

SPECIAL EFFECTS STUDIO

"GHOSTBUSTERS"
SET ANALYSIS

FEBRUARY 16, 1987

Special Effects Studio

1125 Seventeenth Ave. • Santa Cruz, CA 95062 • (408) 462-3399

SALLY, INC.
803 Price Street
Jacksonville, FLA. 32204
attn: John H. Wood

February 12, 1987

Dear John,

I hope that this information will give Sally certain insights concerning the design elements necessary for this project. I have great faith in this ride concept - if the design details are handled correctly, it is sure to be a very successful project for all involved.

Interpretations of scenes and sets by SES are subject to review and discussion by Sally and our organization. I have simply given both of us a guide to begin answering some important questions concerning the scenes and sets for this ride - not just addressing construction quality and function, but also the need for design interaction with the Sally group.

Please be advised that after reviewing the costs in greater detail, I feel that SES can offer a complete design, fabrication and installation package for well under the preliminary bid recieved by you in November.

I feel very confident that SES could be a strong contributor to Sally's success with this dark ride. Please contact me concerning any questions or comments you might have.

Sincerely,

Doug Dreager

DD: rsh

SALLY ANIMATION, INC.
803 Price Street
Jacksonville, FLA. 32204
attn: John H. Wood

February 7, 1987

GHOSTBUSTERS SET ANALYSIS

OVERVIEW:

The Special Effects Studio (SES) proposes to build the scenes and sets for the **Ghostbuster** darkride. General descriptions of each set are addressed with particular regard to construction techniques, material treatment, cost, and design interpretation.

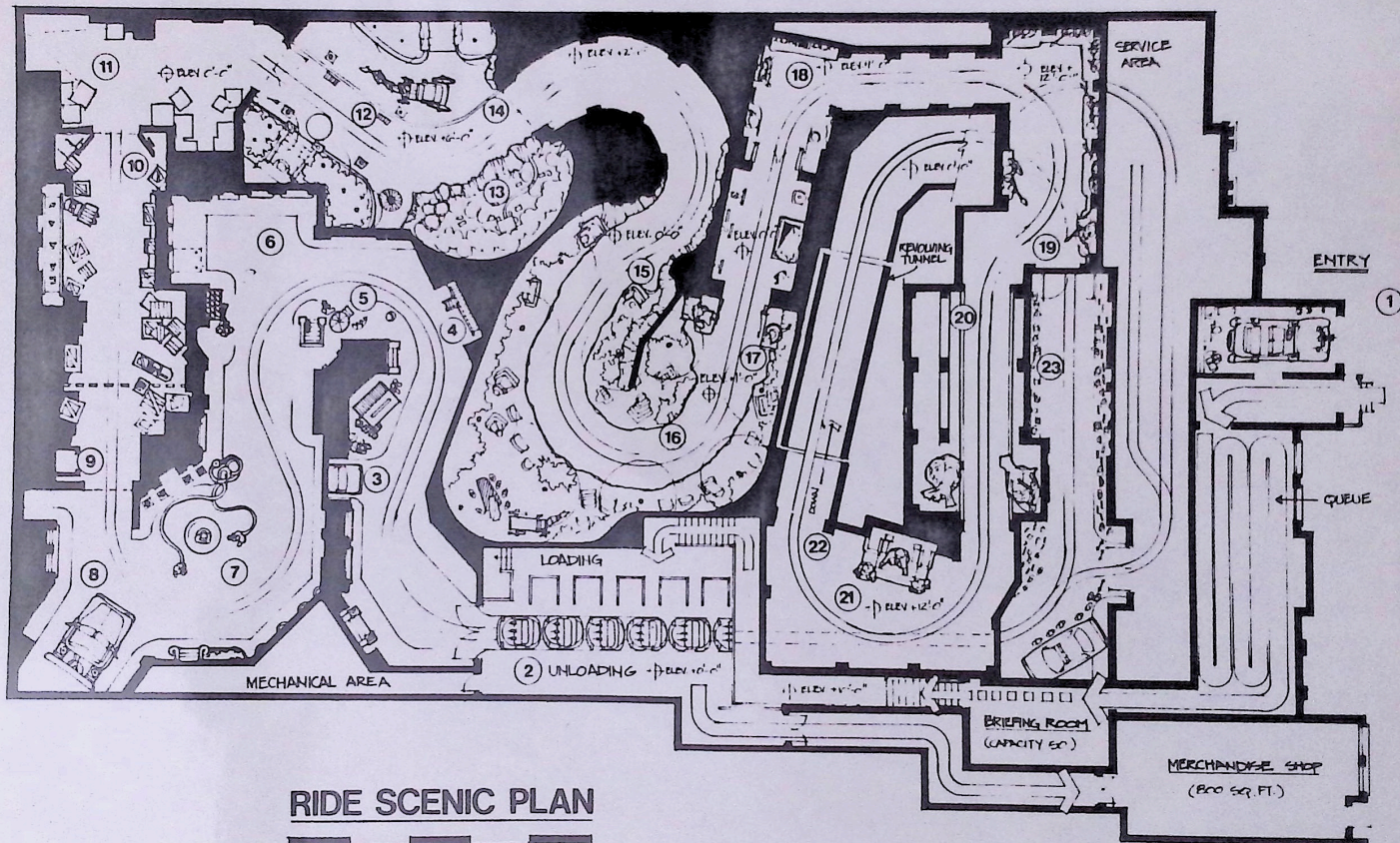
In many cases, shop experience/experimentation is the only way to make a prop or scene work effectively. Certain details concerning set layout and design must be accomplished in this manner. We have, however, attempted to relay to Sally our construction techniques where applicable.

Our scenes and sets for this particular project must reflect the realism of city life. SES views this project differently than as "just a typical amusement park darkride". The scenes and sets described in this analysis are to be theatrical quality - the type of realism you would expect from a movie set. This quality combined with Sally's animation expertise will set the ride above all others. As part of our design responsibilities, we will research the New York City area -using applicable locations and photos as reference points for scene design details.

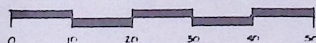
Continuing into the darkride, exciting fantasy sets are designed to thrill & chill the "ghostbusters". SES will work closely with Sally to provide the participant with a very real progression from the everyday NY street to a land of fantasy and fright!

Although wood and fiberglass will be used for the majority of the facades, all the proposed structures will be constructed with steel supports and braces - using steel reinforced mounting points to insure strength and safety.

Fiberglass is used extensively throughout this project. We find that fiberglass components can successfully display items such as stone, concrete and wood as effectively as the real thing! Also, we will have the tooling for future "Ghostbuster" projects, enabling us to duplicate sets at a lower price. Certain traits of the item can be slightly exaggerated by the use of fiberglass. In a darkride experience, the human eye has a tremendous amount of input/stimuli in a relatively short span. Slight exaggerations in these circumstances will actually add to the perception of realism.



RIDE SCENIC PLAN



603 Price Street
Jacksonville, Florida 32204, U.S.A.
(904) 353-5051 Telex: 703529

FILMATION'S
GHOSTBUSTERS

Scene 1

Outer Facade:

Normally the park will construct this part of the ride - the entrance area & theme of the ride will be consistent with the aesthetic qualities of the surrounding areas. SES will build the entrance if necessary but we have not included this particular scene in the set cost quotation.

