

# Attraction Scope Document



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

<b><u>Scene/Area:</u></b>	S.1 Entry
<b><u>Description:</u></b>	<p><b>Summery:</b></p> <p><i>Limina</i> 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 <i>Limina</i>, 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 <i>Forbidden Journey</i> attraction. <i>Limina</i> will keep guests on the edge of their seats as they sail through this surreal dimension.</p> <p><b>Guest Narrative:</b></p> <p>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.</p> <p><b>Setup:</b></p>

	<p>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.</p> <p>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.</p>	
<b>Ride System Requirements:</b>	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
<b>Facility/Interface Requirements:</b>	<p>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</p>	
<b>Landscaping/Hardscape:</b>	Planetarium facade	
<b>Animated Figures (FA):</b>	None	
<b>Artificial Foliage (AF):</b>	None	

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



	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)
<b>Facility/Interface Requirements:</b>	Queue Rails Primed and painted facility walls
<b>Landscaping/Hardscape:</b>	None
<b>Animated Figures (FA):</b>	None
<b>Animated Props (AP):</b>	None
<b>Artificial Foliage (AF):</b>	None
<b>Audio Hardware (AH):</b>	BGM Hardware
<b>Audio Software (AFX):</b>	BGM Software
<b>Graphics &amp; Signage (GFX):</b>	Misc. Operational Signs Misc. Exhibit Signs Misc. Show Graphics Posters and images for walls in hallway to pre-show
<b>Media Software (PS):</b>	Misc. Projection Media Interactive Video Software
<b>Mockups:</b>	None
<b>Projection Equipment (VHX):</b>	Projection System Interactive Video System
<b>Rockwork (RW):</b>	None
<b>Scenic Paint (SP):</b>	Character Paint
<b>Show Action Equipment (SAE):</b>	None
<b>Show Controls (SC):</b>	Interactive Queue Elements
<b>Show Lighting (SL):</b>	Queue lighting Exhibit Lighting
<b>Show Props &amp; Dressings (SPAD):</b>	None
<b>Show Sets (SS):</b>	Glass Planet Installation Interactive Games

	Science Exhibits
<b>Special Effects (FX):</b>	Interior Lighting FX on Planet Installation

# Attraction Scope Document



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

<b>Scene/Area:</b>	S3: Pre-show & Portal Tunnel
<b>Description:</b>	<p>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 through the theater wall...The walls also have started to morph and expand into bulbous semi-solid forms.</p> <p>Eleanor's Dialogue:</p> <p><i>"Great! They're gone!</i></p> <p><i>Okay, I'm going to need you to stay calm... You're no longer on Earth...You're in a void I have opened that will lead to the World between Worlds... (stops mid thought)</i></p> <p><i>Why are you all just staring at me??</i></p> <p><i>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.</i></p>

	<p><i>(shows off pendant) We use these Eternal Compasses to guide us and cross through portals."</i></p> <p>The bizarrely swelling forms have been steadily changing from their original dark state to shifting shades that resemble a nebula.</p> <p><i>"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...</i></p> <p><i>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.</i></p> <p>A second portal we hadn't previously noticed makes itself known from its cushioned location between the void forms.</p> <p><i>(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!"</i></p> <p>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.</p>
<b>Facility/Interface Requirements:</b>	Projection Screen supports Portal Supports
<b>Landscaping/Hardscape:</b>	None
<b>Animated Figures (FA):</b>	None
<b>Animated Props (AP):</b>	None
<b>Artificial Foliage (AF):</b>	None
<b>Audio/Video Hardware (AH):</b>	Point Source Audio Hardware
<b>Audio Software (AFX):</b>	Point Source Software
<b>Graphics &amp; Signage (GFX):</b>	None



