



## RIDE TIMING & SIMULATION BREAKDOWN

### 01: Interactive Dark Ride 00:07 - 00:33

The objective was to demonstrate this interactive dark ride in the fullest capacity. The simulation was used for internal design and sight line studies as well as external client buy-off and approval. It's data was also provided to the ride vendor to be used in their timing studies. I focused on providing an accurate POV ride-through with correct timing, speed, rotation, animatronic animations and lighting. I was responsible for texturing, lighting, animation, and simulation programming. Maya was used for animation and Unity3D was used for the simulation.

### 02: Spinning Coaster 00:33 - 00:41

This simulation was used to help determine heights and placements of the scenic flats that were being designed for the show box. I was responsible for the modeling, texturing and design. With the help of our ride systems manager we used No Limits 2 Coaster Simulator to provide an accurate ride experience. It was used for internal design and sight line studies as well as external client creative approval. Maya was used for modeling and texturing and No Limits 2 was used for the simulation.

### 03: Robotic Arm Attraction 00:41 - 01:11

The objective was to demonstrate this attraction to it's fullest capacity. It was again used for internal sight line and design studies as well as external client approval. I was responsible for the modeling, texturing, and animation. I also provided the first pass of the ride simulation programming. Maya was used for modeling/animation and Unity3D was used for the simulation.

### 04: Dark Ride 01:11 - 01:24

The camera views here depict the media timing simulation. This simulation is being used to correctly time the media with the approved ride timing. Media start and end times as well as holding frames are determined through this. I work with the provided media vendor animatics to align the views of both the front and back vehicles to create the best experience possible. Maya was used for modeling and Unity3D was used for the simulation programming. Data from these is sent both to the media vendor and the ride vendor.

### 05: Mixed Media Attraction 01:24 - 01:33

This simulation is demonstrating an overall timing study. Working with the original timing diagrams I helped time out the load/unload and dispatch of the vehicles for feasibility testing.