Just Inside the Entrance:

Please refer to scenic plan:

1. A "Ghostbuster" vehicle is parked in the garage just inside the entry area, prior to the queue. Although this set is not included in the renderings, SES has determined a potential design and cost for this.
 - garage set w/oil cans, crates, perhaps a workbench w/tools, etc.
 - lighting per Sally/Robertson instructions
 - "Ghostbuster" vehicle: highly detailed
 - brick or stone interior walls / made of fiberglass sections

Queue Area:

Although this area has not been included in the rendering package, it is apparent that the patrons standing in the queue line will need some scenes, sounds, and action to set the theme of the ride experience.

Some suggestions:

- ghost holograms (similar to the entrance to the "Haunted House" @ Disneyland)
- appropriate sound effects
- a slight draft coming from a series of ducts by the "Briefing Area"
- applicable props per designer instructions

Briefing Room:

The area where participants are deputized. Wanted posters of notorious ghosts, pictures of famous ghostbusters, and other effects to be determined.

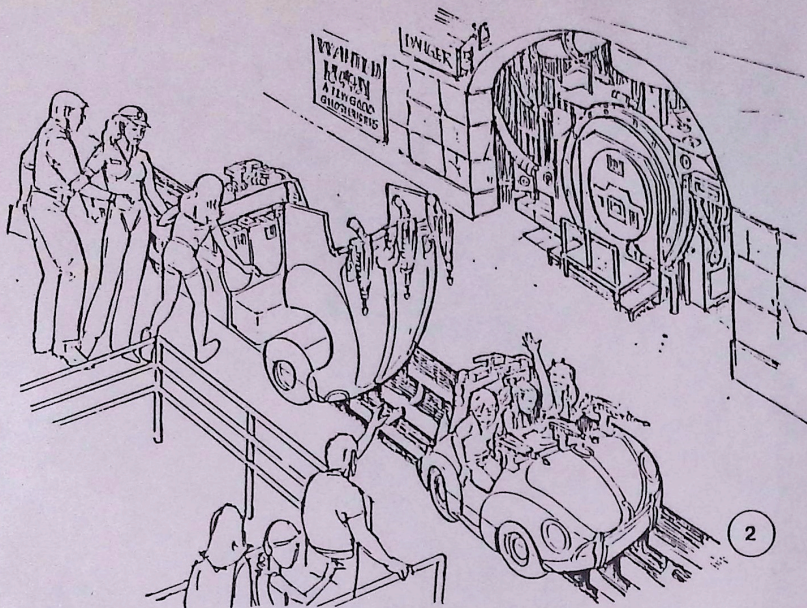
COST: THE PRECEDING SETS HAVE BEEN INCLUDED IN THE SCENE 2 QUOTATION

Scene 2

Loading area:

As with the preceding sets, The loading area must set the mood - preparing the participant for the excitement to follow.

1. Wall framing to be constructed of wood. The stone wall effect will be made from 4X8 fiberglass sections using flame retardant polyester resin.
 - tough/durable
 - easy to clean & maintain
 - painted & aged to correctly exemplify the set characteristicsThe wall structure will need:
 - wall caps - a simulated concrete base which runs along the bottom of the wall - also made of fiberglass
 - windows - placement & size to be determined at design meetings
2. The machine which contains captured ghosts will have the following features:
 - steel and fiberglass construction
 - gadgetry to simulate a working machine
 - light illuminating from within the machine - oscillating colors and light intensity
 - analog readouts/flashing & moving
 - pulsating hoses which hook into the machine
 - sound effects tape simulating particular machine noises: to be discussed at design meetings
 - danger sign is lit



3. The interior walls enclosing the machine area will:
 - *be made of fiberglass panels painted black*
 - *have a heavy industrial look similar to an oxidized, soot stained sandstone*

4. Cost: \$ 18,500.00

Lead to Scene 3

The area from the loading scene (2) to the news stand scene (3) may be treated as :

1. Porch w/steps
 - *this is drawn on the ride scenic plan*
 - *typical brownstone or similar structure with steps leading to a doorway*

2. Walls /building fronts
 - *a series of building facades leading into the scene 3 area*
 - *including porch, about 32' of scenic area with low lighting*

Or this area may be treated as:

1. Porch same as above
2. The 27' between the porch and scene 3 may be blacked out, requiring no scenic effects for this area

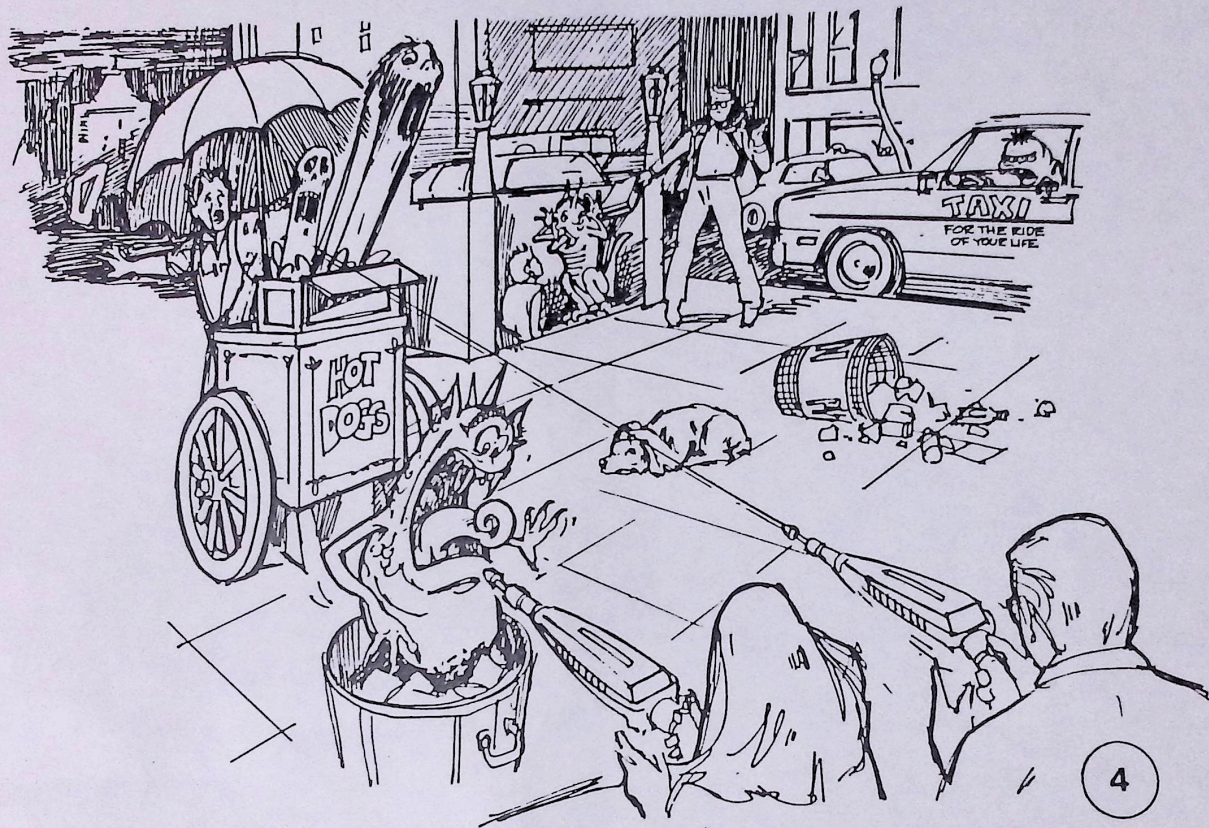
Cost: INCLUDED IN SCENE 2 QUOTATION

Scene 3

"News Stand"

The newspaper stand and the immediate area are a typical New York City street. The scene will reflect these traits in the following manner:

