

## 3D/4D FX Ride Film Treatment Sample

*~This 3D/4D action ride film is an example of a challenging scenario under which to write a ride film. The client wanted a fun and exciting adventure ride film with lots of action movement sequences, points of spontaneous jeopardy and 4D effects that hit very specific points related to the history of their attraction, while at the same time combining with a light edutainment overview of the geological history of the region. The nature of the subject matter precluded the standard single camera POV ride film. A story device in the form of a quirky time travel device, would allow for scene-to-scene cuts that are seamless to the audience and does not interfere with the suspension of reality and emotional journey. ~*

### **[Excerpt**

#### **Synopsis**

Led by a Geological Expert, S.P. LUNKER, (live action host/comic relief), Guests travel through time in an immersive, exciting adventure ride through the history of Geology of Colorado and the Rocky Mountain region. Guests are treated to a time warp from the "Big Bang" creation of the Planet Earth, through the evolution of geological formations of the Rocky Mountains and underground Caverns, environments, eco-systems, to the settlement of the region in the 1800's, to the beauty and majesty that the region holds today.

#### **Live Action Host Character / Comic Relief**

To add to the overall Guest interaction and experience, a live character host Geologist (attendant), synched with the on-screen Geologist character, will act as a catalyst to move the story from point to point. The acting attendant who portrays the host Geologist will also serve as Narrator when off screen.

#### **Host Character Backstory**

S.P. Lunker III is the Caverns Geology Lab's resident geological expert. He is an older, gray haired, quirky fellow; half-Caver, half-kooky Geologist. S.P. will be our Guide through the inaugural time warp through geological history.

Like his dear old grandpa, S.P. is slightly accident prone. This serves as a vehicle to set up jeopardy moments at select points in the film. S.P. is the only one at the lab who is brave (or foolish) enough to test out the Time Travel Portal (TTP) for the first time. The TTP is an important story vehicle that creates moments of peril and unexpected time warps throughout the film. S.P. is unsure if this contraption will work. However, in true adventurer spirit, he is willing to give it a try.

#### **High Concept Treatment**

Guests file into seats as, on the screen, we see a bustling lab with a wide array of strange scientific equipment. A large machine is covered by a cloth drape with a graphic ride logo on it.

Guests hear a voice off screen saying, "Yeah, I'm here but I don't see anybody". S.P. Lunker (live attendant, dressed in white lab coat) walks into frame, talking on cell phone, with his back

to the Guests. He continues, "I'm tellin' ya Morty, nobody's here. What kind of a goof loses a whole tour group? sheesh...I..." S.P. stops and begins to realize he's not alone, slowly looks over his shoulder and notices the crowd. He softly says into phone, "Uh - gotta go!" With confidence and brash enthusiasm, S.P. spins around and greets the Guests. "Hey! There you are! How ya doin'?! I'm S.P. Lunker, Geologist and Spelunker, S.P. for short. I am the grandson of the first "cave diver". Well, in truth, my Grampa, S.P. Lunker the 1<sup>st</sup>, was known for often falling into the caverns. The family had to invent a way to retrieve him, a method we used to call, Spelunker-ing, in order to retrieve old Grampy. Eventually, caving became known as "spelunking". Anyway, through this here contraption, you are the first group to travel through time to study the history of geology and the formation of the Colorado Caverns on this, the inaugural voyage."

S.P. pulls a string which lifts the drape, which reveals an impressive machine that looks like a spectacular high-tech gateway. S.P. explains, with scientific adulation and the enthusiasm of a 6-year-old, "This prototype Time Travel Portal, the TTP, is the first of its kind. We have put countless years of development and resources into its creation," S.P. continues, "What you see before you is a marvel of modern science. Every piece is hand-crafted to perfection. Each and every component is made of the finest material known to man, a wondrous example of technology at its best..." S.P.'s cell phone rings. "Pardon, me for a moment..." S.P. stops in mid-scientific jubilation and answers the phone. "Hi Morty...yes... yes... I know... yes... I was just getting to that part... (says under his breath) are you sure we have to tell them that part... Aw c'mon... all right ...all right". S.P. hangs up the phone. "Umm... err... That was Morty", (S.P. decides to avoid the subject) "He just wanted to wish us luck, so with that, let's move on." S.P.'s cell phone rings again. S.P. quickly opens the phone and yells, "Okay, Okay...I'll tell 'em!"

