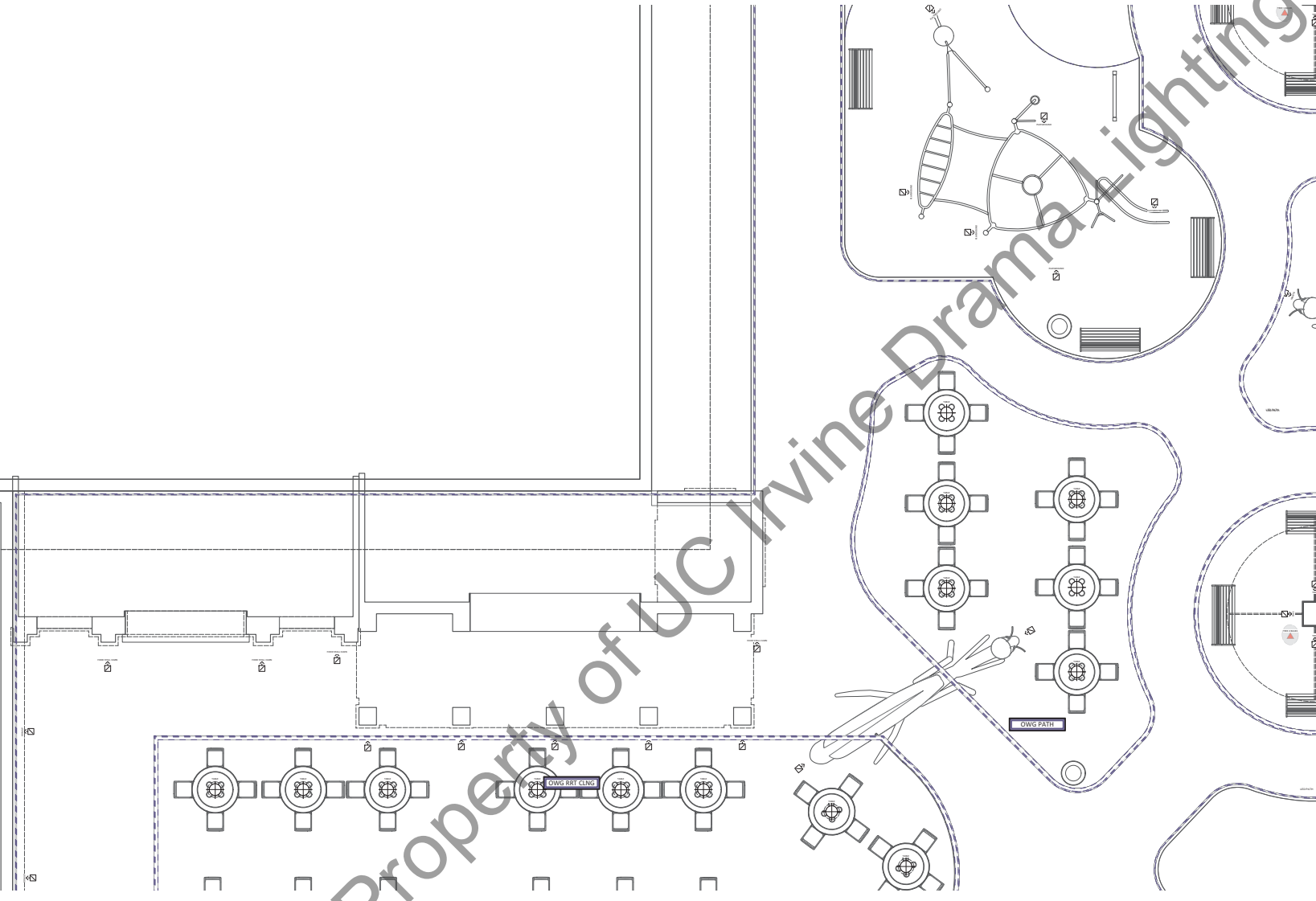
Sheet Number:
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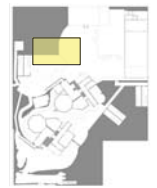
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VDW File Name: COR-OWH-OWG-LTG-2D.vdw Drawn By: MAD Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19		
Project Phase: 100% DESIGN DEVELOPMENT ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawing/documents:		
CLIENT PROVIDED DOCUMENTS		
KEY		
S-4 LED Lekos ETC Source LEDL3 256sq @ 117w 2 34 lbs ETC Source LEDL3 366sq @ 117w 300 94 lbs	LEDs Rely Color QPD @ 40w 81 9.9 lbs LED Tape @ 15w 7,600 FT	
ARCHITECTURAL FLOWER PENDANT @ 40w 27 MANTLE EXTERIOR INGROUND 400 SERIES LED 100-CR @ 11w 70		
CHARACTER FIXTURES GANYON R @ 15w 3		
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SUBMITTED FOR REVIEW		
Reviewed By: _____ Date Reviewed: _____		
REVIEW STATUS		
<input type="checkbox"/> No Comments & No Exceptions Noted <input type="checkbox"/> Amend As Noted & Proceed <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed ARCH D [24" X36"] 1/4" = 1'-0"		
Project Name: The Coraline Experience		
Discipline: LIGHTING		
Venue: South Coast Plaza Old Sears		
Room Scene: OTHER WORLD GARDEN & PORCH		
Drawing Title: DECK PLAN		
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.		
Sheet Number: COR-OWH-OWG-LTG-2D - 2.4		



EXPERIENCE KEY PLAN [NTS]

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VWX File Name: COR-OWH-OWG-LTG-2D.vwx
 Drawn By: MAD Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawing/documents:

CLIENT PROVIDED DOCUMENTS

KEY

S-4 LED Lekos
 ETC S4000 LEDL3 250lm @ 12W 2
 34 lbs
 ETC S4000 LEDL3 350lm @ 17W 300
 46 lbs

LEDs
 Rely Color QPD @ 4w 81
 9.2 lbs
 LED Tape @ 15w 7,000 FT

ARCHITECTURAL
 FLOWER PENDANT @ 45w 27
 MARTIN EXTERIOR INGROUND 400 SERIES LED UNICUT @ 17w 70

CHARACTER FIXTURES
 GANTON R @ 1.5w 3

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SUBMITTED FOR REVIEW
 Reviewed By: _____
 Date Reviewed: _____

REVIEW STATUS
 No Comments & No Exceptions Noted
 Amend As Noted & Proceed
 Amend As Noted & Re-submit

REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24" X36"]
 1/4" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
OTHER WORLD GARDEN & PORCH

Drawing Title:
DECK PLAN

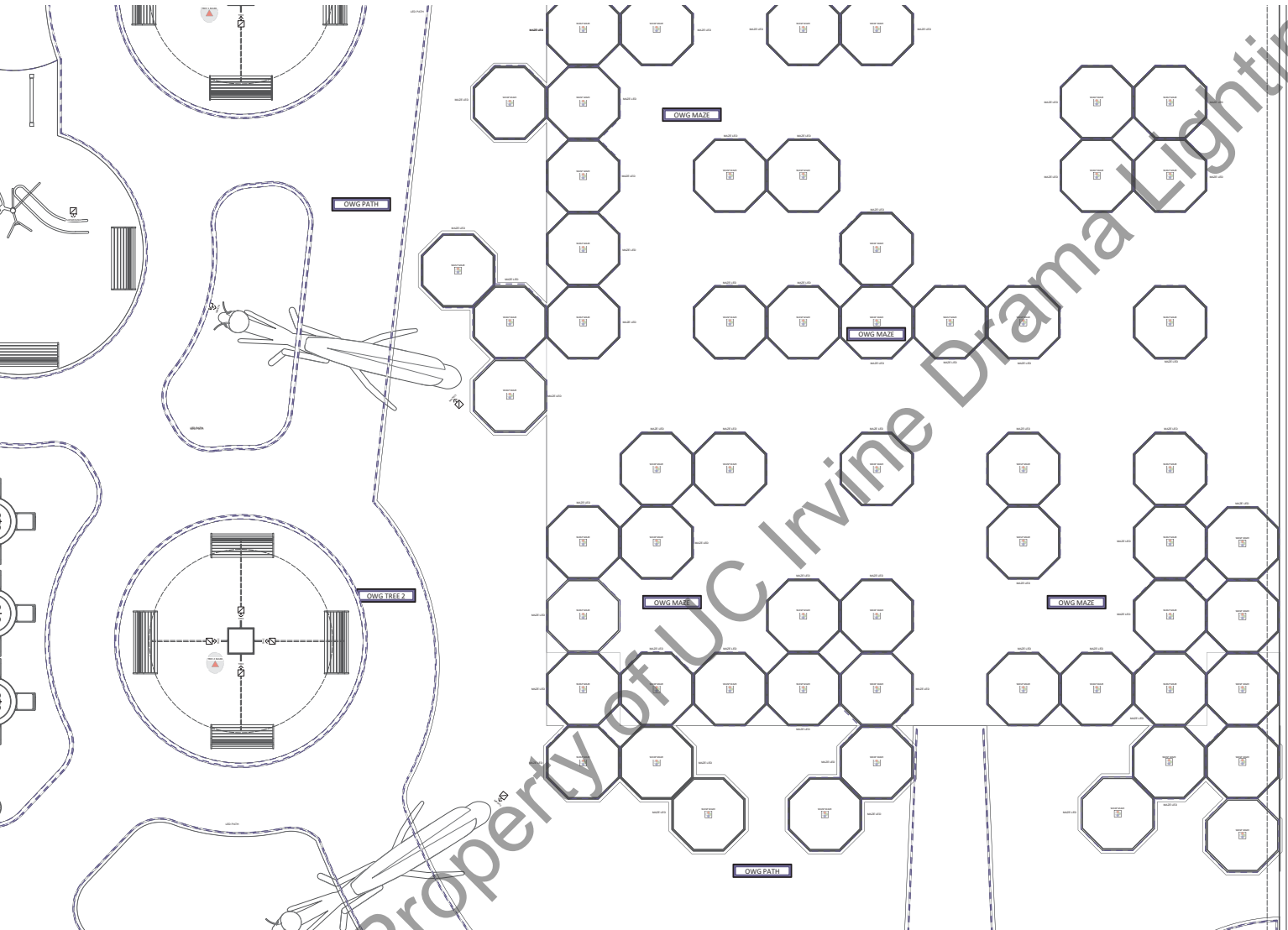
EXPERIENCE KEY PLAN [NTS]

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Sheet Number:
COR-OWH-OWG-LTG-2D - 2.5

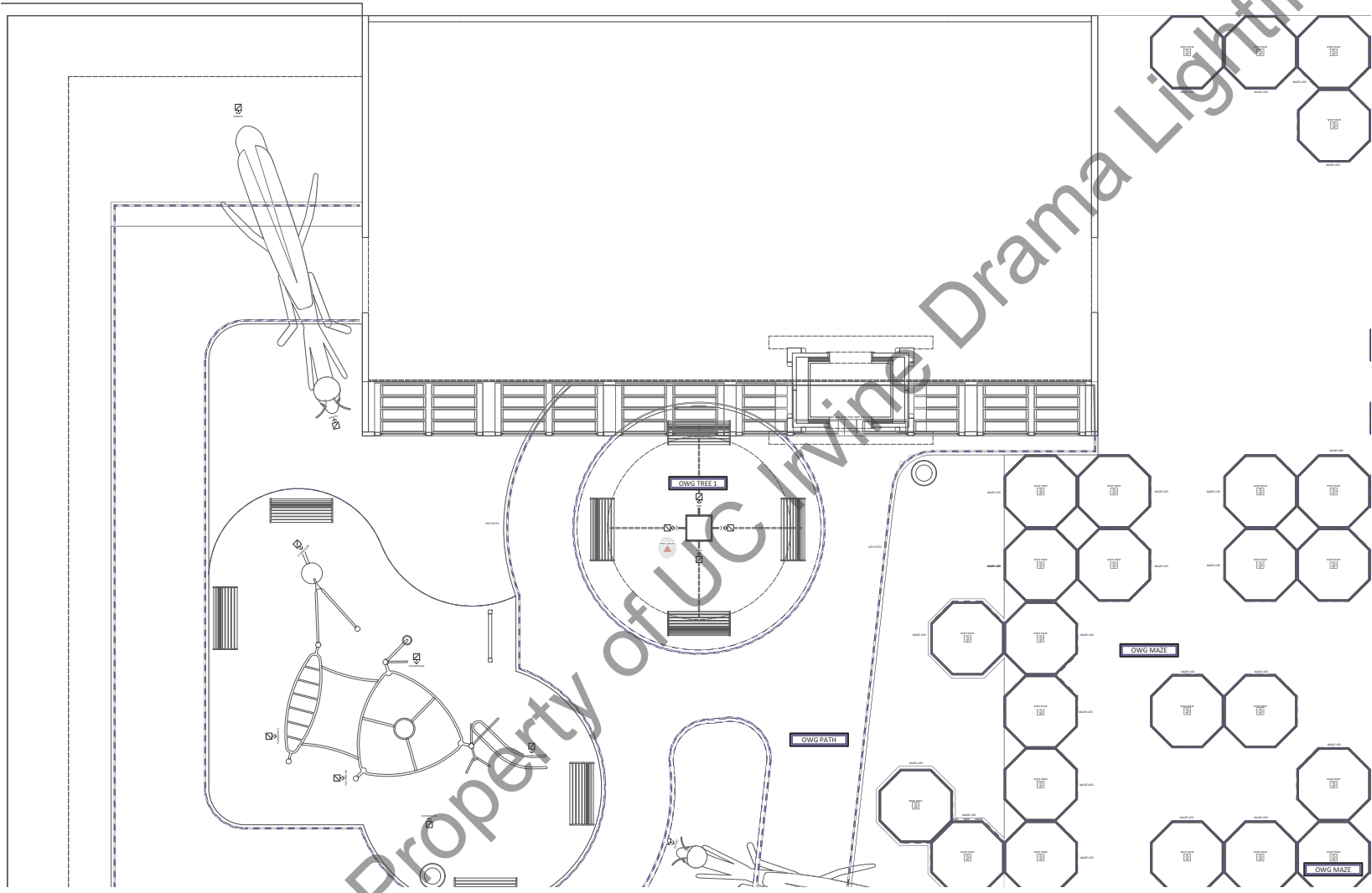


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VWX File Name: COR-OWH-OWG-LTG-2D.vwx
 Drawn By: MAD Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS
 This drawing refers to, was created by using and/or is related to the following drawing/documents:

CLIENT PROVIDED DOCUMENTS

KEY

S-4 LED Lekos
 ETC Socket LEDL3 256m @ 117w 34 lbs 2
 ETC Socket LEDL3 366m @ 117w 46 lbs 390

LEDs
 Rely Color QP2 @ 40w 81
 LED Tape @ 15w 7,600 FT

ARCHITECTURAL
 FLOWER PENDANT @ 40w 27
 MARTIN EXTERIOR INGROUND 400 SERIES LED UNICUT @ 117w 70

CHARACTER FIXTURES
 GANTON @ 15w 3

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SUBMITTED FOR REVIEW
 Reviewed By: _____
 Date Reviewed: _____

REVIEW STATUS
 No Comments & No Exceptions Noted
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 Amend As Noted & Resubmit

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24" X36"]
 1/4" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 LIGHTING

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 OTHER WORLD GARDEN & PORCH

Drawing Title:
 DECK PLAN

EXPERIENCE KEY PLAN [NTS]

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.

Sheet Number:
 COR-OWH-OWG-LTG-2D - 2.6



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VWX File Name: COR-OWH-OWG-LTG-2D.vwx
 Drawn By: MAD Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS

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<http://drama.arts.uci.edu/graduate-programs/design/mfa-design>
 +1 949.824.6614

CLIENT PROVIDED DOCUMENTS

KEY

- S-4 LED Lekos**
- S-4 LED Lekos @ 12W 2
 - S-4 LED Lekos @ 36W 390
- LEDs**
- LED @ 4W 81
 - LED @ 15W 7,800 FT
- ARCHITECTURAL**
- FLOWER PENDANT @ 4W 27
 - MARBLE EXTERIOR INGROUND LED @ 11W 70
- CHARACTER FIXTURES**
- SANITOR @ 1.5W 3

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SUBMITTED FOR REVIEW

Reviewed By: _____

Date Reviewed: _____

REVIEW STATUS

A No Comments & No Exceptions Noted
 B Amend As Noted & Proceed
 C Amend As Noted & Resubmit

REVISIONS

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24" X36"]
 1/4" = 1'-0"

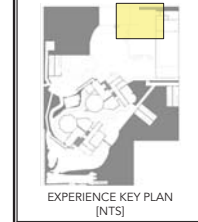
Project Name:
 The Coraline Experience

Discipline:
LIGHTING

Venue:
 South Coast Plaza | Old Sears

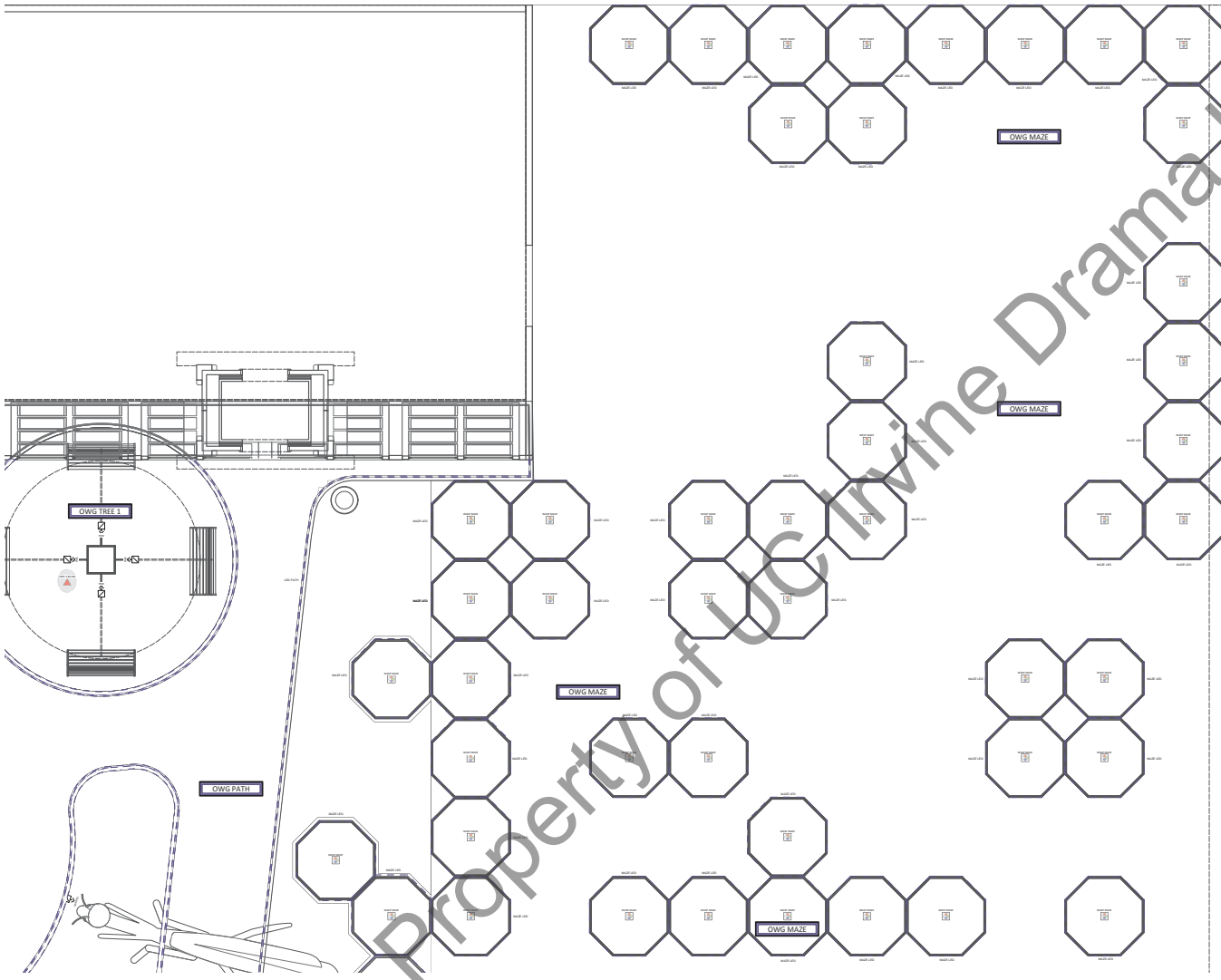
Room | Scene:
OTHER WORLD GARDEN & PORCH

Drawing Title:
DECK PLAN



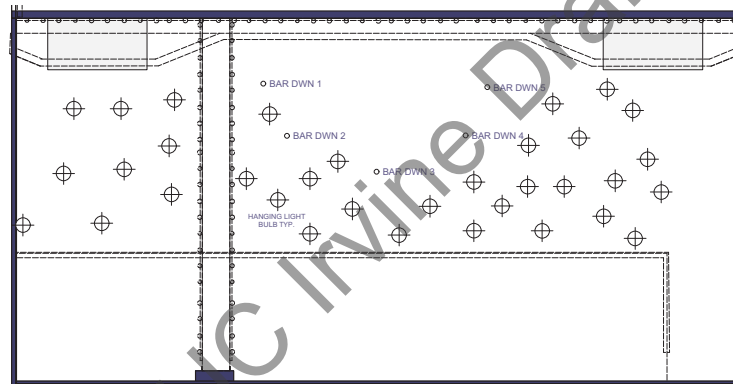
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.

Sheet Number:
COR-OWH-OWG-LTG-2D - 2.7



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Property of UC Irvine Drama Lighting



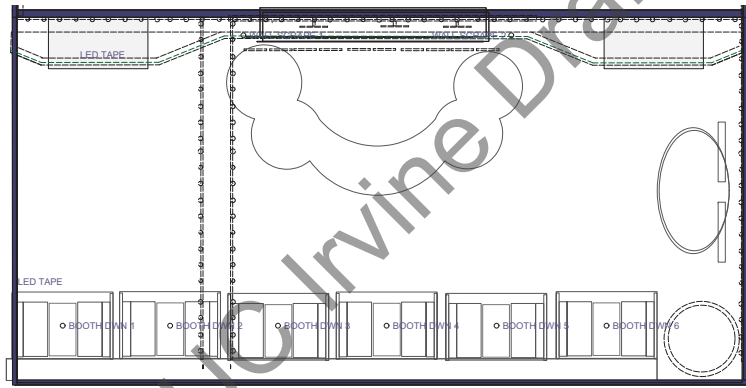
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Drawn By: JPB	Checked By: JPB																		
Release Date: 6.9.19	Plot Date: 6.7.19																		
Project Phase: 100% DESIGN DEVELOPMENT																			
ASSOCIATED / REFERENCED DOCUMENTS																			
This drawing refers to, was created by using and/or is related to the following drawings/documents:																			
CLIENT PROVIDED DOCUMENTS																			
KEY																			
Architectural Units																			
	18																		
	12																		
	22																		
	1508																		
<p>DISCLAIMER</p> <p>These drawings are issued for the purpose of communicating 2ND STORY STUDIOS creative design intent. 2ND STORY STUDIOS is not a licensed architectural or engineering firm and is relying on the client and its consultants to design, procure and coordinate all third party work. 2ND STORY STUDIOS assumes no responsibility for elements outside of 2ND STORY STUDIOS' intended scope, including, but not limited to, structural engineering, safety and code compliance.</p> <p>The client design team is the primary client project design authority provided by the Client Project Team in the Facility drawings/documents. The accuracy of all Facility drawings/documents is the responsibility of the associated Facility drawings/documents. It is the responsibility of the Client Project Team to provide accurate and up-to-date Facility drawings/documents.</p>																			
<p>SUBMITTED FOR REVIEW</p> <p>Reviewed By: _____</p> <p>Date Reviewed: _____</p>																			
<p>REVIEW STATUS</p> <p>A <input type="checkbox"/> No Comments & No Exceptions Noted B <input type="checkbox"/> Amend As Noted & Proceed C <input type="checkbox"/> Amend As Noted & Resubmit</p>																			
<p>REVISIONS</p> <table border="1"> <thead> <tr> <th>#</th> <th>TITLE</th> <th>DATE</th> </tr> </thead> <tbody> <tr> <td>01</td> <td>PRELIMINARY</td> <td>5.24.19</td> </tr> <tr> <td>02</td> <td>UPDATES</td> <td>6.3</td> </tr> <tr> <td>03</td> <td>100% DESIGN DEVELOPMENT</td> <td>6.9.19</td> </tr> <tr> <td>04</td> <td></td> <td></td> </tr> <tr> <td>05</td> <td></td> <td></td> </tr> </tbody> </table>		#	TITLE	DATE	01	PRELIMINARY	5.24.19	02	UPDATES	6.3	03	100% DESIGN DEVELOPMENT	6.9.19	04			05		
#	TITLE	DATE																	
01	PRELIMINARY	5.24.19																	
02	UPDATES	6.3																	
03	100% DESIGN DEVELOPMENT	6.9.19																	
04																			
05																			
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<p>Project Name: The Coraine Experience</p>																			
<p>Discipline: Lighting</p>																			
<p>Venue: South Coast Plaza Old Sears</p>																			
<p>Room Scene: Spink and Forcible Bar</p>																			
<p>Drawing Title: RCP/GP</p>																			
<p>These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.</p>																			
<p>Sheet Number: COR-SFV-BAR-LTG-2D - 1</p>																			



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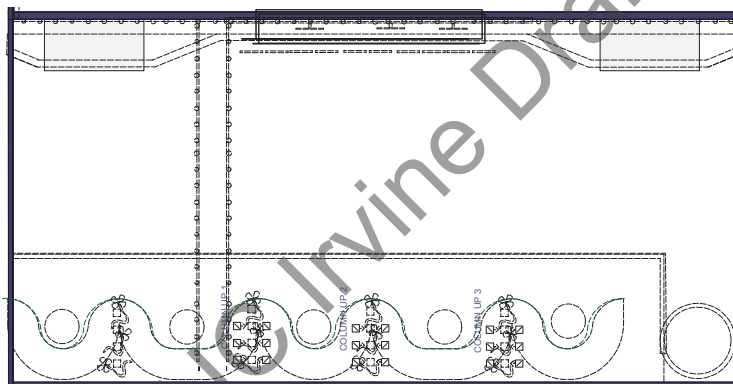
Property of UC Irvine Drama Lighting



VDX File Name: COR-SFV-BAR-LTG-2D.vvx		
Drawn By: JPB	Checked By: JPB	
Release Date: 6.9.19	Plot Date: 6.7.19	
Project Phase: 100% DESIGN DEVELOPMENT		
ASSOCIATED / REFERENCED DOCUMENTS		
This drawing refers to, was created by using and/or is related to the following drawings/documents:		
CLIENT PROVIDED DOCUMENTS		
KEY		
Architectural Units		
LTG ARCH PENDANT	38	
LTG ARCH DOWNLIGHT	12	
LTG ARCH UPLIGHT & INGRADE	22	
LTG TAPE	1506	
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Reviewed By: _____ Date Reviewed: _____		
REVIEW STATUS		
A <input type="checkbox"/> No Comments & No Exceptions Noted B <input type="checkbox"/> Amend As Noted & Proceed C <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed ARCH D [24"X36"] 1/4" = 1' 0"		
Project Name: The Coraine Experience		
Discipline: Lighting		
Venue: South Coast Plaza Old Sears		
Room Scene: Spink and Forcible Bar		
Drawing Title: GP Floor 1		
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.		
Sheet Number: COR-SFV-BAR-LTG-2D - 2		

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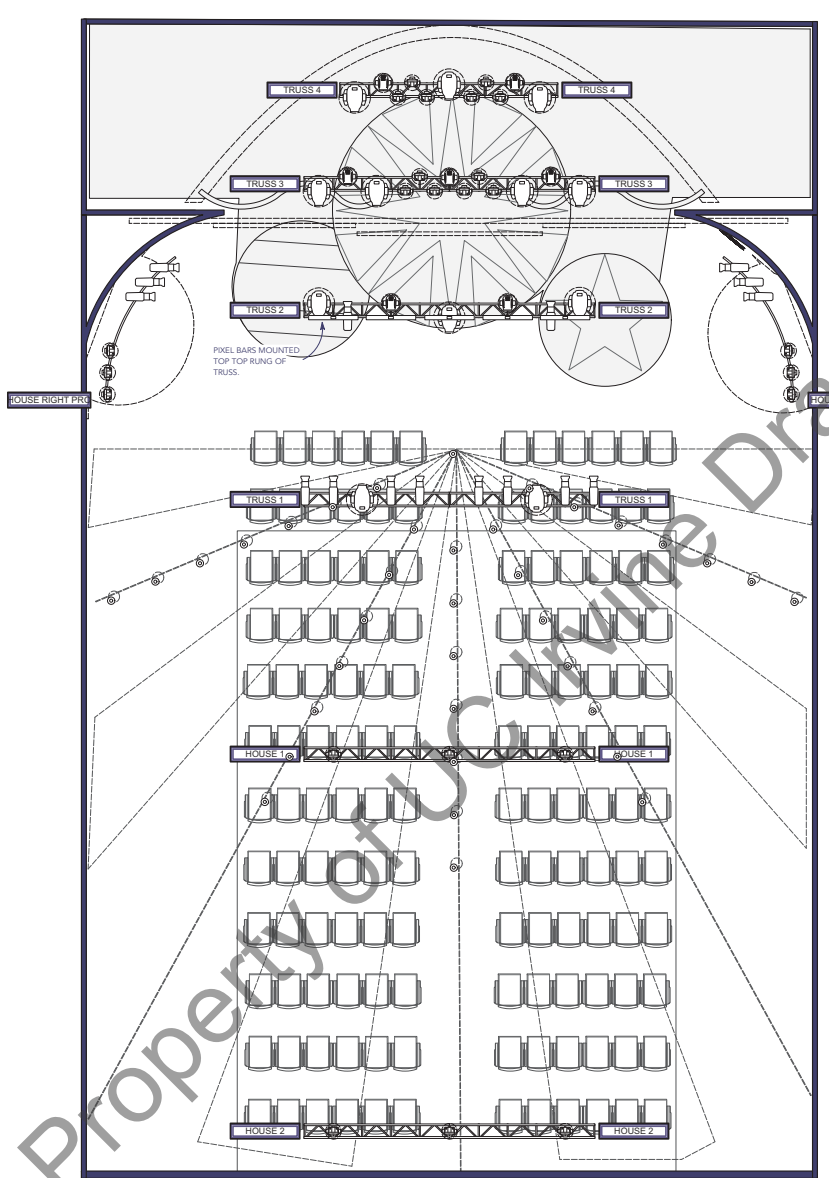