1. The news stand will be built as drawn. It will be weathered and aged accordingly.
 - *Wood will be treated with a fire retardant material*
 - *Roof will be fire resistant*
 - *Papers and magazines are to be designed and built with both aesthetics and fire safety in mind. Actual papers will not be used due to a potential fire hazard.*
2. The curb riser will be a standard height: approx 6" to 8". It will be treated to simulate a concrete look. One possibility is to build several molds of curb sections and produce fiberglass curbs, treated with tire marks, nicks, etc.
3. Sidewalk treatment:
 - *SES will make the sidewalk sections from fiberglass. We will build several molds to give variety and character to the sidewalk area.*
4. News Stand(s):
 - *We will purchase actual news stand(s) - used and weathered accordingly*
5. Two prop windows over news stand with prop doorway directly below
 - *plexiglass inserts in windows*
 - *find an old door which would be applicable*
6. Wall edging: simulated stone
7. Alley recessed with scenic backdrops of building continuation
8. Half Car (might look better to be a taxi)



9. Sign / Old motel sign or equal
 - *possibly an old neon sign / attach dimmer for desired light effect / could flash*
10. Three prop windows with door below
 - *see # 5*
11. Scene walls

Cost: \$ 10,000.00

Lead in to Scene # 4

Steps w/ a porch measuring about 5' wide with sidewalk in front

Cost: INCLUDED IN SCENE 4 QUOTATION

Scene 4

"New Recruits"

According to rendering #4, this scene corresponds to numbers 4 & 5 of the ride scenic plan. SES is not certain what 4 represents in the ride scenic plan. For the purpose of this set analysis, we have determined it to be a building facade.

Scene 4 consists of 10' scenic backwalls (#4) and 20' scenic backdrop murals and/or backwalls (depending upon design parameters) for the main set (#5), totalling 30' of scenic backs.

The main scene (as noted by rendering 4) will have the following:

1. Hot Dog Stand
 - *SES will fabricate a stand and umbrella. Both fire retardant. Color and dimensions are subject to further design specifications.*
2. SES will locate and copy an appropriate NY Subway entrance for this set.
 - *the lights/lamps for the entrance will flicker*
 - *the base of the subway entrance will be painted with a scenic relief allowing the participant the opportunity to "peer down the stairwell"*
 - *Advertisements along the interior walls of the subway entrance to enhance the effect*
 - *The entrance should measure 6' to 7' in width - subject to set lay-out*
3. The sidewalk will be constructed of fiberglass, using a fire retardant polyester resin.
 - *walk will run the length of the set 20' X 4'*
4. Curb treatment (not shown) same as set # 3
5. Taxi parked in street next to the subway entrance
 - *location will have to be closer to the subway entrance than shown in rendering due to the tightness of the set layout.*
 - *Taxi will be fabricated from an actual taxi body - worn yellow paint, dents, etc.*
6. The area behind subway entrance & taxi will be treated with theatrical quality backdrops depicting the appropriate scenes (to be determined at design meetings).
7. The ride scenic plan appears to place a 10' backwall (building front) when entering the subway set. After passing this backwall, the participant is in front of the hot dog stand and the subway entrance. The area directly behind these props appears to be suited for a scenic backdrop treatment - see #6 directly above.



8. Spilled garbage can on sidewalk:
 - *wire basket with a band encircling the middle - advertisement (or equal) placed on this band.*
 - *"trash" will be fire retardant to a 0.25 fire standard*
 - *trash will be secured to the sidewalk sections*
9. Opposite set: background scenic walls leading into scene 5
 - *20' appx*
 - *curb & sidewalk treatment*

10. Cost: \$ 17,500.00

Scene 5

"Ghost Writers"

This scene is located at area 6 of the scenic ride plan. Approximately 35' of scenic backwalls will be built for this set.

1. Sidewalk treatment - same as above
2. Curb treatment - same as above
3. The walls will be designed and built as pictured in the rendering:
 - *base board trim at base of walls / will simulate concrete - treated and textured*
 - *wall cap at top of walls / simulated concrete - treated and textured*
 - *walls will be built to show wear and age - old troweled finish with bricks showing at certain places where the "plaster" has broken off.*
 - *"Sliming" effect to be discussed with SALLY*
4. Scaffolding gear
5. Billboards - same as rendering or to be determined at design meetings
6. Lights above the billboard - as shown in rendering
7. Windows: although just two are shown in rendering, presumably more will be needed with the 35' plus feet of wall area at this set
8. Cost: \$ 8,000.00

Scene 6

"Whack-A-Ghoul"

The action portion of the scene appears to measure 16' appx. in length. SES will build this scene and also about 16' of scenic backwalls which follow scene 6, preceding the "Want Some Water" scene 7.

The action portion of the scene will have the following features:

1. All exterior walls in this set will be made of simulated brick. The wall facades will be made from fiberglass. The brick color and texture will have an aged, weathered appearance.



2. Windows will be as shown, constructed of wood, using plexiglass instead of glass - for safety purposes.
 - 4 or more windows on this set
 - window sills could appear to be concrete or wood, depending on design requirements
3. Doors will be wood; painted or stained accordingly.
 - one single door (optometrist)
 - one double door (tobacco shop)
 - single door (florist)
 - door windows will be plexiglass
 - the interior (area behind the doors) will be treated with scenic backdrops or props possibly a drawn shade on the optometrist's door with an "out to lunch" dangling on doorknob.
4. Plant props will be placed at both interior and exterior areas of the florist shop.
 - fire resistant
 - complete realism / flowers and greenery
5. Florist Shop windows:
 - made of plexiglass / one large pane & a series of smaller panes
 - graphics placed on the large pane
6. Signs
 - tobacco shop "Milo's Pipes & Tobacco"
 - pipe included with sign / smoke unit not supplied
 - optometrist "Dr. C.A. Spectical - Optometrist"
7. Awnings
 - florist shop - color to be determined
 - tobacco shop - color to be determined - address on front
8. Sidewalks - as described previously
 - will be part of the continuous sidewalk which started prior to Scene 5.
 - 30' of sidewalk appx. for this scene
9. Curb - as described previously
 - also a continuation from Scene 5.
 - 30' of curbs, also
10. Tobacco Shop Indian and Barrel
 - Indian will be fabricated by SES
 - Barrel(s) will be fabricated by SES
11. Cost: \$ 15,000.00

Scene 7

"Want some water?"

This scene not only contains the action shown in rendering, but also has the continuation of the curb & sidewalk treatment from scene 4.



