

## FINDING IMAGINATION

PRESHOW AREA features models, photos, and videos of truly imaginative new creations and inventions.



### SCENE ONE: WELCOME

PASSENGER VEHICLES each stop in front of a SCREEN. To the degree possible, passengers can only see the screen directly in front of their cars (e.g., baffles/partitions are in place, or moved into place, between each screen).

DREAMFINDER appears on the screens. Each screen shows a different DREAMFINDER: one based on the original Ron Schneider portrayal, another based on the DISNEY KINGDOMS comic book (steampunk-style), etc. All recognizably DREAMFINDER, but all different. They all speak with the exact same voice.

DREAMFINDER:

Ah! You've arrived! And I suppose you've seen some of the wonderful inventions highlighted out there in the Dreamport! They really say something about the imagination, because none of them existed before their inventor *imagined* them into the world! That's the beauty of imagination – if you can dream it, you can do it, and there are no limitations or restrictions on what you can imagine! The diversity and differences in our imaginations are what makes each of us so special, and what fills us all with the potential to create wonderful new things! Why, right now, I bet each of you is imagining a different version of what I myself look like! Which one is the real me? Well, I suppose we will have to wait and see!

SCREENS fade to black before the PASSENGER VEHICLES depart for the former "sound lab" area. This area is dimly lit with dim, colorful projected shapes slowly moving across the walls. These shapes are all vague, hinting at something but not quite revealing themselves.

## SCENE TWO: FIGMENT

DREAMFINDER (voice):

Let's get all of your imaginations working, quick as we can! I'll describe something I'm thinking of, and we'll see what your imaginations create!

Two tiny wings... eyes, big and yellow! Horns of steer... hmm, a loveable fellow! From head to toe... hmm, how about a royal purple pigment! And toss in a dash of childish delight, and what have we got?

Well? What are you imagining?

FIGMENT rises into view with an appropriate musical and sparkly lighting effects that convey the idea that he was just created.

FIGMENT:

Heeeeeeeeee!

DREAMFINDER (voice):

Why, it's a figment of your imagination!

FIGMENT:

That's me! I'm Figment, and you created me right from your own imagination!

DREAMFINDER (voice):

You know, Figment, these are some powerful imaginations! I wonder what else they might have in there!

FIGMENT:

Well, let's find out!

PASSENGER VEHICLES exit to "one little spark / of inspiration, is at the heart / of all creation" sung by FIGMENT and DREAMFINDER, and proceed into the former "sight lab" area.

### SCENE THREE: THE DREAMALYZER

The room is dimly lit – as dark as possible without making it scary. Soft, ambient wash lighting only. The PASSENGER VEHICLES come to a stop around a circular STAGE, and the lights come up revealing it to be a stark, white cylinder stretching from floor to ceiling. As the PASSENGER VEHICLES are entering, DREAMFINDER offers an introduction:

DREAMFINDER (voice):

This is my Dreamalyzer! It's designed to collect some of the dreams, ideas, and figments running around inside your mind and bring them, briefly, to life. Shall we begin? Go ahead and start imagining a familiar friend that you'd like to see, right now!

This is a signature part of the attraction. The idea is that DREAMFINDER and FIGMENT will "collect" ideas from people's minds, shouting them aloud, and building some creation on-the-fly. Bright pinpoint spots "hit" each PASSENGER VEHICLE in turn, as if the spots are "extracting" an idea from someone in that vehicle. This all happens very rapidly. There should be several different possible programs, randomly selected. As the duo "grabs" dreams from people, projections on the white cylinder (which may just be a cloth curtain or a white scrim in a cylinder shape) will support whatever they've yelled out. So, if they "yell out," "Blue!" the cylinder will briefly feature an explosion of blue sparks. When they're done, the cylinder rises rapidly to the ceiling (or collapses if needed), and a fully dimensional result is revealed. The trick will be finding ways to have multiple different "fully dimensional results." As an example:

DREAMFINDER: Blue!

FIGMENT: Oh, I got furry!

DREAMFINDER: I hear laughter!

FIGMENT: Did someone think "kitty cat?"

DREAMFINDER: I'm getting horns, like on a bull!

FIGMENT: What's it all add up to, Dreamfinder?

DREAMFINDER: Well, it's certainly an imaginative-looking fellow!

[Cylinder rises to reveal Mike Sculley from Monsters, Inc. Projection mapping lets him wink an eye, as he says, "hey, Boo!"]