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Release Date: 6.9.19	Plot Date: 6.7.19	
Project Phase: 100% DESIGN DEVELOPMENT		
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CLIENT PROVIDED DOCUMENTS		
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Architectural Units		
	LTC ARCH PENDANT 38	
	LTC ARCH DOWNLIGHT 12	
	LTC ARCH UPLIGHT & INGRADE 22	
	LTC Spot 1506	
DISCLAIMER		
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03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed		
ARCH D [24"X36"] 1/4" = 1' 0"		
Project Name: The Coraine Experience		
Discipline: Lighting		
Venue: South Coast Plaza Old Sears		
Room Scene: Spink and Forcible Bar		
Drawing Title: GP Floor 2		
These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.		
Sheet Number: COR-SFV-BAR-LTG-2D - 3		



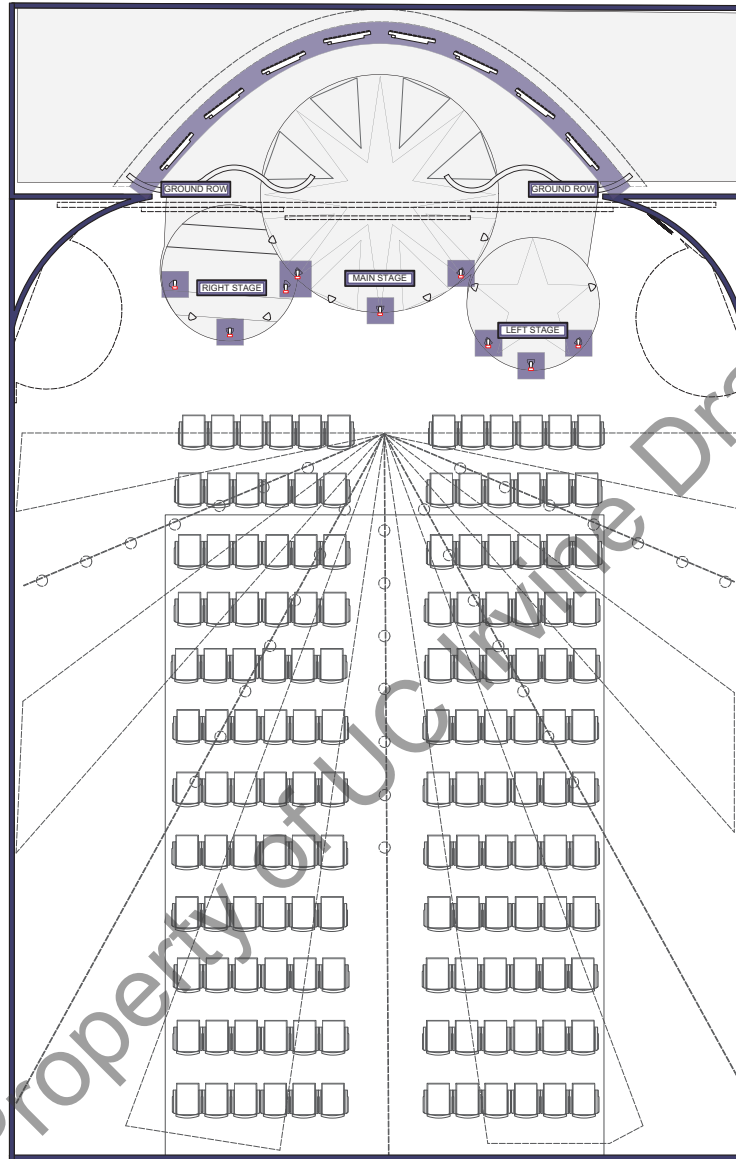
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<http://drama.arts.uci.edu/graduate-programs/design/mta-design>
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Property of Spink and Forcible Drama Lighting

VDW File Name: COR-SFV-LTG-2D.vvx Drawn By: JPB Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19																						
Project Phase: 100% DESIGN DEVELOPMENT																						
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Conventional @ 6x Light-bulb @ 100w 36 LEDs ETC Source4 LEDS 36deg @ 177w 16 ETC Source4 LEDS 56deg @ 177w 1 Chauvet COLOFlash Accent @ 10w 9 Moving Lights Martin MAC Viper Profile @ 1.225kw 12 Martin Mac Aura XS @ 250w 24 Platinum Beam SR Extreme @ 250w 7 Pixel Bars Chauvet PixelBar 18 GA @ 200w 5 Wash Units Chauvet ScapeAir @ 800w 8	<div style="border: 1px solid black; padding: 5px;"> 2ND STORY STUDIOS 2ND STORY STUDIOS 4000 Mesa Road, Ste G2005 Irvine, CA 92697 USA http://drama.arts.ucl.edu/graduate-programs/design/mta-design +1 949.824.6614 </div> <p>DISCLAIMER</p> <p>These drawings are issued for the purpose of communicating 2ND STORY STUDIOS creative design intent. 2ND STORY STUDIOS is not a licensed architectural or engineering firm and is not acting in the state of California as a design professional or providing any such services. 2ND STORY STUDIOS assumes no responsibility for elements outside of 2ND STORY STUDIOS' intended scope, including, but not limited to, structural engineering, safety and code compliance.</p> <p>The entire design team is to be deemed upon specific design documents provided by the Client Project Team in the Facility drawings/documents. The accuracy of all existing conditions on this drawing is upon the accuracy of the associated Facility drawings/documents. It is the responsibility of the Client Project Team to provide accurate and up to date Facility drawings/documents.</p> <p style="text-align: center;">SUBMITTED FOR REVIEW</p> <p>Reviewed By: _____</p> <p>Date Reviewed: _____</p> <p style="text-align: center;">REVIEW STATUS</p> <p>A <input type="checkbox"/> No Comments & No Exceptions Noted B <input type="checkbox"/> Amend As Noted & Proceed C <input type="checkbox"/> Amend As Noted & Resubmit</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="3" style="text-align: center;">REVISIONS</th> </tr> <tr> <th>#</th> <th>TITLE</th> <th>DATE</th> </tr> </thead> <tbody> <tr> <td>01</td> <td>PRELIMINARY</td> <td>5.24.19</td> </tr> <tr> <td>02</td> <td>UPDATES</td> <td>6.3.19</td> </tr> <tr> <td>03</td> <td>100% DESIGN DEVELOPMENT</td> <td>6.9.19</td> </tr> <tr> <td>04</td> <td></td> <td></td> </tr> <tr> <td>05</td> <td></td> <td></td> </tr> </tbody> </table> <p>Intended Sheet Size Scale - Printed ARCH D [24"X36"] 1/4" = 1' 0"</p> <p>Project Name: The Coraine Experience</p> <p>Discipline: Lighting</p> <p>Venue: South Coast Plaza Old Sears</p> <p>Room Scene: Spink and Forcible Venue</p> <p>Drawing Title: Electrics Plan</p>	REVISIONS			#	TITLE	DATE	01	PRELIMINARY	5.24.19	02	UPDATES	6.3.19	03	100% DESIGN DEVELOPMENT	6.9.19	04			05		
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Sheet Number: <div style="text-align: center;"> COR-SFV-LTG-2D - 1 </div>																						



VWX File Name: COR-SFV-LTG-2D.vwx
 Drawn By: JPB Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS

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KEY

Conventionals

⊗ 6x Light-bulb @ 100w 36

LEDs

□ ETC Source4 LEDS 34deg @ 170w 16

□ ETC Source4 LEDS 50deg @ 170w 1

□ Chauvet COLOFlash Accent @ 10w 9

Moving Lights

⊙ Martin MAC Viper Profile @ 1.225kw 12

⊙ Martin Mac Aura XS @ 250w 24

⊙ Platinum Beam SR Extreme @ 250w 7

Pixel Bars

⊖ PixelBar 18 GA @ 200w 5

Wash Units

⊖ Rosalind Suntime Active @ 800w 8

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The fixtures provided by the Client Project Team in the Facility drawings/documents. The accuracy of all fixture quantities on this drawing will upon the accuracy of the associated Facility drawings/documents. It is the responsibility of the Client Project Team to provide accurate end use data Facility drawings/documents.

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Date Reviewed: _____

REVIEW STATUS

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 B Amend As Noted & Proceed
 C Amend As Noted & Resubmit

REVISIONS

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01	PRELIMINARY	5.24.19
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03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
 1/4" = 1' 0"

Project Name:
 The Coraine Experience



EXPERIENCE KEY PLAN
 [NTS]

Discipline:
 Lighting

Venue:
 South Coast Plaza | Old Sears

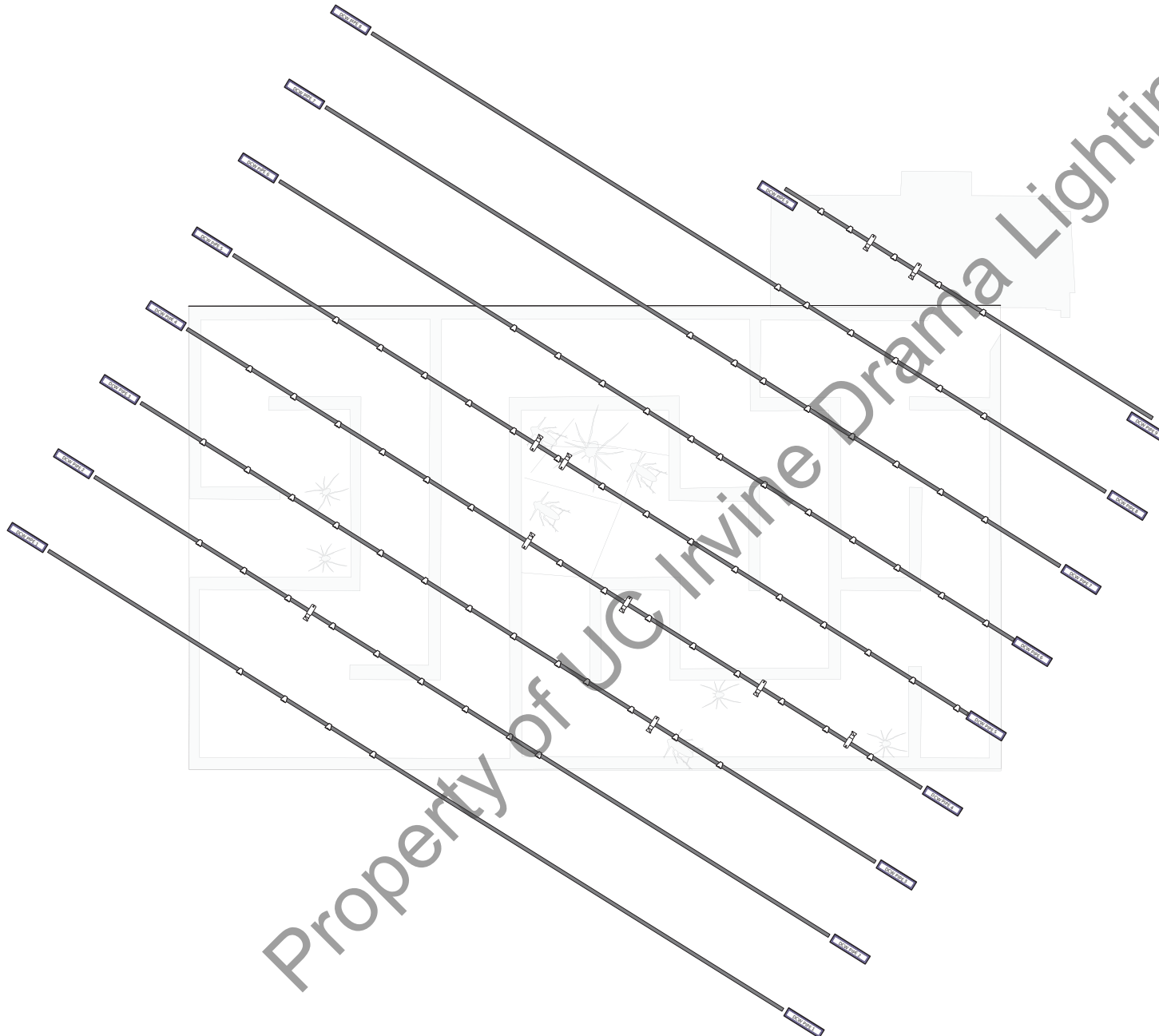
Room | Scene:
 Spink and Forcible Venue

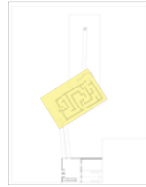
Drawing Title:
 Deck Plan

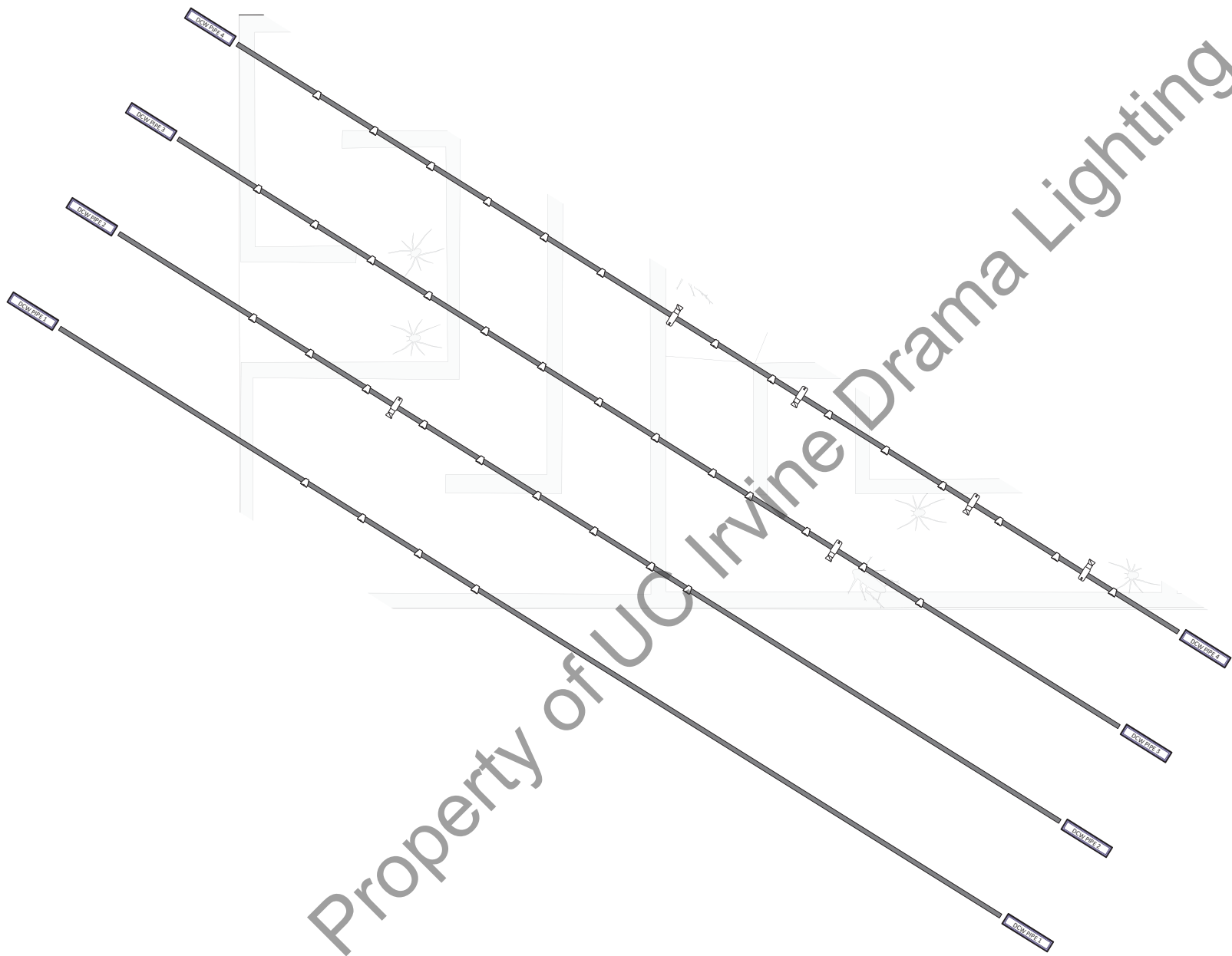
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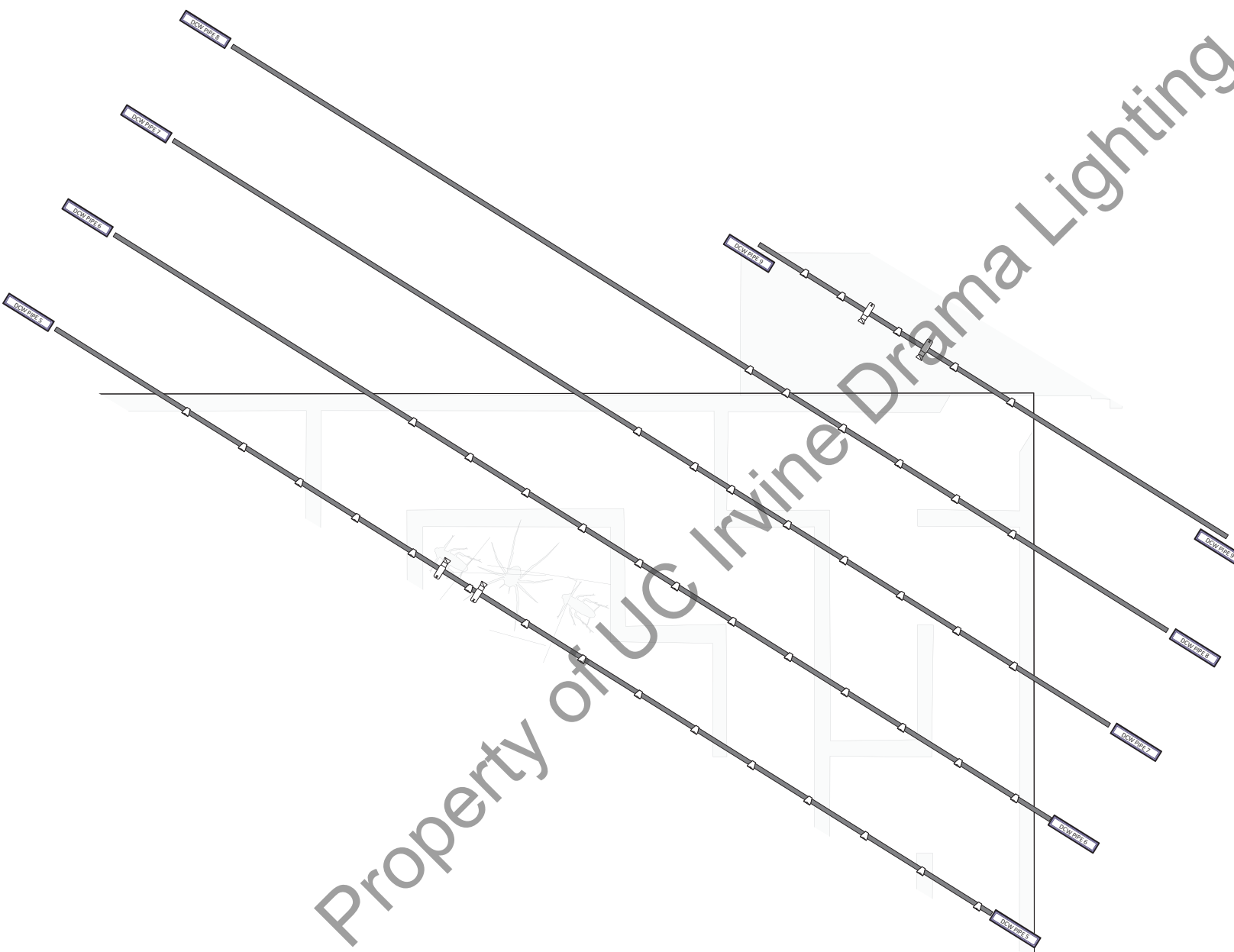


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Drawn By: NCH	Checked By: JPB																		
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LED WASH ETC ColorSource PAR Wash Oval @ 8.3 ba S-4 LED LEEKOS ETC ColorSource LEDSLS 200sq @ 177a 14 ba ARCHITECTURAL AGI Saker Spot RGBW @ 15w Mega Lite Baby Color Q70 @ 15w	85 10 9 19																		
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Project Name: THE CORALINE EXPERIENCE																			
Discipline: Lighting																			
Venue: South Coast Plaza Old Sears																			
Room Scene: Decaying World																			
Drawing Title: ELECTRICS PLAN																			
 EXPERIENCE KEY PLAN [NTS]																			
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Sheet Number: COR-DST-LTG-2D-1																			



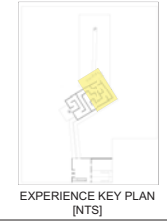
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Drawn By: NCH	Checked By: JPB	
Release Date: 6.9.19	Plot Date: 6.7.19	
Project Phase: 100% DESIGN DEVELOPMENT		
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LED WASH ITC ColorSource PAR Wash Oval @ 20w 6.3 30w S-4 LED LEKOS ITC Source LEDSLS 200deg @ 177w 14 30w ARCHITECTURAL AGI Silver Spot RGBW @ 15w 9 Mega Lite Baby Color Q70 @ 15w 19	DISCLAIMER <small>These drawings are issued for the purpose of communicating 2ND STORY STUDIOS creative design intent. 2ND STORY STUDIOS is not a licensed architectural or engineering firm and is not providing for the design and construction of any building and/or building systems. 2ND STORY STUDIOS assumes no responsibility for elements outside of 2ND STORY STUDIOS' construction scope, including, but not limited to, structural engineering, safety and code compliance. <small>The Client Design Order is the drawing release upon Facility design information provided by the Client Project Team in the Facility drawings / documents. The accuracy of Facility elements on the drawing rely upon the accuracy of the associated Facility drawings / documents. It is the responsibility of the Client Project Team to provide accurate and up to date Facility drawings / documents.</small> </small>	
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Discipline: Lighting		
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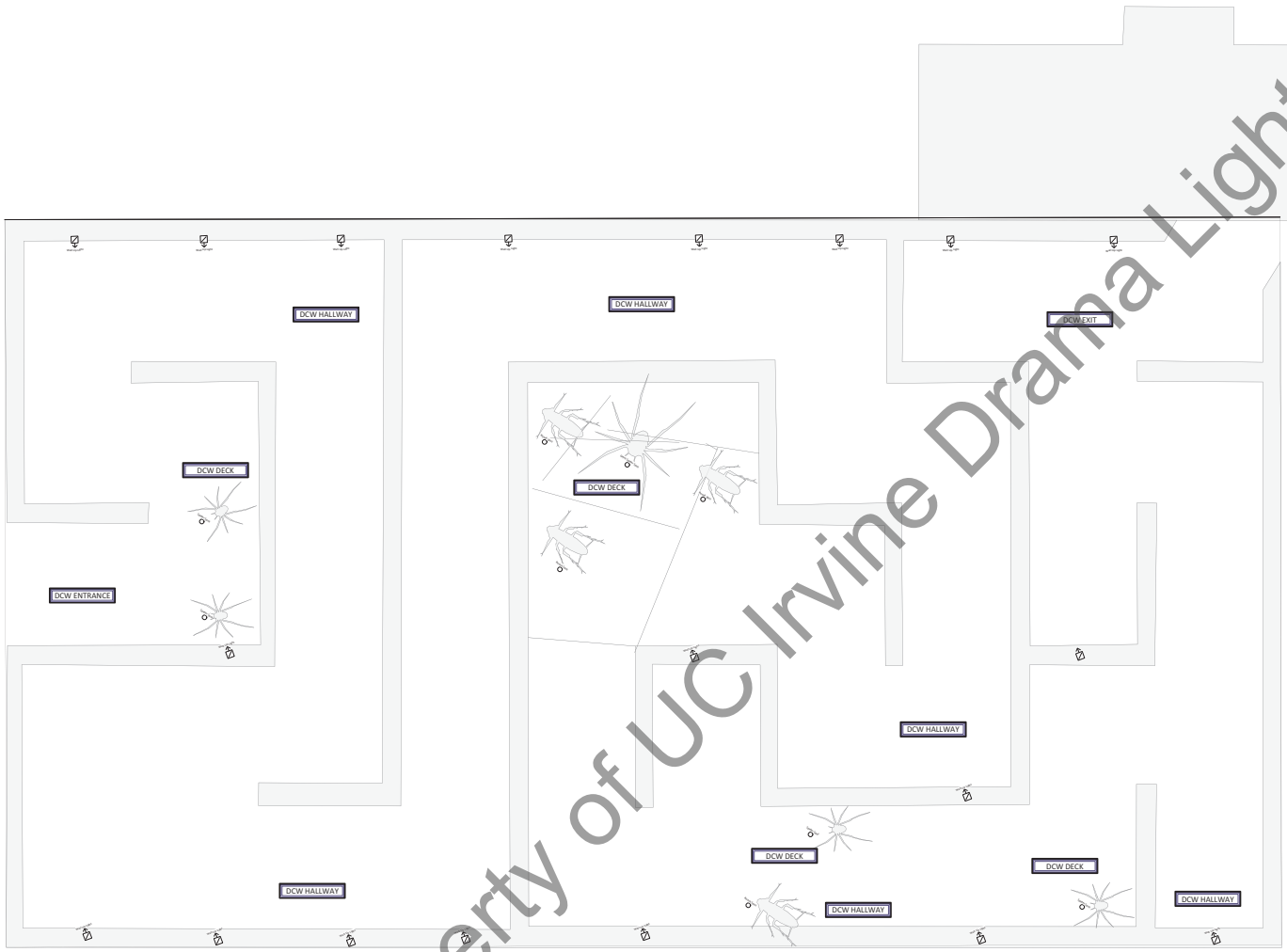


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 Project Phase:
 100% DESIGN DEVELOPMENT
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KEY

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S-4 LED LEKOS	ETC Source LEDSLS 200deg @ 17ft @ 14 ft	10
ARCHITECTURAL	AGJ Saker Spot RGBW @ 15w	9
	Mega Lite Baby Color Q70 @ 15w	19

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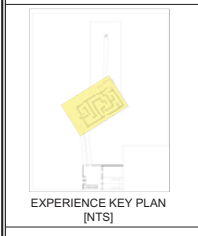
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Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
 1/4" = 1'-0"

Project Name:
 THE CORALINE EXPERIENCE



Discipline:
Lighting

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
Decaying World

Drawing Title:
DECK PLAN

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Sheet Number:
COR-DST-LTG-2D-2

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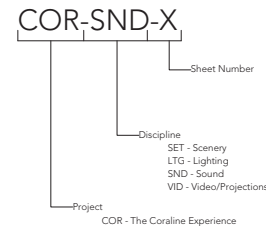
SOUND DRAFTING PACKAGE



Sound Drafting Index

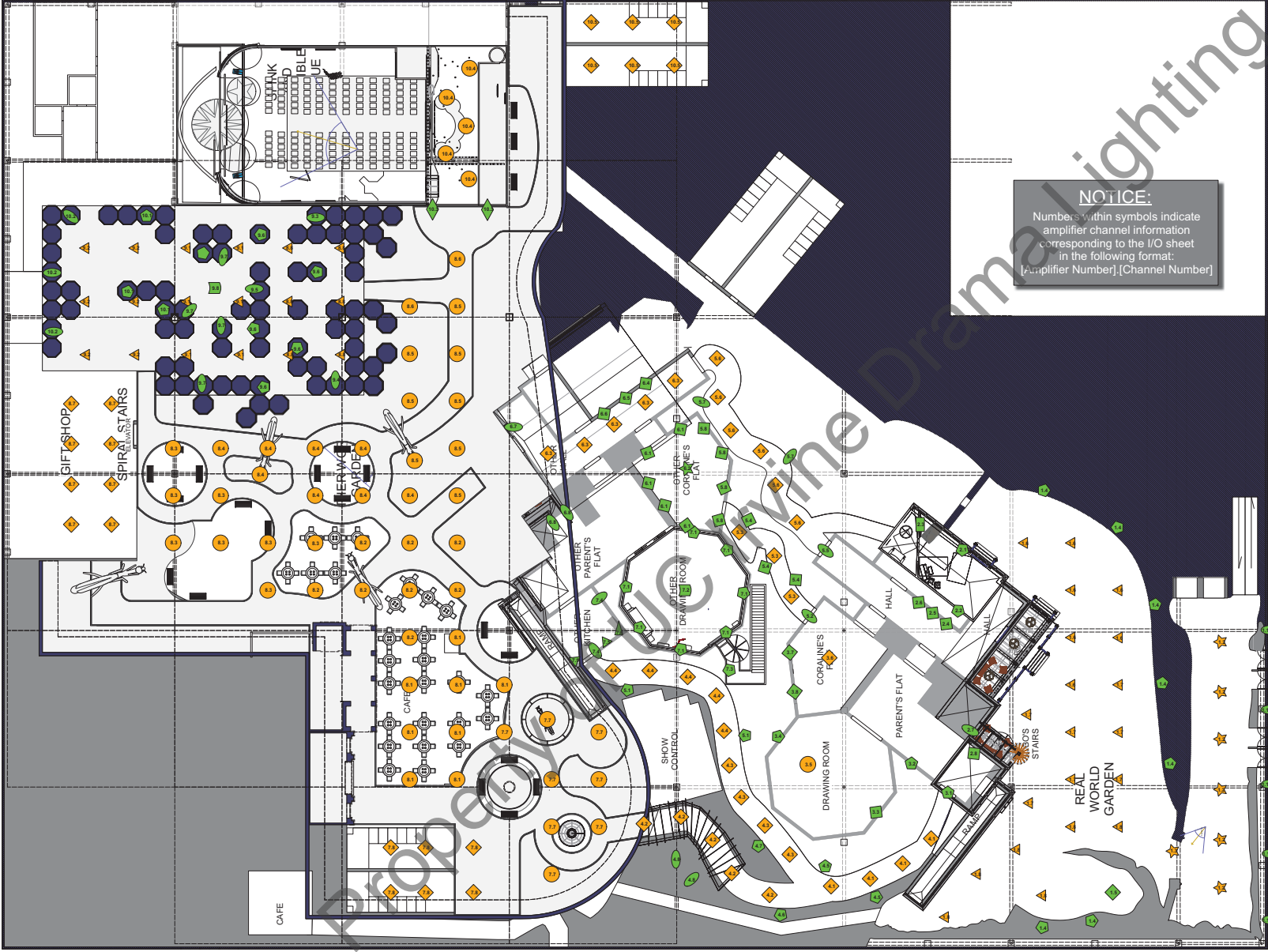
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COR-SND-2	Event Wide Loudspeaker Plot (F2)
COR-SND-3	Event Wide BGM Zone Mapping (F1)
COR-SND-4	Event Wide BGM Zone Mapping (F2)