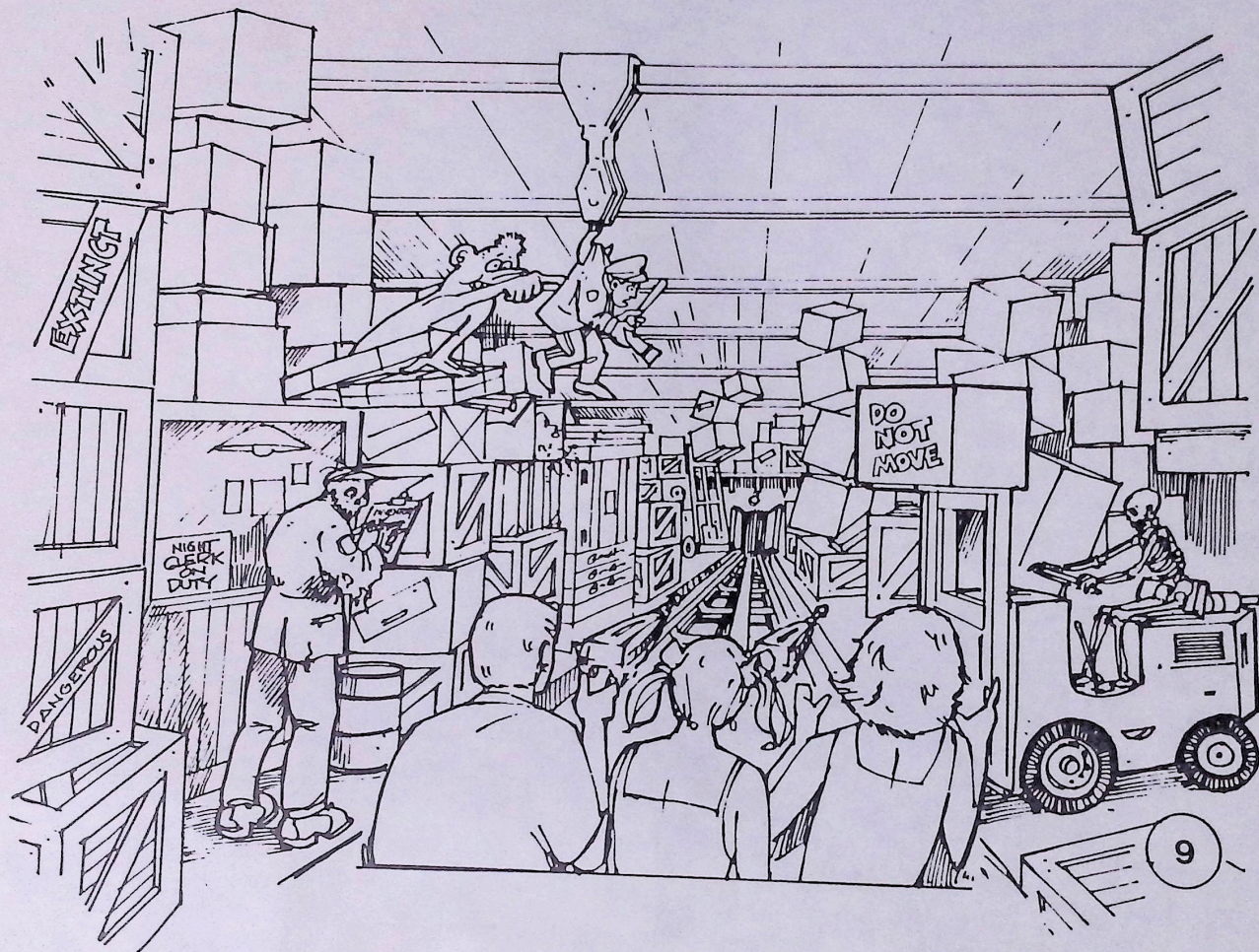
1. Fountain Statue:
 - *this piece will contain 3 figures (or more) - to be discussed at design meetings*
 - *no movement/static figures*
 - *statue height should be 8' minimum*
 - *will any of the figures be plumbed for water ?*
 - *statue figures will have a simulated marble effect*
2. Street treatment
 - *the street "square" will have a cobblestone or brick effect*
 - *fiberglass sections*
 - *tough & durable*
 - *easily maintained*
 - *fire retardant*
 - *no curb relief*
3. Lightposts: one or more, depending on design meeting
4. Mailbox - as shown
5. Street sign - as shown
6. Scenic paintings
 - *along the wall opposite the scene area*
 - *to the left and right of the building fronts, leading into and out of the set area*
7. Cost: \$ 15,000.00

Scene 8

"Keep On Truckin' - Fast"

This scene will measure appx. 45' from the buildingfront/porch to the beginning of set #9.

1. Charging Truck
 - *The truck front will be animated to charge the ghostbuster vehicles*
 - *A simulated truck which would be either full scale or scaled according to the actual size of the set*
 - *The truck is to be a high quality prop with very realistic detail*
 - *the prop will be fabricated with weight and endurance in mind*
 - *The tires and wheels will actually "roll" the truck*
 - *The prop will be supported by a ladder-type jig which will telescope for action - probably pneumatic powered*
 - *SES will not be responsible for smoke producing mechanism as shown in the rendering*
2. Building Facade/Porch & Doorway
 - *constructed "as seen" in the rendering*
 - *sign hanging overhead - specific type to be determined*
 - *lamps on each side of the entrance*
 - *15' appx.*
3. Scenic Backwalls
 - *preceding the warehouse entrance*
 - *20' -25' of building fronts with changing styles and textures*
 - *other scenic particulars leading to the warehouse should be discussed at design meetings*



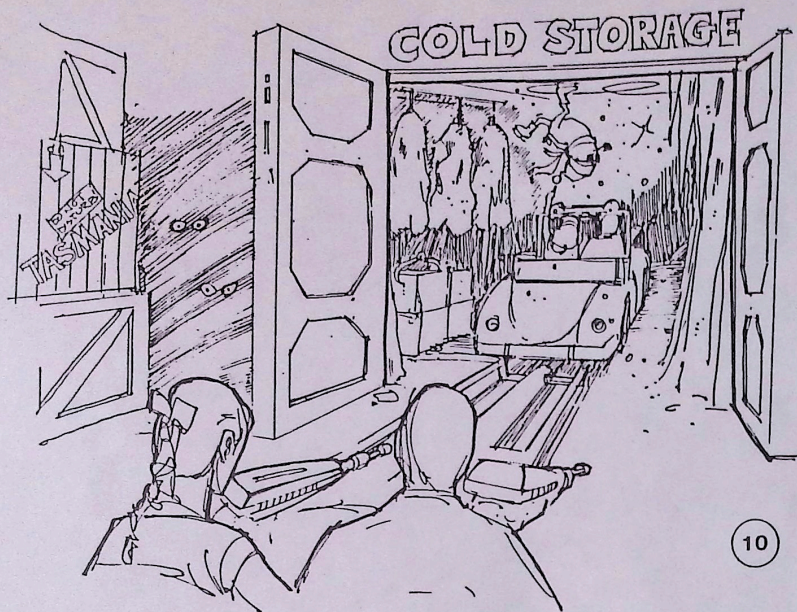
4. Sidewalk & Curb treatment - 55' appx.
5. Cost: WITH TRUCK: \$ 25,000.00 WITHOUT TRUCK: \$ 10,000.00
 - *It was mentioned during the Orlando meeting that Sally might build the truck*
 - *Please consider SES for this truck fabrication*
 - *presently we are working with Kenworth Trucks developing components for a new, custom model*
 - *Doug Dreager has extensive background in auto design*

Scene 9

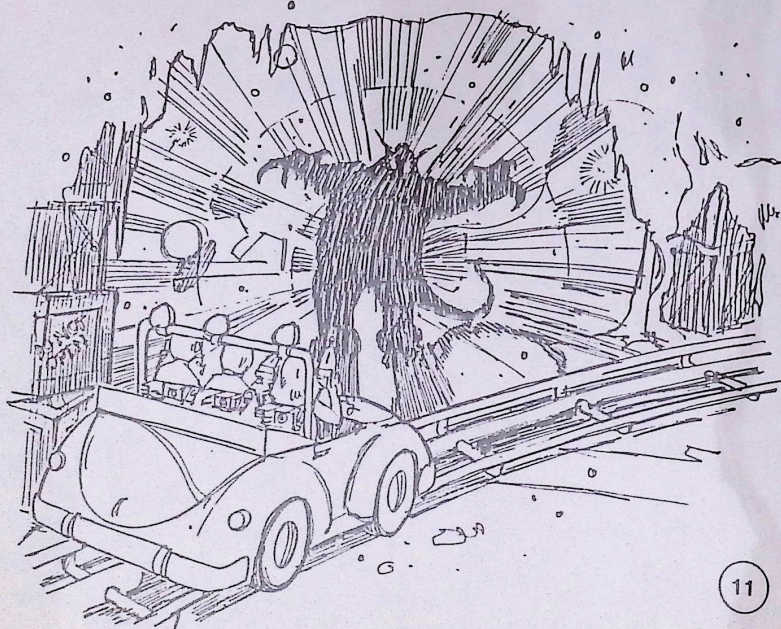
Terminal Warehouse

This set measures about 50' in length. The overhead ceiling is not included in this bid. The following features are included:

1. Office:
 - *interior of office seen through window*
 - *desk & chairs, other details*
2. Crates & barrels
 - *100 assorted crates & barrels*
 - *labeled and/or stenciled with appropriate locations & contents*
 - *treated for age & wear when necessary*
 - *animated crates: stacks of crates that lean, move, and apparently tumble*
 - animation detail to be discussed at design meeting*
3. Overhead support beams:
 - *should be warehouse tressed variety*
 - *5 to 6 rows or every 10 feet / subject to design specifications*
4. Overhead hook
 - *the night clerk figure is suspended from the hook*
 - *track supplied for motion, if necessary*
 - *design similar to the hook pictured in rendering*
5. Two Forklifts
 - *may have motion for both*
 - *driven by a "skeleton crew"*
 - *location on set to be determined*
 - *as shown in the rendering, one of the forklifts will have animated crates appearing to be tumbling from the forks. This effect will occur directly over the heads of the ghostbusters "driving" through.*
 - *SES will fabricate either full scale lifts or scale versions depending upon the set restrictions. The lifts will be completely realistic in all details.*
 - *SALLY will supply the conveyor for the ghost figures / "shooting duck" type target practice*
6. Cost: \$ 20,000.00



10



11

Scene 10

"Chills and Thrills"

The entrance and area inside of a cold storage locker.

1. Large Freezer doors:
 - *built to design specifications*
 - *fire retardant*
2. Graphics above entrance:
 - **COLD STORAGE**
3. Fan/Ducts directly inside
 - *blow chilly air at ghostbusters upon entering the area*
 - *Probably SALLY or other's responsibility*
4. Hanging meat
 - *3 or more props - to be determined at design meeting*
 - *fiberglass construction*
 - *on overhead track*
 - *could be hanging with a swaying motion*
5. Ice blocks
 - *amount and placement to be determined*
 - *tongs as pictured*
 - *probably built from specially treated plexiglass*
6. Mirrored Wall
 - *wall behind the meat rack will be treated with a mirrored adhesive plastic*
7. Icicles dangling at certain places
 - *fiberglass construction*
8. Other applicable props for a cold storage area
 - *boxes, crates*
 - *dials, gauges*
 - *frost treatment*
9. Cost: \$ 10,000.00

Scene 11

"Laser Tunnel - No Toll Required"

Located in the corner of the freezer section.

1. SES will build a icicy, frosty "frame" for the laser tunnel
2. Another industrial fan/ducts moving cold air to the laser tunnel area
3. Wall treatments / Scenic props
3. Cost: \$ 5,500.00



Scene 12

"Danger Zone - Central Park After Dark"

Approximately 70' of scenes will be built on both sides of the track for this Central Park set. Area corresponds to numbers 12 and 14 on the ride scenic plan.

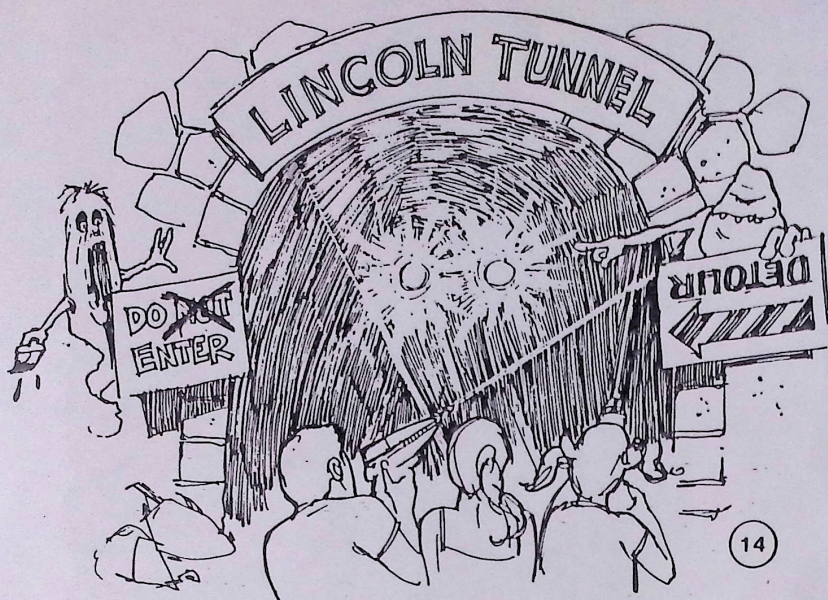
1. Trees & Shrubbery
 - *synthetic greenery will be used*
 - *fire resistant / realistic*
 - *placement and types of plants will be discussed at design meetings*
2. Central Park Sign - as pictured
3. Stone sidewalk on "carriage" side: scaled to appropriate width
 - *Wrought iron fence on one side of walk about 18" high appx. 50' long*
 - *Wall in front of the sidewalk - simulated stone effect*
4. Skulls and bones in front of walk - as pictured
5. Ground treatment where the horse and carriage are located
 - *simulate packed earth, brick or cobblestone - depending on design preference*
6. Area behind carriage scene
 - *appears to be steps and shrubbery*
 - *scenic backdrop behind this area will blend in with scene - to be determined at design meetings.*
7. Carriage Scene
 - *SES will build, antique, and age carriage as shown*
 - *Skeletal Horse will also be supplied by SES*
8. Area opposite Carriage Scene
 - *Steps - similar to the ones behind the carriage scene / simulated granite or equal*
 - *shrubby and trees*
 - *other props to be discussed at design meeting*
9. Cost: \$ 27,500.00

Scene 13

"Boo!"

This scene must contain a top quality theatrical backdrop in order to produce the desired effect.

1. Rock face
 - *next to the tunnel is a rocky shear which gives way to the panorama below*
 - *this will be fabricated from fiberglass - shaped and painted for the proper effect.*
2. Wrought Iron Fence
 - *in the foreground, behind the "springing ghost", is a wrought iron fence apppx. 25' in length.*
 - *fence will be about 18" to 24" high*
3. Graveyard Below
 - *a miniature graveyard will simulate distance below*



Special Effects Studio

1125 Seventeenth Ave. • Santa Cruz, CA 95062 • (408) 462-3399

4. Scenic Backdrop
 - city skyline
 - gray, cloudy sky
 - moonlight effect to be discussed

5. Cost: \$ 15,000.00

Scene 14

"Lincoln Tunnel"

The tunnel will be about 50' in length - with a visual effect simulating an approaching semi-truck.