As he hangs up, S.P. recovers his composure and explains, "In interest of full disclosure and according to the Lab's legal department, there is one, teensy, weensy, little component of the time machine that we did not build in the lab. It's just a little part of the system, nothing really, when you compare it to the overall monumental achievement and historic significance of the maiden voyage through space and time (S.P. sighs). Budget ran a little short towards the end of development and we weren't sure if we would be able to complete the Cronal Energy Conversion Capacitor, or CECC for short, which controls and stabilizes that highly volatile and unpredictable nature of the massive amounts of time stream energies that powers our machine..." Suddenly S.P. perks up, "Luckily, we found one on the Internet!" S.P. lifts up a contraption that appears to have been assembled out of a hodge-podge of common household goods - a bizarre and noticeable, unsafe looking collection of circuits, flashing lights, a snake-work of wires and a whole lot of duct tape. S.P. holds it up and says, "Ain't she a beaut!?!!" The CECC component hisses, sparks and crackles in response. S.P. sets it down so it can be seen in frame. "Took a bit of work but it fits just dandy. See that spatula and the fork? Our chief engineer, Charlie Bunsen, rigged that up to siphon off the explosive energy overflow..." S.P. looks down and slightly somberly says, "On a positive note...the Doctors tell me Charlie should be back on his feet and back in the Lab in no time". Back to his regular enthusiasm and vigor, "Let's fire this puppy up!" With trepidation, S.P. flips the switch, wincing and turning away as if half expecting it to explode. When it does not, S.P. Says, "Well, that's encouraging!" A few sparks zap and fizzle from the home made CECC. S.P., slightly cowering, waits a moment to see if the sparks continue, but they do not. "There she goes ...humming along nicely...she

should work just fine...at least we're pretty sure it will, no one's has had the guts to test it yet." With a hearty, gutsy, "Science waits for no man! The world's first working (we hope) Time Travel Portal is launched from the Colorado Caverns Geology Lab!"

With a great Flash and swirl of energy (3D film on screen) we are sucked through the TTP into the deepest darkest expanse of space. The screen looms pitch black before us. S.P. narrates in an echoing voice, "To understand the history of geology, we need to start where the Universe began..." Suddenly, a huge "Boom!" fills the theater as an explosion of light, matter and energy burst outward simultaneously, as we observe the "Big Bang".

[Note: The following film sequence is extremely fast-paced, with a continuous flow, using POV Time Lapse]

We are hit with a shockwave that quickly dissipates, revealing the newly formed star systems. We move quickly past emerging galaxies, through the Milky Way and the early formation of Earth. We swoop through clouds, over massive, churning oceans and dive under its surface, as we encounter all manner of strange prehistoric sea creatures, the larger of which jostles us as it swoops by. Lava flows through cracks in the ocean floor, and volcanic vents form under the water as the earth cools. Bubbles surround us as we emerge above the ocean's surface, which quickly dissipates and dries up to form new land masses. Tectonic plates shift violently to form mountain ranges that jut from the Earth's surface. We fly through a prehistoric jungle which grows and takes shape around us. Dinosaurs flee before us as we race through the jungle. As we turn, we are chomped at by a hungry T-Rex. We immediately turn, and flee quickly toward volcanoes in the distance that erupt through the Earth's crust. Before our eyes, meteors pummel the Earth's surface. We dodge and whip around the meteor shower until a large meteor impacts the ground just in front of us. We transition through the dust and debris of the meteor's impact to the snow covered plateaus of the Ice Age, as glaciers carve the Rocky Mountain terrain.

We slide down an icy slope, but come to a sudden stop on the edge of a glacier. S.P. pops up into frame and says, "Yep, that's about how it happened... and people say science is boring. 'Course, then the ice melted." As soon as he utters these words, the ice shelf cracks and falls out from under us, as we plummet into the newly-formed Colorado River. We are swept downriver by class five rapids, as Guests are jostled and sprayed along the way. S.P. attempts to explain how the force of all this water eroded the land and formed deep winding canyons as he and we are tossed about. We take a sharp detour as the river sweeps us into a crack in the mountainside. We slow things down as the current subsides, and we float along inside an expansive and amazing cavern. S.P. narrates how caverns come to be and how cavern decorations are formed. As he explains the process, spectacular stalactites and stalagmites grow before our eyes as we begin to pick up speed. We quickly realize we are heading over a massive underground waterfall. S.P. yells, "Hold on to your hard hats...Whoa!!!", as we race over the edge. The CECC pops and snaps as it malfunctions and we jump quickly forward in time. We transition through a splash as we impact the water below and continue down the slower currents, exiting the cavern to the outside, bobbing and swaying as if in a boat.

[This is a cool-down segment, readying Guests for the next action peak].

