

Attraction:	Limina	Date:	10/27/19
Location/Area:	SCAD Attraction Concept	Revision:	2.00

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Scene/Area:	S.1 Entry
Description:	Summery:
	Limina is a fantastical dark ride that transports guests into a world they never knew existed. Guests accidentally find themselves in a World Between Worlds. Instead of going to the Planetarium show Limina, they agree to sail off on a perilous journey to help a young girl Eleanor find her missing father. This attraction immerses guests in its heartwarming epic adventure while simultaneously integrating new ride system modifications to the robotic coaster featured in Universal Studios Forbidden Journey attraction. Limina will keep guests on the edge of their seats as they sail through this surreal dimension.
	Guest Narrative:
	People have come from all around the world to the National Science Museum to see the new exhibition and planetarium show, <i>Limina</i> . Dedicated to the remarkable research collected from the Vergere Space Agency, this show dives into the breakthrough findings in intergalactic travel and the possible existence of life outside of earth. Upon entering the planetarium show, real world science is left at the threshold, for they have unknowingly stepped into a void that leads to the World Between Worlds. A place where explorers sail among the stars through illuminated portals that connect the multiverse. Leading the adventure is Eleanor, a plucky youngster who has reached out to these guests from Earth in hopes that they will help her rescue her missing father.
	Setup:

	We have arrived at the Science Center to see the special planetarium exhibition 'Limina'. The science center has generous amounts of signage promoting show on the lampposts that line the pathway to the entrance of the museum. Even two enormous banners hang from the façade, flanking the museum's name. When we enter the lobby, we pass by ticketing booths and are greeted by friendly staff who direct those of us with reservation tickets on the left and allowing non-ticketed guests to pass on the right. Guests who have reserved showtimes for <i>Limina</i> are considered fast pass and those who would like to explore the science center before seeing the show are considered standby.	
Ride System Requirements:	Type: Customized powered multi-axis tracked ride system with on-board AV systems	
	Conveyance:	1 vehicle; each vehicle has 3 row, 4 seats per row.
	Vehicle Capacity:	12
	THRC:	1200 PPH
	Dispatch Interval: 36 sec Track Length: 787.5 Linear Feet	
	Potential Manufacturer(s):	CAVU
Facility/Interface Requirements:	Show building entrance with two sets of doors. One for fast pass and one for standby. Overflow Standby Queue with Removable Stanchions Exit Doors Structural Interface for Marquee- mounted on façade Queue Rails Primed and painted facility walls	
Landscaping/Hardscape:	Planetarium facade	
Animated Figures (FA):	None	
Artificial Foliage (AF):	None	

Animated Props (AP):	None
Audio Hardware (AH):	BGM Hardware
Audio Software (AFX):	BGM Software
Graphics & Signage (GFX):	Misc. Operational Signage Main Marquee Banners Ride Warning Signage Wait time sign Streetlight Banners Height Check FastPass and Standby Signage
Media Software (VFX):	None
Mockups:	None
Projection Equipment (VHX):	None
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	None
Show Lighting (SL):	Marquee Lighting Area Lighting Queue Lighting
Show Props & Dressings (SPAD):	Misc. Props and Dressings.
Show Sets (SS):	Ticketing Booth
Special Effects (FX):	None



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Scene/Area:	S2: Queue
Description:	We enter a grand room with a large curved ramp in the center that frames a planetary installation made of gleaming gold and ethereally glowing glass. Before going up the ramp, we wind through queue that is lined with interactive space themed exhibits. While FastPass guests take a path around the outer edge of the room and not up to the second floor, they are still able to enjoy one of the special exhibitions on the lower level. Some areas of the lower level queue are sectioned off into special exhibits. When we make our way up the ramp to the second level, we get to examine the installation in a whole new way, the colors inside swirling as if each sphere is a planet that holds its own endless galaxy.
	Upstairs, there is another exhibit that is sharing with us the new scientific theory of intergalactic travel and the existence of life outside of earth. The walls are lined with organically shaped fixtures that have interactive screens embedded in them. The interactive elements change as we go around the room and share the story of how this theory was developed.
	We then return to the first floor by coming down the second curved ramp, now with a fresh perspective on the planetary installation and how it is a visual representation of the untapped knowledge of interplanetary travel. We engage with one final exhibit about asteroids, what they are made of and their potential threat to our planet. When leaving the exhibition space, we are directed down a hallway lined with imagery of astronauts and other phenomenal individuals who have been of great influence on space exploration. At the end of the hall we gather in anticipation