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Drawing Sheet Naming Convention



<p>VWX File Name: 255-Title Pages.vwx</p> <p>Drawn By: JPB Checked By: JPB</p> <p>Release Date: 6.9.19 Plot Date: 6.7.19</p> <p>Project Phase: 100% DESIGN DEVELOPMENT</p> <p>ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawing/documents:</p> <p>CLIENT PROVIDED DOCUMENTS</p>	 <p>2ND STORY STUDIOS 4000 Mesa Road, Ste G005 Irvine, CA 92697 USA http://drama.arts.ucl.edu/graduate-programs/design/mfa-design +1 949.824.6614</p>																		
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	<p>REVIEW STATUS</p> <p><input type="checkbox"/> No Comments & No Exceptions Noted</p> <p><input type="checkbox"/> Amend As Noted & Proceed</p> <p><input type="checkbox"/> Amend As Noted & Resubmit</p>																		
	<p>REVISIONS</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>#</th> <th>TITLE</th> <th>DATE</th> </tr> </thead> <tbody> <tr> <td>01</td> <td>PRELIMINARY</td> <td>5.24.19</td> </tr> <tr> <td>02</td> <td>UPDATES</td> <td>6.3.19</td> </tr> <tr> <td>03</td> <td>100% DESIGN DEVELOPMENT</td> <td>6.9.19</td> </tr> <tr> <td>04</td> <td></td> <td></td> </tr> <tr> <td>05</td> <td></td> <td></td> </tr> </tbody> </table>	#	TITLE	DATE	01	PRELIMINARY	5.24.19	02	UPDATES	6.3.19	03	100% DESIGN DEVELOPMENT	6.9.19	04			05		
#	TITLE	DATE																	
01	PRELIMINARY	5.24.19																	
02	UPDATES	6.3.19																	
03	100% DESIGN DEVELOPMENT	6.9.19																	
04																			
05																			
	<p>Intended Sheet Size Scale - Printed</p> <p>ARCH D [24" X 36"]</p> <p>1/4" = 1'-0"</p>																		
	<p>Project Name: The Coraline Experience</p>																		
	<p>Discipline:</p> <p>Venue: South Coast Plaza Old Sears</p> <p>Room Scene:</p> <p>Drawing Title: Sound Drafting</p>																		
<p>These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.</p>																			
Sheet Number:	COR-SND - 1																		



NOTICE:
 Numbers within symbols indicate amplifier channel information corresponding to the I/O sheet in the following format: [Amplifier Number],[Channel Number]

VWX File Name: COR-SND.vwx
 Drawn By: G GAGNON Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

ASSOCIATED / REFERENCED DOCUMENTS

This drawing refers to, was created by using and/or is related to the following drawings/documents:

CLIENT PROVIDED DOCUMENTS

KEY

- ◆ QSC AD-C4T
- QSC AD-C6T
- ▲ QSC AD-P4T
- ★ QSC AD-P6T
- ▲ QSC AD-S-SAT
- ▶ QSC AD-S-SUB
- ◆ QSC AD-S4T
- ◆ QSC AD-S6T
- QSC AD-S8T
- ▲ QSC AD-S10T
- ★ QSC AD-S112sw
- QSC KLA181
- SFX speaker

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Reviewed By: _____
 Date Reviewed: _____

REVIEW STATUS

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 B Amend As Noted & Proceed
 C Amend As Noted & Resubmit

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
 ARCH D [24"X36"]
 NOT TO SCALE

Project Name:
 THE CORALINE EXPERIENCE

Discipline:
 SOUND

Venue:
 SOUTH COAST PLAZA | OLD SEARS

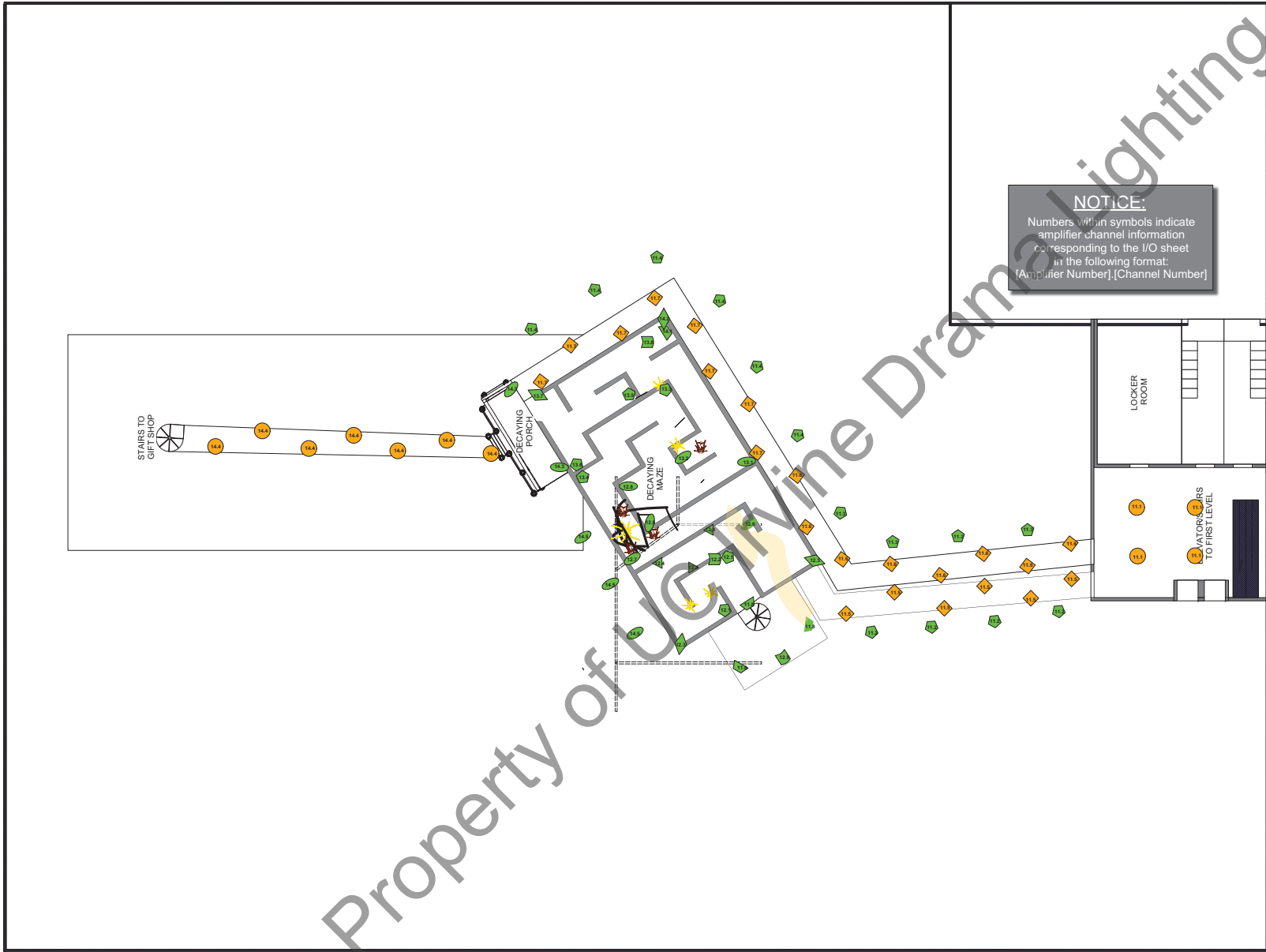
Room | Scene:
 EVENT-WIDE

Drawing Title:
 LOUDSPEAKER PLOT (F1)

EXPERIENCE KEY PLAN [NTS]

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.

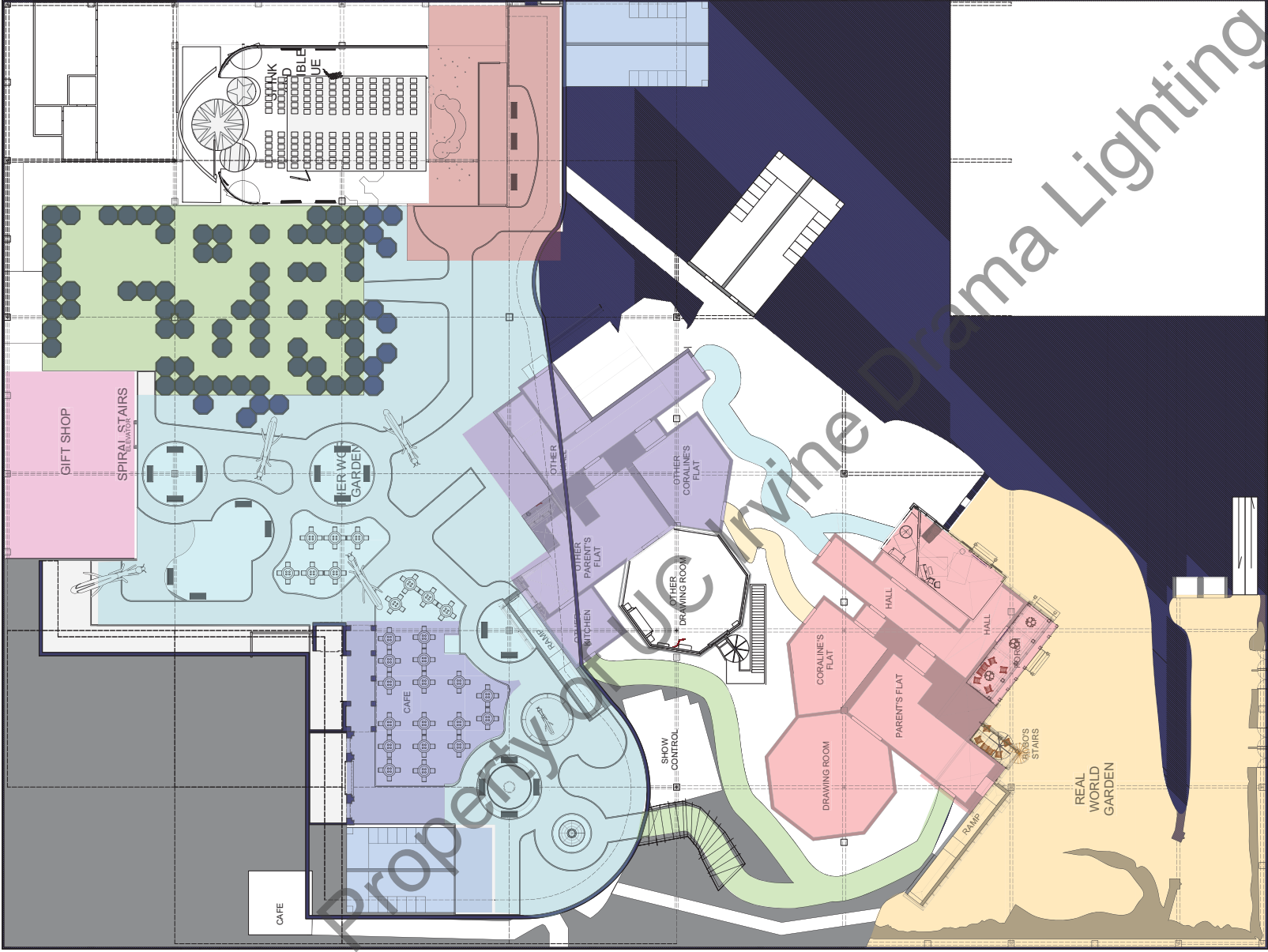
Sheet Number:
 COR-SND - 1



NOTICE:
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VWX File Name: COR-SND.vwx		
Drawn By: G GAGNON	Checked By: JPB	
Release Date: 6.9.19	Plot Date: 6.7.19	
Project Phase: 100% DESIGN DEVELOPMENT		
ASSOCIATED / REFERENCED DOCUMENTS		
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◆ QSC AD-C4T		
● QSC AD-C6T		
▲ QSC AD-P4T		
★ QSC AD-P6T		
▲ QSC AD-S.SAT		
▶ QSC AD-S.SUB		
◆ QSC AD-S4T		
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● QSC AD-S8T		
▲ QSC AD-S10T		
★ QSC AD-S112sw		
■ QSC KLA181		
■ SFX speaker		
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Date Reviewed: _____		
REVIEW STATUS		
<input type="checkbox"/> No Comments & No Exceptions Noted <input type="checkbox"/> Amend As Noted & Proceed <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
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01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed		
ARCH D [24"X36"]		
NOT TO SCALE		
Project Name: THE CORALINE EXPERIENCE		
Discipline: SOUND		
Venue: SOUTH COAST PLAZA OLD SEARS		
Room Scene: EVENT-WIDE		
Drawing Title: LOUDSPEAKER PLOT (F2)		
EXPERIENCE KEY PLAN [NTS]		
<p>These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.</p>		
Sheet Number: COR-SND - 2		

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VVIX File Name: COR-SND.vvx
 Drawn By: J. BLEERMANN Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19

Project Phase:
 100% DESIGN DEVELOPMENT

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 Date: _____
 Reviewed: _____

REVIEW STATUS

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 C Amend As Noted & Re-submit

#	TITLE	DATE
01	PRELIMINARY	5.24.19
02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed

ARCH D [24"X36"]
 NOT TO SCALE

Project Name:
 THE CORALINE EXPERIENCE

Discipline:
 SOUND

Venue:
 SOUTH COAST PLAZA | OLD SEARS

Room | Scene:
 EVENT-WIDE

Drawing Title:
 BGM ZONE MAPPING (F1)

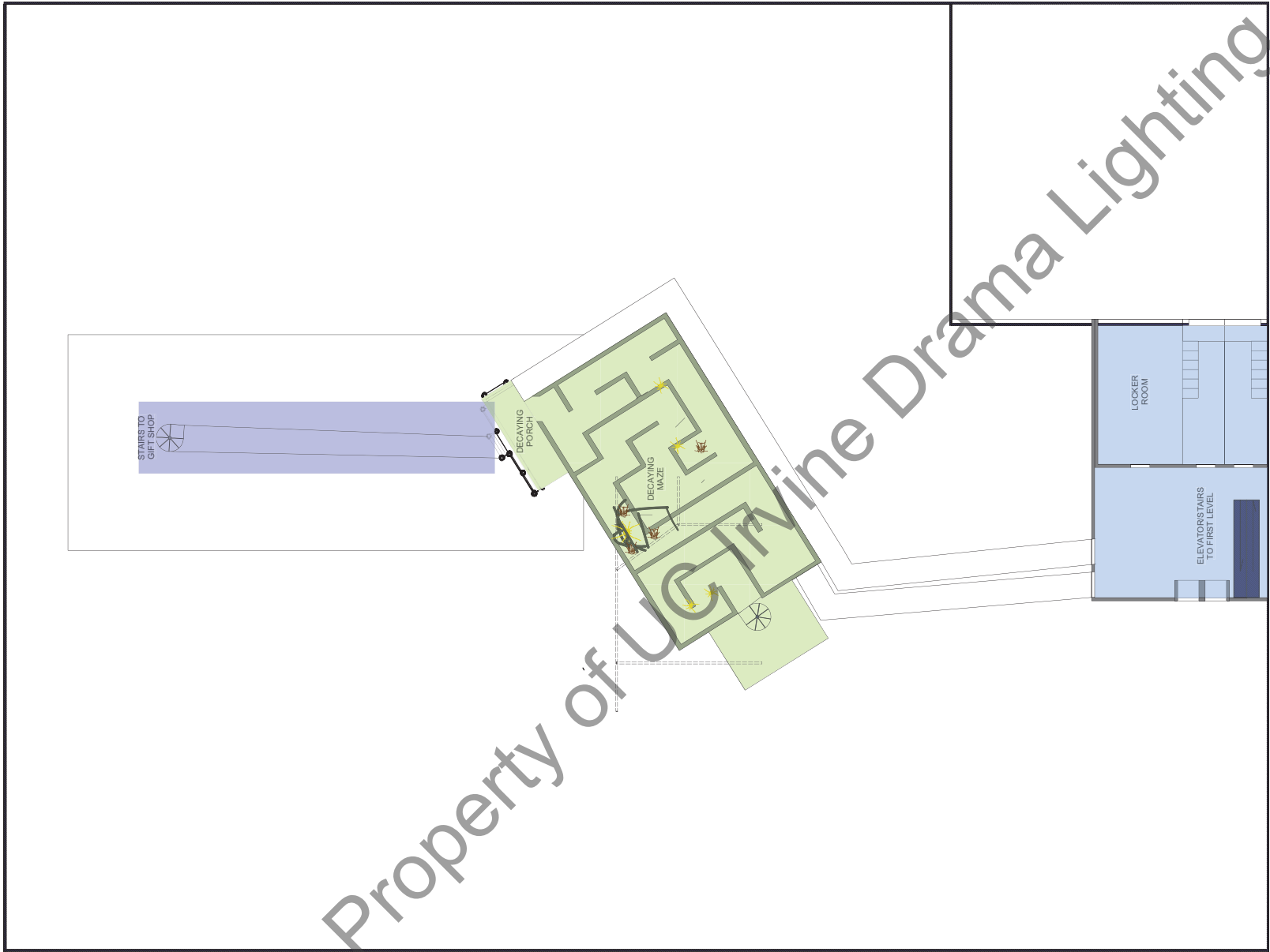
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Sheet Number:
 COR-SND - 3



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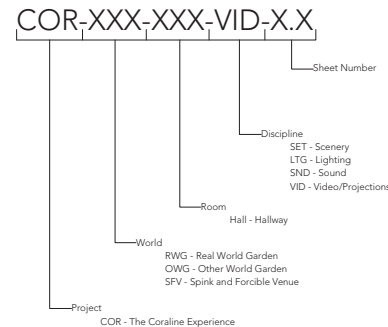
VWX File Name: COR-SND.vwx		
Drawn By: J. BUEERMANN	Checked By: JPB	
Release Date: 6.9.19	Plot Date: 6.7.19	
Project Phase: 100% DESIGN DEVELOPMENT		
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Reviewed By: _____		
Date Reviewed: _____		
REVISION STATUS		
<input type="checkbox"/> No Comments & No Exceptions Noted <input type="checkbox"/> Amend As Noted & Proceed <input type="checkbox"/> Amend As Noted & Resubmit		
REVISIONS		
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02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed		
ARCH D [24"X36"]		
NOT TO SCALE		
Project Name: THE CORALINE EXPERIENCE		
Discipline: SOUND		
Venue: SOUTH COAST PLAZA OLD SEARS		
Room Scene: EVENT-WIDE		
Drawing Title: BGM ZONE MAPPING (F2)		
 <p>EXPERIENCE KEY PLAN [NTS]</p>		
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Sheet Number: COR-SND - 4		



VIDEO DRAFTING PACKAGE

Video Drafting Index

Sheet Number	Sheet Title
COR-TUN-VID-1	Tunnel 1, 1A, 1B Overhead Equipment
COR-TUN-VID-2	Tunnel 1, 1A, 1B Deck Plan
COR-RWG-HALL-1	Real World Hallway Deck Plan

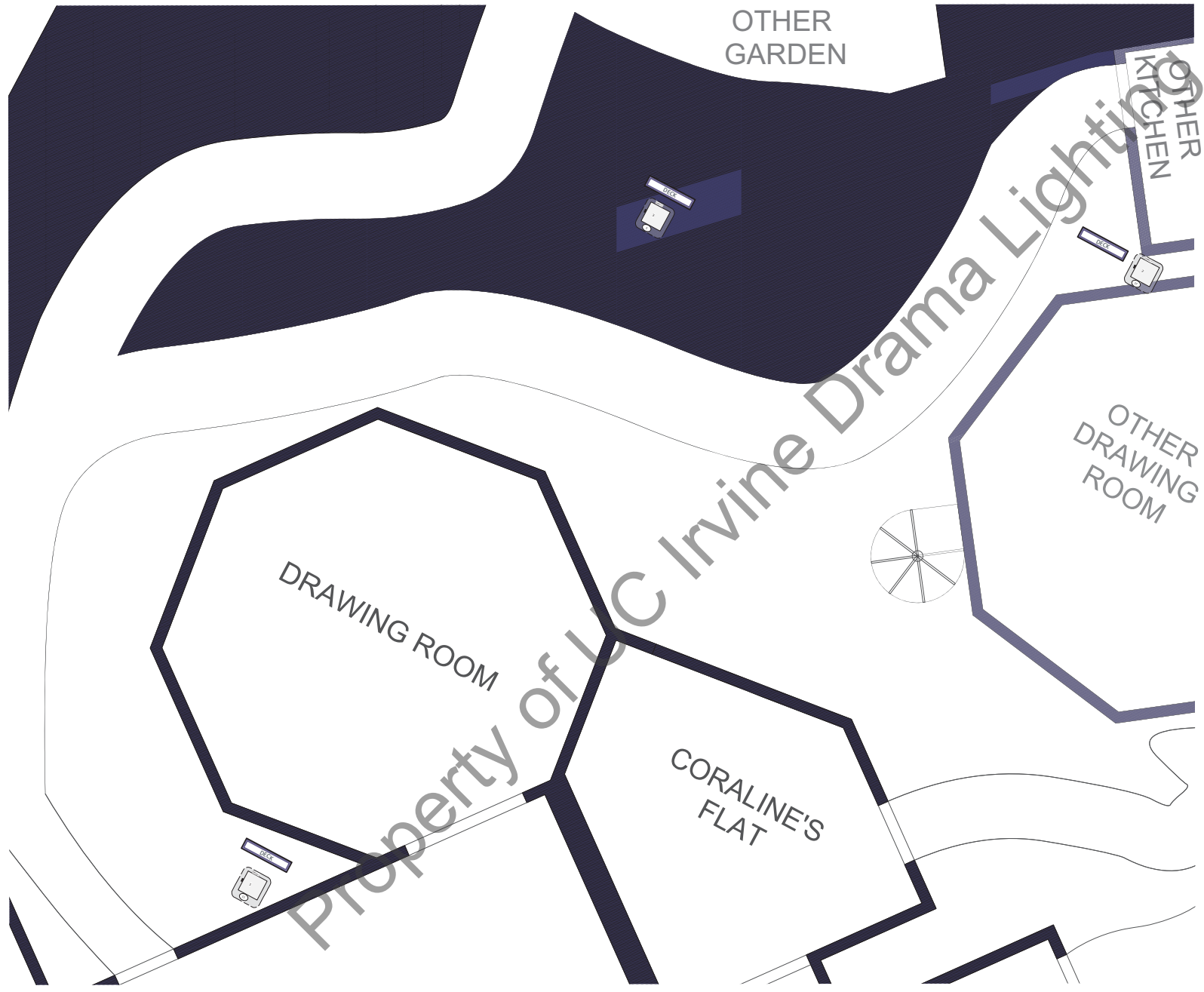
Drawing Sheet Naming Convention



VWA File Name: 255-Title Pages.vwx Drawn By: JPB Checked By: JPB Release Date: 6.9.19 Plot Date: 6.7.19 Project Phase: 100% DESIGN DEVELOPMENT ASSOCIATED / REFERENCED DOCUMENTS This drawing refers to, was created by using and/or is related to the following drawing/documents: CLIENT PROVIDED DOCUMENTS		 <p>2ND STORY STUDIOS 4000 Mesa Road, Ste G005 Irvine, CA 92697 USA http://drama.arts.ucl.edu/graduate-programs/design/mfa-design +1 949.824.6614</p>
KEY		
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REVIEW STATUS A <input type="checkbox"/> No Comments & No Exceptions Noted B <input type="checkbox"/> Amend As Noted & Proceed C <input type="checkbox"/> Amend As Noted & Resubmit		
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02	UPDATES	6.3.19
03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		
Intended Sheet Size Scale - Printed ARCH D [24" X 36"] 1/4" = 1'-0"		
Project Name: The Coraline Experience		
		Discipline: Venue: South Coast Plaza Old Sears Room Scene: Drawing Title: Video Drafting
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Sheet Number:		COR-VID - 1

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WxX File Name: COR-TUN-VID-RWH-VID-REND.vwx
 Drawn By: MVE Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19
 Project Phase: 100% DESIGN DEVELOPMENT
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KEY

	Video Projector :83	3
	Chiville DWL-1075GS	

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03	100% DESIGN DEVELOPMENT	6.9.19
04		
05		

Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
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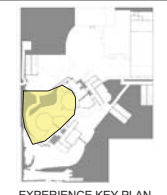
Project Name:
 The Coraline Experience

Discipline:
 Projection

Venue:
 South Coast Plaza | Old Sears

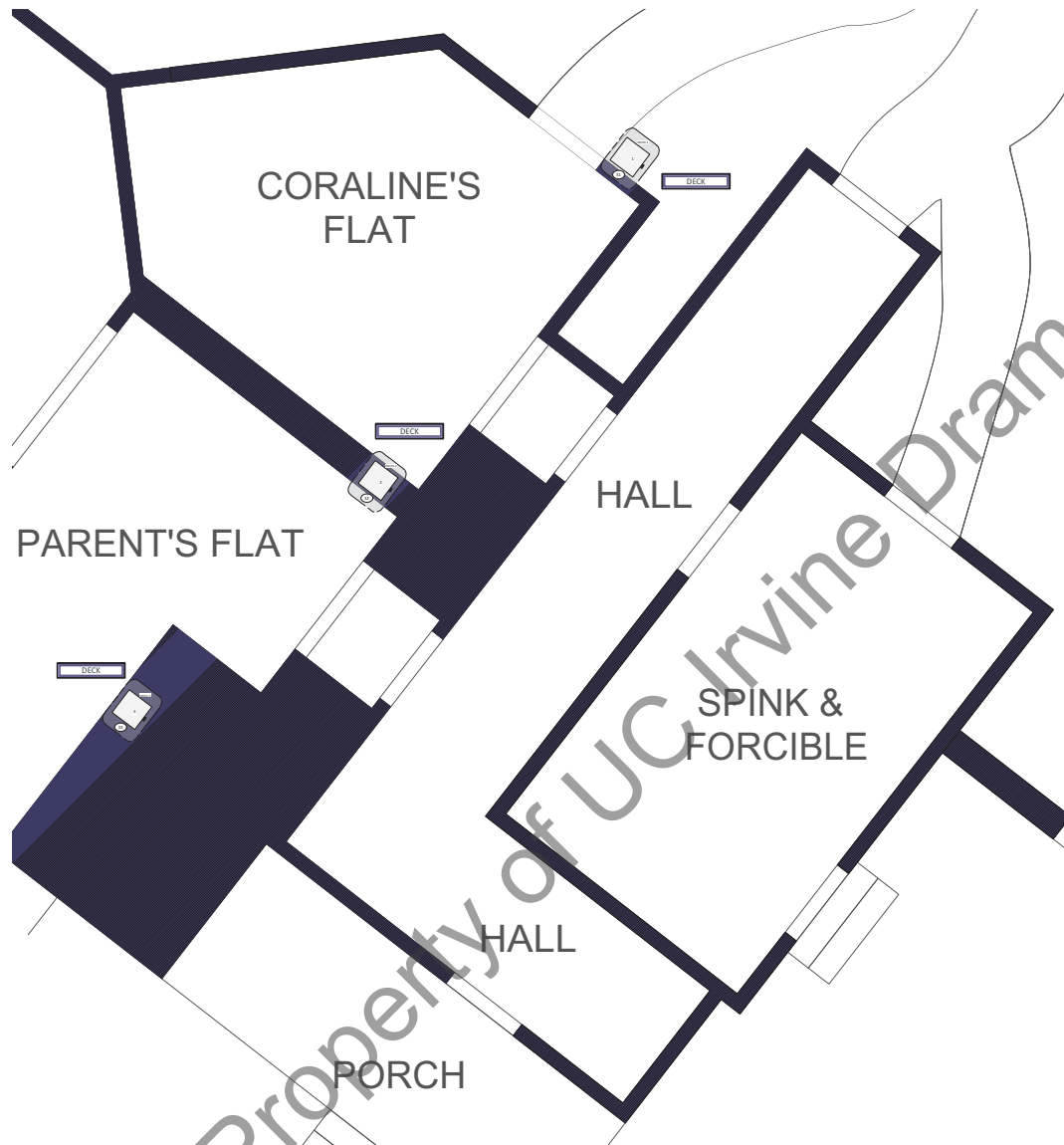
Room | Scene:
 Tunnel 1, 1A, and 1B

Drawing Title:
DECK PLAN



EXPERIENCE KEY PLAN (NTS)

These drawings show 2ND STORY STUDIOS' design intent only and are not intended for use as construction or fabrication drawings.



