

The Sea Pavilion at EPCOT's "Future World" will be a high-spirited adventure of sea and sky oceans enhanced by music, film, special effects, dimensional sets and a cast of both live and Audio-Anthronics performers.

Visitors begin their exploration of liquid space in the "Revolving Theatre" show. Immersive wave projections and music invite them to enter the sea realm. Once seated inside the first of two 180-degree theatres, guests set sail on a film voyage aboard a clipper ship called "Spirit of Hankin."

EPCOT

SEAS PAVILION

HOW MAN CAME TO SAIL THE SEAS,
TO WITHSTAND ITS TERRORS, TO EXPLORE
AND KNOW AND PUT TO USE THE UNIMAGINABLE
RESOURCES ~~IT~~ WITHIN IT - HIS MOTIVATION,
THE NEED TO SURVIVE.

Posidon, a larger-than-life Audio-Anthronics figure, is conducting a symphony of the seas, orchestrating the ocean waves and movement of marine life, when he is interrupted by the approach of a ghost ship, symbolizing man. The sea god angrily confronts the vessel. Why should mankind continue to share in the oceans' bounties? he demands, as his serpent summons water on a set depicting industrial pollution. But when a vision of "Seabase Alpha" appears, Posidon's rage is replaced by optimism. Man can learn to work in harmony with nature.

With riddles and challenges, Posidon raises his Trident, parting the water stage upon which he stands, to allow our guests to "enter" the ocean and experience it from nature's viewpoint, unbound by normal-size relationships. Theatrical lighting, special effects and projections create an illusion of being underwater, not as if guests were inside air bubbles swept along by ocean currents.

To begin this "Man in the Seas" adventure, guests board four passenger bubble-shaped vehicles. Four sea narrators take "underwater" excursions, beginning with a description of a shallow, sunlit seascape that lies dead already. Here is the birthplace of many life forms, he explains, perhaps even "the cradle of life" itself.

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Original
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One
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The Sea
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WED ENTERPRISES

INTER-OFFICE COMMUNICATION

P-1328-R-1

X

TO Those Concerned

DATE January 19, 1978

FROM Barry Braverman

SUBJECT Seas Pavilion Show Scene Description

Attached is the preliminary show scene description for the Seas Pavilion. The information presented in this description briefly summarizes the conceptual design of the pavilion as of this date.

Please direct your comments or questions to me at WED Enterprises, Ext. 233.

- cc: Ken Ball
- Tony Baxter
- Mel Black
- Kent Bingham
- Bob Booth
- Roger Broggie
- Jeff Burke
- Bob Burns
- Ron Carman
- John De Cuir
- Bob Develle
- Orlando Ferrante
- Art Garbers
- Dave Gengenbach
- Rick Golding
- Dan Goozee
- Bob Gurr
- Winston Henderson
- Don Holmquist
- Dave Holtz
- Gordon Hoopes
- Morrie Houser

- Dick Hoyt
- Wayne Jackson
- Dick Kline
- Ken Klug
- Gene Lemoine
- Kym Murphy
- Chuck Myall
- John Olson
- Michael Ratcliff
- George Rester
- Wathel Rogers
- Dave Schweninger
- Bill Schwind
- Carl Simmons
- Marty Sklar
- Frank Stanek
- Jack Terry
- Lou Tonarely
- Eric Westin
- George Windrum
- Gary Younger
- John Zovich
- Bob Evans
- John Verity
- Bill Novey

Instead of
 simplistic and
 unrelated "sensory
 experiences" (the
 equivalent of the
 of us more than a
 giant roller coaster ride,
 why not a disaster
 by really experienced
 by man!!!
 Battle of Trafalgar!
 Titanic -
 sea - communication -
 from the
 David Sarnoff
 America!

- George
- Bill Gay
- John McDowell
- Mike Bagnall
- John De Cuir Sr.

*Ulysses!
Columbus & Magellan!*

The Titanic + Commemoration!