	outside of the planetarium theater doors. (FastPass guests go to Pre-Show #1 with ADA and a small number of Standby guests, Pre-Show #2 will be all Standby guests)
Facility/Interface Requirements:	Queue Rails Primed and painted facility walls
Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	None
Artificial Foliage (AF):	None
Audio Hardware (AH):	BGM Hardware
Audio Software (AFX):	BGM Software
Graphics & Signage (GFX):	Misc. Operational Signs Misc. Exhibit Signs Misc. Show Graphics Posters and images for walls in hallway to pre-show
Media Software (PS):	Misc. Projection Media Interactive Video Software
Mockups:	None
Projection Equipment (VHX):	Projection System Interactive Video System
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Interactive Queue Elements
Show Lighting (SL):	Queue lighting Exhibit Lighting
Show Props & Dressings (SPAD):	None
Show Sets (SS):	Glass Planet Installation Interactive Games

	Science Exhibits
Special Effects (FX):	Interior Lighting FX on Planet Installation



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Scene/Area:		
	S3: Pre-show & Portal Tunnel	
<u>Description:</u>	When the doors open, we all cluster together towards the center of the domed theater. The screen emits a warm incandescent glow, allowing just enough light so that we can see where we are going. Once all the guests for this showing are in the room, an attendant tells us to stand away from the walls to have optimum viewing and to enjoy the wonders of space with this special presentation of 'Limina'. The attendant leaves the room and closes the door and the screen quickly fades to black. Almost immediately a Hologram of a young plucky looking girl appears out of a vibrant, organically shaped portal. At first we think that this is the start of the show, but the portal that the strange girl is coming out of astonishingly appears to be going straight though the theater wallThe walls also have started to morph and expand into bulbous semi-solid forms.	
	Eleanor's Dialogue:	
	"Great! They're gone!	
	Okay, I'm going to need you to stay calm You're no longer on EarthYou're in a void I have opened that will lead to the World between Worlds (stops mid thought)	
	Why are you all just staring at me??	
	It's true! Earth is just one planet in the galaxy and there is so much more beyond that. It's my family's job to explore and learn about all of the worlds and ancient civilizations that haven't been discovered.	

(shows off pendant) We use these Eternal Compasses to guide us and cross through portals."

The bizarrely swelling forms have been steadily changing from their original dark state to shifting shades that resemble a nebula.

"My father was on a mission a few years ago to the lost world of Etros. The powerful electromagnetic barrier around Etros prevents us from opening a portal directly on the planet, and passing through it is said to be impossible...and uh...my... my father never came back from that mission...

That's why I need your help. I know it's dangerous and you didn't ask to be here, but I've read all about the compassion of people on Earth and their willingness to take on extraordinary measures to help those who need it. Everyone else has given my father up for dead, so you are my last hope to bring him home.

A second portal we hadn't previously noticed makes itself known from its cushioned location between the void forms.

(portal opens as Eleanor gestures towards it) This portal leads to the base where I have stowed a couple of ships. If you are willing, just walk through and meet me there!"