WxX File Name: COR-TUN: RWH-VID REND.vwx
 Drawn By: MVE Checked By: JPB
 Release Date: 6.9.19 Plot Date: 6.7.19
 Project Phase: 100% DESIGN DEVELOPMENT
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Civille DWL-1075GS	

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03	100% DESIGN DEVELOPMENT	6.9.19
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05		

Intended Sheet Size | Scale - Printed
ARCH D [24"X36"]
 1/4" = 1'-0"

Project Name:
 The Coraline Experience

Discipline:
 Projection

Venue:
 South Coast Plaza | Old Sears

Room | Scene:
 Real World Hallway

Drawing Title:
 DECK PLAN



EXPERIENCE KEY PLAN (NTS)

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2ND STORY STUDIOS

THE CORALINE EXPERIENCE

SOUND PAPERWORK

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2nd STORY STUDIOS

THE CORALINE EXPERIENCE

Loudspeaker Amplifier Channel I/O

Zone	Room or Area	Speakers/Channel	Make/Model	Amp Number	Channel Number	Content	
The Real World	Entrance Facade	6	QSC AD-P6T	1	2	BGM for queue line into real world	
		1	QSC AD-P6T	1	3	Transition from queue into garden	
	Real World Garden	7	QSC AD-S6T	1	4	Garden ambiance	
		1	QSC AD-S4T	1	5	SFX for the hand in the well	
		7	QSC AD-P4T	1	6	Real World Garden BGM 1	
		7	QSC AD-P4T	1	7	Real World Garden BGM 2	
		6	QSC AD-P4T	1	8	Real World Garden BGM 3	
		S/F Flat and Dressing Room	1	QSC AD-S6T	2	1	Spink and Forcible BGM
	1		QSC AD-S6T	2	2	Spink and Forcible BGM	
	1		SFX Speaker	2	3	Spink and Forcible SFX	
	Hallway	1	QSC AD-S4T	2	4	Talking Picture 1	
		1	QSC AD-S4T	2	5	Talking Picture 2	
		1	QSC AD-S4T	2	6	Talking Picture 3	
	Parent's Flat	1	QSC AD-S8T	2	7	Bobo staircase dialogue	
		1	QSC AD-S4T	2	8	Parents flat	
		1	QSC AD-S6T	3	1	Entrance to tunnel 1	
		1	QSC AD-S6T	3	2	Parents Flat	
		1	QSC AD-S4T	3	3	Real World drawing room	
		1	QSC AD-S6T	3	4	Real World drawing room	
		1	QSC-AD-C6T	3	5	Real World drawing room	
	Coraline's Flat	1	QSC-AD-C4T	3	6	Coraline's Flat BGM	
		1	QSC AD-S4T	3	7	Coraline's Flat BC's door	
		1	QSC AD-S4T	3	8	Coraline's Flat Thorn's door	
	Tunnel	Tunnel #1	4	QSC-AD-C4T	4	1	BGM Tunnel 1
		Tunnel #1A	5	QSC-AD-C4T	4	2	BGM Tunnel 1A
		Tunnel #1B	4	QSC-AD-C4T	4	3	BGM beginning of Tunnel 1B
			5	QSC-AD-C4T	4	4	BGM end of Tunnel 1B
		Outside Tunnel 1	2	QSC AD-S6T	4	5	SFX outside Tunnel 1
1			QSC AD-S6T	4	6	SFX outside beginning of Tunnel 1A	
1			QSC AD-S6T	4	7	SFX outside beginning of Tunnel 1B	
2			QSC AD-S8T	4	8	SFX outside end of Tunnel 1A	
2			QSC AD-S6T	5	1	SFX outside end of Tunnel 1B	
Tunnel #2		1	QSC AD-S8T	5	2	Entrance to Tunnel 2	
		3	QSC-AD-C4T	5	3	BGM Tunnel 2	
Outside Tunnel 2		3	QSC AD-S4T	5	4	SFX outside Tunnel 2	
Tunnel #3		1	QSC AD-S8T	5	5	Entrance to Tunnel 3	
		6	QSC-AD-C4T	5	6	BGM Tunnel 3	
Outside Tunnel 3		2	QSC AD-S8T	5	7	SFX outside Tunnel 3	

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2nd STORY STUDIOS

THE CORALINE EXPERIENCE

Loudspeaker Amplifier Channel I/O						
Zone	Room or Area	Speakers/Channel	Make/Model	Amp Number	Channel Number	Content
The Other World	Coraline's Flat (O)	4	QSC AD-S4T	5	8	Other Coraline's flat SFX 1
		5	QSC AD-S4T	6	1	Other Coraline's flat SFX 2
		1	QSC AD-S112sw	6	2	Other Coraline's flat sub
	Hallway (O)	3	QSC-AD-C4T	6	3	Other World Hallway BGM
		1	QSC AD-S4T	6	4	Other Talking Picture 1
		1	QSC AD-S4T	6	5	Other Talking Picture 2
		1	QSC AD-S4T	6	6	Other Talking Picture 3
		1	QSC AD-S8T	6	7	Other World Hallway SFX
	Parent's Flat(O)	2	QSC AD-S8T	6	8	Other Grandpa playing piano
	Drawing Room (O)	7	QSC AD-S6T	7	1	Drawing Room SFX 1
		1	QSC KLA181	7	2	Drawing Room sub
		1	QSC AD-S6T	7	3	Stairway into Beldam's Challenge SFX
	Kitchen (O)	2	QSC AD-S8T	7	4	Kitchen SFX 1
		2	QSC AD-S.SAT	7	5	Kitchen SFX 2
		1	QSC AD-S.SUB	7	6	Kitchen sub
	Garden, Porch (O)	8	QSC AD-C6T	7	7	Garden BGM 1
		8	QSC AD-C6T	8	1	Garden BGM 2
		8	QSC AD-C6T	8	2	Garden BGM 3
		8	QSC AD-C6T	8	3	Garden BGM 4
		8	QSC AD-C6T	8	4	Garden BGM 5
		8	QSC AD-C6T	8	5	Garden BGM 6
		2	QSC AD-C6T	8	6	Garden BGM 7 (path to venue)
	Wasp Maze	6	QSC AD-S.SAT	8	8	Wasp Maze BGM 1
		6	QSC AD-S.SAT	9	1	Wasp Maze BGM 2
		6	QSC AD-S.SAT	9	2	Wasp Maze BGM 3
		1	QSC AD-S8T	9	3	Wasp Maze SFX 1
		1	QSC AD-S8T	9	4	Wasp Maze SFX 2
		1	QSC AD-S8T	9	5	Wasp Maze SFX 3
		5	QSC AD-S6T	9	6	Wasp Maze SFX 4
		4	QSC AD-S8T	9	7	Wasp Maze SFX 5
		1	QSC KLA181	9	8	Wasp Maze Sub
		3	QSC AD-S6T	10	1	Wasp Maze SFX 6
3	QSC AD-S8T	10	2	Wasp Maze SFX 7		

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2nd STORY STUDIOS THE CORALINE EXPERIENCE

Loudspeaker Amplifier Channel I/O

Zone	Room or Area	Speakers/Channel	Make/Model	Amp Number	Channel Number	Content
Basement	<i>The Other Mother's Challenge</i>	4	QSC AD-C6T	11	1	Elevator entry BGM
		4	QSC AD-S6T	11	2	SFX outside walkway into Beldam's Challenge
		4	QSC AD-S6T	11	3	SFX outside walkway out of Beldam's Challenge 2
		6	QSC AD-S6T	11	4	SFX outside walkway out of Beldam's Challenge 1
		6	QSC AD-C4T	11	5	Walkway into Beldam's Challenge BGM
		8	QSC AD-C4T	11	6	Walkway out of Beldam's Challenge BGM 2
		8	QSC AD-C4T	11	7	Walkway out of Beldam's Challenge BGM 1
		3	QSC-AD-S10T	11	8	Stairway into Beldam's Challenge SFX
		1	QSC AD-S6T	12	1	Beldam's Challenge SFX 1
		1	QSC KLA181	12	2	Stairway into Beldam's Challenge Sub
		2	QSC AD-S4T	12	3	Beldam's Challenge SFX 2 (corners)
		3	QSC AD-S.SAT	12	4	Beldam's Challenge SFX 3
		1	QSC KLA181	12	5	Beldam's Challenge Sub 1
		1	QSC AD-S8T	12	6	Beldam's Challenge SFX 4
		1	QSC AD-S8T	12	7	Beldam's Challenge SFX 5
		2	QSC AD-S8T	12	8	Beldam's Challenge SFX 6
		1	QSC AD-S8T	13	1	Beldam's Challenge SFX 7
		1	QSC AD-S8T	13	2	Beldam's Challenge SFX 8
		1	QSC AD-S6T	13	3	Beldam's Challenge SFX 9
		1	QSC AD-S6T	13	4	Beldam's Challenge SFX 10
		1	QSC AD-S6T	13	5	Beldam's Challenge SFX 11
		1	QSC AD-S6T	13	6	Beldam's Challenge SFX 12 (end of challenge)
		1	QSC AD-S4T	13	7	Beldam's Challenge SFX 13 (end of challenge)
		1	QSC KLA181	13	8	Beldam's Challenge Sub 2
		1	QSC-AD-S10T	14	1	Beldam's Challenge SFX 14
		1	QSC AD-S4T	14	2	Beldam's Challenge SFX 15
		1	QSC AD-S8T	14	3	Decaying Porch SFX
		7	QSC AD-C6T	14	4	Walkway to stairs to giftshop BGM
3	QSC AD-S8T	14	5	Beldam's Challenge SFX 16 (outside maze)		

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Loudspeaker Amplifier Channel I/O

Zone	Room or Area	Speakers/Channel	Make/Model	Amp Number	Channel Number	Content
Facilities	<i>Mall Entrance & Ticketing</i>	5	QSC S8T	1	1	Playing BGM in the mall to attract people into the attraction
	<i>Restaurant</i>	6	QSC-AD-C4T	7	8	Restaurant BGM
	<i>S/F Venue Production</i>	2	QSC AD-S4T	10	3	Entrance to Venue SFX
		5	QSC AD-C6T	10	4	Venue Lobby BGM
	<i>Restroom</i>	6	QSC AD-C4T	10	5	Restroom BGM
<i>Gift Shop</i>	8	QSC AD-C6T	8	7	Gift Shop BGM	

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2ND STORY STUDIOS

THE CORALINE EXPERIENCE

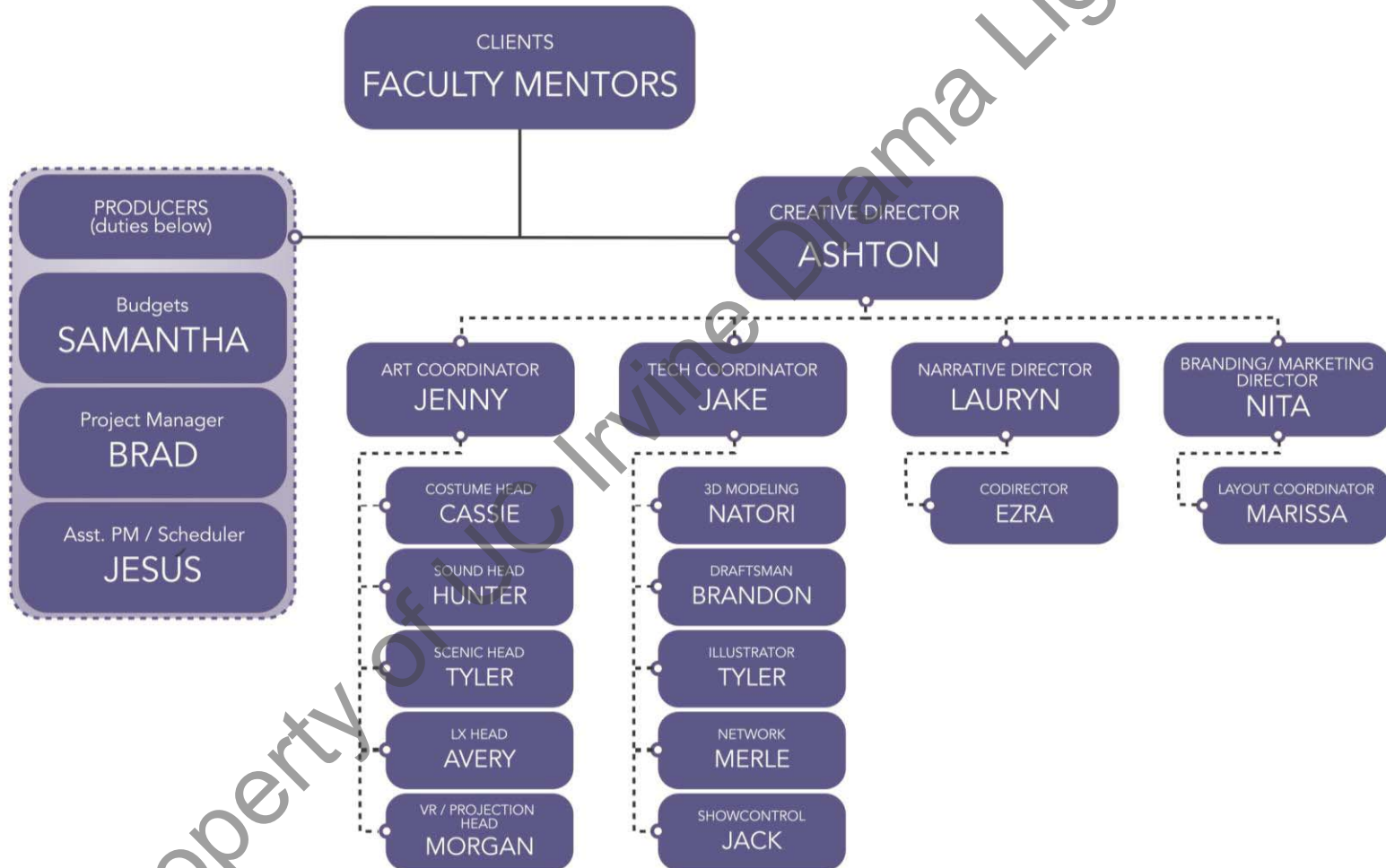
COMPANY INFORMATION

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The Coraline Experience



2nd STORY STUDIOS

THE CORALINE EXPERIENCE

CONTACT SHEET

DESIGN TEAM

Name	Position	Phone	Email
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MANAGEMENT TEAM

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Sid Bingham	Scenic Mentor		sidbignham@mac.com
Joel Veenstra	Management Mentor		jveentr@uci.edu



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Room Assignments

SCENIC ASSIGNMENTS

Tyler

Real World Garden, Real World House Face,
Other World House Façade

Brandon

Other World Garden

Gretchen

Performance Venue

LIGHTING ASSIGNMENTS

Avery

Real World Garden/Porch

Marissa

Other World Garden

Jake

Bobo's Venue

Nita

Spink & Forcible Dressing Room

Merle

Other Drawing Room

Natori

Decaying World

Morgan

Corridor Projections

COSTUME ASSIGNMENTS

Ashton

Other Grandfather, Other Grandmother, Real
World Operations

Jenny

Forcible & Spink, Bobo, Venue Operations

Lauryn

Thorn & BC, Other World Operations

Cassie

Coraline, Other Mother, Other Mother
Hand/Hands, Decaying World Operations

Matthew

Cat, Interactive Garden Playground, Rats,
Dogs, Restaurant Operations

SOUND ASSIGNMENTS

Sound designers have not broken up into rooms
at this time. Questions regarding sound can be
directed to Hunter.



2ND STORY STUDIOS
THE CORALINE EXPERIENCE

PROJECT CALENDAR / DUE DATES

Color Key in Page 3

MARCH		APRIL					
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
31	1	2	3	4	5	6	
WEEK 1							
7 12:00pm 1st Comp. Mt.	8	9	10	11	12	13	
WEEK 2							
14 12:00pm 2nd Comp. Mt.	15	16	17 8:00am Narrative & Logistics Meeting	18	19 5:00pm Narrative & Creative Meeting	20	
WEEK 3							
21 12:00pm 3rd Comp. Mt.	22 8:00am Branding /Mrktg. Meeting	23	24	25	26 8:30am Artisti Director & Producers Meeting	27 Midnight 2D Groundplan	
WEEK 4							

APRIL			MAY				
	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
WEEK 5	28 12:00pm 4th Comp. Mt. Style Guide Due	29 12:00pm (noon) Company & Attraction Logos Midnight All layout templates	30	1 Midnight Finalized written statement of our story	2 9:00am - 12:00pm Collaboration Day	3	4 Midnight Room-Priority List
WEEK 6	5 12:00pm 5th Comp. Mt.	6 3:00pm - 5:00pm Full Group Colloquium 3:00pm - 4:00pm Colloquium w/ Scenic Midnight Request Character Fixtures	7	8 Midnight Preliminary 3D Rendering	9 9:00am Preliminary Treatment	10 Midnight 3D Renderings of All Spaces/Rooms	11
WEEK 7	12 12:00pm 6th Comp. Mt. Midnight Graphic Rend. "Other Mother"	13	14 9:00am - 12:00pm Collaboration Day	15	16	17 CHECK TIME AV/VR Vision Files	18
WEEK 8	19 12:00pm Comp. Meeting	20 3:00pm - 5:00pm Full Group Colloquium	21 9:00am Initial Presentation Midnight All Budgetary Material	22 Midnight Rough Sketches of all Characters w/ voices, Scale renderings/figures of live performers/ushers	23 9:00am - 12:00pm Collaboration Day	24	25

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MAY							JUNE
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
WEEK 9 26 12:00pm Comp. Meeting	27	28	29 Midnight All renderings due	30 9:00am - 12:00pm Collaboration Day	31	1	
WEEK 10 2 12:00pm Comp. Meeting	3 12:00pm (noon) All Depts. Content Due 3:00pm - 5:00pm Full Group Colloquium	4	5 8:00am - 9:30am Run of Presentation 9:30pm - 12:00am Heads / Management Team Meeting	6 9:00am Colloquium Rm. Preliminary Final Present.	7	8	
FINALS WEEK 9 12:00pm Comp. Meeting 1:00pm Final Docs Due.	10 8:00am All Presentation Slides Due 3:00pm - 5:00pm Run of Final Presentation	11 9:00am - 12:00pm Run of Final Presentation	12	13 9:00am Colloquium Rm. Final Present.	14	15	

Color Key	General
	Scenic
	Lighting
	Sound
	Costumes
	Projections
	Branding
	Narrative
Management	

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Tom Ware – Production Solutions • Wednesday, April 17th

Tom Ware/Production Solutions Biography

Tom currently serves as Executive Producer for Shakespeare Center Los Angeles. Productions include *Henry IV – Parts 1 & 2* with Tom Hanks, *Much Ado About Nothing* with Helen Hunt; *The Trial of Hamlet* with US Supreme Court Justice Anthony Kennedy; and the Simply Shakespeare production of *The Merry Wives of Windsor* with Tom Hanks and Kenneth Branagh.

Previously, Tom served as Producing Director at the venerable Pasadena Playhouse, State Theatre of California for twenty-one years where he produced some 125 productions, 26 of which were world premieres including development of the Broadway productions of Rupert Holmes' *Accomplice* starring Jason Alexander and Michael McKean (Richard Rogers Theatre) and *Solitary Confinement* starring Stacy Keach (Nederlander Theatre); Jonathan Tolin's *Twilight of the Gods* starring Jennifer Grey (Booth Theatre); *Looped* starring Valerie Harper (Lyceum Theatre); *Sister Act: the Musical* (Broadway Theatre) and *Baby It's You* (Broadhurst Theatre).

Tom's productions have toured to cities across America and worldwide - from the Kennedy Center for the Performing Arts in Washington, DC to Broadway and across the seven seas on Crystal Cruises. Tom served as Associate Producer for the European Tour of Larry Hart's *Sisterella* and the Japanese production of *A Class Act*. For Walt Disney Imagineering he served as Senior Producer in the development of the live entertainment program for China's Shanghai Disney Resort. His productions of *Merry Christmas*, *George Bailey* and of *Play On!* have been filmed for the PBS Great Performances television series. He has served as Technical Producer for music festivals including Artists for New a South Africa, LA; Saturn Homecoming, Nashville, TN, Harley Davidson 95th and Harley Owners Group 15th Anniversaries, Milwaukee, WI.

Tom presides over Production Solutions a full-service production company founded in 1998, providing production and technical support services for concert, corporate and special events presentations around the globe. Musical artists include Joan Baez, Stevie Wonder, Faith Hill & Tim McGraw, Lyle Lovett, Reba McEntire, Train, Hootie & The Blowfish, Pat Benatar, Hall & Oates, Hugh Masekela and Smokey Robinson. Corporate clients include General Motors, Ford, Subaru, Saab and Audi Motor Companies; Harley-Davidson Motorcycles, Medtronic, Wyeth-Lederle Pharmaceuticals, Prudential and Grubb & Ellis Real Estate Companies, CKE Restaurants, Unisys Electronics.

Q & A WITH TOM WARE

Various questions and answers with Tom Ware

How did you get to be to where you are today?

1. Studied - Pre-Med: Masters in Cardiovascular Neurophysiology. I did theatre on the side as a hobby. It was the way to refocus myself. Group up in New York Exposed through the Broadway scene. Did technical theatre. Building scenery. Just kept doing theatre. Was offered a Technical Director position. Took that. Was offered a Stage Management shortly after on a gig. At the end of 6 months Stage Managing, I was a pretty good damn stage manager, I spent a year in Las Vegas on *Chorus Line*. Then I was offered a job as a Production Manager in Pasadena Playhouse. Producing Director for 21 years. Opened own independent production company. Disney came after him and offered him a job at Producer for Disney Shanghai.

How do you negotiate the Art vs Money in each step?

1. Finesse. The more you do in this business you just finesse. **A good team is truly collaborative.**

What are some of the most common challenges that you have faced as a producer/project manager/event manager/production manager and how did you solve the problem?

1. 95 % percent personality. As a manager you have to set the tone and tenor.

When you are wanting a return on your investment for the production/ project what percentage do you aim for?

1. You want to make back as much as you can, but never less than 15%.

What does a Producer actually do?

1. All the producer does is to understand the big picture and focus on the end goal. You want to make sure you give the creative folks the tools that they need to be creative and provide them. **Although you want the creative folks to explore and be creative it is also about keeping them on schedule and within budget.**
2. **Our job as a creative team is to promote the brand and reveal the product within the budget given by the client.**
3. The goal is brand and product.
4. Lead meetings to manage status of project, review notes from previous meetings, and determine schedule for the future

Points on how to help figure out budgeting:

1. Once you figure what how you are going to use your space. How long are you going to run? What is the seating capacity? How are you going to quantify the seats? General public, general pricing. How many bodies can you put in? Are you going to have to give comps? Student discount? Are you going to sell in three tiers?
2. **Reduce operating costs by front loading creation costs**
3. Think about...
 - Earned Revue
 - Total Review
 - Total Revenue
 - Building yourself a metric
 - What is the demographic
 - Total family how big is the family unit mother, father, 2.2 kids

- **What else is out there in the neighborhood? Who are your competitors?**

Insurance points: Credential Insurance: General liability for a 2 million dollars per occurrence. 10 million aggregate (number of claims that result in a single action) \$5,000 per year.

Past example project budgets: Pasadena Playhouse: \$400,000, Henry IV: \$1.4 million, Tarzan: \$20 million, LA Auto Show: \$250,000-\$1,000,000

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2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Meow Wolf • Tuesday, May 7th

AUDIENCE & INTERACTIONS

- Everything can and will be damaged by the audience members, all installations and designs should be designed with this in mind, with replacements on stand-by. “People tend to do the most unexpected things.”
 - Including drugs: which may not turn out well for them, so there must be solutions from our end to support their needs, due to liability.
 - We need a dedicated room for First Aid that can also be used for rest and relaxation away from the craziness of the exhibit.
 - This may be occupied by guests for hours if needed.
 - This should be located outside of the exhibit.
 - Emergency egress required; people need a line of sight to emergency signs at all times, and with easy access.
- The “experience” should be the most important part of the exhibit, *not* the props on display, which will be damaged by the audience members.
 - We must absolutely limit the amount of “Out-of-Order” elements, since this takes people out of the experience.
- We must make sure that nothing can hurt the guests.
- Props need to be replenished all the time because people take or destroy them, even those props that are protected and locked into place.
- There should be absolutely no backpacks allowed in the space to help prevent things from walking away, because they will walk away no matter how many signs are placed around the experience.
- Paint on the floors must to be touched up constantly, if paint is used instead of tile.

SPECIFICS ABOUT MEOW WOLF’S HOUSE OF ETERNAL RETURN

- The experience begins on the lawn of the house looking at the letters in the mailbox, which leads into the house. This immediately sets up the narrative for our audience.
- The narrative elements build and elevate as the experience continues.
 - Written notes around the house propel the audience.
- Timed ticketing has *just* been implemented at 2 hour intervals.
 - Empirical data shows that most people spend a total of 2 hours in the exhibit.
 - Prior to timed ticketing, you bought a ticket for the entire day.
 - 600 maximum people are allowed in the exhibit at a time, there would be a queue if there was overflow.
 - A Line Captain (a trained performer & guest relations) would help entertain the guests in the queue and listen to their concerns.
- At the beginning of the company, tickets started at \$15 and are now just under \$30.
 - They would like to compare the experience to a “night at the local movie theatre”.
- There are 15 people working at a time per shift, all around the building.
 - Front desk, front line support, tiers of managers, facilities personnel, ancillary businesses, etc.
- The building was previously a bowling alley; exhibit created by a group of installation artists.
- The best publicity for the company was via Facebook (social media). It was mentioned that compared to Twitter and Instagram, Facebook is still the most beneficial.
- The exhibit has grown over the years: there are some spaces that have been permanent, some new rooms have been added, and others have changed.

- Designs have changed and interactivity has been added.
- The café is outside of the exhibit, to prevent food from damaging the exhibits.
 - There are small culinary & drinking experiences within the exhibit, throughout the year.
 - There exist Immersive catering companies that created custom food for rooms in the exhibit for special events or specific dates.
- It is recommended to engage in multiple senses, not only visual. The exhibits have tactile experiences, temperature control, smells, taste, a sensorial overload.
- The building is 20,000-25,000 square feet of space.
 - Not all of the exhibit is wheelchair accessible so there is a ticket discount.
- Most rooms/exhibits/installations can be navigated around. Nothing is completely linear, to allow different experiences and audience flow.

NOTES ON “CUSTOMER SUPPORT”

- Even though we must think of the art, we must see ourselves as a business, so we must think always of services for our customers.
 - These include the outside of the locale, such as parking, design, locations of dumpsters, etc.
 - Think about: what is the relationship between the exhibit and the people who enter and use the facility, not only our guests, but the transient individuals.
 - There exist business partnerships (more than just sponsorships) that cover costs.
 - MeowWolf hires a company to run the bar and other services.
 - This allows equity for those who want to share profits within the venue.

OTHER NOTES

- There exist multiple holiday events: Halloween, New Years, Adult-Only After Dark Events, etc.
 - Children are worse than rowdy adults! Many of the repairs and added “safety” needs to occur during times that children would be inside of the exhibitions.
- We asked about the “Dressing Room” concerns of our guests being allowed to try on costumes:
 - The audience members will try to steal small costume pieces, such as gloves, ties, glasses, etc. Everyone has pockets in their pants.
 - We must be ready to replace and clean these costumes on a daily basis, for health purposes and guests accidentally damaging costumes.
 - It is a *great* idea for publicity on social media.
 - Having characters/ushers in the room can help control the activity in the room by calling for attention. We were recommended to make it a skit?
 - It is a high concern for audience flow, since it might create a bottleneck of audience flow due to its enticing interactivity. If this room exists, it must have a big entrance/exit and enough space for a high number of guests within.

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Ken Parks & Eric Nix | from **Knott's Berry Farm** • *Tuesday, April 30th*

GHOST TOWN ALIVE (Immersive Theatrical Experience)

Ghost Town Alive has about 25 actors and the narrative unfolds throughout the day

- Guests can interact with characters to change the story, they are the star, they carry the story forward.
 - Actors are the secondary characters
- Actors need to affirm guests and characters have an emotional need and a want, thinking of it as the rules of improv.
 - Narrative events occur throughout the day so characters have a set timeline.
 - Actors have activities for guests, asking the guests “what should I do?” and having them do it by “helping”
 - Actors utilize “Yes, yay!” and “What would you do in my situation?”
- Involves talking to people and getting them off their phones
- Contains puzzles with emotional stakes that lead people around
- Story beats happen organically instead of on a guest schedule to keep it “real”
 - Many beats travel so more guests are impacted
 - Information is repeated so everyone knows what’s going on
- Guests have unique ideas that characters can encourage
- Bad guys are still lovable and approachable, to keep them safe from the young audience
- Customization can happen in props: newspaper printing, press pass card, etc.
- Everything should be an invite into the next event, keeping the action moving forward.

HAUNTED MAZES

- Everything has to be screwed down and secured.
 - Requires touching up once a week as well as daily repairs.
- Contingencies required for effects and big moments.
 - These are also for safety; such as power outage.
- Maximum distance of 85’ from an emergency exit in mazes, these could be used several times an hour not only for emergencies but also for the cast and technician’s work.
 - “Blackout crew” who watches for safety.
 - People can act as emergency assistance instead of signs
 - Helps performers change out of costume.

GENERAL NOTES

- Be upfront about rules for guests—including in print—before they even buy a ticket. This must be not only in print, but preferable vocally.
 - Hosts should also present rules to guests, clearly and cleanly, in or out of character
- Pulse people through event so theatrical moments can be reset and aren’t spoiled, sound and lights can help with this.
 - Monitors can help show guest location

- 1000 people an hour for mazes; GTA can fit 20,000 people but probably only interacts with 3,000
 - About 200-300 people at individual events
 - Takes about 4-6 minutes to walk through
- Show counts help show how well attended
 - Can calculate price per guest
- Online survey (ideally at the gate)
 - Satisfaction vs. necessary – outstanding experiences get people to come back
 - NPS: Net Promoter Score
- **VR in maze can affect throughput**
 - VR can be an alternate offering for extra money, because it adds a cool experience
- Playtest invited experience
 - Factor into operating budget and sell cheaper tickets
 - Can find bugs and improve experience
 - Ask lots of questions
 - It's a rehearsal, not a real show
- **Trying to eliminate surprises makes the process smoother**
 - Understand how everything works so cooperative planning can proceed
- What is the guest experience?
 - Can never be detailed enough--every minute detail
 - what does everything look like and how does everything work
- Limit scope creep
 - But don't be a bubble buster, support until refinement is required.