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



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



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

# Attraction Scope Document

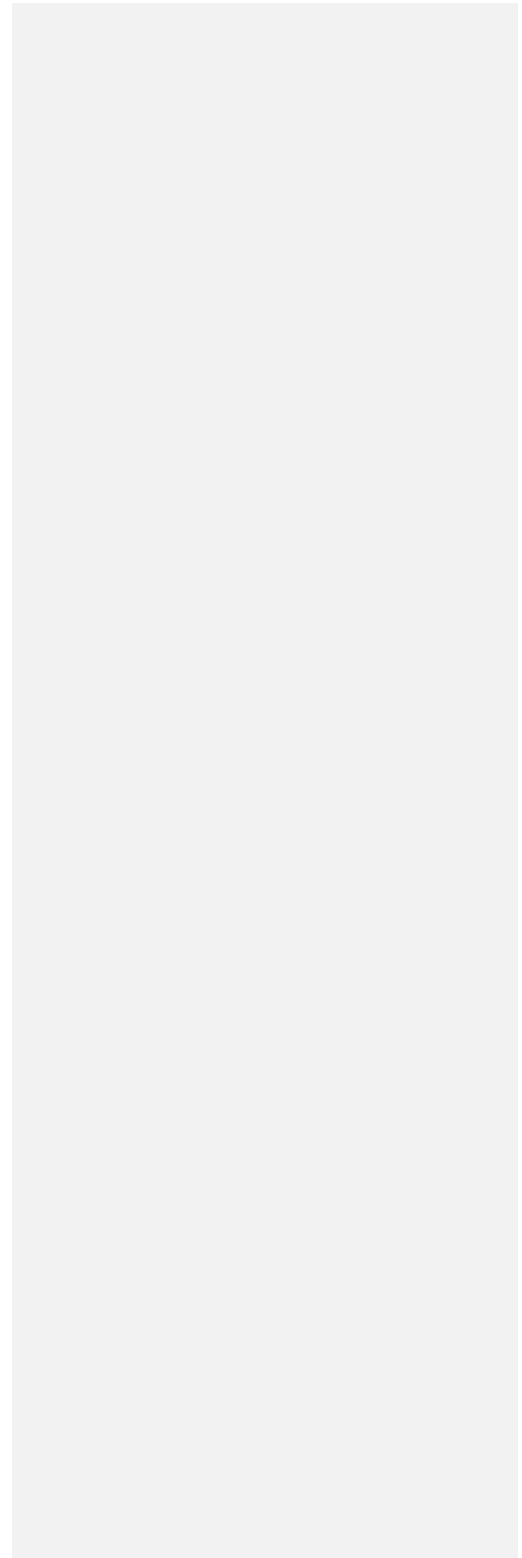


**Attraction:** Limina **Date:** 10/70/19  
**Location/Area:** SCAD Attraction Concept **Revision:** 2.00

<b>Scene/Area:</b>	S6: World Between Worlds
<b>Description:</b>	<p>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!</p> <p>We maneuver around a few more portals when we hear Eleanor exclaim that <i>"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!"</i> 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.</p> <p>We experience a thrilling hyper speed jump similar to our first.</p>

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

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





# Attraction Scope Document



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

<b>Scene/Area:</b>	S7: Asteroid Field
<b>Description:</b>	<p>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.</p> <p>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 cleanly pass through the portal.</p>
<b>Facility/Interface Requirements:</b>	Anchor points for screens used during Jump Sequence. Anchor points for smaller hanging asteroids/broken ships.
<b>Landscaping/Hardscape:</b>	None
<b>Animated Figures (FA):</b>	None