We make our way over the illuminated portal threshold and are in a tunnel of light rings. When we exit the portal, we come out into the base

Facility/Interface Requirements:	Projection Screen supports Portal Supports
Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	None
Artificial Foliage (AF):	None
Audio/Video Hardware (AH):	Point Source Audio Hardware
Audio Software (AFX):	Point Source Software
Graphics & Signage (GFX):	None

Media Software (VFX):	Projection Mapping Media Software Eleanor Musion Media Software
Mockups:	Eleanor Musion/Mapping FX
Projection Equipment (VHX):	Projection Mapping System
Rockwork (RW):	None
Scenic Paint (SP):	None
Show Action Equipment (SAE):	None
Show Controls (SC):	Misc. Show Controls Pre-Show Start Doors Controls
Show Lighting (SL):	Portal Tunnel Lighting
Show Props & Dressings (SPAD):	None
Show Sets (SS):	Portal & Tunnel
Special Effects (FX):	Musion FX Portal Door FX Bulbous Form Inflation for Wall Transformation

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Scene/Area:		S4: Load- Hangar		
Description:		At first there isn't much to see besides a single path lined with haphazardly stacked cargo boxes and shipments of strange unidentifiable merchant wares. As we round the corner, the cargo boxes aren't piled as high and pass through a doorway and see the full hangar and the massive doors that lead to the rest of the base. We still have a bit of path ahead of us, but now we can see Eleanor's ship. The hangar is old and open. There are some miscellaneous tools and unsorted boxes, but most of the room is taken up by Eleanor's ships. Her ships are simple and wooden, but are embellished with gold detailing on the bow and mysterious patterning along the sides. We board the ship, buckle in and start to slowly disembark out of the hangar and out into the main port area. We hear Eleanor tell us that she is stationed behind us at the helm of the ship but we will be able to see her from time to time on our viewing ports located on the back of the seat in front of us.		
Facility/Interface Re	equirements:	Loading Gates Dual Loading Platform Walkway to platform		
Landscaping/Hardscape:		None		
Animated Figures (F	FA): None			
Animated Props (AP	r):	None		

Date:

Artificial foliage (AF):	None
Audio/Video Hardware (AH):	BGM Hardware Operator P/A System Onboard Ride Vehicle Speaker System
Audio Software (AFX):	BGM Software Base P/A Track (pre-recorded spiels) Point Source Audio Software
Graphics & Signage (GFX):	Loading Numbers Operational Graphics Misc. Show Graphics
Media Software (VFX):	Projection Mapping Media Software
Mockups:	None
Projection Equipment (VHX):	Projection Mapping System
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Audio Control Lighting Control
Show Lighting (SL):	Queue Lighting Load/Unload Façade and Signage Lighting
Show Props & Dressings (SPAD):	Misc. Props and Dressings
Show Sets (SS):	Station Interior Hangar Doors
Special Effects (FX):	None



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Scene/Area:	S5: Base Escape
Description:	Our ship makes its way cautiously forward out into the open air base. We see ships docked in various hangars, but the coast is clear.
	As we turn to make our way to the exit portal, we realize too late that we have been spotted by an officer's ship above us that is out patrolling the base! The alarms start going off and Eleanor yells to us to hang on because she's going to go full speed towards the massive portal that is now furiously radiating red light. As we shoot towards the exit, the portal starts to close in on us, but we miraculously make it through. In the portal we are moving so quickly that it looks like shooting stars are streaming past us.
Facility/Interface Requirements:	None
Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	None
Artificial Foliage (AF):	None
Audio Hardware (AH):	Point Source Audio Hardware

Audio Software (AFX):	Onboard Audio Software Point Source Audio Software	
Graphics & Signage (GFX):	Misc. Show Signage Exit Portal Sign	
Media Software (VFX):	Projection Software	
Mockups:	None	
Projection Equipment (VHX):	Projection System Jump Sequence Projector System Domed Projection Screen	
Rockwork (RW):	None	
Scenic Paint (SP):	Character Paint	
Show Action Equipment (SAE):	Portal Close SAE	
Show Controls (SC):	Exit Portal Controls Audio Control Projection Control Jump Sequence Trigger Lighting Control	
Show Lighting (SL):	Red Strobe Lights	
Show Props & Dressings (SPAD):	Misc. Props and Dressings	
Show Sets (SS):	Exit Portal	
Special Effects (FX):	None	