BUDGETARY NOTES

- Maze costs \$50,000 scenically: includes carpentry, lighting, audio equipment (no labor)
 - \$150,000 to operate for the season
 - 40 performers + 10 Blackout crew + 10 line control + SM + cast lead
 - \$6000 a night
 - New maze costs additional \$100,000 (including design time)
- GTA costs \$300,000 for labor for season
 - Props cost \$5000
 - 5 week rehearsal period, 40 hours a week (Knott's currently only doing 16)
- 15-20% contingency @ Disney, 5% at Knott's
- Sponsors
 - Toyota, Hershey
 - What do sponsors want as a partner and how will that affect the design process?
- We could offer birthday party packages

THE CORALINE EXPERIENCE

Andrew Hoepfner | House World Interview • *Wednesday, April 17th*

WHAT ARE SOME OF THE FIRST ITEMS THAT YOU THINK ABOUT WHEN CREATING A BUDGET?

As we begin discussing money, it's important to note that I'm one of the many immersive creators funding my efforts from my own middle class day job pockets, and then minimizing losses through ticket revenue. In 2015, a successful Kickstarter partially subsidized my situation for a few months, but the underlying reality remains.

When I want to set design a room, I go to the resale shop and buy a lamp with my own money. Then, I pay my friend \$50 of my own money to stand in a room all evening with that lamp and perform a scene. On the other hand, my projects have generated \$115k in revenue, and though I've spent much more than I've made, when we're talking about Houseworld and Whisperlodge, we're not talking the smallest of potatoes.

Since I started spending money on immersive theater in late 2014, my top expenses are paying for the venues (\$57k) followed by paying the cast (\$36k) and then set design (\$11k). Immersive companies sidestep the venue challenge in different ways. **Some stage works in public places like parks or city streets, where there's no venue cost.** Costly set design also has various workarounds. In some shows, the dialogue and action is paramount, and the performance can exist in a sparsely decorated space. During the first run of Houseworld, the run that pulled me into this field in the first place, I was fortunate to be living in a historic parsonage (and I was staging the performance in my home) where I needed to spend very little on set design. As for the cast payments, the sad truth is that it's very difficult to pay artists what they deserve in immersive theater. I've paid amounts like \$1200 for a season, or \$500 for a long weekend, which amounts to far below minimum wage. In the exciting early stages of a new work, you'll usually find myself and my friends, doing the work for free. I'm currently preparing my 2019 production, Bottom Of The Ocean, and in these early stages, it's myself and my friends, doing the work for free. Artistic work does pay in joy and in meaning, and that's what I'm in it for. From age 14 to age 32, I spent most of my time playing and touring in rock bands. From age 14 on, we were always gathering in basements to practice, for free, because we loved it. Even when I was touring the world for years, I was getting pennies for my time. As a 37-year-old man making immersive theater, it continues to be my experience that there is only the narrowest path to earning a living wage while making satisfying art. I would recommend that most makers (excluding the corporations, the institutions, and the independently wealthy) consider this when thinking about money.

WHAT IS THE MOST COMMON ISSUES ONE RUNS INTO WITH AUDIENCES DURING IMMERSIVE SHOWS? IS THERE ANYTHING WE SHOULD ANTICIPATE WHEN IT COMES TO THEIR SAFETY?

I think most immersive creators start out with the priority of ensuring that their audience is safe. During Houseworld, I overlooked the extent to which **I had to protect my cast from the audience.**

Some immersive shows place performers in more vulnerable positions than others. If a group of 10 audience members is being led through a historic landmark and lining the walls while actors perform vignettes of 18th century life, there may not be as much risk. But if the audience is roaming free, there is a little more risk. If there is alcohol before or during the show, there is more risk. If there are themes of partying, sex, violence, psychedelia, and subversion, the risk increases. If there is nudity in the show, the risk increases. One-on-one scenes increase the risk. Performing one-on-one scenes behind locked doors (in order to keep another audience member from interrupting) increases the risk. Creators should consider these factors and consider worst case scenarios when planning safety measures for their cast. If a show is successful enough and performs long enough, the cast will perform for people that they wouldn't like or feel comfortable around in real life. They may perform for people who drank or took drugs before the show. They will perform for people who are pushing the limits of misconduct.

I believe that all immersive shows should have an ejection policy for audience members who are behaving dangerously. All shows would be wise to announce their audience behavior guidelines at the place where the audience buys their tickets (usually a website), in an email before the show, and in a speech at the top of the show. I would advise certain shows on the far end of the risk spectrum to hire a security guard, or several, to patrol the show. In Houseworld, we had one security guard. I would advise all shows to have a safety plan for emergencies. If a cast is spread out across a property, this might involve all cast members having hidden phones for emergency communication. My casts know that they may go out of character, leave a scene, or stop the show if they feel in danger.

WHAT ARE THE PRICE RANGES (TICKET PRICES) FOR STARTING IMMERSIVE PROJECTS?

Prices are tricky in immersive theater. Most creators are making work because they love the art form, not to make money. Many are thinking more about their love of their artistic idea than the financial conundrum they're stepping into. Yet, the form is expensive. Much of the work is happening in cities where the cost of space is especially expensive (New York, Los Angeles, San Francisco, London). Thus, if an immersive company charges the audience the ticket price necessary to break even, (for example, the cost of the room, the cost of the lamp, and the cost of the performer's time), the tickets will often be quite high. Maybe they'll be \$60 or \$90 or \$150. Because of its intimacy (and many creators are interested in precisely the unique artistic possibilities of a one-on-one dynamic), immersive theater has a similar pricing logic to massages. While a significant amount of people may be psychologically prepared to pay \$110 for a hot stone massage, there are fewer people prepared to pay that for immersive theater. Understandably, an audience might be sitting through an intimate \$110 immersive show that they don't find very good, with humble production value, and their mind might wander to a highly produced Off-Broadway show that they could have seen instead for a \$50 ticket. And these pricing problems I'm describing might be the case if the immersive company is simply trying to break even. Let's imagine that the company is attempting to pay their performers a more deserving rate (higher than minimum wage, let's say \$20 per hour, including all rehearsals and all performances). Let's imagine that the leader of the project is hoping to walk away having earned \$500 after their two months of hard work, rather than losing \$3000. The ticket prices absolutely start to lean toward the \$150 region. The sad fact is, this art form that many folks have fallen in love with because of shows like Sleep No More and Then She Fell has a steep cost of entry. It's likely expensive to present a first work that feels fully realized and substantial. It also requires quite clever thinking to create an immersive show that skips the big expenses (a large enough venue, a substantial enough set, an intimate enough audience size...) and still offers something impressive.

My solution to these problems is to charge, not what the show cost, but what I think the experience is worth to the average person. And then I lose money to run the show. My payment is in artistic fulfillment. I work hard at my day job (teaching piano lessons, playing church music) to fuel this dynamic. My day job slows down the pace of my immersive output. I've made my peace with that approach.

HOW DOES PUBLICITY FOR PROJECTS LIKE THESE DIFFERENTIATE FROM THEATRE AND OTHER TYPE OF ENTERTAINMENT? WHICH MEDIA DID YOU FIND IS MOST EFFECTIVE TO USE FOR PUBLICITY?

In both Houseworld and Whisperlodge, we benefited from trend, or one could argue, from gimmick or fad. Houseworld opened to the public in late 2015, and New York was still excited enough about immersive theater that we were covered, without much difficulty, in first Gawker, then Vice, and finally, The New York Times. The first two articles were positive. That, coupled with their visibility, helped boost interest in our show. The New York Times coverage was neutral in assessment, but they published three beautiful color photos of our show prominently in their Arts section. This was enough. The New York Times coverage single handedly turned Houseworld from a struggling show that may have lost \$40 or \$50k to a sold out show that lost only \$16k.

Similarly, Whisperlodge benefited from the trend (or gimmick or fad) of ASMR. We were the only physical destination associated with this burgeoning odd subculture, and seemingly every publication, from The Onion to Fox to The Atlantic, wanted to write their Whisperlodge article. The publicity has benefited years of ticket sales.

My new show, Bottom Of The Ocean, does not contain a press-worthy amount of ASMR elements. Public sentiment about immersive theater in New York City in 2019 feels like it may have changed. In my perspective, it has waned. I've seen shows over the last 2 years that felt similar in scale and significance to Houseworld, but did not receive much attention from the press. On the other hand, it feels like the majority of the world is just getting their first taste of immersive theater. One can point to the popularity of Meow Wolf, the sensation of immersive Westworld at SXSW in 2018, the rise of the selfie palace, and the incoming Star Wars hotels at Disney theme parks as examples of a growing trend of immersive entertainment. I'm not sure how the conditions of 2019 will affect my experience with the press, but I'm going to continue to be active on all fronts, and that includes social media, mailing lists, personal outreach to press, and the hiring of a publicist.

WHAT ARE SOME OF THE MOST IMPORTANT ITEMS THAT WE SHOULD BE AWARE OF IN THE PROCESS OF CREATING A PROJECT FROM SCRATCH THAT ONE MIGHT NOT THINK ABOUT?

I would recommend that all creators focus on making something that they love. My technique is to think of something that I personally wish I could walk through, a sequence of scenes or a world that I might experience, but that doesn't currently exist. Then, I take on the task of being the one to make that experience exist. Making immersive theater takes a lot of work and gets expensive. Your love will drive you forward, and your love gives the end result the best chance of being a great happiness for you, for your cast and crew, and for your audience.

THE CORALINE EXPERIENCE

Eric Hanson | from **Brite Ideas** • Thursday, April 11th

The notes below are compiled by the Producers' visit and interview with Senior Project Manager Eric Hanson from *Brite Ideas*. Please remember that a lot of the information from Eric is from his professional experience outside and inside Brite Ideas, not in thematic entertainment.

Brite Ideas Fun Facts:

1. "We rarely say no to a project."
2. "If a project is 1.3 million dollars, 2 days to load in, a crew of about 80 people, 3 days for the event: We are looking to make a 30% profit."
3. "We are always trucking gear."
4. "Brite Ideas' income is roughly 7 - 9 million dollars a year."
5. "We do not have an actual operating budget."

ORGANIZATIONAL CHART

Brite Ideas Examples

Producer / Executive Producer

1. They do a lot of client facing.
2. They really know what the nuts and bolts of what the project is from the flow of the show, to what's going on the screens, how things are going from rehearsals until the show goes up.
3. Know what the client wants via visual mechanics.
4. Once the budget is submitted, the Producer has to sign off on the budget.
5. The Producer never wants to go to the Client to ask for more money. They keep a contingency budget just in case it is needed.

Project Manager

1. At Brite Ideas the Project Manager is usually also a lead of a department of a project.
2. Depending on the space the event is in the Project Manager will know if the Audio and Visual are subset companies in their own right. Brite Ideas has Audio and Visual and depending on where the event is located you might have to rent out the events' Audio and Visual. Brite Ideas usually do not host in these venues because they have their own equipment.
3. At Brite Ideas those who are the most experienced are usually the Project Managers.
4. There are multiple Project Managers as there are multiple projects happening at one time.

Art Director Role

1. One of the most important roles of the art director to is to help ensure the end product stays consistent. This is accomplished through the branding for the company and a project's *style guide*.

Leads of Departments

1. It is always great to make sure that there is a lead of every department, so each area has someone on the team guiding them along the process to help remind them of deadlines, collaborate on ideas, etc.
2. Leads are also looking at the big picture and the calendar.

HELPFUL TIPS FROM ERIC

Assumptions are the biggest mistake!

1. Never assume anything!
2. Managers whether project managers or leads of teams should always follow-up. One of the biggest pit falls is to assume something is getting done and not following up.
3. If something didn't turn out the way you planned for yourself or on your team ask: "Why didn't that work? What was it, why did it happen, and what can I do so it doesn't happen again?"

Managing vs. Micromanaging

1. Respect is earned.
2. Go into the mindset that everyone is professional. After all, they are in this business.
3. Everyone is going to have a bad day. That's ok.
4. Everyone is going to make a mistake. That's ok.
5. It is maddening when people micromanage. Don't do it!

WHAT ARE SOME THINGS TO LOOK OUT FOR THAT ONE MIGHT NOT THINK ABOUT?

Technical Director

1. Cables are a trip hazard for the audience.
2. Lasers are a hazard for the audience.
3. What are the parameters of the space for:
 - Stage Lighting
 - Dressing Rooms
 - Case Storage
 - House
 - Cost of local labor
 - How to get power from generators?
 - How can it be rigged?
 - Can we shave off money from the budget?
4. Rigging is always a crapshoot. It is always going to cost more than you think.
5. If you are in a space that is not your own space that you own you are always charged for a motor for rigging and you always have to use the in house motor. You are usually charge for the motor for three days minimum even if you need it for less time.
6. Give breaks after 2.5 hours. Meal break after 5 hours of work.

Some of the highest prices of technology that you might now know.

1. LED tiles and they are somewhat temperamental
 - a. If you have LED tiles you MUST have something that physically block people from touching them.
2. Certain cameras.

Budget & Sponsorship

1. Contingency.
 - a. Always keep a contingency!
 - b. Keep 20% to the side.
 - c. The company eats the money when a person is not on top of the budget.
 - d. Here's the fact: What do you want to do?
 - e. If the client says we have more that we want to see. If everything is done right the client already knows all those facts. i.e. a contingency is kept aside

2. Producer & Client & A Successful Budget in All Departments
 - a. Does a producer ever go to the client to ask for more money for a project?
 - i. NO! If it is done right and everyone is on top of their budgets the Project Manager will never go to the Producer to ask the Client for more money.
 - ii. Budget driven from the client- the client kind of already know what this cost. Price driven from the client.
 - b. A successful budget is keeping the client happy. Giving them what they want in the budget they have given. Most of the time a client will say, "I want to do it for \$X," so it is everyone's job to collaborate to determine what are some of the creative ways we can accomplish x, y, z, in this small budget.
 - c. Mandated: What can we have within our organization where we can mandate our own equipment to get a return on investment? Location and salesmen. If it is an asset for the company it is a part of the insurance.
 - i. Track every piece of gear! How long will it take before it is paid off?
3. Corporate Underwriting & Sponsorship
 - a. Lighting Sponsorship
 - b. Video Sponsorship
 - c. Stage Sponsorship
 - d. Food & Drink Sponsorship
 - e. X amount of eyes looking at their company into turns into sales on their end.
4. Licensing & Codes & Permits & Other
 - a. HVAC
 - b. Electricity
 - c. Building Code
 - d. Fire Code
 - e. Costa Mesa Electrical Inspection – Cost
 - f. Total Occupancy
 - g. Occupancy Permits
 - h. Signed off by the city
 - i. Who owns the building – Segerstrom?

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Disney Interview • *Wednesday, April 25th*

QUOTES

“Don’t eliminate anything, explore your options unless it is a solid no.”

GENERAL NOTES on BUDGETS

1. Always manage a smaller amount than what you think you are going to have when it comes to all budgets.
 - a. Prepare for contingency.
 - b. The lowest contingency should fall under core key labor.
 - c. The higher contingency (of up to 30%) should fall under new technology.
 - d. The SMs should be brought in early during the production process to foresee any issues with budgets.
2. The operations manager is the manager operating the actually thematic entertainment, they are the boots on the ground.

AUDIENCE MANAGEMENT

1. We cannot control the audience so we must control the space. There must be a strategic placement for safety perspectives.
 - a. Examples are tape, drawings of footsteps, light up arrows, movement with animation, a tour guide, etc.
 - b. Voice overs and visuals are more effective than signs or text.
2. There might be international guests with little understanding of the English language, so dumb down any instructions, narrative, etc.
3. If somebody is overstimulated, we need break rooms and couches.

MISCELANOUS QUESTIONS

What are some tips in all areas of management for these type of projects?

1. DO NOT PANIC! It will not help the other team. When someone has missed their deadline do not bully, just ask them - how can I help you get to your deadline.
2. Validate the teams’ concerns.
3. Create a fake deadline knowing that they are going to miss it, if you see deadlines being an issue.
4. What is plan a, b, c, and d and e?
5. Building schedule contingency is to be prepared, not to be deceitful.
6. Research research research.
7. If you do not know, ask!

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

INCOME AND EXPENSES

Property of UC Irvine Drama Lighting

Property of UCI



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

Proposal: The Coraline Experience

This constitutes a blue sky proposal for the The Coraline Experience for our client, Sears, Roebuck and Co. 2nd Story Studios has researched, designed, and appraised the implantation of The Coraline Experience in The Sears building at South Coast Plaza in Costa Mesa, California.

This initial design bid reflects the projected operations of 250 days per year.
This includes a 2 week dark maitenance period.

DAYS & HOURS OF OPERATION	
Wednesday - Thursday Sunday 10:00am - 11:00pm Friday - Saturday 10:00am - 12:00am	
Total Days Open per Week:	5
Closed for Two Week Maintenance:	10
Total Days Open per Year:	250
Total Hours Open per Year:	3450

Ticket Prices	
General Admission 5 +	\$30
Student / Seniors 60 + / Veterans	\$25
Children 3yrs- 4yrs	\$20
Beldam's Challenge -Additional Experience	\$15
Children 2yrs =/<	FREE
GROUP 15 +	24

Property of UCI

2ND STORY STUDIOS
THE CORALINE EXPERIENCE

COVER SHEET

GROSS INCOME	<u>Subtotal</u>	<u>Total</u>
General Admission 5 @ \$30 with 70% capacity / year	\$10,500,000	
Beldam's Challenge -Additional Experience @ \$15 with 60% capacity / year	\$4,500,000	
		\$15,000,000
 PRODUCTION INSTALLATION EXPENSES		
Acquisition	\$5,777,000	
Labor	\$3,938,000	
Liability Insurance	\$19,220	
Restaurant Initial License for New Construction	\$1,500	
		\$9,735,720
 ESTIMATED 1 YEAR OPERATION EXPENSES		
Labor	\$2,700,000	
Liability Insurance	\$19,220	
Liquor License	\$15,835	
		\$2,735,055
SUBTOTAL EXPENSES	\$12,470,775	
CONTINGENCY 20.00%	\$2,494,155	
		\$14,964,930
 TOTAL NET INCOME AFTER 1 YEAR		 \$35,070
RECUPERATE INVEST AFTER YEAR 3 WITH A PROFIT OF		\$16,570,140

ADDENDUM INFORMATION

Sample Event Fees & Charges
 Potential Expense Saving Options

Property of UCI



2ND STORY STUDIOS THE CORALINE EXPERIENCE

GROSS INCOME

PROJECTED GROSS INCOME / DAY

The projected gross income / day is based off of a 2,000 patron maximum capacity

		CAPACITY / DAY- 2000 PATRONS										
Patrons		2000	1800	1600	1400	1200	1000	800	600	400	200	100
TICKET PRICES		100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
General Admission 5 +	\$30	\$60,000	\$54,000	\$48,000	\$42,000	\$36,000	\$30,000	\$24,000	\$18,000	\$12,000	\$6,000	\$3,000
Student /Seniors 60 + / Veterans	\$25	\$50,000	\$45,000	\$40,000	\$35,000	\$30,000	\$25,000	\$20,000	\$15,000	\$10,000	\$5,000	\$2,500
Children 3yrs- 4yrs	\$20	\$40,000	\$36,000	\$32,000	\$28,000	\$24,000	\$20,000	\$16,000	\$12,000	\$8,000	\$4,000	\$2,000
Beldom's Challenge- Additional Experience	\$15	\$30,000	\$27,000	\$24,000	\$21,000	\$18,000	\$15,000	\$12,000	\$9,000	\$6,000	\$3,000	\$1,500
Children 2yrs =/<	FREE	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
GROUP 15 +	\$24	\$48,000	\$43,200	\$38,400	\$33,600	\$28,800	\$24,000	\$19,200	\$14,400	\$9,600	\$4,800	\$2,400

PROJECTED GROSS WEEKLY INCOME

The projected gross weekly income is from ticket sales only and before expenses.

		SALES / WEEK										
		CAPACITY SOLD										
TICKET PRICES		100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
General Admission 5 +	\$30	\$300,000	\$270,000	\$240,000	\$210,000	\$180,000	\$150,000	\$120,000	\$75,000	\$60,000	\$30,000	\$15,000
Student /Seniors 60 + / Veterans	\$25	\$250,000	\$225,000	\$200,000	\$175,000	\$150,000	\$125,000	\$100,000	\$75,000	\$50,000	\$25,000	\$12,500
Children 3yrs- 4yrs	\$20	\$200,000	\$180,000	\$160,000	\$140,000	\$120,000	\$100,000	\$80,000	\$60,000	\$40,000	\$20,000	\$10,000
Beldom's Challenge- Additional Experience	\$15	\$150,000	\$135,000	\$120,000	\$105,000	\$90,000	\$75,000	\$60,000	\$45,000	\$30,000	\$15,000	\$7,500
Children 2yrs =/<	FREE	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
GROUP 15 +	\$24	\$240,000	\$216,000	\$192,000	\$168,000	\$144,000	\$120,000	\$96,000	\$72,000	\$48,000	\$24,000	\$12,000

PROJECTED GROSS YEARLY INCOME

The projected gross yearly income is from ticket sales only and before expenses for the next ten years

PROJECTED YEARLY INCOME - TICKET SALES											
GENERAL ADMISSION 5 + \$30											
YEAR	CAPACITY SOLD										
	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
1	\$15,000,000	\$13,500,000	\$12,000,000	\$10,500,000	\$9,000,000	\$7,500,000	\$6,000,000	\$4,500,000	\$3,000,000	\$1,500,000	\$750,000
2	\$30,000,000	\$27,000,000	\$24,000,000	\$21,000,000	\$18,000,000	\$15,000,000	\$12,000,000	\$9,000,000	\$6,000,000	\$3,000,000	\$1,500,000
3	\$45,000,000	\$40,500,000	\$36,000,000	\$31,500,000	\$27,000,000	\$22,500,000	\$18,000,000	\$13,500,000	\$18,000,000	\$4,500,000	\$2,250,000
4	\$60,000,000	\$54,000,000	\$48,000,000	\$42,000,000	\$36,000,000	\$30,000,000	\$24,000,000	\$18,000,000	\$72,000,000	\$6,000,000	\$3,000,000
5	\$75,000,000	\$67,500,000	\$60,000,000	\$52,500,000	\$45,000,000	\$37,500,000	\$30,000,000	\$22,500,000	\$15,000,000	\$7,500,000	\$3,750,000
6	\$90,000,000	\$81,000,000	\$72,000,000	\$63,000,000	\$54,000,000	\$45,000,000	\$36,000,000	\$27,000,000	\$18,000,000	\$9,000,000	\$4,500,000
7	\$105,000,000	\$94,500,000	\$84,000,000	\$73,500,000	\$63,000,000	\$52,500,000	\$42,000,000	\$31,500,000	\$21,000,000	\$10,500,000	\$5,250,000
8	\$120,000,000	\$108,000,000	\$96,000,000	\$84,000,000	\$72,000,000	\$60,000,000	\$48,000,000	\$36,000,000	\$24,000,000	\$12,000,000	\$6,000,000
9	\$135,000,000	\$121,500,000	\$108,000,000	\$94,500,000	\$81,000,000	\$67,500,000	\$54,000,000	\$40,500,000	\$27,000,000	\$13,500,000	\$6,750,000
10	\$150,000,000	\$135,000,000	\$120,000,000	\$105,000,000	\$90,000,000	\$75,000,000	\$60,000,000	\$45,000,000	\$30,000,000	\$15,000,000	\$7,500,000

Property of UCI

2ND STORY STUDIOS THE CORALINE EXPERIENCE

GROSS INCOME

PROJECTED GROSS YEARLY INCOME *continued...*

The projected gross yearly income is from ticket sales only and before expenses for the next ten years

PROJECTED YEARLY INCOME - TICKET SALES STUDENT / SENIORS 60 + / VETERANS \$25											
YEAR	CAPACITY SOLD										
	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
1	\$12,500,000	\$11,250,000	\$10,000,000	\$8,750,000	\$7,500,000	\$6,250,000	\$5,000,000	\$3,750,000	\$2,500,000	\$1,250,000	\$625,000
2	\$25,000,000	\$22,500,000	\$20,000,000	\$17,500,000	\$15,000,000	\$12,500,000	\$10,000,000	\$7,500,000	\$5,000,000	\$2,500,000	\$1,250,000
3	\$37,500,000	\$33,750,000	\$30,000,000	\$26,250,000	\$22,500,000	\$18,750,000	\$15,000,000	\$11,250,000	\$7,500,000	\$3,750,000	\$1,875,000
4	\$50,000,000	\$45,000,000	\$40,000,000	\$35,000,000	\$30,000,000	\$25,000,000	\$20,000,000	\$15,000,000	\$10,000,000	\$5,000,000	\$2,500,000
5	\$62,500,000	\$56,250,000	\$50,000,000	\$43,750,000	\$37,500,000	\$31,250,000	\$25,000,000	\$18,750,000	\$12,500,000	\$6,250,000	\$3,125,000
6	\$75,000,000	\$67,500,000	\$60,000,000	\$52,500,000	\$45,000,000	\$37,500,000	\$30,000,000	\$22,500,000	\$15,000,000	\$7,500,000	\$3,750,000
7	\$87,500,000	\$78,750,000	\$70,000,000	\$61,250,000	\$52,500,000	\$43,750,000	\$35,000,000	\$26,250,000	\$17,500,000	\$8,750,000	\$4,375,000
8	\$100,000,000	\$90,000,000	\$80,000,000	\$70,000,000	\$60,000,000	\$50,000,000	\$40,000,000	\$30,000,000	\$20,000,000	\$10,000,000	\$5,000,000
9	\$112,500,000	\$101,250,000	\$90,000,000	\$78,750,000	\$67,500,000	\$56,250,000	\$45,000,000	\$33,750,000	\$22,500,000	\$11,250,000	\$5,625,000
10	\$125,000,000	\$112,500,000	\$100,000,000	\$87,500,000	\$75,000,000	\$62,500,000	\$50,000,000	\$37,500,000	\$25,000,000	\$12,500,000	\$6,250,000

PROJECTED YEARLY INCOME - TICKET SALES CHILDREN 3 - 4 YRS \$20											
YEAR	CAPACITY SOLD										
	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
1	\$10,000,000	\$9,000,000	\$8,000,000	\$7,000,000	\$6,000,000	\$5,000,000	\$4,000,000	\$3,000,000	\$2,000,000	\$1,000,000	\$500,000
2	\$20,000,000	\$18,000,000	\$16,000,000	\$14,000,000	\$12,000,000	\$10,000,000	\$8,000,000	\$6,000,000	\$4,000,000	\$2,000,000	\$1,000,000
3	\$30,000,000	\$27,000,000	\$24,000,000	\$21,000,000	\$18,000,000	\$15,000,000	\$12,000,000	\$9,000,000	\$6,000,000	\$3,000,000	\$1,500,000
4	\$40,000,000	\$36,000,000	\$32,000,000	\$28,000,000	\$24,000,000	\$20,000,000	\$16,000,000	\$12,000,000	\$8,000,000	\$4,000,000	\$2,000,000
5	\$50,000,000	\$45,000,000	\$40,000,000	\$35,000,000	\$30,000,000	\$25,000,000	\$20,000,000	\$15,000,000	\$10,000,000	\$5,000,000	\$2,500,000
6	\$60,000,000	\$54,000,000	\$48,000,000	\$42,000,000	\$36,000,000	\$30,000,000	\$24,000,000	\$18,000,000	\$12,000,000	\$6,000,000	\$3,000,000
7	\$70,000,000	\$63,000,000	\$56,000,000	\$49,000,000	\$42,000,000	\$35,000,000	\$28,000,000	\$21,000,000	\$14,000,000	\$7,000,000	\$3,500,000
8	\$80,000,000	\$72,000,000	\$64,000,000	\$56,000,000	\$48,000,000	\$40,000,000	\$32,000,000	\$24,000,000	\$16,000,000	\$8,000,000	\$4,000,000
9	\$90,000,000	\$81,000,000	\$72,000,000	\$63,000,000	\$54,000,000	\$45,000,000	\$36,000,000	\$27,000,000	\$18,000,000	\$9,000,000	\$4,500,000
10	\$100,000,000	\$90,000,000	\$80,000,000	\$70,000,000	\$60,000,000	\$50,000,000	\$40,000,000	\$30,000,000	\$20,000,000	\$10,000,000	\$5,000,000

Property of UCI

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

GROSS INCOME

PROJECTED GROSS YEARLY INCOME *continued...*

The projected gross yearly income is from ticket sales only and before expenses for the next ten years

PROJECTED YEARLY INCOME - TICKET SALES BELDOM'S CHALLENGE ADDITIONAL EXPERIENCE \$15											
YEAR	CAPACITY SOLD										
	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
1	\$7,500,000	\$6,750,000	\$6,000,000	\$5,250,000	\$4,500,000	\$3,750,000	\$3,000,000	\$2,250,000	\$1,500,000	\$750,000	\$375,000
2	\$15,000,000	\$13,500,000	\$12,000,000	\$10,500,000	\$9,000,000	\$7,500,000	\$6,000,000	\$4,500,000	\$3,000,000	\$1,500,000	\$750,000
3	\$22,500,000	\$20,250,000	\$18,000,000	\$15,750,000	\$13,500,000	\$11,250,000	\$9,000,000	\$6,750,000	\$4,500,000	\$2,250,000	\$1,125,000
4	\$30,000,000	\$27,000,000	\$24,000,000	\$21,000,000	\$18,000,000	\$15,000,000	\$12,000,000	\$9,000,000	\$6,000,000	\$3,000,000	\$1,500,000
5	\$37,500,000	\$33,750,000	\$30,000,000	\$26,250,000	\$22,500,000	\$18,750,000	\$15,000,000	\$11,250,000	\$7,500,000	\$3,750,000	\$1,875,000
6	\$45,000,000	\$40,500,000	\$36,000,000	\$31,500,000	\$27,000,000	\$22,500,000	\$18,000,000	\$13,500,000	\$9,000,000	\$4,500,000	\$2,250,000
7	\$52,500,000	\$47,250,000	\$42,000,000	\$36,750,000	\$31,500,000	\$26,250,000	\$21,000,000	\$15,750,000	\$10,500,000	\$5,250,000	\$2,625,000
8	\$60,000,000	\$54,000,000	\$48,000,000	\$42,000,000	\$36,000,000	\$30,000,000	\$24,000,000	\$18,000,000	\$12,000,000	\$6,000,000	\$3,000,000
9	\$67,500,000	\$60,750,000	\$54,000,000	\$47,250,000	\$40,500,000	\$33,750,000	\$27,000,000	\$20,250,000	\$13,500,000	\$6,750,000	\$3,375,000
10	\$75,000,000	\$67,500,000	\$60,000,000	\$52,500,000	\$45,000,000	\$37,500,000	\$30,000,000	\$22,500,000	\$15,000,000	\$7,500,000	\$3,750,000

PROJECTED YEARLY INCOME - TICKET SALES GROUP 15 + \$24											
YEAR	CAPACITY SOLD										
	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
1	\$12,000,000	\$10,800,000	\$9,600,000	\$8,400,000	\$7,200,000	\$6,000,000	\$4,800,000	\$3,600,000	\$2,400,000	\$1,200,000	\$600,000
2	\$24,000,000	\$21,600,000	\$19,200,000	\$16,800,000	\$14,400,000	\$12,000,000	\$9,600,000	\$7,200,000	\$4,800,000	\$2,400,000	\$1,200,000
3	\$36,000,000	\$32,400,000	\$28,800,000	\$25,200,000	\$21,600,000	\$18,000,000	\$14,400,000	\$10,800,000	\$7,200,000	\$3,600,000	\$1,800,000
4	\$48,000,000	\$43,200,000	\$38,400,000	\$33,600,000	\$28,800,000	\$24,000,000	\$19,200,000	\$14,400,000	\$9,600,000	\$4,800,000	\$2,400,000
5	\$60,000,000	\$54,000,000	\$48,000,000	\$42,000,000	\$36,000,000	\$30,000,000	\$24,000,000	\$18,000,000	\$12,000,000	\$6,000,000	\$3,000,000
6	\$72,000,000	\$64,800,000	\$57,600,000	\$50,400,000	\$43,200,000	\$36,000,000	\$28,800,000	\$21,600,000	\$14,400,000	\$7,200,000	\$3,600,000
7	\$84,000,000	\$75,600,000	\$67,200,000	\$58,800,000	\$50,400,000	\$42,000,000	\$33,600,000	\$25,200,000	\$16,800,000	\$8,400,000	\$4,200,000
8	\$96,000,000	\$86,400,000	\$76,800,000	\$67,200,000	\$57,600,000	\$48,000,000	\$38,400,000	\$28,800,000	\$19,200,000	\$9,600,000	\$4,800,000
9	\$108,000,000	\$97,200,000	\$86,400,000	\$75,600,000	\$64,800,000	\$54,000,000	\$43,200,000	\$32,400,000	\$21,600,000	\$10,800,000	\$5,400,000
10	\$120,000,000	\$108,000,000	\$96,000,000	\$84,000,000	\$72,000,000	\$60,000,000	\$48,000,000	\$36,000,000	\$24,000,000	\$12,000,000	\$6,000,000

Property of UCI



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

GROSS INCOME

PROJECTED GROSS YEARLY INCOME

The projected gross yearly income below is with the admission of ticket sales and Beldam's Challenge- Additional Experience @\$15 for 1 year.