(Sanoff RCB)

*Titanic!
The "unsinkable" ship!*

EPCOT
SEAS PAVILION

The Seas Pavilion at EPCOT's "Future World" will be a high-spirited adventure of Man and his oceans enhanced by music, film, special effects, dimensional sets and a cast of both live and Audio-Animatronics performers.

Visitors begin their exploration of liquid space in the "Revolving Theatre" show. Here, shimmering wave projections and music invite them to enter the aquatic realm. Once seated inside the first of two 180-degree theatres, guests set sail on a film voyage aboard a clipper ship called "Spirit of Mankind."

The screen comes alive with tales of seven legendary mariners, including Captain John Paul Jones, Ulysses, Sinbad, Magellan, Columbus, Leif Ericson, and Sir Francis Drake. These men challenged the seas, and their stories are a celebration of swashbuckling romance and salty myths, emphasizing Man's age-old quest to conquer the oceans.

When the first act concludes, the audience seating area "revolves," moving into the second act of the show. Projections make it appear as if guests are riding the crest of a wave. The stage is designed as "Thunderok," realm of the sea lord Poseidon.

Poseidon, a larger-than-life Audio-Animatronics figure, is conducting a "Symphony of the Seas," orchestrating the ocean waves and movement of marine life, when he is interrupted by the approach of a ghost ship, symbolizing Man. The sea god angrily confronts the vessel. Why should Mankind continue to share in the oceans' bounties?, he demands, as his serpent spouts water on a set depicting industrial pollution. But when a vision of "Seabase Alpha" appears, Poseidon's rage is replaced by optimism. Man can learn to work in harmony with nature.

With Mankind so challenged, Poseidon raises his trident, parting the water stage upon which he stands, to allow our guests to "enter" the ocean and experience it from nature's viewpoint, unbounded by normal-size relationships. Theatrical lighting, special effects and projections create an illusion of being underwater. It is as if guests were inside air bubbles swept along by ocean currents.

To begin this "Man in the Seas" adventure, guests board four-passenger bubble-shaped vehicles. Poseidon narrates this "underwater" excursion, beginning with a description of a shallow, sunlit seascape that lies dead ahead. Here is the birthplace of many life forms, he explains, perhaps even "the cradle of life" itself.

Survival!

*Mixtures
of real and
unreal*

*Act
One!*

*Man's
eventual
understanding
that The Sea
is not a God.*

*Man and
His Survival*

-2-

*Technically exciting but concept!
purpose!*

The bubble-vehicles glide into the shade of the "Giant Kelp Forest," a sheltered environment for an abundance of sea life. Guests will cruise effortlessly beneath a kelp canopy and observe life forms ranging from the one-celled and embryonic to tiny fish that glisten when they turn in sunlight.

The interdependence of ocean dwellers is discussed next, as guests observe the progression (symbiosis) of the marine food chain. Microscopic organisms and small creatures cower among the vegetation, while larger, bolder fish loom out at guests. One hefty predator even threatens to snatch a passenger from his vehicle and make him part of the food chain!

Descending still further into the brine, the vehicles settle onto the Continental Shelf. While the vehicles slowly rotate, guests take in a spectacular panorama of the most accessible and bountiful region of the seas. Manganese nodules are strewn on the flat ocean bottom, awaiting the arrival of the "undersea prospector." Schools of harvestable fish pass in review.

But this restive scene doesn't remain so for long. A ponderous pod of whales narrowly misses upsetting the bubble-vehicles and the resultant turbidity current plunges our guests "miles" down into a submarine canyon. Explosions of bubbles pound in the seafarers' ears, cold air blasts chill them, and the pitching and trembling of their vehicles keeps them guessing about their fate.

The guests approach Man's last great frontier. Familiar sea dwellers rise rapidly above the bubble-vehicles as they sink to the "Abyssal Plain." These extreme depths have barely been glimpsed by Man. Here, fish glow in a world without sun. Other flashes of colored light amid shadowy rock outcroppings suggest the possibility of even more unusual creatures. The quaking bubble-vehicles also signify the presence of intense geological activity. The narrator explains that it will be up to future seafarers to solve the mysteries of this region, which covers nearly two-thirds of the planet's surface.