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Scene/Area:	S6: World Between Worlds
	56: World Between Worlds
Description:	The ship pops out of the portal and around us is the World between Worlds. It looks like a galactic highway with portals surrounding the ship and going as far as the eye can see. As we sail through, Eleanor tells us that we have made it past the first obstacle and now that she is sure no one is following, she can calibrate her Eternal compass and guide us to Etros. We can see inside some of the portals that are closest to us. One has a school of strange looking fish leaving and swimming into a nearby portal. As they swim overhead we smell salty seawater we get splashed as we sail by. Another portal we pass shows a quaint little village and is emitting sweet smelling fumes. Eleanor steers the ship around it and tells us that this is no time to be tempted by the Isle of Sweets!
	We maneuver around a few more portals when we hear Eleanor exclaim that "It's ready! My Eternal Compass is calibrated, and we are ready to blast through the RTP right into Etros' barrier! Oh, right RTP are those weird milky white portals you see every so often. They are called Rapid Transit portals, RTP for short Hey look! I see one ahead!" It is rippling and glowing with a soft translucent light. Before we can reach it, all the sudden out of one of the portals to our left the head of a dragon emerges! Its claws grip the sides of the portal as it tries to escape and it angrily shoots flames right at us! Eleanor skillfully avoids the flames and navigates us out of danger and into the Rapid Transit portal. We experience a thrilling hyper speed jump similar to our first.

Facility/Interface Requirements:	Anchor Points to suspend multiplane portals where needed Fire Hood/Ventilation Screens structural support	
Landscaping/Hardscape:	None	
Animated Figures (FA):	Dragon	
Animated Props (AP):	None	
Artificial Foliage (AF):	Sea Foliage	
Audio Hardware (AH):	Point Source Hardware	
Audio Software (AFX):	Point Source Audio Software Onboard Audio Software Dragon Roar Software	
Graphics & Signage (GFX):	None	
Media Software (VFX):	Projection Mapping Software	
Mockups:	None	
Projection Equipment (VHX):	Projection Mapping System Multiplane OLED System	
Rockwork (RW):	None	
Scenic Paint (SP):	Character Paint	
Show Action Equipment (SAE):	None	
Show Controls (SC):	Audio Control Projection Control Lighting Control Animated Figure Control Fire Trigger	
Show Lighting (SL):	Show Lighting	

Show Props & Dressings (SPAD):	Misc. Portal Props and Dressings
Show Sets (SS):	Portal Openings Multiplane Portals
Special Effects (FX):	Multiplane Portals FX Water Spray FX Sweet Smell FX Dragon Breathing Fire FX



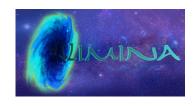
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Scene/Area:	S7: Asteroid Field			
Description:	electromagnetic bar sensors, meaning th barrier. The asteroid swoop, swerve and z dense and ominous, closer, making a coll broken ships from painto each other in the of debris toward our We have nearly made Eleanor shouts with jasteroid grazes the b control. We feel the iare in full distress mosystem boot into gea	We emerge in the middle of the asteroid field. The electromagnetic barrier has temporarily disarmed the ship's sensors, meaning that Eleanor must sail blindly through the barrier. The asteroids rotate and fling particles at the ship as we swoop, swerve and zip past them. Our path becomes increasingly dense and ominous, each time Eleanor's dodges cut it closer and closer, making a collision seem unavoidable. We see chunks of broken ships from past explorers amongst the debris. Some crash into each other in the distance, unexpectedly sending huge chunks of debris toward our path. We have nearly made it and can now see the portal to Etros. Eleanor shouts with joy. In her moment of distraction, an asteroid grazes the backside of the ship and sends it out of control. We feel the impact from the asteroid rattle the ship and are in full distress mode when we hear the emergency control system boot into gear. Fate is in Eleanor's favor because the collision jolted the ship enough to hit the perfect trajectory to		
Facility/Interface Requirements:	· ·	Anchor points for screens used during Jump Sequence. Anchor points for smaller hanging asteroids/broken ships.		
Landscaping/Hardscap	e: None			
Animated Figures (FA)	: None			