1. Tunnel Entrance
 - tunnel "mountain" (made of fiberglass or gunnite) around and above the entrance
 - rocks at base of tunnel on either side of entrance
 - stone arch as shown in rendering (made of fiberglass)
2. Tunnel Interior
 - painted flat black
3. Visual Effect
 - a pair of headlights bear down on the patrons as they enter into the tunnel
 - timed flash with sound effects or ...
 - motor driven "hot track" giving the effect of motion to the lights

4. Cost: \$ 10,000.00

Scene 15

"Welcome - We've Been Dying to See You"

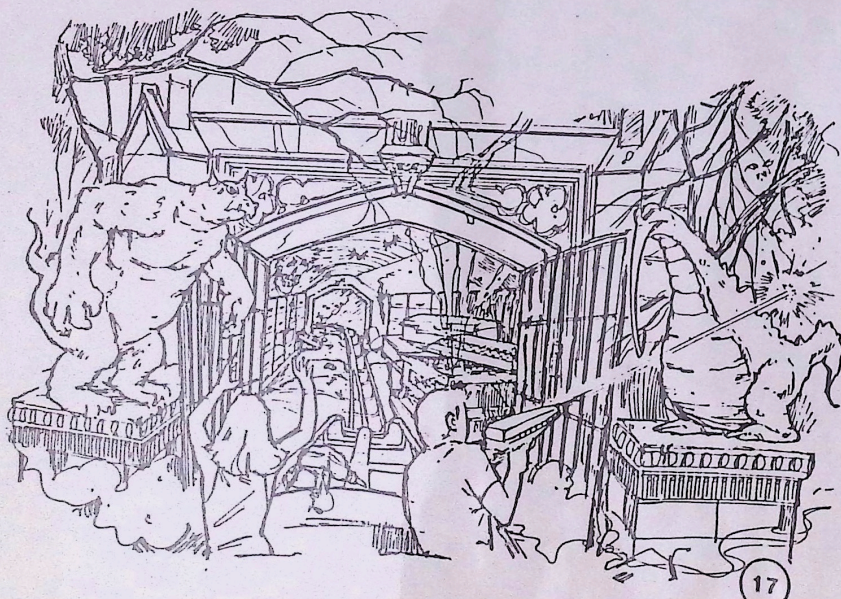
There is approximately 50' on right side of track and 30' on the inside or left side of the track. Directly after leaving the tunnel, the participant encounters the following:

1. Old Iron Gates
 - wrought iron, aged for proper effect
2. Stone Columns:
 - simulated stone columns (made of fiberglass) which display years of age and neglect
 - if desired, lights could flicker on top of the columns
3. Skulls scattered about entrance - three or so
4. Large trees
 - several large trees (trunks) - quantity and placement to be decided at design meetings
5. Foliage
 - smaller trees, shrubs, and assorted ground cover (scrawny grass) about
 - dead branches drape over ghostbusters as they pass through this scene
 - quantity, quality, and placement to be determined
6. Headstones
 - 20 or more headstones
 - several ornate markers
 - quantity and placement to be discussed at design meetings

7. Cost: \$ 25,000.00



16



17

Scene 16

"Cryptic Headquarters of Evil"

This is a massive set which will amaze and frighten the ghostbuster. A tremendous amount of visual activity takes place here.

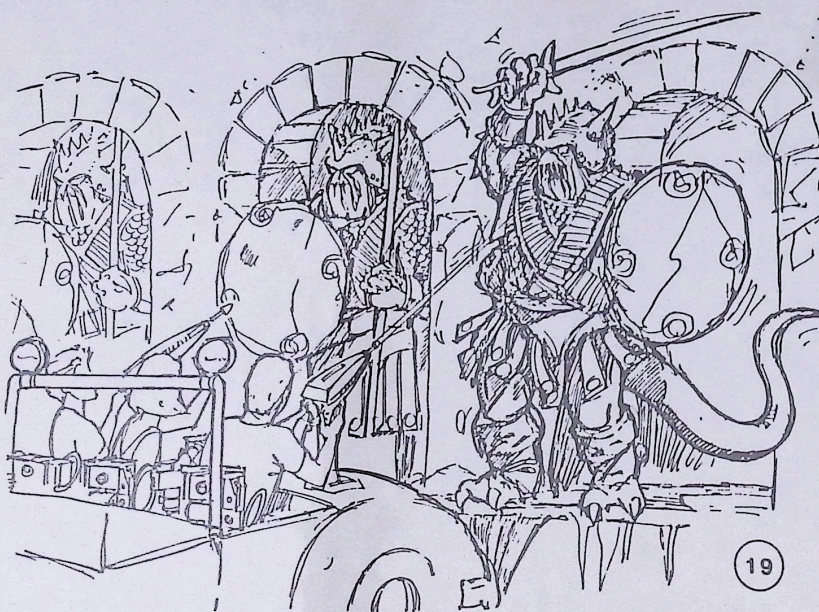
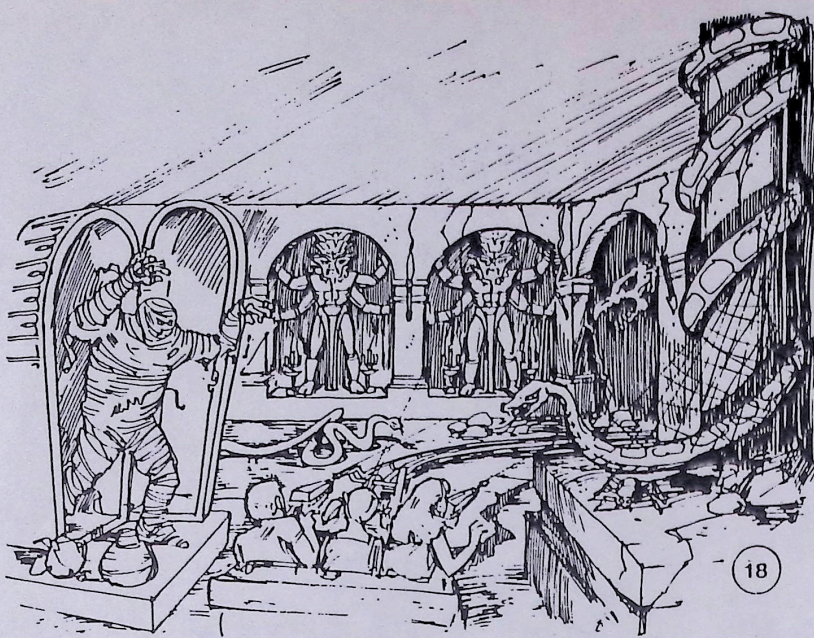
1. The Crypt Entrance
 - An ornate, frightening facade as pictured in the rendering.
 - Structure to simulate large stone and marble pieces (made from fiberglass)
 - Gargoyles (minimum five) as pictured
 - large iron gates swing inward
 - Scaled appropriately - as discussed in design meetings
2. Pedestals
 - Two for the creatures guarding the entrance to the crypt - creatures built by SALLY
 - Two behind these with gargoyles perched on top
 - All fabricated to simulate stone
3. Stone columns at the entrance/exit of the haunted graveyard - flickering lights on top
4. More trees surrounding the crypt entrance - details to be discussed
5. Scenic Back Panels
 - due to the shallow nature of the set, depth is needed to give the set a grander, larger appearance
 - these panels will allow a scenic relief with mountains and trees, sky, etc.
6. Cost: \$ 30,000.00

Scene 17

"Spiritual Reunion"

This set measures almost 25' in length. The following features are included:

1. Floor treatment
 - fiberglass flooring built to simulate an earthen floor
2. Mausoleum Vaults
 - as the ghostbuster enters, there will be approximately 24 + mausoleum vaults on the left hand side.
 - built to SALLY specifications
3. Ceiling
 - expanded metal ceiling - steel framework with expanded metal wire mesh
 - ceiling blacked out overhead with flat black finish
4. Coffins
 - two or three coffins located on the right side of the crypt
 - scaled to design specifications
5. Bats Overhead
 - SES will supply bats for an overhead effect
 - may be powered by a mechanical drive recessed in ceiling
6. Cost: \$ 15,000.00



Scene 18

"*Couldn't We Phone Instead?*"

The ghostbuster is now entering into the first chamber of "Prime Evil's" crypt. Please note that the ride scenic plan shows a few figures at the entrance, but shows nothing but walls until the next turn into scene 19. SES has bid the scene with the few details made available - and assumes that the same arch will be repeated down the 30' corridor (see illustration below right).