PROJECTED YEARLY INCOME - TICKET SALES												
GENERAL ADMISSION \$30 + BELDAM'S CHALLENGE - ADDITIONAL EXPERIENCE \$15												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
General Admission	100%	\$22,500,000	\$21,750,000	\$21,000,000	\$20,250,000	\$19,500,000	\$18,750,000	\$18,000,000	\$17,250,000	\$16,500,000	\$15,750,000	\$15,375,000
	90%	\$21,000,000	\$20,250,000	\$19,500,000	\$18,750,000	\$18,000,000	\$17,250,000	\$16,500,000	\$15,750,000	\$15,000,000	\$14,250,000	\$13,875,000
	80%	\$19,500,000	\$18,750,000	\$18,000,000	\$17,250,000	\$16,500,000	\$15,750,000	\$15,000,000	\$14,250,000	\$13,500,000	\$12,750,000	\$12,375,000
	70%	\$18,000,000	\$17,250,000	\$16,500,000	\$15,750,000	\$15,000,000	\$14,250,000	\$13,500,000	\$12,750,000	\$12,000,000	\$11,250,000	\$10,875,000
	60%	\$16,500,000	\$15,750,000	\$15,000,000	\$14,250,000	\$13,500,000	\$12,750,000	\$12,000,000	\$11,250,000	\$10,500,000	\$9,750,000	\$9,375,000
	50%	\$15,000,000	\$14,250,000	\$13,500,000	\$12,750,000	\$12,000,000	\$11,250,000	\$10,500,000	\$9,750,000	\$9,000,000	\$8,250,000	\$7,875,000
	40%	\$13,500,000	\$12,750,000	\$12,000,000	\$11,250,000	\$10,500,000	\$9,750,000	\$9,000,000	\$8,250,000	\$7,500,000	\$6,750,000	\$6,375,000
	30%	\$12,000,000	\$11,250,000	\$10,500,000	\$9,750,000	\$9,000,000	\$8,250,000	\$7,500,000	\$6,750,000	\$6,000,000	\$5,250,000	\$4,875,000
	20%	\$10,500,000	\$9,750,000	\$9,000,000	\$8,250,000	\$7,500,000	\$6,750,000	\$6,000,000	\$5,250,000	\$4,500,000	\$3,750,000	\$3,375,000
	10%	\$9,000,000	\$8,250,000	\$7,500,000	\$6,750,000	\$6,000,000	\$5,250,000	\$4,500,000	\$3,750,000	\$3,000,000	\$2,250,000	\$1,875,000
5%	\$8,250,000	\$7,500,000	\$6,750,000	\$6,000,000	\$5,250,000	\$4,500,000	\$3,750,000	\$3,000,000	\$2,250,000	\$1,500,000	\$1,125,000	

PROJECTED YEARLY INCOME - TICKET SALES												
STUDENT / SENIORS 60 + / VETERANS \$25 + BELDAM'S CHALLENGE - ADDITIONAL EXPERIENCE \$15												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
STUDENT / SENIORS 60 + / VETERANS	100%	\$20,000,000		\$18,500,000	\$17,750,000	\$17,000,000	\$16,250,000	\$15,500,000	\$14,750,000	\$14,000,000	\$13,250,000	\$12,875,000
	90%	\$18,750,000	\$18,000,000	\$17,250,000	\$16,500,000	\$15,750,000	\$15,000,000	\$14,250,000	\$13,500,000	\$12,750,000	\$12,000,000	\$11,625,000
	80%	\$17,500,000	\$16,750,000	\$16,000,000	\$15,250,000	\$14,500,000	\$13,750,000	\$13,000,000	\$12,250,000	\$11,500,000	\$10,750,000	\$10,375,000
	70%	\$16,250,000	\$15,500,000	\$14,750,000	\$14,000,000	\$13,250,000	\$12,500,000	\$11,750,000	\$11,000,000	\$10,250,000	\$9,500,000	\$9,125,000
	60%	\$15,000,000	\$14,250,000	\$13,500,000	\$12,750,000	\$12,000,000	\$11,250,000	\$10,500,000	\$9,750,000	\$9,000,000	\$8,250,000	\$7,875,000
	50%	\$13,750,000	\$13,000,000	\$12,250,000	\$11,500,000	\$10,750,000	\$10,000,000	\$9,250,000	\$8,500,000	\$7,750,000	\$7,000,000	\$6,625,000
	40%	\$12,500,000	\$11,750,000	\$11,000,000	\$10,250,000	\$9,500,000	\$8,750,000	\$8,000,000	\$7,250,000	\$6,500,000	\$5,750,000	\$5,375,000
	30%	\$11,250,000	\$10,500,000	\$9,750,000	\$9,000,000	\$8,250,000	\$7,500,000	\$6,750,000	\$6,000,000	\$5,250,000	\$4,500,000	\$4,125,000
	20%	\$10,000,000	\$9,250,000	\$8,500,000	\$7,750,000	\$7,000,000	\$6,250,000	\$5,500,000	\$4,750,000	\$4,000,000	\$3,250,000	\$2,875,000
	10%	\$8,750,000	\$8,000,000	\$7,250,000	\$6,500,000	\$5,750,000	\$5,000,000	\$4,250,000	\$3,500,000	\$2,750,000	\$2,000,000	\$1,625,000
5%	\$8,125,000	\$7,375,000	\$6,625,000	\$5,875,000	\$5,125,000	\$4,375,000	\$3,625,000	\$2,875,000	\$2,125,000	\$1,375,000	\$1,000,000	

Property of UCI

2ND STORY STUDIOS THE CORALINE EXPERIENCE

GROSS INCOME

PROJECTED GROSS YEARLY INCOME *continued...*

The projected gross yearly income below is with the admission of ticket sales and Beldam's Challenge- Additional Experience @\$15 for 1 year.

PROJECTED YEARLY INCOME - TICKET SALES												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
w/ CHILDREN 3 - 4 YRS	100%	\$17,500,000	\$16,750,000	\$16,000,000	\$15,250,000	\$14,500,000	\$13,750,000	\$13,000,000	\$12,250,000	\$11,500,000	\$10,750,000	\$10,375,000
	90%	\$16,500,000	\$15,750,000	\$15,000,000	\$14,250,000	\$13,500,000	\$12,750,000	\$12,000,000	\$11,250,000	\$10,500,000	\$9,750,000	\$9,375,000
	80%	\$15,500,000	\$14,750,000	\$14,000,000	\$13,250,000	\$12,500,000	\$11,750,000	\$11,000,000	\$10,250,000	\$9,500,000	\$8,750,000	\$8,375,000
	70%	\$14,500,000	\$13,750,000	\$13,000,000	\$12,250,000	\$11,500,000	\$10,750,000	\$10,000,000	\$9,250,000	\$8,500,000	\$7,750,000	\$7,375,000
	60%	\$13,500,000	\$12,750,000	\$12,000,000	\$11,250,000	\$10,500,000	\$9,750,000	\$9,000,000	\$8,250,000	\$7,500,000	\$6,750,000	\$6,375,000
	50%	\$12,500,000	\$11,750,000	\$11,000,000	\$10,250,000	\$9,500,000	\$8,750,000	\$8,000,000	\$7,250,000	\$6,500,000	\$5,750,000	\$5,375,000
	40%	\$11,500,000	\$10,750,000	\$10,000,000	\$9,250,000	\$8,500,000	\$7,750,000	\$7,000,000	\$6,250,000	\$5,500,000	\$4,750,000	\$4,375,000
	30%	\$10,500,000	\$9,750,000	\$9,000,000	\$8,250,000	\$7,500,000	\$6,750,000	\$6,000,000	\$5,250,000	\$4,500,000	\$3,750,000	\$3,375,000
	20%	\$9,500,000	\$8,750,000	\$8,000,000	\$7,250,000	\$6,500,000	\$5,750,000	\$5,000,000	\$4,250,000	\$3,500,000	\$2,750,000	\$2,375,000
	10%	\$8,500,000	\$7,750,000	\$7,000,000	\$6,250,000	\$5,500,000	\$4,750,000	\$4,000,000	\$3,250,000	\$2,500,000	\$1,750,000	\$1,375,000
5%	\$8,000,000	\$7,250,000	\$6,500,000	\$5,750,000	\$5,000,000	\$4,250,000	\$3,500,000	\$2,750,000	\$2,000,000	\$1,250,000	\$875,000	

PROJECTED YEARLY INCOME - TICKET SALES												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
w/ GROUP 15 +	100%	\$19,500,000	\$18,750,000	\$18,000,000	\$17,250,000	\$16,500,000	\$15,750,000	\$15,000,000	\$14,250,000	\$13,500,000	\$12,750,000	\$12,375,000
	90%	\$18,300,000	\$17,550,000	\$16,800,000	\$16,050,000	\$15,300,000	\$14,550,000	\$13,800,000	\$13,050,000	\$12,300,000	\$11,550,000	\$11,175,000
	80%	\$17,100,000	\$16,350,000	\$15,600,000	\$14,850,000	\$14,100,000	\$13,350,000	\$12,600,000	\$11,850,000	\$11,100,000	\$10,350,000	\$9,975,000
	70%	\$15,900,000	\$15,150,000	\$14,400,000	\$13,650,000	\$12,900,000	\$12,150,000	\$11,400,000	\$10,650,000	\$9,900,000	\$9,150,000	\$8,775,000
	60%	\$14,700,000	\$13,950,000	\$13,200,000	\$12,450,000	\$11,700,000	\$10,950,000	\$10,200,000	\$9,450,000	\$8,700,000	\$7,950,000	\$7,575,000
	50%	\$13,500,000	\$12,750,000	\$12,000,000	\$11,250,000	\$10,500,000	\$9,750,000	\$9,000,000	\$8,250,000	\$7,500,000	\$6,750,000	\$6,375,000
	40%	\$12,300,000	\$11,550,000	\$10,800,000	\$10,050,000	\$9,300,000	\$8,550,000	\$7,800,000	\$7,050,000	\$6,300,000	\$5,550,000	\$5,175,000
	30%	\$11,100,000	\$10,350,000	\$9,600,000	\$8,850,000	\$8,100,000	\$7,350,000	\$6,600,000	\$5,850,000	\$5,100,000	\$4,350,000	\$3,975,000
	20%	\$9,900,000	\$9,150,000	\$8,400,000	\$7,650,000	\$6,900,000	\$6,150,000	\$5,400,000	\$4,650,000	\$3,900,000	\$3,150,000	\$2,775,000
	10%	\$8,700,000	\$7,950,000	\$7,200,000	\$6,450,000	\$5,700,000	\$4,950,000	\$4,200,000	\$3,450,000	\$2,700,000	\$1,950,000	\$1,575,000
5%	\$8,100,000	\$7,350,000	\$6,600,000	\$5,850,000	\$5,100,000	\$4,350,000	\$3,600,000	\$2,850,000	\$2,100,000	\$1,350,000	\$975,000	

Property of UCI

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

INCOME

PROJECTED YEARLY INCOME

The charts below project the income after installation expenses only.

PROJECTED YEARLY INCOME AFTER INSTALLATION EXPENSES ONLY												
w/ GENERAL ADMISSION 5 + \$30 SOLD												
CAPACITY SOLD												
YEAR	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
1	\$3,317,136	\$1,817,136	\$317,136	-\$1,182,864	-\$2,682,864	-\$4,182,864	-\$5,682,864	-\$7,182,864	-\$8,682,864	-\$10,182,864	-\$10,932,864	

PROJECTED YEARLY INCOME AFTER INSTALLATION EXPENSES ONLY												
w/ STUDENT / SENIORS 60 + / VETERANS \$25 SOLD												
CAPACITY SOLD												
YEAR	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
1	\$817,136	-\$432,864	-\$1,682,864	-\$2,932,864	-\$4,182,864	-\$5,432,864	-\$6,682,864	-\$7,932,864	-\$9,182,864	-\$10,432,864	-\$11,057,864	

PROJECTED YEARLY INCOME AFTER INSTALLATION EXPENSES ONLY												
w/ CHILDREN 3 - 4 YRS \$20 SOLD												
CAPACITY SOLD												
YEAR	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
1	-\$1,682,864	-\$2,682,864	-\$3,682,864	-\$4,682,864	-\$5,682,864	-\$6,682,864	-\$7,682,864	-\$8,682,864	-\$9,682,864	-\$10,682,864	-\$11,182,864	

PROJECTED YEARLY INCOME AFTER INSTALLATION EXPENSES ONLY												
GROUP 15 + \$24												
CAPACITY SOLD												
YEAR	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
1	\$317,136	-\$882,864	-\$2,082,864	-\$3,282,864	-\$4,482,864	-\$5,682,864	-\$6,882,864	-\$8,082,864	-\$9,282,864	-\$10,482,864	-\$11,082,864	

Property of UCI



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

INCOME

PROJECTED YEARLY INCOME

The charts below project the income after installation expenses only.

PROJECTED YEARLY INCOME AFTER INSTALLATION EXPENSES ONLY												
GENERAL ADMISSION \$32 + BELDAM'S CHALLENGE - ADDITIONAL EXPERIENCE \$15												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
General Admission	100%	\$10,817,136	\$10,067,136	\$9,317,136	\$8,567,136	\$7,817,136	\$7,067,136	\$6,317,136	\$5,567,136	\$4,817,136	\$4,067,136	\$3,692,136
	90%	\$9,317,136	\$8,567,136	\$7,817,136	\$7,067,136	\$6,317,136	\$5,567,136	\$4,817,136	\$4,067,136	\$3,317,136	\$2,567,136	\$2,192,136
	80%	\$7,817,136	\$7,067,136	\$6,317,136	\$5,567,136	\$4,817,136	\$4,067,136	\$3,317,136	\$2,567,136	\$1,817,136	\$1,067,136	\$692,136
	70%	\$6,317,136	\$5,567,136	\$4,817,136	\$4,067,136	\$3,317,136	\$2,567,136	\$1,817,136	\$1,067,136	\$317,136	-\$432,864	-\$807,864
	60%	\$4,817,136	\$4,067,136	\$3,317,136	\$2,567,136	\$1,817,136	\$1,067,136	\$317,136	-\$432,864	-\$1,182,864	-\$1,932,864	-\$2,307,864
	50%	\$3,317,136	\$2,567,136	\$1,817,136	\$1,067,136	\$317,136	-\$432,864	-\$1,182,864	-\$1,932,864	-\$2,682,864	-\$3,432,864	-\$3,807,864
	40%	\$1,817,136	\$1,067,136	\$317,136	-\$432,864	-\$1,182,864	-\$1,932,864	-\$2,682,864	-\$3,432,864	-\$4,182,864	-\$4,932,864	-\$5,307,864
	30%	\$317,136	-\$432,864	-\$1,182,864	-\$1,932,864	-\$2,682,864	-\$3,432,864	-\$4,182,864	-\$4,932,864	-\$5,682,864	-\$6,432,864	-\$6,807,864
	20%	-\$1,182,864	-\$1,932,864	-\$2,682,864	-\$3,432,864	-\$4,182,864	-\$4,932,864	-\$5,682,864	-\$6,432,864	-\$7,182,864	-\$7,932,864	-\$8,307,864
	10%	-\$2,682,864	-\$3,432,864	-\$4,182,864	-\$4,932,864	-\$5,682,864	-\$6,432,864	-\$7,182,864	-\$7,932,864	-\$8,682,864	-\$9,432,864	-\$9,807,864
5%	-\$3,432,864	-\$4,182,864	-\$4,932,864	-\$5,682,864	-\$6,432,864	-\$7,182,864	-\$7,932,864	-\$8,682,864	-\$9,432,864	-\$10,182,864	-\$10,557,864	

PROJECTED YEARLY INCOME AFTER INSTALLATION EXPENSES ONLY												
STUDENT / SENIORS 60 + / VETERANS \$27 + BELDAM'S CHALLENGE - ADDITIONAL EXPERIENCE \$15												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
STUDENT / SENIORS 60 + / VETERANS	100%	\$8,317,136	\$7,567,136	\$6,817,136	\$6,067,136	\$5,317,136	\$4,567,136	\$3,817,136	\$3,067,136	\$2,317,136	\$1,567,136	\$1,192,136
	90%	\$7,067,136	\$6,317,136	\$5,567,136	\$4,817,136	\$4,067,136	\$3,317,136	\$2,567,136	\$1,817,136	\$1,067,136	\$317,136	-\$57,864
	80%	\$5,817,136	\$5,067,136	\$4,317,136	\$3,567,136	\$2,817,136	\$2,067,136	\$1,317,136	\$567,136	-\$182,864	-\$932,864	-\$1,307,864
	70%	\$4,567,136	\$3,817,136	\$3,067,136	\$2,317,136	\$1,567,136	\$817,136	\$67,136	-\$682,864	-\$1,432,864	-\$2,182,864	-\$2,557,864
	60%	\$3,317,136	\$2,567,136	\$1,817,136	\$1,067,136	\$317,136	-\$432,864	-\$1,182,864	-\$1,932,864	-\$2,682,864	-\$3,432,864	-\$3,807,864
	50%	\$2,067,136	\$1,317,136	\$567,136	-\$182,864	-\$932,864	-\$1,682,864	-\$2,432,864	-\$3,182,864	-\$3,932,864	-\$4,682,864	-\$5,057,864
	40%	\$817,136	\$67,136	-\$682,864	-\$1,432,864	-\$2,182,864	-\$2,932,864	-\$3,682,864	-\$4,432,864	-\$5,182,864	-\$5,932,864	-\$6,307,864
	30%	-\$432,864	-\$1,182,864	-\$1,932,864	-\$2,682,864	-\$3,432,864	-\$4,182,864	-\$4,932,864	-\$5,682,864	-\$6,432,864	-\$7,182,864	-\$7,557,864
	20%	-\$1,682,864	-\$2,432,864	-\$3,182,864	-\$3,932,864	-\$4,682,864	-\$5,432,864	-\$6,182,864	-\$6,932,864	-\$7,682,864	-\$8,432,864	-\$8,807,864
	10%	-\$2,932,864	-\$3,682,864	-\$4,432,864	-\$5,182,864	-\$5,932,864	-\$6,682,864	-\$7,432,864	-\$8,182,864	-\$8,932,864	-\$9,682,864	-\$10,057,864
5%	-\$3,557,864	-\$4,307,864	-\$5,057,864	-\$5,807,864	-\$6,557,864	-\$7,307,864	-\$8,057,864	-\$8,807,864	-\$9,557,864	-\$10,307,864	-\$10,682,864	

Property of UCI



2ND STORY STUDIOS THE CORALINE EXPERIENCE

INCOME

PROJECTED YEARLY INCOME *continued...*

The charts below project the income after installation expenses only.

PROJECTED YEARLY INCOME AFTER INSTALLATION EXPENSES ONLY												
w/ CHILDREN 3 - 4 YRS \$20 + BELDAM'S CHALLENGE - ADDITIONAL EXPERIENCE \$15												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
w/ CHILDREN 3 - 4 YRS	100%	\$5,817,136	\$5,067,136	\$4,317,136	\$3,567,136	\$2,817,136	\$2,067,136	\$1,317,136	\$567,136	-\$182,864	-\$932,864	-\$1,307,864
	90%	\$4,817,136	\$4,067,136	\$3,317,136	\$2,567,136	\$1,817,136	\$1,067,136	\$317,136	-\$432,864	-\$1,182,864	-\$1,932,864	-\$2,307,864
	80%	\$3,817,136	\$3,067,136	\$2,317,136	\$1,567,136	\$817,136	\$67,136	-\$682,864	-\$1,432,864	-\$2,182,864	-\$2,932,864	-\$3,307,864
	70%	\$2,817,136	\$2,067,136	\$1,317,136	\$567,136	-\$182,864	-\$932,864	-\$1,682,864	-\$2,432,864	-\$3,182,864	-\$3,932,864	-\$4,307,864
	60%	\$1,817,136	\$1,067,136	\$317,136	-\$432,864	-\$1,182,864	-\$1,932,864	-\$2,682,864	-\$3,432,864	-\$4,182,864	-\$4,932,864	-\$5,307,864
	50%	\$817,136	\$67,136	-\$682,864	-\$1,432,864	-\$2,182,864	-\$2,932,864	-\$3,682,864	-\$4,432,864	-\$5,182,864	-\$5,932,864	-\$6,307,864
	40%	-\$182,864	-\$932,864	-\$1,682,864	-\$2,432,864	-\$3,182,864	-\$3,932,864	-\$4,682,864	-\$5,432,864	-\$6,182,864	-\$6,932,864	-\$7,307,864
	30%	-\$1,182,864	-\$1,932,864	-\$2,682,864	-\$3,432,864	-\$4,182,864	-\$4,932,864	-\$5,682,864	-\$6,432,864	-\$7,182,864	-\$7,932,864	-\$8,307,864
	20%	-\$2,182,864	-\$2,932,864	-\$3,682,864	-\$4,432,864	-\$5,182,864	-\$5,932,864	-\$6,682,864	-\$7,432,864	-\$8,182,864	-\$8,932,864	-\$9,307,864
	10%	-\$3,182,864	-\$3,932,864	-\$4,682,864	-\$5,432,864	-\$6,182,864	-\$6,932,864	-\$7,682,864	-\$8,432,864	-\$9,182,864	-\$9,932,864	-\$10,307,864
5%	-\$3,682,864	-\$4,432,864	-\$5,182,864	-\$5,932,864	-\$6,682,864	-\$7,432,864	-\$8,182,864	-\$8,932,864	-\$9,682,864	-\$10,432,864	-\$10,807,864	

PROJECTED YEARLY INCOME AFTER INSTALLATION EXPENSES ONLY												
w/ GROUP 15 + \$24 + BELDAM'S CHALLENGE - ADDITIONAL EXPERIENCE \$15												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
w/ GROUP 15	100%	\$7,817,136	\$7,067,136	\$6,317,136	\$5,567,136	\$4,817,136	\$4,067,136	\$3,317,136	\$2,567,136	\$1,817,136	\$1,067,136	\$692,136
	90%	\$6,617,136	\$5,867,136	\$5,117,136	\$4,367,136	\$3,617,136	\$2,867,136	\$2,117,136	\$1,367,136	\$617,136	-\$132,864	-\$507,864
	80%	\$5,417,136	\$4,667,136	\$3,917,136	\$3,167,136	\$2,417,136	\$1,667,136	\$917,136	\$167,136	-\$582,864	-\$1,332,864	-\$1,707,864
	70%	\$4,217,136	\$3,467,136	\$2,717,136	\$1,967,136	\$1,217,136	\$467,136	-\$282,864	-\$1,032,864	-\$1,782,864	-\$2,532,864	-\$2,907,864
	60%	\$3,017,136	\$2,267,136	\$1,517,136	\$767,136	\$17,136	-\$732,864	-\$1,482,864	-\$2,232,864	-\$2,982,864	-\$3,732,864	-\$4,107,864
	50%	\$1,817,136	\$1,067,136	\$317,136	-\$432,864	-\$1,182,864	-\$1,932,864	-\$2,682,864	-\$3,432,864	-\$4,182,864	-\$4,932,864	-\$5,307,864
	40%	\$617,136	-\$132,864	-\$882,864	-\$1,632,864	-\$2,382,864	-\$3,132,864	-\$3,882,864	-\$4,632,864	-\$5,382,864	-\$6,132,864	-\$6,507,864
	30%	-\$582,864	-\$1,332,864	-\$2,082,864	-\$2,832,864	-\$3,582,864	-\$4,332,864	-\$5,082,864	-\$5,832,864	-\$6,582,864	-\$7,332,864	-\$7,707,864
	20%	-\$1,782,864	-\$2,532,864	-\$3,282,864	-\$4,032,864	-\$4,782,864	-\$5,532,864	-\$6,282,864	-\$7,032,864	-\$7,782,864	-\$8,532,864	-\$8,907,864
	10%	-\$2,982,864	-\$3,732,864	-\$4,482,864	-\$5,232,864	-\$5,982,864	-\$6,732,864	-\$7,482,864	-\$8,232,864	-\$8,982,864	-\$9,732,864	-\$10,107,864
5%	-\$3,582,864	-\$4,332,864	-\$5,082,864	-\$5,832,864	-\$6,582,864	-\$7,332,864	-\$8,082,864	-\$8,832,864	-\$9,582,864	-\$10,332,864	-\$10,707,864	

Property of UCI



2ND STORY STUDIOS THE CORALINE EXPERIENCE

INCOME

PROJECTED YEARLY INCOME

The projected gross income below is from General Admission Sold & Beldam's Challenge sold after installation expenses and first year operation expenses. After the initial projected expenses, we are in the black of **\$35,070**.