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

# Attraction Scope Document



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

<b>Scene/Area:</b>	S8: Etros Lagoon
<b>Description:</b>	The ship has so much speed coming into Etros that we skip like a rock, spinning around across a lagoon in the middle of the jungle. We careen towards the mouth of a giant cave. Remnants of a ship similar to ours is stuck where it crashed in the rocks.
<b>Facility/Interface Requirements:</b>	Screens structural support
<b>Landscaping/Hardscape:</b>	None
<b>Animated Figures (FA):</b>	None
<b>Animated Props (AP):</b>	None
<b>Artificial Foliage (AF):</b>	Jungle Foliage
<b>Audio Hardware (AH):</b>	Point Source Audio
<b>Audio Software (AFX):</b>	Onboard Audio Software Point Source Audio Software
<b>Graphics &amp; Signage (GFX):</b>	None
<b>Media Software (VFX):</b>	Projection Mapping Media Software

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

# Attraction Scope Document



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

<b>Scene/Area:</b>	S9: Etros Cave
<b>Description:</b>	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.
<b>Facility/Interface Requirements:</b>	None
<b>Landscaping/Hardscape:</b>	None
<b>Animated Figures (FA):</b>	None
<b>Animated Props (AP):</b>	None
<b>Artificial Foliage (AF):</b>	Jungle Foliage
<b>Audio Hardware (AH):</b>	Point Source Audio
<b>Audio Software (AFX):</b>	Onboard Audio Software Point Source Audio Software

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



	<p>(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)</p> <p>Father: <i>Alright kiddo! Drop the rope! I'm coming up! (Ship rattles as her dad climbs on board)</i></p> <p>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.</p>
<b>Facility/Interface Requirements:</b>	Anchor points for screens Anchor points for screens used during Jump Sequence
<b>Landscaping/Hardscape:</b>	None
<b>Animated Figures (FA):</b>	None
<b>Animated Props (AP):</b>	None
<b>Artificial Foliage (AF):</b>	Jungle Foliage
<b>Audio Hardware (AH):</b>	Point Source Audio Hardware
<b>Audio Software (AFX):</b>	Onboard Audio Software Point Source Audio Software
<b>Graphics &amp; Signage (GFX):</b>	None
<b>Media Software (VFX):</b>	Projection Mapping Media Software
<b>Mockups:</b>	None
<b>Projection Equipment (VHX):</b>	Projection System Jump Sequence Projector System Domed Projection Screen
<b>Rockwork (RW):</b>	Cavern Walls Ruins of lost civilization
<b>Scenic Paint (SP):</b>	Character Paint



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

**Commented [1]:**

**Commented [2]:** This should be in your narrative.

# Attraction Scope Document



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

<b>Scene/Area:</b>	S11: Unload- Hangar
<b>Description:</b>	<p>The portal has brought us back to the base and we slowly make our way into the hangar where our journey began.</p> <p>We disembark and begin to walk and make our way back to the final portal to our world. We hear Eleanor and her Father shouting thank you and their goodbyes, looking back you can see them waving at you from a window on the ship.</p>
<b>Facility/Interface Requirements:</b>	<p>Unload platform with two unloading zones in-line</p> <p>Path to giftshop</p>
<b>Landscaping/Hardscape:</b>	None
<b>Animated Figures (FA):</b>	None
<b>Animated Props (AP):</b>	None
<b>Artificial Foliage (AF):</b>	None
<b>Audio/Video Hardware (AH):</b>	BGM Hardware

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

# Attraction Scope Document



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

<b><u>Scene/Area:</u></b>	S:12 Exit/Gift Shop
<b><u>Description:</u></b>	We walk through the portal tunnel in the same way that we did at the start and are led to the museum gift shop.
<b><u>Facility/Interface Requirements:</u></b>	None
<b><u>Landscaping/Hardscape:</u></b>	None
<b><u>Animated Figures (FA):</u></b>	None
<b><u>Animated Props (AP):</u></b>	None
<b><u>Artificial Foliage (AF):</u></b>	None
<b><u>Audio/Video Hardware (AH):</u></b>	BGM
<b><u>Audio Software (AFX):</u></b>	BGM software
<b><u>Graphics &amp; Signage (GFX):</u></b>	Operational Graphics Misc. Show Graphics
<b><u>Media Software (VFX):</u></b>	None

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