Or:

DREAMFINDER: Tall!

FIGMENT: Someone's thinking about something beautiful!

DREAMFINDER: Yes, beautiful but cold, too!

FIGMENT: Ooo, like snow in the wintertime!

DREAMFINDER: And magic, that's always from the imagination!

FIGMENT: Who is it, Dreamfinder?

DREAMFINDER: She's pretty recognizable!

[Cylinder rises to reveal Elsa, with a few notes from "Let it Go." Projection mapping lets her smile and say, "do you want to build a snowman?"]

It may be possible to do something clever with a turntable, with different characters mounted to the outer edge, rotating into position when there are no PASSENGER VEHICLES in this area at the moment.

PASSENGER VEHICLES exit into the former "smell lab" area.

## SCENE FOUR: INSPIRATION BATTERY

PASSENGER VEHICLES enter an area that looks like some kind of steampunk battery facility. Looking for a long of bronze, pipes and knobs, analog gauges, and puffs of steam. Really going all-in on the detail.

DREAMFINDER (voice):

This is one of my newest inventions: the inspiration battery! Sometimes when your imagination gets a little tired, inspiration can charge it back up again! A long walk, a hot cup of tea, or even some quiet time can help charge your imagination – or you can plug into my inspiration battery!

FIGMENT (voice):

Let's do it, Dreamfinder!

DREAMFINDER:

Okay everyone, close your eyes!

The lights go almost all the way down, and a deep bass rumble pervades the room.

DREAMFINDER:

Activate!

A cacophony of sounds explodes – overlapping, but each distinct enough to leave an impression. These come from a dozen or more speakers, each one emitting a different sequence of sounds, so that the experience is different depending on where you're sitting. Different smells hit each PASSENGER VEHICLE, while a variety of colored strobes go off all over the room. This lasts for only a few seconds, and then the lights slowly fade up.

FIGMENT:

Wow! I sure feel charged up now!

DREAMFINDER:

To be honest, it makes me a little woozy sometimes, but it sure does get the imagination going. And we should probably be moving on, too.

PASSENGER vehicles exit to the former "transition area."

## SCENE FIVE: IDEA STORAGE

This takes place in the area formerly showing the "sleep lab" and "laugh lab" doors, down to the "touch and taste lab" door. Figment is already waiting on the "loading dock." The area is decorated as an industrial warehouse, full of containers for different kinds of ideas: VEHICLES, COLORS, FUN GAMES, etc. Pipes carry brilliantly colored "sparks" from the ceiling into each container. Conceptually, this is where the old DREAM MACHINE'S "idea bag" is unloaded.

DREAMFINDER (voice):

This is where I store all of the dreams, ideas, and figments that I've collected over the years. Whenever I feel the need to create, I can dip into these ideas and I'm ready to go!

FIGMENT:

But Dreamfinder, what do you do if you don't have this much room just to store ideas?

DREAMFINDER:

Why, Figment, ideas don't have to take up any space at all! Of course, you can always write them down, or share them with a friend, if you want to remember them later!

FIGMENT:

But what happens if you forget an idea? Does it just go away?

DREAMFINDER:

No, good ideas never truly go away. Our imaginations can always find them again! Sometimes, it just takes a little nudge to jog your imagination memory. Look, I'll show you...

FIGMENT:

Oh, boy!

PASSENGER VEHICLES exit to former "Figment's House" area.

## SCENE SIX: FIGMENTS OF IMAGINATION

PASSENGER VEHICLES move steadily through this area. It's dimly lit, but as DREAMFINDER and FIGMENT speak, various props light up brilliantly. Think less black light and more brighter-than-reality, perhaps enhanced with digitally mapped projections to create effects and minor illusions of motion. Fans, sounds, scents, and other practical effects enhance other suggestions made by the duo. The idea is to keep these very brief, but dimensional, surrounding, and immersive.

DREAMFINDER:

Almost anything can generate a wonderful new idea in your imagination! A sight, a scent, a sound, a feeling—anything! And that can let you revisit an idea from long, long ago.

FIGMENT:

Like the sensation of flying!

DREAMFINDER:

Or sailing in space!

FIGMENT:

Or what the color orange smells like!

DREAMFINDER:

Or what it's like to ride a seahorse!

FIGMENT:

Or what it feels like to be a tree! Oh, Dreamfinder, imagining sure is fun!