PROJECTED YEARLY INCOME AFTER INSTALLATION EXPENSES & EMPLOYMENT OPERATION EXPENSES FOR 1 YEAR GENERAL ADMISSION \$32 + BELDAM'S CHALLENGE - ADDITIONAL EXPERIENCE \$15												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
General Admission	100%	\$7,535,070	\$6,785,070	\$6,035,070	\$5,285,070	\$4,535,070	\$3,785,070	\$3,035,070	\$2,285,070	\$1,535,070	\$785,070	\$410,070
	90%	\$6,035,070	\$5,285,070	\$4,535,070	\$3,785,070	\$3,035,070	\$2,285,070	\$1,535,070	\$785,070	\$35,070	-\$714,930	-\$1,089,930
	80%	\$4,535,070	\$3,785,070	\$3,035,070	\$2,285,070	\$1,535,070	\$785,070	\$35,070	-\$714,930	-\$1,464,930	-\$2,214,930	-\$2,589,930
	70%	\$3,035,070	\$2,285,070	\$1,535,070	\$785,070	\$35,070	-\$714,930	-\$1,464,930	-\$2,214,930	-\$2,964,930	-\$3,714,930	-\$4,089,930
	60%	\$1,535,070	\$785,070	\$35,070	-\$714,930	-\$1,464,930	-\$2,214,930	-\$2,964,930	-\$3,714,930	-\$4,464,930	-\$5,214,930	-\$5,589,930
	50%	\$35,070	-\$714,930	-\$1,464,930	-\$2,214,930	-\$2,964,930	-\$3,714,930	-\$4,464,930	-\$5,214,930	-\$5,964,930	-\$6,714,930	-\$7,089,930
	40%	-\$1,464,930	-\$2,214,930	-\$2,964,930	-\$3,714,930	-\$4,464,930	-\$5,214,930	-\$5,964,930	-\$6,714,930	-\$7,464,930	-\$8,214,930	-\$8,589,930
	30%	-\$2,964,930	-\$3,714,930	-\$4,464,930	-\$5,214,930	-\$5,964,930	-\$6,714,930	-\$7,464,930	-\$8,214,930	-\$8,964,930	-\$9,714,930	-\$10,089,930
	20%	-\$4,464,930	-\$5,214,930	-\$5,964,930	-\$6,714,930	-\$7,464,930	-\$8,214,930	-\$8,964,930	-\$9,714,930	-\$10,464,930	-\$11,214,930	-\$11,589,930
	10%	-\$5,964,930	-\$6,714,930	-\$7,464,930	-\$8,214,930	-\$8,964,930	-\$9,714,930	-\$10,464,930	-\$11,214,930	-\$11,964,930	-\$12,714,930	-\$13,089,930
5%	-\$6,714,930	-\$7,464,930	-\$8,214,930	-\$8,964,930	-\$9,714,930	-\$10,464,930	-\$11,214,930	-\$11,964,930	-\$12,714,930	-\$13,464,930	-\$13,839,930	

PROJECTED YEARLY INCOME

The projected gross income below for year 2. Therefore, this includes the operation expenses only

PROJECTED YEARLY INCOME AFTER EMPLOYMENT OPERATION EXPENSES ONLY AFTER 2 YEARS GENERAL ADMISSION \$32 + BELDAM'S CHALLENGE - ADDITIONAL EXPERIENCE \$15												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
General Admission	100%	\$19,800,000	\$19,050,000	\$18,300,000	\$17,550,000	\$16,800,000	\$16,050,000	\$15,300,000	\$14,550,000	\$13,800,000	\$13,050,000	\$12,675,000
	90%	\$18,300,000	\$17,550,000	\$16,800,000	\$16,050,000	\$15,300,000	\$14,550,000	\$13,800,000	\$13,050,000	\$12,300,000	\$11,550,000	\$11,175,000
	80%	\$16,800,000	\$16,050,000	\$15,300,000	\$14,550,000	\$13,800,000	\$13,050,000	\$12,300,000	\$11,550,000	\$10,800,000	\$10,050,000	\$9,675,000
	70%	\$15,300,000	\$14,550,000	\$13,800,000	\$13,050,000	\$12,300,000	\$11,550,000	\$10,800,000	\$10,050,000	\$9,300,000	\$8,550,000	\$8,175,000
	60%	\$13,800,000	\$13,050,000	\$12,300,000	\$11,550,000	\$10,800,000	\$10,050,000	\$9,300,000	\$8,550,000	\$7,800,000	\$7,050,000	\$6,675,000
	50%	\$12,300,000	\$11,550,000	\$10,800,000	\$10,050,000	\$9,300,000	\$8,550,000	\$7,800,000	\$7,050,000	\$6,300,000	\$5,550,000	\$5,175,000
	40%	\$10,800,000	\$10,050,000	\$9,300,000	\$8,550,000	\$7,800,000	\$7,050,000	\$6,300,000	\$5,550,000	\$4,800,000	\$4,050,000	\$3,675,000
	30%	\$9,300,000	\$8,550,000	\$7,800,000	\$7,050,000	\$6,300,000	\$5,550,000	\$4,800,000	\$4,050,000	\$3,300,000	\$2,550,000	\$2,175,000
	20%	\$7,800,000	\$7,050,000	\$6,300,000	\$5,550,000	\$4,800,000	\$4,050,000	\$3,300,000	\$2,550,000	\$1,800,000	\$1,050,000	\$675,000
	10%	\$6,300,000	\$5,550,000	\$4,800,000	\$4,050,000	\$3,300,000	\$2,550,000	\$1,800,000	\$1,050,000	\$300,000	-\$450,000	-\$825,000
5%	\$5,550,000	\$4,800,000	\$4,050,000	\$3,300,000	\$2,550,000	\$1,800,000	\$1,050,000	\$300,000	-\$450,000	-\$1,200,000	-\$1,575,000	



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

INCOME

PROJECTED YEARLY INCOME

The projected gross income below for year 3. Therefore, this includes the operation expenses only

PROJECTED YEARLY INCOME AFTER EMPLOYMENT OPERATION EXPENSES AFTER 3 YEARS												
CAPACITY SOLD												
Additional Experience	100%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	
General Admission	100%	\$34,200,000	\$32,700,000	\$31,200,000	\$29,700,000	\$28,200,000	\$26,700,000	\$25,200,000	\$23,700,000	\$22,200,000	\$20,700,000	\$19,950,000
	90%	\$31,200,000	\$29,700,000	\$28,200,000	\$26,700,000	\$25,200,000	\$23,700,000	\$22,200,000	\$20,700,000	\$19,200,000	\$17,700,000	\$16,950,000
	80%	\$28,200,000	\$26,700,000	\$25,200,000	\$23,700,000	\$22,200,000	\$20,700,000	\$19,200,000	\$17,700,000	\$16,200,000	\$14,700,000	\$13,950,000
	70%	\$25,200,000	\$23,700,000	\$22,200,000	\$20,700,000	\$19,200,000	\$17,700,000	\$16,200,000	\$14,700,000	\$13,200,000	\$11,700,000	\$10,950,000
	60%	\$22,200,000	\$20,700,000	\$19,200,000	\$17,700,000	\$16,200,000	\$14,700,000	\$13,200,000	\$11,700,000	\$10,200,000	\$8,700,000	\$7,950,000
	50%	\$19,200,000	\$17,700,000	\$16,200,000	\$14,700,000	\$13,200,000	\$11,700,000	\$10,200,000	\$8,700,000	\$7,200,000	\$5,700,000	\$4,950,000
	40%	\$16,200,000	\$14,700,000	\$13,200,000	\$11,700,000	\$10,200,000	\$8,700,000	\$7,200,000	\$5,700,000	\$4,200,000	\$2,700,000	\$1,950,000
	30%	\$13,200,000	\$11,700,000	\$10,200,000	\$8,700,000	\$7,200,000	\$5,700,000	\$4,200,000	\$2,700,000	\$1,200,000	-\$300,000	-\$1,050,000
	20%	\$10,200,000	\$8,700,000	\$7,200,000	\$5,700,000	\$4,200,000	\$2,700,000	\$1,200,000	-\$300,000	-\$1,800,000	-\$3,300,000	-\$4,050,000
	10%	\$7,200,000	\$5,700,000	\$4,200,000	\$2,700,000	\$1,200,000	-\$300,000	-\$1,800,000	-\$3,300,000	-\$4,800,000	-\$6,300,000	-\$7,050,000
5%	\$5,700,000	\$4,200,000	\$2,700,000	\$1,200,000	-\$300,000	-\$1,800,000	-\$3,300,000	-\$4,800,000	-\$6,300,000	-\$7,800,000	-\$8,550,000	

Property of UCI



2ND STORY STUDIOS
THE CORALINE EXPERIENCE

EXPENSES

PRODUCTION INSTALLATION

The following information is a estimated projected installation expenses beging July 1st, 2019 thru October 2020.

ESTIMATED PROJECTED INSTALLATION EXPENSES			
	Acquisition	Labor	Total
Architecure/Building Renovations	\$410,000	\$500,000	\$910,000
Marketing	\$77,000.00	\$385,000	\$462,000
Scenic	\$430,000	\$2,150,000	\$2,580,000
Costumes & Animatronics	\$420,000	\$18,000	\$438,000
Lighting	\$2,250,000	\$265,000	\$2,515,000
Projection & Video	\$1,100,000	\$400,000	\$1,500,000
Sound	\$1,000,000	\$125,000	\$1,125,000
Show Control	\$90,000	\$95,000	\$185,000
Liability Insurance	\$19,220	\$0	\$19,220
Restaurant License	\$1,500	\$0	\$1,500
SUB TOTAL	\$5,797,720	\$3,938,000	\$9,735,720
Contingency	20.00%	\$1,159,544	\$1,947,144
TOTAL	\$6,957,264	\$4,725,600	\$11,682,864

PROJECTED LINE ITEM EXPENSES

Projected line item expenses will be in the order below on the pages that follow:

- Architecture/ Building Renovations
- Marketing
- Scenic
- Costumes & Animontronics
- Lighting
- Projection & Video
- Sound
- Show Control
- Management

Property of UCI



2ND STORY STUDIOS
THE CORALINE EXPERIENCE

EXCLUSIONS

In this blue sky proposal for the The Coraline Experience for our client, Sears, Roebuck and Co. 2nd Story Studios has excluded the following:

Exclusions by request of client:

1. Rental of the building
2. Maintenance of the building
3. Licensing
4. City Permits

Other Exclusions:

5. Catering kitchen (to be subcontracted out)
6. Electricity
7. HVAC
8. Engineering Costs
9. Contingency for the above exclusions

2ND STORY STUDIOS
THE CORALINE EXPERIENCE

PRODUCTION INSTALLATION LABOR EXPENSES

Company Name: 2nd Story Studios
 Project Name: The Coraline Experience
 Location: South Coast Plaza, Sears, 3333 Bristol St, Costa Mesa, CA 92626
 Department: Scenic
 Bid Date: 5/26/2019

Project No. 023
 Client: Sears, Roebuck and Co.

Estimated Installation Labor Expenses									
Labor Title	Project Description	No. of Laborers	Hours / Week	Weeks of Project	Hourly Pay Rate	Total Hours	Est. Benefits	Earnings	Total Earnings
Carpenter	Real World Garden	10	40	6	\$30.00	2400	\$32,400.00	\$72,000.00	\$104,400.00
Carpenter	Real World House Façade	10	40	6	\$30.00	2400	\$32,400.00	\$72,000.00	\$104,400.00
Carpenter	Real World House Interior	10	40	6	\$30.00	2400	\$32,400.00	\$72,000.00	\$104,400.00
Carpenter	Tunnels	10	40	6	\$30.00	2400	\$32,400.00	\$72,000.00	\$104,400.00
Carpenter	Other World House Façade	10	40	6	\$30.00	2400	\$32,400.00	\$72,000.00	\$104,400.00
Carpenter	Other World House Interior	10	40	6	\$30.00	2400	\$32,400.00	\$72,000.00	\$104,400.00
Carpenter	Other World Garden	10	40	6	\$30.00	2400	\$32,400.00	\$72,000.00	\$104,400.00
Carpenter	Other World Café	10	40	6	\$30.00	2400	\$32,400.00	\$72,000.00	\$104,400.00
Carpenter	Wasp Maze	10	40	6	\$30.00	2400	\$32,400.00	\$72,000.00	\$104,400.00
Carpenter	Gift Shop	30	40	6	\$30.00	7200	\$97,200.00	\$216,000.00	\$313,200.00
Carpenter	Key Maze	10	40	6	\$40.00	2400	\$43,200.00	\$96,000.00	\$139,200.00
Project Manager/Technical Director		1	40	52	\$65.00	2080	\$60,840.00	\$135,200.00	\$196,040.00
Buyer		1	40	52	\$20.00	2080	\$18,720.00	\$41,600.00	\$60,320.00
Painters		3	40	2.5	\$30.00	300	\$4,050.00	\$9,000.00	\$13,050.00
Set Dressers		2		2.5	\$30.00	0	\$0.00	\$0.00	\$0.00
Shop Foreman		1	40	9.5	\$45.00	380	\$7,695.00	\$17,100.00	\$24,795.00
TOTAL HOURS						31200		\$1,162,900.00	
SUBTOTAL							\$523,305.00		\$1,686,205.00
2019 FICA RATE Social Security & Medicare (6.2% + 1.45%)						7.65%		\$88,961.85	
Worker's Compensation Insurance						6.00%		\$69,774.00	
State Unemployment Insurance (SUI)						6.2%		\$72,099.80	
Estimated Health Benefits						45%		\$523,305.00	
Contingency						20%		\$232,580.00	
TOTAL								\$2,149,620.65	

Property of UCI

Property of UCI Irvine Drama Lighting



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

PRODUCTION INSTALLATION ACQUISITION			
Company Name:	2nd Story Studios	Project No.:	023
Project Name:	The Coraline Experience	Client:	Sears, Roebuck and Co.
Location:	South Coast Plaza, Sears, 3333 Bristol St, Costa Mesa, CA 92626		
Department:	Costumes & Animontronics		
Bid Date:	5/25/2019		
Estimated Installation Acquisition Expenses			
Item Description	Qty	Item Amount	Total Bid
Operations Uniforms	3	\$100.00	\$20,000.00
Traditional Walk-Around Characters: Coraline, Other Mother, Other Grandfather	3	\$10,000.00	\$30,000.00
Outer Shell Structures: Spink and Forcible (Theatre Show)	2	\$10,000.00	\$20,000.00
Articulated Head Walk-Around Characters: Spink and Forcible	2	\$45,000.00	\$90,000.00
Face Characters: Spink and Forcible	4	\$5,000.00	\$20,000.00
Puppet: Cat	1	\$5,000.00	\$5,000.00
Puppet: Other Mother	1	\$5,000.00	\$5,000.00
Animatronic: Other Grandfather (Piano Playing)	1	\$50,000.00	\$50,000.00
Single-Motion Animatronics: BC and Thorn, Rats, Dogs	100	\$800.00	\$80,000.00
TOTAL BID BASE			\$320,000.00
TAX	8.50%		\$27,200.00
CONTIGENCY	20.00%		\$64,000.00
TOTAL BID AMOUNT			\$411,200.00

Property of UCI



2ND STORY STUDIOS
THE CORALINE EXPERIENCE

PRODUCTION INSTALLATION LABOR EXPENSES									
Company Name:		2nd Story Studios			Project No.:		023		
Project Name:		The Coraline Experience			Client:		Sears, Roebuck and Co.		
Location:		South Coast Plaza, Sears, 3333 Bristol St, Costa Mesa, CA 92626							
Department:		Costumes & Animatronics							
Bid Date:		5/26/2019							
Estimated Installation Labor Expenses									
Labor Title	Project Description	No. of Laborers	Hours / Week	Weeks of Project	Hourly Pay Rate	Total Hours	Est. Benefits	Earnings	Total Earnings
Animatronics Technician	Load-in: Other Grandfather (Piano Playing)	2	40	1	\$35.00	80	\$1,260.00	\$2,800.00	\$4,060.00
Animatronics Technician	Load-in: BC and Thorn, Fats, Dogs	2	40	1	\$35.00	80	\$1,260.00	\$2,800.00	\$4,060.00
Puppet Rigger	Load-in: Other Mother Puppet (Pulley system)	4	12	1	\$30.00	48	\$648.00	\$1,440.00	\$2,088.00
TOTAL HOURS						208			
SUBTOTAL							\$3,168.00	\$7,040.00	\$10,208.00
2019 FICA RATE Social Security & Medicare (6.2% + 1.45%)						7.65%		\$538.56	
Worker's Compensation Insurance						6.00%		\$422.40	
State Unemployment Insurance (SUI)						6.20%		\$3,168.00	
Estimated Health Benefits						45%		\$3,168.00	
Contingency						20%		\$1,408.00	
TOTAL								\$14,337	

Property of UCI

Property of UC Irvine Drama Lighting





Billing Quick Quote 722 Thompson Ave Glendale, CA 91201 Quick Quote 310.837.3204	Shipping Sears Building South Coast Plaza 3333 Bristol St. Costa Mesa, CA 92626	Date: 7/27/20 Payment Terms: Pre Pay	Sales Rep: Jennifer Skinner Quote Date: 5/30/19
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Sales Items

		Net Price	Total Price
20	ShowTec Pixel Bar 18 Q4 <i>with edison.</i>	\$800.00	\$16,000.00
30	Martin Mac Viper Profile <i>with edison.</i>	\$10,929.00	\$327,870.00
120	MegaLite 4035-5 7-10W QUAD RGBW LEDS, 20o, 25o DIFFUSION INCLUDED, 5 PIN XLR 110V-240 50/60HZ	\$186.25	\$22,350.00
13	Chauvet DJ Festoon 20RGB Package Includes: 20 RGB bulbs	\$100.00	\$1,300.00
50	100' powerCON Cable PE700J-100-PCN	\$115.00	\$5,750.00
4	grandMA 3 Full Control Console MA4010500	\$66,862.55	\$267,450.20
20	Elation Platinum Beam 5R EXTREME, powerCON EPB888 <i>with edison.</i>	\$1,762.50	\$35,250.00
20	Martin Mac Aura XB <i>with edison.</i>	\$4,859.00	\$97,180.00
175	ETC Source 4 LED Series 2 Lustr (Light Engine, Shutters, C-Clamp, Cable, Diffuser, Pattern Holder - NO LENS) 7461A1051 <i>With PCon to PBG adapter</i>	\$1,992.75	\$348,731.25
25	Chauvet Freedom Par Quad-4 (includes Power/Charging Cord, IRC-6 Remote) FREEDOMPARQUAD4	\$310.00	\$7,750.00
50	ETC Medium Flood Lens (Source Four Par) 7061A4005	\$5.50	\$275.00
120	ETC 36" Lens Barrel for Source Four Ellipsoidal 7060A2004-K	\$150.00	\$18,000.00
50	ETC 50" Lens Barrel for Source Four Ellipsoidal (color frame included) 7060A2005-K	\$150.00	\$7,500.00
5	ETC 70" Lens Barrel for Source Four Ellipsoidal, includes Frame 7060A2051- K	\$270.00	\$1,350.00
70	ETC ColorSource CYC 7415A1000 <i>with edison.</i>	\$1,320.00	\$92,400.00
4	Lex 24-Way 120V 200A 3ø Distro (Camlok In, 4xSoca) DBS200-A4BM2	\$2,073.35	\$8,293.40
20	25' - 4/0 Feeder Cable (BLACK Camlok) FE6000-25	\$156.75	\$3,135.00
10	100' - 4/0 Feeder Cable (BLACK Camlok) FE6000-100	\$513.65	\$5,136.50
20	50' Socapex Cable (6-cir @ 20 Amps) ME-1214-50-L	\$397.85	\$7,957.00
20	100' Socapex Cable (6-cir @ 20 Amps) ME-1214-100-L	\$611.25	\$12,225.00
40	6' Socapex Break Out (6-cir Female PBG-Edison) EGBO100-6-515	\$209.35	\$8,374.00
100	10' PBG-Edison Cable (NEMA 5-15) PE700J-10-515	\$33.35	\$3,335.00
75	15' PBG-Edison Cable (NEMA 5-15) PE700J-15-515	\$37.15	\$2,786.25
75	25' PBG-Edison Cable - SJ (NEMA 5-15) PE700J-25-515	\$43.75	\$3,281.25
100	50' PBG-Edison Cable (NEMA 5-15) PE700J-50-515	\$68.65	\$6,865.00



Billing Quick Quote 722 Thompson Ave Glendale, CA 91201 Quick Quote 310.837.3204	Shipping Sears Building South Coast Plaza 3333 Bristol St. Costa Mesa, CA 92626	Date: 7/27/20 Payment Terms: Pre Pay	Sales Rep: Jennifer Skinner Quote Date: 5/30/19
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50	100' PBG-Edison Cable (NEMA 5-15) PE700J-100-515	\$116.15	\$5,807.50
100	10' powerCON Cable PE700J-10-PCN	\$32.15	\$3,215.00
75	15' powerCON Cable PE700J-15-PCN	\$36.65	\$2,748.75
75	25' powerCON Cable PE700J-25-PCN	\$45.55	\$3,416.25
100	50' powerCON Cable PE700J-50-PCN	\$68.35	\$6,835.00
100	10' - 5 Pin XLR Cable DMX-5P-10	\$29.95	\$2,995.00
75	15' - 5 Pin XLR Cable DMX-5P-15	\$32.95	\$2,471.25
75	25' - 5 Pin XLR Cable DMX-5P-25	\$38.00	\$2,850.00
100	50' - 5 Pin XLR Cable DMX-5P-50	\$52.95	\$5,295.00
50	100' - 5 Pin XLR Cable DMX-5P-100	\$82.85	\$4,142.50
90	The Light Source Trigger Clamp, Black Anodized TCB	\$32.00	\$2,880.00
430	Pipe Clamp - Fits 1.5"ID Sch 40 c-clamp 400CC	\$21.00	\$9,030.00
230	21' Black Steel Pipe - 1.5" ID Sch. 40 - Threaded One End Only	\$50.00	\$11,500.00
20	Chauvet Festoon FESTOON RGB	\$421.95	\$8,439.00
50	ETC ColorSource Par DMX, Black 7412A1005	\$663.75	\$33,187.50
15	ETC Selador Desire D60 Lustr+ - Black, PBG/Edison 7410A1605-A	\$1,661.25	\$24,918.75
200	Gantom 7 Seven Color Spotlight GT77	\$304.00	\$60,800.00
15	2" Black Gaff Tape Roll Roll (2" x 60yds.)	\$19.00	\$285.00
15	2" White Gaff Tape Roll Roll (2" x 60yds.)	\$19.00	\$285.00

Shipping		Net Price	Total Price
1	Shipping & Handling Ground	\$10,000.00	\$10,000.00



Billing Quick Quote 722 Thompson Ave Glendale, CA 91201 Quick Quote 310.837.3204	Shipping Sears Building South Coast Plaza 3333 Bristol St. Costa Mesa, CA 92626	Date: 7/27/20 Payment Terms: Pre Pay	Sales Rep: Jennifer Skinner Quote Date: 5/30/19
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Producer:
Samantha Sorin

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- Quote expires 5/30/2019

Rental:
 Sales: \$1,501,646.35
 Shipping: \$10,000.00
 Labor:
 Other:
 Sales Tax: \$116,377.59
 Grand Total : \$1,628,023.94

- Shipping charges may be added to quote
- Allow time for shipping
- Prices based on volume quoted
- Returned items subject to restocking fee
- Prices valid through 5/30/2019

Approved And Agreed to By:

Sign _____
Print _____
Organization _____
Date _____

Property of UC Irvine Drama Lighting

Property of UCI

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

PRODUCTION INSTALLATION ACQUISITION

Company Name: 2nd Story Studios	Project No.: 023
Project Name: The Coraline Experience	Client: Sears, Roebuck and Co.
Location: South Coast Plaza, Sears, 3333 Bristol St, Costa Mesa, CA 92626	
Department: Projection and Video	
Bid Date: 5/26/2019	

Estimated Installation Acquisition Expenses

Item Description	Qty	Item Amount	Total Bid
Brightsign HD1024	28	\$450.00	\$12,600.00
Server Rental	1	\$500.00	\$4,000.00
4k Monitor 20 inch	1	\$500.00	\$500.00
1080p Monitor	1	\$150.00	\$150.00
Show-run Computer	1	\$2,000.00	\$2,000.00
Windows Laptop	4	\$100.00	\$800.00
AV Access HDMI 2.0 Extender - 4KEX70-H2	28	\$200.00	\$5,600.00
HDMI Cable (25ft)	150	\$15.00	\$2,250.00
Cat 6a Cable (50ft)	50	\$25.00	\$1,250.00
Cat 6a Cable (100ft)	60	\$40.00	\$2,400.00
Cat 6a Cable (150ft)	20	\$50.00	\$1,000.00
Miscellaneous Cable and Multi-Taps		-	\$2,000.00
Christie 10k Lumens Lazer Projector (DWU-1075GS) (educational price is ~\$12k per for reference discounts)	28	\$25,000.00	\$700,000.00
Lenses (Christie Zoom 140-119102-XX)	28	\$2,130.00	\$59,640.00
Rigging Cages	28		\$0.00
TOTAL BID BASE		\$31,160.00	\$794,190.00
TAX	8.50%		\$67,506.15
Contingency	20%		\$158,838.00
TOTAL BID AMOUNT			\$1,020,534.15

Property of UCI



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

PRODUCTION INSTALLATION ACQUISITION

Company Name: 2nd Story Studios
 Project Name: The Coraline Experience
 Location: South Coast Plaza, Sears, 3333 Bristol St, Costa Mesa, CA 92626
 Department: Sound
 Bid Date: 5/27/2019

Project No.: 023
 Client: Sears, Roebuck and Co.

Estimated Installation Acquisition Expenses

Item Description	Qty	Item Amount	Total Bid
QSC Q-SYS Core 510i Audio/Control Platform	1	\$10,000.00	\$10,000.00
QSC Q-SYS CXD8.8Qn Networked amplifier	3	\$7,000.00	\$21,000.00
QSC Q-SYS CXD8.4Qn Networked amplifier	8	\$5,500.00	\$44,000.00
QSC AD-C4T Ceiling-mount loudspeaker	5	\$300.00	\$1,500.00
QSC AD-C6T Ceiling-mount loudspeaker	24	\$400.00	\$9,600.00
QSC AD-S.SAT Satellite loudspeaker	27	\$180.00	\$4,860.00
QSC AD-S.SUB Subwoofer	4	\$420.00	\$1,680.00
QSC AD-S4T Two-way loudspeaker	5	\$330.00	\$1,650.00
QSC AD-S6T Two-way loudspeaker	14	\$425.00	\$5,950.00
QSC AD-S8T Two-way loudspeaker	16	\$500.00	\$8,000.00
QSC AD-S10T Two-way loudspeaker	5	\$670.00	\$3,350.00
QSC AD-S112sw Subwoofer	6	\$650.00	\$3,900.00
Misc. SFX speakers	3	\$225.00	\$675.00
Professional venue system	1	\$275,000.00	\$275,000.00
Contingency	1		\$39,116.50
Cables and Rigging	1	\$195,582.50	\$195,583.00
Rough Order of Magnitude	1	\$156,466.00	\$156,466.00
TOTAL BID BASE			\$772,330.50
TAX	8.5%		\$65,648.09
CONTIGENCY	20%		\$154,466.10
TOTAL BID AMOUNT			\$992,444.69

Property of UCI



2ND STORY STUDIOS
THE CORALINE EXPERIENCE

PRODUCTION INSTALLATION LABOR EXPENSES									
Company Name: 2nd Story Studios		Project No.: 023			Client: Sears, Roebuck and Co.				
Project Name: The Coraline Experience		Location: South Coast Plaza, Sears, 3333 Bristol St, Costa Mesa, CA 92626							
Department: Sound		Bid Date: 5/28/2019							
Estimated Installation Labor Expenses									
Labor Title	Project Description	No. of Laborers	Hours / Week	Weeks of Project	Hourly Pay Rate	Total Hours	Est. Benefits	Earnings	Total Earnings
Technician	Installation (RW Garden & House, Tunnels)	3	40	3	\$30	360	\$4,860.00	\$10,800.00	\$15,660.00
Technician	Installation (OW Garden & House, Venue)	4	40	3	\$30	480	\$6,480.00	\$14,400.00	\$20,880.00
Technician	Installation (Decaying World, Facilities)	3	40	3	\$30	360	\$4,860.00	\$10,800.00	\$15,660.00
Programmer	Real World, Tunnels, Facilities, Other World	1	40	3	\$50	120	\$2,700.00	\$6,000.00	\$8,700.00
Programmer	Decaying World, Venue, Other World	1	40	3	\$50	120	\$2,700.00	\$6,000.00	\$8,700.00
Project Lead or Manager	Real World, Tunnels, Facilities, Other World	1	40	3	\$70	120	\$3,780.00	\$8,400.00	\$12,180.00
Project Lead or Manager	Decaying World, Venue, Other World	1	40	3	\$70	120	\$3,780.00	\$8,400.00	\$12,180.00
TOTAL HOURS						1320			
SUBTOTAL							\$29,160.00	\$64,800	\$93,960.00
2019 FICA RATE Social Security & Medicare (6.2% + 1.45%)						7.65%		\$4,957	
Worker's Compensation Insurance						6.00%		\$3,888	
State Unemployment Insurance (SUI)						6.2%		\$4,017.60	
Estimated Health Benefits						45%		\$29,160	
Contingency						20%		\$12,960	
TOTAL							\$119,783		

Property of UCI

Property of UC Irvine Drama Lighting



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

PRODUCTION INSTALLATION ACQUISITION

Company Name: 2nd Story Studios	Project No.: 023
Project Name: The Coraline Experience	Client: Sears, Roebuck and Co.
Location: South Coast Plaza, Sears, 3333 Bristol St, Costa Mesa, CA 92626	
Department: Management	
Bid Date: 5/21/2019	

Estimated Installation Acquisition Expenses

Item Description	Qty	Item Amount	Total Bid
Liability Insurance - Worker's Compensation \$10,000 - Business Interruption \$2,500 - Commercial Property Coverage \$469 - Commercial Property Coverage \$469 (limit \$50,000, covers equipment breakdown, acts of terrorism) - Commercial General Liability Coverage \$2996 (general aggregate limit of \$2 million, each occurrence limit of \$1 million, damage to rented premises of \$300,000) - Commercial Auto Coverage \$1341 - Commercial Inland Marine Coverage \$704 (this covers equipment that is leased or borrowed like our 4Wall rental. Limit \$50,000) - Commercial Liability Umbrella Coverage \$750 (additional \$1 million umbrella coverage) - Liquor Liability Coverage \$460 *NOTE- This liability insurance is just an estimated projection. 2nd Story Studios is not an entertainment insurance agency and rate/plans will change.	1	\$19,220.00	\$19,220.00
Restaurant Initial License for New Construction	1	\$1,500.00	\$1,500.00
TOTAL BID BASE			\$ 20,720.00
TAX	8.5%		\$ 1,761.20
CONTINGENCY	20%		\$ 4,144.00
TOTAL BID AMOUNT			\$ 26,625.20

Property of UCI



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

EXPENSES

OPERATIONS

The following chart below indicates an estimation of 1 year operation expenses.