Animated Props (AP):	Asteroids Ship Wreckage
Artificial Foliage (AF):	None
Audio Hardware (AH):	None
Audio Software (AFX):	Onboard Audio Software
Graphics & Signage (GFX):	None
Media Software (VFX):	Projection Mapping Media Software
Mockups:	None
Projection Equipment (VHX):	Projection Mapping System Jump Sequence Projector System Domed Projection Screen
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	Asteroid SAE
Show Controls (SC):	Projection Control Asteroid Movement Triggers Jump Sequence Trigger
Show Lighting (SL):	None
Show Props & Dressings (SPAD):	None
Show Sets (SS):	Large Asteroids
Special Effects (FX):	None



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Scene/Area:		S8: Etros Lagoon			
Description:		rock, spinning around We careen towards th	as so much speed coming into Etros that we skip like a ning around across a lagoon in the middle of the jungle. In towards the mouth of a giant cave. Remnants of a ship purs is stuck where it crashed in the rocks.		
Facility/Interface Requirements:	• •		Screens structural support		
Landscaping/Hardsc	ape:	None			
Animated Figures (F	A):	None			
Animated Props (AP):	None			
Artificial Foliage (AF):		Jungle Foliage			
Audio Hardware (AH	I):	Point Source Audio	Point Source Audio		
Audio Software (AFX):		Onboard Audio Software Point Source Audio Software			
Graphics & Signage (GFX):		None			
Media Software (VFX): Projection Ma		Projection Mapping N	леdia Software		

Mockups:	None
Projection Equipment (VHX):	Projection Mapping System Jump Sequence Projector System Domed Projection Screen
Rockwork (RW):	Cave Opening Ruins in Lagoon
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Water Spray Control Audio Control Projection Control Jump Sequence Trigger Lighting Control
Show Lighting (SL):	Show Lighting
Show Props & Dressings (SPAD):	Misc. Props and Dressings
Show Sets (SS):	Dad's Crashed Ship
Special Effects (FX):	Water Sprays FX



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Scene/Area:	S9: Etros Cave
<u>Description:</u>	When in the cave, Eleanor tries to regain control of the ship and must avoid crashing into the stalactites above and the shallow water below. It is difficult to see anything because there are only small amounts of light peeking from cracks in the ceiling and emitting from the pools of water on the cave floor. She struggles at first, but manages to get control moments before a stalactite would've plunged itself right into the center of the ship. After the scare, we slowly make our way to the end of the cave and into a cavern.
Facility/Interface Requirements:	None
Landscaping/Hardscape:	None
Animated Figures (FA):	None
Animated Props (AP):	None
Artificial Foliage (AF):	Jungle Foliage
Audio Hardware (AH):	Point Source Audio
Audio Software (AFX):	Onboard Audio Software Point Source Audio Software

Graphics & Signage (GFX):	None
Media Software (VFX):	None
Mockups:	Final Stalactite
Projection Equipment (VHX):	None
Rockwork (RW):	Cave Walls Tiered pools Stalactites and Stalagmites
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Lighting Control
Show Lighting (SL):	Show Lighting
Show Props & Dressings (SPAD):	None
Show Sets (SS):	Signs of Ancient Civilization
Special Effects (FX):	None

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Location/Area:	SCAD Attraction Concept	Revision:	2.00
Scene/Area:	S10: Cavern		
Description:	We can see ancient s	tone sculptures car	the center of the ceiling. wed into the walls of the e see Eleanor's father. He
	Father: "Oh Elle	e-Bellee! My sweet g	girl!"
	pulls around to mee docks the ship and w	t him. We lurch for e hear her clumsily ther and embrace	the sculpture as the ship rward as Eleanor hastily disembark. Then we see him. He holds her tight, 's length.
		ould've been killed ow people of Earth	d!! And who are these can't be here!"
	needed a crew o	and Earthlings are function in the second second in the second second in the second in	es) "Yeah, I know but I ill of such empathy! They elp me and I just couldn't
	Father: (hugs El really are my kid		hs and then laughs) "You
	research and m	eet you back on th	e home. I'll gather my e ship. There is another ternal Compass to guide

creature."