1. Stone base and pillar with snake

- A large stone base with an animated snake wrapped around it
- SES will build base and pillar - SALLY will provide the animated snake
 - SES proposes to build the snake body which wraps up & around the pillar, leaving the lower head section for the SALLY animation group. We will treat the snake body to match SALLY's or leave it for SALLY to finish on location - to be discussed at design meeting.
- Base and pillar will be treated to appear: old, cracked, chipped, but still in one piece!
- Small stones, spiders, etc. will be at the base of the pillar.

2. Floor treatment

- fiberglass floor built to simulate earth
- other applicable props for the crypt floor
 - rocks, spiders, cobwebs, skulls, bones, etc.

3. Wall treatment

- 85' approximate: wall repeats with same arch & pillar style as shown in the rendering of this scene
- Torches on each wall pillar will simulate flickering flames
- Figures in the archways (as shown in the rendering) will repeat where necessary: This set quotation includes 2-4 of these figures.
- Wall treatment appearance: old, cracked, decaying stone - color to be determined at design meetings

4. SES tentatively will not fabricate the coffin for the mummy, as SALLY would likely prefer to include the coffin as part of the animated mummy.

5. Cost: \$ 18,000.00

Scene 19

"*Unleashed Statues - The First Line of Defense*"

This set is relatively straightforward. SES will build the wall and floor treatment for approximately 40' of scenes - SALLY providing the statues.

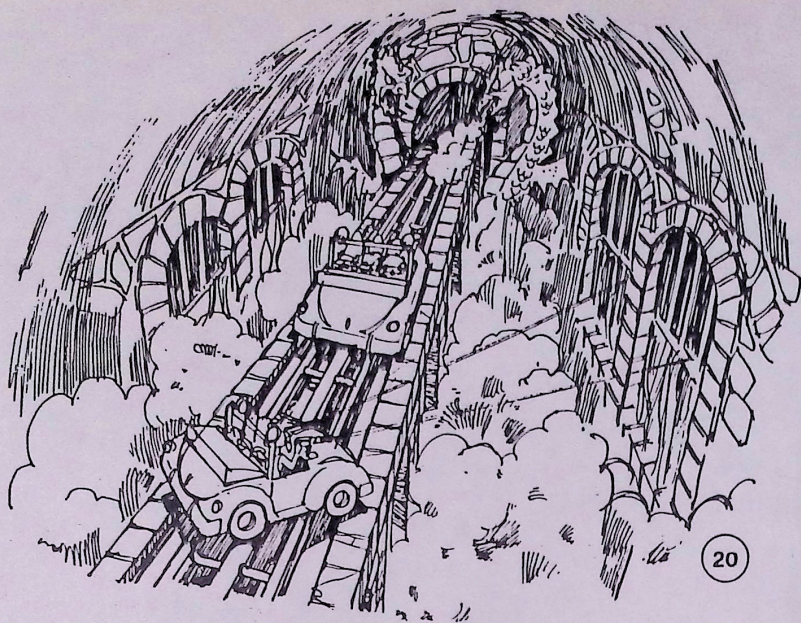
1. Wall treatment

- fiberglass walls to simulate heavy stone
- for definition the seven arches will probably have a bit lighter color than the walls themselves
- torches similar to set #18 (not pictured in rendering), but probably a necessary addition

2. Floor treatment

- same as set #18

3. Cost: \$ 15,000.00



Scene 20

"The Inferno"

The Inferno set is 35' long. SES will build 70' of scenic walls, along with floor, car track, and ceiling treatment.

1. Wall Treatment

- Apparently two sets of double windows (rendering shows last half of scene) are needed for each wall. These being different than the preceding arches (as seen in the renderings).
- Stone treatment around the arches (fiberglass fabrication)
- Specific layout subject to design specifications
- On the Inferno side, flames will be lapping up against the windows
 - SES will employ similar effects as found in "Pirates of the Caribbean"
- On the other side, Sally will have animated characters (princes of the court in a large ballroom) behind the double arched windows.

2. Floor treatment

- the floor will not be viewed by the participant
- blacked out by using screem screen and/or flat black finish combined with no light direction below
- the illusion of suspension and height is enhanced by the "abyss" effect below

3. Car track

- the track will feature a stone facade on each side of the track bridge (elevation 12 ft) and the facades will continue down the sides of the car track bridge.

4. Ceiling is "expanded metal" - painted flat black.

5. Animated dragons supplied by SALLY

6. Cost: \$ 22,000.00

Scene 21

"Group Laser Assault - Ghostbusters to the Rescue"

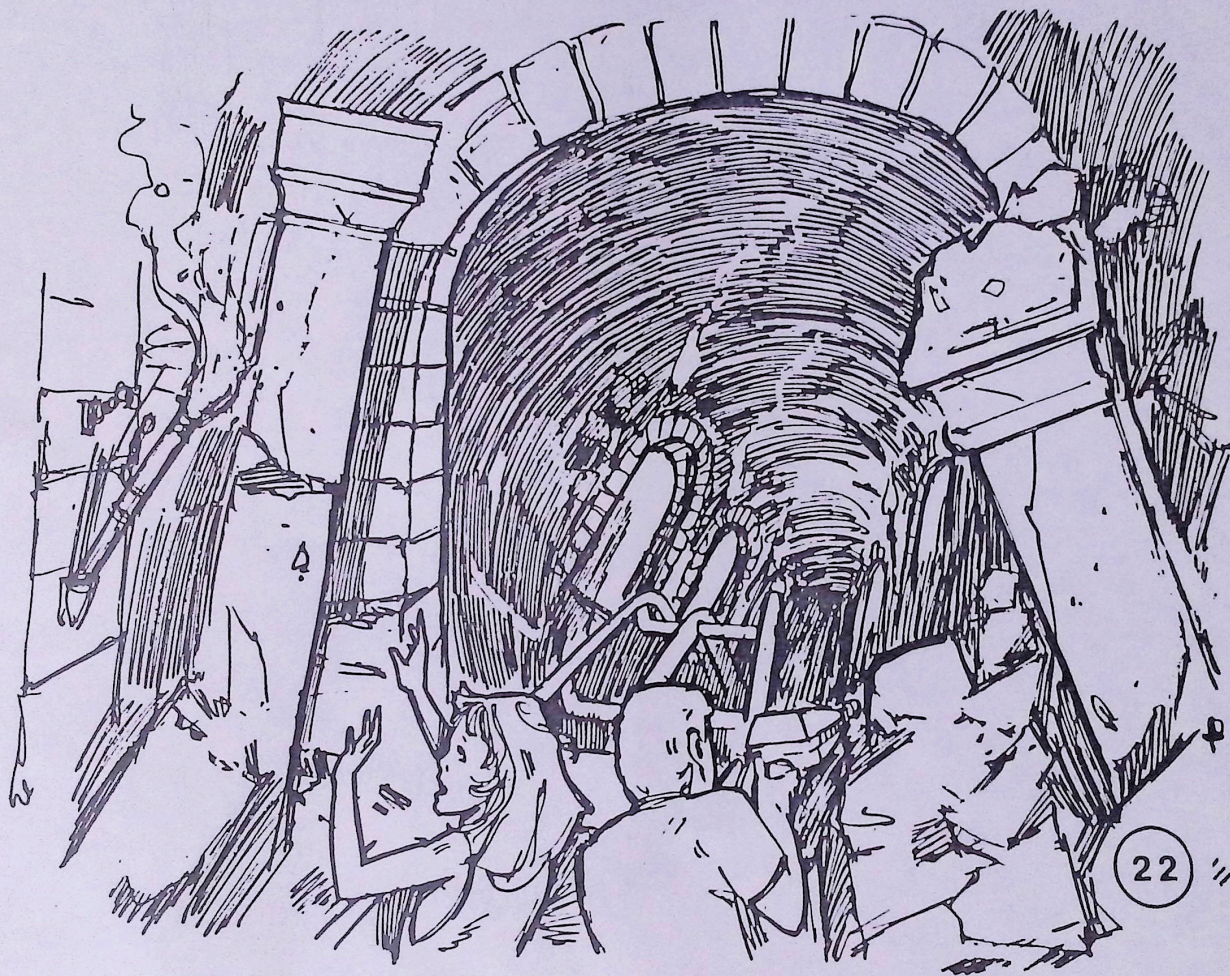
This set area has approximately 800 sq. ft. of ground treatment, and about 90' of wall treatment. SES will build all elements of this set excepting, of course, the Prime Evil and his guards.