ESTIMATED PROJECTED EMPLOYEE EXPENSES FOR YEARLY OPERATIONS									
Company Name:		2nd Story Studios				Project No. 023			
Project Name:		The Coraline Experience				Client: Sears, Roebuck and Co.			
Location:		South Coast Plaza, Sears, 3333 Bristol St, Costa Mesa, CA 92626							
Department:		Management							
Date:		6/3/2019							
Exclusions:		2 weeks not accounted for - Vacation							
Estimated Operations Expenses									
Labor Title	No. of Laborers	Full-Time or Part-Time	Hours/ Week	Weeks of Year	Hourly Pay Rate	Total Hours	Est. Benefits	Earnings	Total Earnings
Marketing Department									
Director of Marketing	1	Full-Time	40	50	\$75.00	2000	\$6,750.00	\$150,000.00	\$156,750.00
Marketing Assistant	1	Full-Time	40	50	\$23.00	2000	\$2,070.00	\$46,000.00	\$48,070.00
Social Media Specialist	1	Full-Time	40	50	\$26.00	2000	\$2,340.00	\$52,000.00	\$54,340.00
Graphics Coordinator	1	Full-Time	40	50	\$29.00	2000	\$2,610.00	\$58,000.00	\$60,610.00
Operations Staff									
Facilities Operations Manager	1	Full-Time	40	50	\$48.00	2000	\$43,200.00	\$96,000.00	\$139,200.00
Janitor	4	Full-Time	40	52	\$20.00	2080	\$18,720.00	\$41,600.00	\$60,320.00
General Staff	10	Full-Time		50	\$20.00	0	\$0.00	\$0.00	\$0.00
Performers									
Traditonal Walk-Around Performers (5 / shift)	10	Full-Time	40	50	\$20.00	2000	\$18,000.00	\$40,000.00	\$58,000.00
Articulated Head Walk-Around Performers (2 / shift)	4	Full-Time	40	50	\$20.00	2000	\$18,000.00	\$40,000.00	\$58,000.00
Face Characters (2 / shift)	4	Full-Time	40	50	\$20.00	2000	\$18,000.00	\$40,000.00	\$58,000.00
Puppeteers for Cat Puppet (2 / shift)	4	Full-Time	40	50	\$23.00	2000	\$20,700.00	\$46,000.00	\$66,700.00
Piano player/performer - OW grandfather piano (weekends only)	1	Part-time	20	50	\$38.00	1000	\$17,100.00	\$38,000.00	\$55,100.00
Stage Manager	2	Full-Time	40	50	\$23.00	2000	\$20,700.00	\$46,000.00	\$66,700.00
Scenic Department									
Technical Director - Maintenance	1	Full-Time	40	52	\$65.00	2080	\$60,840.00	\$135,200.00	\$196,040.00
Maintenance Carpentry	1	Full-Time	40	52	\$30.00	2080	\$28,080.00	\$62,400.00	\$90,480.00

OPERATIONS CONTINUED TO THE NEXT PAGE



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

EXPENSES

OPERATIONS *continued...*

ESTIMATED PROJECTED EMPLOYEE EXPENSES FOR YEARLY OPERATIONS										
Company Name:		2nd Story Studios				Project No.: 023				
Project Name:		The Coraline Experience				Client: Sears, Roebuck and Co.				
Location:		South Coast Plaza, Sears, 3333 Bristol St, Costa Mesa, CA 92626								
Department:		Management								
Date:		6/3/2019								
Exclusions:		2 weeks not accounted for - Vacation								
Estimated Operations Expenses										
Labor Title	No. of Laborers	Full-Time or Part-Time	Hours/ Week	Weeks of Year	Hourly Pay Rate	Total Hours	Est. Benefits	Earnings	Total Earnings	
Lighting Department										
Master Electrician	1	Full-Time	40	52	\$30.00	2080	\$28,080.00	\$62,400.00	\$90,480.00	
Assistant Master Electrician		Full-Time	40	52	\$18.00	2080	\$16,848.00	\$37,440.00	\$54,288.00	
Sound Department										
Mixer	2	Full-Time	40	50	\$21.00	2100	\$19,845.00	\$44,100.00	\$63,945.00	
Audio Lead	1	Full-Time	40	52	\$24.00	2080	\$22,464.00	\$49,920.00	\$72,384.00	
Audio Crew	1	Full-Time	40	52	\$47.00	2080	\$43,992.00	\$97,760.00	\$141,752.00	
Costume & Animatronic Department										
Animatronics Technician	1	Full-Time	40	52	\$35.00	2080	\$32,760.00	\$72,800.00	\$105,560.00	
Wardrobe Technician	1	Full-Time	40	52	\$27.00	2080	\$25,272.00	\$56,160.00	\$81,432.00	
Assistant Wardrobe Technicar	1	Full-Time	40	52	\$18.00	2080	\$16,848.00	\$37,440.00	\$54,288.00	
Liability Insurance								\$19,220.00		
Liquor License								\$15,835.00		
TOTAL HOURS						8320				
SUBTOTAL								\$373,599.00	\$1,105,620.00	\$1,479,219.00
2019 FICA RATE Social Security & Medicare (6.2% + 1.45%)						7.65%		\$84,579.93		
Worker's Compensation Insurance						6.00%		\$11,056.20		
Worker's Compensation Insurance for Performers						10.23%		\$25,575.00		
State Unemployment Insurance (SUI)						6.25%		\$69,101.25		
Estimated Health Benefits						45%		\$373,599.00		
Contingency						20%		\$221,124.00		
TOTAL								\$1,704,586		

Property of UCI



2ND STORY STUDIOS
THE CORALINE EXPERIENCE

EXAMPLE EVENT FEES & CHARGES
COMPOSED BY 2ND STORY STUDIOS

FEES AND CHARGES

Facility Use per Performance

(use of the theatre for up to eight hours inclusive of load-in, set-up, rehearsal, performance, load-out)
\$1,800 or 15% of ticket sales, whichever is greater
If the leasee surpasses eight hours an hourly fee of \$100 will be applied

Facility Preservation Fee

(to be paid by individual or organization)
\$250 for partial or full day

Security Fee

\$275 per performance or event, per officier

Cleaning Fee

\$250 if facility is left in disorderly conduct

Non-Refundable Deposit

\$450

Stage Personnel Charges (per hour)

\$44 Stage Manager
\$38 Lead rate (lighting, sound, deck, wardrobe, etc.)
\$33 Stagehand

Note: for all rates for Stage Personnel daily overtime applies. Time-and-one-half after 8 hours worked and double time after 12 hours worked.

Merchandising Fee

A 15% merchandising fee will apply for any merchandise that is sold; 20% if The Coraline Experience is to sell the product.

Equipment Rental

The rental of equipment costs vary and are incurred when the Individual/Organization requires sound, lighting, projection, etc.

Liability Insurance

Individual/ Organization is required to provide a certificate of insurance to The Coraline Experience.
If the Individual/Organization is an employer, the Individual/Organization must provide proof of Worker's Compensation and Employer's Liability Insurance.

Property of UCI



2ND STORY STUDIOS

THE CORALINE EXPERIENCE

POTENTIAL EXPENSE SAVING OPTIONS

POTENTIAL OPPORTUNITIES - VENDORS OR SPONSORS

The following companies/organizations have some opportunities for the client as they are local within area, or share similar values, or are high in their domain of the themed entertainment industry

1. Ganahl Lumber
2. Kinetic Lighting Inc.
3. QSC Audio
4. Alcorn McBride Inc.
5. Batch Craft Soda

THE GAIMAN FOUNDATION

There is a Gaiman Foundation that is ran by the Neil Gaiman family. There could be some opportunities here that you might want to explore.

Mission Statement

The Gaiman Foundation, supporting freedom of speech, the written word, and popular culture, and generally doing good where it can.

ABOUT

Founded in 2012, the Gaiman Foundation supports a range of causes, particularly those to do with free speech and the arts.

The Gaiman Foundation is a family foundation, and Mr. Gaiman's wife and three adult children also sit on the board of trustees. The foundation serves a two-fold purpose: to support freedom of speech, the written word, popular culture, and the arts, and to benefit other good causes supported by the board.

The Gaiman Foundation was created to provide grants to selected charitable and educational organizations that have demonstrated dedication and excellence in their respective missions. Designed to continue in perpetuity, the foundation was seeded with the money won in a court case against Todd McFarlane and Image Comics.

The Gaiman Foundation is in a financial capacity building process, and is currently only accepting grant applications by invitation.

The Gaiman Foundation is a 501(c)3 registered in California.

The Gaiman Foundation is a member of Exponent Philanthropy, formerly The Association of Small Foundations.

2ND STORY STUDIOS

THE CORALINE EXPERIENCE

INSTALATION SCHEDULE

Property of UC Irvine Drama Lighting

Property of UCI



2nd STORY STUDIOS

THE CORALINE EXPERIENCE

PROJECTED INSTALLATION SCHEDULE

For more detailed information refer to the "Bids of Installation Labor" documents.

INITIAL INSTALLATION

DEPARTMENT	WEEK #	DATES	TOTAL LABOR HRS.	NOTES
BUILDING RENOVATIONS	10	July 1st - September 6th	N/A	Currently 10 weeks allotted to building renovations. This includes reviews of proposals.
SCENIC / BUILDING INSTALLATION	7	September 9th - November 1st	31,200hrs.	Currently 6 weeks allotted to installation with 1 week of contingency. (Week 10/21 - 10/25 is dark, except for sound).
PAINTING & SET DRESSING	4	November 18th - December 13th	880hrs.	Currently 3 weeks allotted with 1 week of contingency.
LIGHTING INSTALLATION	7	September 16th - November 8th	4000hrs.	Installation will begin in the 4 th week of the Scenic Installation. (Week 10/21 - 10/25 is dark, except for sound).
SOUND INSTALLATION	3	October 7th - October 25th	1320hrs.	Installation will begin two week before Scenic Installation has been completed. (Week 10/21 - 10/25 is reserved for sound only).
VIDEO / PROJECTIONS INSTALLATION	9	October 14th - December 20th	5680hrs.	Currently 8 weeks allotted to content creation & installation with 1 week of contingency. (Week 10/21 - 10/25 is dark, except for sound).
SHOW CONTROL INSTALLATION	3	September 16th - October 18th	600hrs.	Installation for Show Control will begin before any other departments finish installation. (Weeks 09/30 - 10/11 are dark for Show Control).
COSTUME / ANIMATRONICS INSTALLATION	2	October 14th - November 1st	192hrs.	Currently 1 weeks allotted to installation with 1 week of contingency. (Week 10/21 - 10/25 is dark, except for sound).

PROJECTED INSTALLATION SCHEDULE (continued in next page)



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CONTINGENCY INSTALLATION (continued)				
DEPARTMENT	WEEK #	DATES	TOTAL LABOR HRS	NOTES
ADMINISTRATIVE OFFICES INSTALLATION	1	December 16th - December 20th	120hrs.	Currently 1 week allotted to installation.
GIFT SHOP INSTALLATION	2	December 16th - January 3rd	400hrs.	Currently 2 weeks allotted to installation, taking into consideration holidays.
OVERALL CONTINGENCY	4	January 6th - January 24th	N/A	

INSTALLATION OVERVIEW / PHASES		
PHASE	DATES	NOTES
PHASE 1 Building Renovations	July 1st - September 6th, 2019	N/A
PHASE 2 Initial Installation	September 9th - December 20th	
PHASE 3 Miscellaneous Installation	December 16th - January 24th	
PHASE 4 Testing	January 27th - February 29th	



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STANDARDS

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Standards Guidebook

The intention of this document is to standardize the creation of all park drawings, documents and media for all designers. These standards allow for the exchange of information between designers to be clear and concise. If at any time you have a question about the standards outlined in this document, please refer to the Technical Director for clarification.

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2ND Story Studios Group Network Directory Structure

The 2ND Story Studios server is a network folder that all designers, project managers and other employees have access to. It can be accessed by any computer in DesignLand as well as other machines like personal computers.

Global Folders

- Global folders are top level folders that contain all Projects, Standards and Venue files
 - TEMPLATES FOLDER: Contains templates to start from for Microsoft, Pages and Vectorworks documents. Also contains the logo and paperwork header images.
 - BUDGET FOLDER: Contains all pertinent information about budgeting for the event.
 - PRODUCTION DEPT FOLDER: Contains contact information, schedules agendas and notes.
 - NARRATIVE DEPT FOLDER: Contains all information about the narrative story for the park.
 - LOGISTICS DEPT FOLDER: Contains the standards handbook, venue drawing, and useful building codes to follow.
 - CREATIVE DEPT FOLDER: Contains the style guide and any concept information
 - DESIGN DEPT FOLDER: Contains folders for all areas of design to contain research, draftings and PDF packages
 - RENDERINGS FOLDER: Contains folders for all areas of design to contain final renderings to be displayed.
 - PRESENTATION FOLDER: Contains a PDF copy of the presentation delivered to client as well as any print outs.
- Files saved outside the Project Folder will be deleted

Design Department Folders

- DESIGN DEPARTMENT Folders contain the specific areas of Design
- AREA FOLDERS can be found via: 2SS > 08. Design Dept*
- Standard file structure to access ROOM Folders
 - 2SS Coraline
 - Design Dept*
 - Costumes (COS)
 - Lighting (LTG)
 - Scenic (SET)
 - Show Control (SHC)
 - Sound (SND)
 - Video (VID)
- Inside each Design folder there are sub folders for Research, Drawings, and PDF.
- Each Designer should create a folder with their initials to house all of their project documents.

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Vectorworks File Naming Standards

Location Specific

Real World Garden	RWG
Real World House	RWH
Tunnels	TUN
Other World House	OWH
Other World Garden	OWG
Disintegrating House	DST
Other Spink and Forcible Venue	SFV

Room Specific

Porch	POR
Hall	HALL
Spink and Forcible Flat	SFF
Parent's Flat	PNT
Coraline's Flat	COF
Drawing Room	DWG
Kitchen	KIT
Restaurant	RRT
Rest Rooms	RRM
Gift Shop	GFT

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Discipline Specific Files

File Naming Syntax:

PROJECT - LOCATION - ROOM - DISCIPLINE.vwx

- Example: Coraline in the Abandoned Sears Building at South Coast Plaza
 - Project: Coraline
 - Location: Other World House
 - Room: Drawing Room
 - Discipline: Scenic (SET)
 - Lighting (LTG)
 - Sound (SND)
 - Projections (VID)

COR-OWH-SET.vwx

COR-OWH-DWG-LTG.vwx

COR-OWH-DWG-SND.vwx

COR-OWH-DWG-VID.vwx

- For all Lighting files, also include at the end of the filename:
 - -2D (Lighting Plot)
 - -3D (3D Section Work)
 - -REND (Rendering Files)
 - -REDLINE (Redline Drawings)
 - Ex. COR-OWH-DWG-LTG-2D.vwx

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Layer Naming Standards

Design Layers

- *Design Layers are where you 'draft.' Everything should be drawn at full scale; you choose the scale at which you'd like to print when you create a Viewport which places your drawing on a Sheet Layer*
- **Architectural Layers** (Brought in when you Workgroup Reference. DO NOT draft on these.)
 - ARCH-GP (2D/3D model of the Venue)
 - ARCH-SECT (2D Section of the Venue)
- **Discipline Specific Layers**
 - Scenic: SET-RWH-PNT-GP, SET-RWH-PNT-SECT, SET-RWH-PNT-ELEVATIONS, SET-RWH-PNT-DETAILS, etc.
 - Lighting: LTG-RWH-ONT-GP, LTG-RWH-PNT-SECT, etc.
 - Sound: SND-RWH-PNT-GP, SND-RWH-PNT-SECT, etc.
- All Design Layers must begin with your discipline code to determine what discipline the layer belongs to.
- In order to reference all documents together, the location and room code must also be used.
- Stack Layers together in an order that makes sense for your workflow by dragging and dropping the “#” column in the Navigation Palette. (ie. Put all the GP layers together and all the Section Layers together.)

Sheet Layers

- *Sheet Layers are where you export your drawings and renderings from Vectorworks, typically PDF's (JPEG for Renderings) which you can then print.*
- Viewports, Sheet Borders/TitleBlocks, Notes and any other items used solely for printing purposes live on Sheet Borders.
- We use 24" x 36" (ARCH D size) drafting packages
- You should have one Sheet Layer for each piece of paper you'd like to print. The "Sheet Number" correlates to the Plate Number within your drafting package. The "Sheet Title" is the name of your drawing. For example:
 - **1 Garden Lighting Groundplan**
 - **2 Garden Lighting Section**
 - **3 Garden Scenic Front Elevation**
- If your sheet Layer is being used to Render a 3D model, or if it contains raster graphics such as pictures, logos, or other jpegs, the DPI of the Sheet Layer should be increased from the default 72. Use 150 for Sheet Layers that will only be displayed digitally and 300 for Sheet Layers that will be printed. Higher DPI requires more memory.

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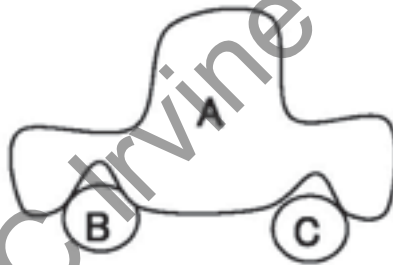
Class Naming Standards

Discipline Specific Naming Scheme for Classes

- Classes should be developed as needed but kept to a minimum
- Classes should begin with the following category:
 - Architecture: ARCH-
 - Scenic: SET-
 - Lighting: LTG-
 - Projection: VID-
 - Sound: SND-
- Each category should have a stock set of classes to work from to keep the number of classes to a reasonable number
 - SET-01 Arch
 - 02 Furn
 - 03 Entourage
 - 04 Figures
 - 05 Camera
 - LTG-01 Lights
 - 02 Positions
 - 03 Position Labels
 - 04 Camera
 - SND-01 Speakers
 - 02 Positions
 - 03 Position Labels
 - VID-01 Projectors
 - 02 Positions
 - 03 Position Labels
 - 04 Camera

Parent and Dependent Classes

- All objects within stock symbols (symbols to be used [NOT referenced] in more than one drawing) MUST be placed on proper Line Weight classes on the 2D side, and on the **None** class for the 3D side.
- Symbols used in only one drawing should be created on the appropriate class and utilize parent and dependent classes:
 - Example: An object that is sometimes seen with parts A, B, and C, and sometimes with only parts A and C, but not B. Using parent and dependent classes allows you to turn off the entire symbol at once, or selectively choose which parts of the symbol are on or off.
 - Parent and dependent classes also pertain to groups.
 - Class naming example:
 - SET-SYMBOLNAME (where the entire symbol resides)
 - SET-SYMBOLNAME-PART A
 - SET-SYMBOLNAME-PART B
 - SET-SYMBOLNAME-PART C



[Google SketchUp Symbols](#)

- At times it may be more appropriate to use a symbol found from the Google Sketchup 3D Warehouse. If a symbol is used from 3D Warehouse, it **MUST** be cleaned up before it can be used in a 2SS file. Use the following instructions to properly clean up your symbol.
 - The first step is to find a model you want to import
 - Go to <https://3dwarehouse.sketchup.com/>
 - Enter a **search term** at the top. You may need to try multiple search terms to find the object you want. While the library is vast, it doesn't have everything.
 - When you see an object that looks like it has potential, **click on its thumbnail**. You will be taken to a page for that object which shows a larger picture along with more information on the right (you may have to expand "More Info.")
 - Click the "3D model button to **preview the object in 3D** right in your browser. This is one way to double check what the model looks like before downloading it.
 - Another thing to check is the **number of polygons** that make up the model, listed on the right hand side. The lower the better.
 - Tens, hundreds, and thousands of polys are generally fine. If the number is hundreds of thousands, make sure there's actually a reason for the complexity in the object. If the geometry seems unnecessarily overbuilt, try to find a better model. More polygons will slow down your file and render times. Note you can also filter complexity on the left side of the search results.
 - When you've found a model you want, click the **Download** button, which opens a flyout menu.
 - Download a supported version (not 2018)
 - **DO NOT IMPORT** this file directly into your Vectorworks project file. Instead, start a new file, then go to File < Import < **Import Sketchup**.
 - Choose the file you download and click OK.
 - In the pop-up, the defaults are usually correct, but overview all the options before hitting OK.
 - If the import worked properly, you should end up with the object in your file.

Cleaning up the SketchUp Model

- Once the SketchUp model has been imported save your scratch Vectorworks file and check the overall file size by going to File > File Info
 - If the Size of the file is over 20 Mb, Do not continue with this process. Delete the file and locate a new SketchUp model or model the element yourself. This large of a SketchUp model will slow down the rendering process for everyone referencing it.
- Go to the **Classes** tab of the Navigation Palette. Select all the classes that aren't 'None' or 'Dimension' and right click, choose Delete, and reassign all the objects to 'None'
- Next, go to the **Resource Manager** and make sure the current file is selected. Look to see how many **Symbols** imported. If there are none, you can skip the next step.
- If there are Symbols, you usually want to de-symbolize them (assuming they're not helpful). Because SketchUp files often import with Symbols nested multiple levels deep inside of other Symbols. Follow the steps below to reliably de-symbolize everything:
 1. Select All. If the OIP says '3D Symbol', skip to step 3.
 2. Modify < Create Symbol, Click OK.
 3. With your temporary Symbol selected, Modify < Convert to Group.
 4. Choose **"Convert nested symbols and Plug-In Objects."** This searches inside all the nested symbols and groups and turns everything into raw geometry (meshes, in this case). Ensure all symbols and groups have been broken down so the final product will only be one symbol.
- **Examine** the model to make sure everything is built correctly. You can **ungroup** things as needed, modify or delete geometry and modify textures.
- All textures that are brought in **must** be renamed to something intuitive relating to the model.
- Double check that the model was built at the **right size**. Sometimes SketchUp users don't use real-world dimensions and you have to manually scale the object (Modify < **Scale Objects**).
- When the object is ready, convert it into a symbol (unrelated to our temporary symbol mentioned above). Select All, the Create Symbol and give it a proper name with your initials at the end. Note the insertion point, especially on Z axis.
- If the object needs to be a Hybrid Symbol, a quick way is to go inside the 3D component, Select All, then **Convert Copy to Lines** (Hidden Line Render Mode) while in Top View. Ungroup the resulting lines and set them to Screen Plane. Add a heavier line weight outline using the lasso mode of the 2D Polygon tool.

- Once you believe the symbol is cleaned up, check the file size again. It should be at least half the file size you began with, if not more.
- Copy and paste the symbol into your project file. If you've done all the steps correctly, you shouldn't end up with extra Symbols/Classes.

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Setting up a Drawing: Workgroup Reference (WR)

Initial Workgroup Reference Setup

- In Vectorworks, select **File < New**, or hit **CTRL + N**
- From the templates dropdown box, choose the appropriate standardize template.
- Double click the last tab (References) in the Navigation Palette to open the Organization dialogue box. In the reference tab of the Organization dialogue box, click '**Settings**' then select '**Layer Import**' under '**Use this method to reference VW files**'. Hit OK to set Layer Import as the default in that drawing. *(This should already be done in the template)*
- In the References tab, Right Click and select '**New**'
- Locate the file you wish to reference on the server. If using a company computer, it is advisable to reference the document directly from the server, rather than making a local copy on your drive.
- Place a CHECKMARK next to the layers to be imported (based on discipline and need):
 - **ARCH-GP (2D/3D)**
- Create appropriate classes and layers for your discipline.

To Update Workgroup Reference

- Go to the References tab in the Navigation palette. If files are red then they are out of date. Right click on the reference and select '**Update**' or select '**Update All**' to update all references at once.

Resource Browser Standards

Organization

- All resources in your Resource Browser **MUST** be organized into folders.
 - To create a new folder, double click a blank area in the Resource Browser and select the proper folder type for the resource to be sorted.
- Folders should use the same naming standards as classes and layers. After workgroup referencing in any file, move all of the symbols into a folder called **ARCH**. Set-Related symbols go in a **SET** folder, Lighting in **LTG**, and Sound in **SND**.
 - Further organization can be achieved by creating additional subfolders
- ALL Resources must be named. Naming your symbols appropriately allows other designers to organize their Resource Browser when referencing your file.
 - Symbol names don't require the use of dashes, so use spaces to avoid naming conflicts
 - All symbols must include your initials at the end to allow other designers to identify the creator if a problem arises.
 - EX: SET Wall A JPB

Favorites

- Favorites are library folders that contain often-used symbols in an easily-accessible place. They can be found in the first dropdown box in the Resource Browser and include:
 - **3D People** - Collection of 3D figures
 - **Fixtures** - Collection of lighting symbols with default information
 - **Label Legends** - Collection of label legends with multiple orientations
 - **Light Render Symbols** - Collection of symbols to assist in VW rendering
 - **Pipes** - Collection of sample symbols for creating 3D pipes
 - **SND-VW Symbols** - Collection of 2D and 3D symbols for speakers in inventory

Vectorworks Libraries

- Vectorworks comes with many remade symbols and other resources.
- To access these, click the Files dropdown list in the Resource Browser, then select Vectorworks Libraries.
- This will allow you to browse the files and choose resources to import.
- Make sure to RENAME all resources that you bring in.

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Document Formatting

Drafting Title Block

- All official 2SS drafting should use the standard title block.
- The title block will be included in all 2SS templates. It can also be imported to the Sheet Border Components folder in the Resource Browser (see above).
Import the resource into the Resource Browser by choosing 'Browse a Document' from the VW Resource Browser (see above).
- The title block may be found on the company server, under **01. Templates.**
- The title block is 'smart' meaning it will update fields for each designer and each attraction.
- Plate numbers should start at 1 [one] for each designer's package.
- A YELLOW rectangle with a BLACK borders, at 30% transparency, should be placed over the map in the title block to show location of the attraction in the main park.

Drafting Scale

- All draftings should be produced in 1/4" scale.
- For drawings that are too large to fit one plate, they should be presented in multiple plates
 - Plate 1: Full Drafting (Indicate that it is not to scale)
 - Plate 1.1: One section of the attraction that is in 1/4" scale
 - Plate 1.2: Another section of the attraction that is 1/4" scale
 - Repeat until entire attraction is produced to 1/4" scale

Document Header

- ALL PROJECTS will have a standardize header for all documentation
 - File Path: 2SS Coraline > 01. Templates > 04. Header > 'Image for All Titles'
- The Header Banner should be inserted onto all documentation before distribution.
- The font for the header is Escoffier Capitaux, and Avenir.
- ALL Paperwork must be created using either one of these two fonts.
- The header banner is pictured below:

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PDF Packages

- ALL files must be converted into PDF for sharing and printing purposes.
- A PDF package shall be created when multiple files can be bundled together for ease of distribution.
- In the Properties window, the Initial view should be set to:
 - Navigation Tab: Bookmarks Panel and Page
 - Page Layout: Single Page
 - Magnification: Fit Page
 - Open to Page: Page One [1]
- Each PDF Package should have intuitively named bookmarks to allow for easy viewing.
 - The Document Header Bookmark properties should be set to 'Bold and Italic' and have a hex color of: AEC728 [Coraline's Chartreuse]
 - Header Bookmark properties should be set to 'Bold' and have a black color.
 - Sub Header Bookmark properties should be set to 'Italic' and have a black color.
 - All other Bookmark properties should be set to 'Plain' and have a black color.

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PDF File Naming Standards

- All PDF Packages should have the prefix of either '2SS' or 'COR' depending on if the document is Company Specific or Project Specific.
- The prefix should be followed with a '-' and then what the document contains
 - Example:
 - '2SS-R&D Interviews' - This document is specific to 2ND Story Studios and contains the interviews conducted by Production Management regarding how 2SS is created and structured
 - 'COR-LTG Redline' - This document is specific to The Coraline Experience project and contains the redline drawings from the Lighting Department.
- Each PDF Package should have a 'Parts' folder saved at the same location of the package that contains the individual PDF documents that make up the package.
- The PDF Parts should have a numeric prefix that pertains to the order of the PDF Package followed by a '-' and what the document contains.
 - Example:
 - 'COR-LTG Redline' - PDF Package
 - 01. Electrics Plan - Part One
 - 02. Deck Plan - Part Two
 - 03. Floor Plan - Part Three
 - etc.

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Presentation Expectations

Document Peer Review

- All documents must be reviewed by the Tech Coordinator or the Creative Director before submittal. The deadline for document review is 11:59pm 2 days before the submittal is due.
 - For example, if the submittal deadline is on May 5, the document review deadline is May 3 at 11:59pm PST.
- All Presentation Deadlines are “Hard Deadlines” and may not be missed or late as all documents must be reviewed and combined into a final package.

Presentation Folder

- All Presentation Documents should be uploaded to the Presentation (PRE) folder on the Server
 - File Path: 2SS Coraline > 10. Presentations > [Specific Presentation]

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Audio Media Assets

- Audio media assets are labeled with the same syntax as a SND Vectorworks file, with the following additions: (non-applicable elements may be omitted if consistent with the attraction or area, with permission from the Head of Sound)
 - [SAME AS VW FILE STRUCTURE]-[ROOM NAME]-[SONG NAME]-[StemOrTrackName]-[YYYYMMDD].wav
 - Example: COR-RWH-SND-DWR-Music Box-Dry-20190510.wav
- Sample Rate: 48kHz
- Bit Depth: 24 bit
- Sample rate and bit depth may be adjusted to fit system requirements with approval from Head of Sound.

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Digital Renderings

- All Renderings should be named with the following format:
 - 2SS-[Venue]-[Character Name/View]
 - Example:
 - 2SS-OWG-Other Mother
 - 2SS-OWG- Porch View 1
- Final renderings will be submitted as a PDF.
- In addition to the PDF format, all renderings must be saved as a PNG with a clear background sans template information
- Any rendering that is displayed digitally shall be set to 150 dpi. If the renderings are meant to be printed out the dpi must be set to 300.
- All photoshop renderings must be set to CMYK color mode.
 - In photoshop:
 - Image > Mode > CMYK Color
- All renderings should have a 1/4" margin on all sides except the left hand side which should have a 3/4" margin for printing purposes.

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Costume Renderings

- All costume renderings must be placed on the '2SS-Costume Rendering Template' with all title information adjusted as needed.
 - Character Name
 - Character Type
 - Location Character Exists
 - Additional Information as needed
 - Digital Signature unique to designer
- Definition of Character types:
 - Articulated Head Walk Around - Costume that covers the entire body and features a large themed character head. This head has special mechanisms that imitate facial expressions.
 - Walk Around - Costume that covers the entire body and features a large themed character head.
 - Audio Animatronic - Character that is operated by a series of pneumatics and gears. Character is synced up with audio so that movement and audio interaction are linked.
 - Single Motion Automated Character - Character that moves in one direction to appear from behind scenery or masking.
 - Operations Costumes - People that operate or runs the day to day activities in the experience.
 - Entertainment Costume - People that perform throughout the park.
 - Digital Character - Characters that will only be displayed through either projections or in portrait frames throughout the experience.
- Renderings should be scaled to fit on a standard US Letter page size (8.5 x 11 inches) in portrait orientation.
- All renderings must display 'The Coraline Experience' logo in the upper left hand corner.
- All renderings must display the '2ND Story Studios' logo in the lower left hand corner.

Scenic/Lighting Renderings

- All scenic and lighting renderings must be placed on the '2SS-Scenic Rendering Template'
- Renderings should be scaled to fit on a standard US Ledger page size (11 x 17 inches) in landscape orientation.
- All renderings must display 'The Coraline Experience' logo in either the lower left or lower right hand corner.
- All renderings must display the '2ND Story Studios' logo in the opposite corner of 'The Coraline Experience' Logo