Date:

us through it. I do believe mine is lost at the bottom of that darn lagoon... probably in the belly of some dreadful

	(Eleanor runs under the ship and noisily climbs back on board while we see Eleanor's dad walk off to get his things. We lose sight of Eleanor's father as the ship is moved into position under the portal)		
	Father: Alright kiddo! Drop the rope! I'm coming up! (Ship rattles as her dad climbs on board)		
	We are turned now facing the newly opened portal where the skylight was. Eleanor's dad tells us to brace ourselves as we blast off through the magnificent portal.		
Facility/Interface Requirements:	Anchor points for screens Anchor points for screens used during Jump Sequence		
Landscaping/Hardscape:	None		
Animated Figures (FA):	None		
Animated Props (AP):	None		
Artificial Foliage (AF):	Jungle Foliage		
Audio Hardware (AH):	Point Source Audio Hardware		
Audio Software (AFX):	Onboard Audio Software Point Source Audio Software		
Graphics & Signage (GFX):	None		
Media Software (VFX):	Projection Mapping Media Software		
Mockups:	None		
Projection Equipment (VHX):	Projection System Jump Sequence Projector System Domed Projection Screen		
Rockwork (RW):	Cavern Walls Ruins of lost civilization		
Scenic Paint (SP):	Character Paint		

Show Action Equipment (SAE):	None
Show Controls (SC):	Projection Control Audio Control Lighting Control Jump Sequence Trigger
Show Lighting (SL):	Show Lighting
Show Props & Dressings (SPAD):	Campsite Props & Dressings
Show Sets (SS):	Dad's Campsite
Special Effects (FX):	None

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Audio/Video Hardware (AH):



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Scene/Area:		S11: Unload- Han		
Description:		make our way into We disembark and to the final portal Father shouting t	o the hangar where d begin to walk and to our world. We h hank you and thei	e base and we slowly e our journey began. I make our way back lear Eleanor and her r goodbyes, looking u from a window on
Facility/Interface Re	quirements:	Unload platform v Path to giftshop	with two unloading	zones in-line
Landscaping/Hardsc	ape:	None		
Animated Figures (F	A):	None		
Animated Props (AP):	None		
Artificial Foliage (AF):	None		

BGM Hardware

Audio Software (AFX):	BGM Software Onboard Audio Software
Graphics & Signage (GFX):	Operational Graphics Misc. Show Graphics
Media Software (VFX):	Projection Mapping Media Software
Mockups:	None
Projection Equipment (VHX):	OLED Screen System
Rockwork (RW):	None
Scenic Paint (SP):	Character Paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Audio Control Projection Control
Show Lighting (SL):	Unload Lighting Exit Path Lighting
Show Props & Dressings (SPAD):	Misc. Props and Dressings
Show Sets (SS):	None
Special Effects (FX):	None



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Scene/Area:		S:12 Exit/Gift Shop		
Description:		We walk through the the start and are led t	•	ne same way that we did at t shop.
Facility/Interface Requirements:		None		
Landscaping/Hardsc	ape: None			
Animated Figures (F	A): None			
Animated Props (AP): None			
Artificial Foliage (AF): None			
Audio/Video Hardw	are (AH): BGM			
Audio Software (AF)	K):): BGM software		
Graphics & Signage	GFX): Operational Graphics Misc. Show Graphics			
Media Software (VF	X): None			

Mockups:	None
Projection Equipment (VHX):	None
Rockwork (RW):	None
Scenic Paint (SP):	Character paint
Show Action Equipment (SAE):	None
Show Controls (SC):	Portal Lighting Control
Show Lighting (SL):	Shop Lighting
Show Props & Dressings (SPAD):	Misc. Props and Dressings
Show Sets (SS):	Portal to Giftshop
Special Effects (FX):	Portal Lighting FX