1. Throne is as follows:

- It appears from the rendering that the throne may be 10' high
- The entire throne area is about 11' wide
- Throne includes two ornately decorated pedestals on each side
- A slightly elevated platform to the left of Prime Evil for one of his henchmen
- Steps up from ground level
- Design details to be discussed
- Electric sphere next to throne as pictured
 - plated golden & glowing or...
 - hologram inside globe showing face, etc.
 - lightning (static electricity) effect

2. Ground treatment

- earthen look with various props scattered about (to be discussed)



3. Foliage
 - *each side of the throne & by the tunnel entrance*
 - *behind the caravan along the back wall*
 - *specific type of foliage to be determined*
4. Scenic Background
 - *painted scenic area behind the Prime Evil*
 - *type of scene to be discussed at design meeting*

5. Cost: \$ 20,000.00

Scene 22

"Rolling Tunnel - Let's Get Out of Here"

The overall length of this scene is about 60'. The revolving tunnel measures 30' according to the ride scenic plan.

1. Entrance
 - *The columns pictured are animated to move inward as the "ghostbusters" enter*
 - *The torch pictured on the left will sway - and have a simulated flame as well*
 - *The tunnel entrance will be a "fiberglass hillside" - a continuation from the preceding scene*
 - *Simulated stone arch over entrance*
 - *Rocks made of fiberglass will be piled by the entrance - remnants of the right pillar*
2. The revolving tunnel will have the following features:
 - *An outer steel framework*
 - *fiberglass interior*
 - *large stone pattern - pattern and colors/textures to be discussed at design meeting*
 - *window treatment will be as pictured in rendering - number of windows:*
 - *fiberglass skin (walls, props, etc.) will be riveted to the outer steel sections*
 - *dome head rivets*
 - *urethane guide wheels & support wheels*
 - *as the tunnel is on an angle, both vertical and horizontal load directions must be controlled*
 - *free span/diameter to be discussed at design meetings*
 - *torches mounted on walls with old iron bracketry*
 - *simulated fire for each - light intensity to be discussed*
 - *six to eight torches*
 - *background lighting (if any) behind the windows to be discussed*
 - *tunnel length to be 30' at maximum*
 - *considerations*
 - *large diameter support tube (backbone) to span the 25' to 30' the cars will be travelling*
 - *rotation speed needed to determine the particular drive system*
3. Bottom of tunnel
 - *after the 12' appx. drop, the ghostbuster turns the corner into darkness*
 - *perhaps cool, damp air here with a slight draft*
 - *flat black wall treatment*
4. Enter through door to final scene
 - *sensor control*
5. Cost: \$ 32,000.00



Scene 23

"A Hero's Parade"

About 100' of total wall treatment - 50' on each side. This scene has a tremendous amount of possible applications regarding special effects. Following are just a few ideas pending an in depth discussion concerning the options and responsibilities for the set.

1. Wall treatment possibilities
 - *building fronts scaled appropriately to give the illusion of a massive set*
 - *assorted building fronts covering the entire 100'*
 - *wood, fiberglass fabrication with steel supports and braces*
 - *high quality photo reproduction of a Times Square buildings during a parade*
 - *use SES building fronts to establish foreground presence*
 - *photo reproduction would work as a scenic relief/backdrop giving depth with realism*
2. Crowd possibilities
 - *hundreds of mannequins with selected animation*
 - *use a backdrop of a photo reproduction of crowd interspersed with animated figures in the forefront*
3. Streamers and confetti
 - *install streamer movers on ceiling*
 - *attach streamers and confetti by a network of fstrings, etc.*
 - *will be suspended beyond reach, not hitting the floor*
 - *loose confetti and streamers placed on props, characters, sidewalk, etc.*
 - *all confetti & streamers will be fire retardant*
4. Banners, scaffolds, lightposts, signs, etc.
 - *quantity and placement to be discussed*
5. Street treatment
 - *asphalt effect*
 - *drainage grates*
 - *curbs (fiberglass facade)*
6. Sidewalk treatment
 - *same as preceding sets*
7. Parked car by exit
 - *actual auto or a scaled version, depending on design preference*
8. Tunnel to unloading area - SES will paint this area flat black
8. Cost: \$ 30,000.00

SET QUOTATIONS **GHOSTBUSTERS DARK RIDE**

<u>set #</u>	<u>cost</u>
2	\$ 18,500.00
3	10,000.00
4	17,500.00
5	8,000.00
6	15,000.00
7	15,000.00
8	25,000.00
9	20,000.00
10	10,000.00
11	6,500.00
12	30,000.00
13	15,000.00
14	10,000.00
15	25,000.00
16	30,000.00
17	15,000.00
18	18,000.00
19	15,000.00
20	22,000.00
21	20,000.00
22	32,000.00
23	30,000.00

TOTAL OF QUOTATION: **\$ 405,500.00**

(PRELIMINARY ESTIMATE: 565,000.00)

INCLUDES:

DESIGN / SYSTEMS DESIGN / CONSULTING
FABRICATION / CONSTRUCTION
INSTALLATION - BY SES STAFF

NOT INCLUDED:

SHIPPING COSTS - FREIGHT F.O.B. SANTA CRUZ, CA
FOREIGN INSTALLATION CONTINGENCY - UP TO 5% OF BID COST
LABOR CONTINGENCY - IF INSTALLATION WORK IS DONE BY OTHERS
(UNION REQUIREMENTS)

TIMELINE:

DESIGN/FABRICATION:

INSTALLATION:

- COMPLETED WITHIN 9 MONTHS FROM RECEIPT OF INITIAL PAYMENT

SIX WEEKS ON JOB SITE

ALL FIGURES ARE BASED ON SCENIC RIDE PLAN SUPPLIED BY SALLY.

ACTUAL PROJECT LAYOUTS WILL DIFFER ACCORDING TO BUILDING DIMENSIONS, ETC.
SES MUST LOOK CAREFULLY AT THE SPECIFIC PROJECT AND BID ACCORDINGLY.
THIS BID IS INTENDED TO BE AN ACCURATE GUIDE - ESTABLISHING A PRICE "WINDOW" FOR
PRESENT REFERENCE AND FUTURE PROJECT BIDS.