But for the time being the visitors must deal with a wrathful Poseidon. He is furious with Man's mistreatment of the seas and he whips up a violent squall.

Guests are caught in upwelling that rockets them toward the oceans' surface, where lightning slashes across the water and a hurricane rages.

Vehicles pass by and through sunken vessels and other remnants of ancient and modern times. Scavenger fish pick at these carcasses, bearing silent witness to Man's ill-fated ventures.

when? which?

Twisting from side-to-side, the vehicles continue their ascent and the guests are presented with an even more ominous vision--the misuse of the seas by Man. Sharks cruise through a distorted, twisted mash of cars and pipes. Effluent oozes across the scene and the sound is like the howlings from a graveyard or the groans from a nightmare. This entire scene is a visual expression of Poseidon's challenge: If Man abuses the seas, He will be denied their bounties.

Now caught up in a powerful whirlpool of water, the guests' vehicles seemingly spin out of control.

Emerging from this maelstrom into a beautiful coral reef, guests see the ocean at its best. Here, an abundance of sea life coexists in harmony and interdependence, undisturbed by Man. Multi-colored fish, sea fans and orange-yellow basket sponges live symbiotically against a backdrop of coral outcroppings nestled in the white sand of the ocean floor.

As guests leave Poseidon's world, they are again presented with the sea god's challenge--learn from these examples to coexist with the seas and Man can enjoy a bright future. A diver and school of porpoises working together punctuate the idea.

From here through the remainder of the pavilion, our guests' frame of reference is that of Man and they are again governed by physical laws and normal size relationships. Their vehicles enter a real Undersea Environment inside a sealed transparent tube, and finally dock at Seabase Alpha, a functioning research lab.

FUTURE!

The Undersea Environment contains actual marine life, stretches approximately 200 feet across and holds about 2 million gallons of water. A scenic painting creates an illusion of endless vistas behind the sea animals and plants. Here, the narration is picked up by Man.

Guests depart their bubble-vehicles at the mezzanine level of Seabase Alpha and step onto a circular moving sidewalk. Here, they begin their tour of the underwater research lab, which is a tri-level circular structure with a panoramic view into the Undersea Environment.

At Seabase Alpha's hub on the mezzanine level, narration describes the various projects being conducted both inside the facility and outside in the Undersea Environment.

By taking a moving sidewalk ramp down to Seabase Alpha's lower level, guests can visit the areas outside the computer room. Narration describes the computer's capabilities, while guests watch divers enter and exit the base through bubble tanks. These divers are conducting actual research, including behavioral studies involving marine animals in the Undersea Environment.

After leaving Seabase Alpha, guests enter major exhibit areas. Descriptions of these exhibits will be developed further as the WED Imagineers work with the sponsors of the Seas Pavilion. Here are just a few of the possibilities:

An exhibit devoted to marine resources might include jewel tanks that would permit viewing of marine species too small or fragile to be seen in the Undersea Environment. Other displays in this exhibit might take up such topics as undersea drilling, marine harvesting and the physical properties of minerals. There may also be a working demonstration of the controlled breeding of marine organisms. (The upper-level viewing area for the jewel tanks might also provide a queue area for the "Seasearch" diving bell, or for reentering Seabase Alpha at the observation level.)

In another exhibit area, guests might see displays on weather monitoring and the role of the seas in weather formation. Later, they could experience a simulated hurricane on the deck of the "Questor," a recreation of the foredeck of a weather ship.

SURVIVAL

The "Exploration" exhibit might present a chronological view of Man's attempts at undersea exploration. Here, the Seasearch diving bell could offer guests a slow descent into the Undersea Environment past coral outcroppings, followed by a rapid and thrilling ascent.

Another major exhibit might deal with marine recreation. Guests might view displays on ocean-related recreation activities and have opportunities to experience simulated surfboard and catamaran rides.

DISNEY WORLD