DREAMFINDER:

Okay Figment, I think they're ready for our last big trick!

FINDER:

You mean...?

DREAMFINDER:

That's right! On to the Imaginarium!!

PASSENGER VEHICLES pass through a scintillating series of rainbow arcs (former "Figment footprints") and emerge into the former "finale" area.

## SCENE SEVEN: THE IMAGINARIUM

PASSENGER VEHICLES come to a stop in front of the former "computer banks," now re-implemented as an edge-to-edge digital screen. FIGMENT flies in on the screen, and flies back and forth as he speaks.

FIGMENT:

The Imaginarium is the best!

DREAMFINDER (voice):

That's right Figment! Now, folks, all you have to do is concentrate your imaginations. Imagine colors! Shapes! And more!

As DREAMFINDER speaks, sparks of color and flying shapes whisk across the screen, inspiring Guests.

DREAMFINDER (voice):

Now, hold your hands out in front of you, and *push* your imagination into the world! Let the Imaginarium capture it and... oh! Oh, Figment, they're doing it! It's happening!

An orchestral note builds as DREAMFINDER speaks, until it crescendos, and with a blast of air and strobe lights, the FINALE is revealed by the screen dropping down. It consists of dimensional, fantastic shapes – a 3D "splurge" of paint, a "swoosh" of light, and so on, all interleaved and overlapping. Practically, these are all white. Mapped projections are used to bring moving color and light effects into them, which are slightly different each time through. And in the center of it all is an animatronic Figment, leading a chorus of "Just One Spark." He is supported vocally by a scattered group of stylized Figments, done in the "Small World" doll style, each featuring simple mechanical movement.

DREAMFINDER:

Amazing!

PASSENGER VEHICLES move into the EXIT TUNNEL. Most of the overhead is a digital screen, with FIGMENT flying around. DREAMFINDER appears in the cockpit of the DREAM MACHINE, his physical appearance randomly selected from one of the ones originally shown in SCENE ONE.

DREAMFINDER:

Figment and I are so glad you joined us for this little journey into your imagination! We hope you'll stick around in the Dreamport for a while longer and play some of the imaginative games that we've created for you!

Oh, and case you were still wondering – this is the real me! At least, until I imagine myself as something else! (laughs)

FIGMENT:

Goodbye everybody! Come again real soon!

DREAMFINDER:

Goodbye!

PASSENGER VEHICLES continue into unload area and Guests exit to the DREAMPORT.

## **POST-SHOW: THE DREAMPORT**

This new area continues certain interactive elements, but focuses on *creativity*. Most attractions are designed to create some kind of take-home result, such as a photo, video, or other electronic element that, via Magic Band, can be transferred to the Guest's PhotoPass account, shared on social media, etc.

MUSIC MAKER: A revamp of the most-recent "wave your hands to create a song," but with more framework. Buttons select a basic percussion beat, and you wave your arms to create a melody. There's a timer, after which the audio/video is sent as a video to your PhotoPass account. Creative, but not as open-ended as the previous experience (e.g., helps keep people moving).

SELFIE MAKER: Kind of an enhanced photo booth situation, where Disney characters "photo bomb" the people making a "selfie" of themselves. Links to PhotoPass via Magic Band.

CUBE MAKER: Similar to the free-play stations at the LEGO Store in Disney Springs, but somewhat less open-ended. The stations are smaller, and when you push a Start button, a collection of blocks (which do not interlock – this is key) drops into the Build Area. You have a set amount of time to stack and build your blocks before the floor of the Build Area opens, dropping the blocks into a collection bin. A video is captured (and linked via Magic Band) of what you're building. An overhead video screen might offer suggestions for what to build – simple structures.

FACE MAKER: Kind of an oversized photo station that uses face filters similar to those available in some phone apps. They're all of the "facial distortion" nature, and you're given several controls to manipulate vertical stretch, horizontal, "simulated age," and so on. Runs on a timer, photo linked to PhotoPass via Magic Band.

MICKEY MAKER: (or Figment maker). Vaguely similar to Sid's Build-a-Toy from Disney Quest. Guests use a screen to build a custom Mickey or Figment plush, selecting various seasonal costumes (shirts, shoes, hats, etc; special editions are sure to be a hit). They can purchase the final assembled version.

3D MAKER: Guests use a computer station to select a Disney character, a plastic color, etc (perhaps options to attach a keychain or clothing clip). An on-stage 3-D printer builds the character in real-time after purchase.