S.P. unsteadily stands up into frame, a bit damp but none the worse for wear. He takes a small, soaking wet notepad and pen from under his lab coat and says, under his breath, "Note to self...install seatbelts in the TTP." He shakes the pen, and grimaces as he tries to write down his notes, the pen clearly does not work after being wet, "...also bring waterproof pen." In the background (in film on screen), we see that mining encampments dot the shoreline as the Rocky Mountains tower above. S.P. explains as he looks around, "See there? Mining encampments. In the late 1800's, mining was a big part of the settlement of this land back then, and this..." S.P. reaches in his coat and pulls out a slues pan, dips it in the water (off screen), he pulls back a wet sleeve and swirls around the pan. As he reaches in the pan, he says, "...this is what all the fuss was about..." He pulls from the pan a small nugget of silver. S.P. calmly, "...precious minerals like this silver, ooh...look copper and even gold.", as he lifts up a healthy nugget of Gold from the pan without paying it much heed. Does a double take and yells excitedly, "GOLD! Oh, Baby! It's the Mother Load! I'm rich! I'm rich! I'm..." S.P. suddenly becomes aware of the eyes of the Guests upon him, he takes a coy stance and says offhandedly, "But, you...uh...don't want to hear about that, it's just...um...boring geology stuff." S.P. slyly pockets his treasures and collects himself, "Many people came from all over and made their fortunes. "Course, that didn't last too long." S.P. waves his wet sleeve over the CECC causing sparks to fly. S.P. dives for cover, as we suddenly jut forward in time to a quick stop inside an old, abandoned mine shaft. S.P. steps into frame and continues to explain how people weren't always as conscious about the environment and the geological health of the planet. He tells of how mines dotted the land and how people tried to drain the area of its mineral riches, and once the mineral resources were no longer readily available, they moved on, leaving these played-out, dilapidated mines in their wake. S.P. explains how dangerous it was for the miners, considering cave-in's and all. S.P. digresses: "You know, that reminds me of a story about my old Grandpappy..." As he continues, he inadvertently leans on the crusty old support beam next to him, toppling it, and unleashes a cave-in. Dust and rocks pelt down from the mine ceiling, as the ground shakes violently. S.P. struggles to keep his footing, as he cries out, "Come on, folks, we're outta here!" The TTP re-activates, just in the nick of time, as we barely escape.

We re-emerge, settled on a train track on the edge of a mountain pass, in the midst of winter, while S.P. mutters to himself in frustration as he dusts himself off, "Boy, that time warpie-thingy sure comes in handy. Hey!..." S.P. looks around excitedly, "This here...this is one of the original train tracks that was laid to transport gold and silver down from the mountains down to the big city, Denver. Folks settled near the mountain train station, with the basics, a hotel and saloon. A train whistle blows in the distance. "uh, heh heh – sounds like a train's comin. We gotta git off this track. But first..." S.P. pulls a stick of dynamite out from under his lab coat. "See here?" he continues, "They usta use sticks of Dynamite, like this one..." S.P. holds up the stick of dynamite. S.P. continues, "... to blast tunnels through the mountains and use the rock to make these here track beds. 'Course they didn't do it in winter for fear of causing avalanches. These little sticks of rolled paper and sawdust stabilized the highly volatile liquid explosive, nitroglycerin so it could be handled more safely." The CECC unit sparks again lighting the fuse of the dynamite. S.P., lost in his story, fails to notice and continues to tell his tale as the fuse burns shorter. "Working with any explosive could be very dangerous and needed to be handled with special care by qualified engineers..." S.P. jostles and swings the lit dynamite around willy-

nilly. "Before the introduction of dynamite, miners tried transporting liquid nitro through these mountain passes by mule train, which didn't always work out for the miners and made for very nervous mules." Train whistle is coming closer. Long-winded and undeterred, S.P. continues, "It reminds me of a story, when I was..." S.P. takes notice of someone in the audience... "not to worry Lady this here bang stick is safe as it can be." S. P. holds out the stick of dynamite and says, "See. It's not even...um...lit...it's...err...umm...Lit! It's Lit! It's Lit!! oh, boy...oh boy, it's lit...oh Boy!" Trying to pull out the fuse, S.P. bobbles the lit dynamite around as he panics, eventually tossing it into the audience. "Quick toss it back, I have to pull out the fuse! Toss it right here!" S.P. holds out his hands and gets set to catch it. The dynamite stick is flung end over end by an unseen audience member, and proceeds to fly right over S.P.'s left shoulder, over the edge and down into the abyss below. Stunned at this development, S.P. stands frozen in his catcher's stance, his eyes grow wide. "O-kay...um...yeah...not good. Everyone hold on! Brace our self for a big Boom!" S.P. dives for cover again. Way off in the distance, a small, tiny little echoing boom is heard as the seats rumble slightly. S.P. pops up his head with one eye open, relieved and realizing that they are safe, he rises to his feet. Straightens out his disheveled lab coat as he says, "Boy, that was close." The sound from the echo fades away but the rumble keeps growing, and the train whistle is coming closer. "At least we won't have to worry about that little boomer causing an avalanche." S.P. looks behind him and over the edge as the ground begins to shake more powerfully. S.P. still looking over the edge continues, "Yes siree, Bob, it takes a bit more than that to start an..." S.P. turns toward the audience. His eyes widen; a look of terror washes over him as he yells... "A-VA-LANCHE!"

The POV turns as we see snow rushing down the mountain towards us (film /on screen). The POV swings back to the front as S.P. dives for cover and snow sweeps us over the edge as we fall, twisting and turning, through the clouds. We land with a snow softened WHUMP as we come to rest upon a hilltop below. For a few moments we hear and feel the wind blow peacefully about us, we slowly begin to slide downward to the left. We look left to see we are at the top of a ski slope. We slide down the slope at breakneck speed with trees whipping by, with snow and branches whipping toward us as we go. We hit a bump which spins us around as skiers quickly whoosh by in close proximity, and a skier jumps right over our heads. The CECC sparks and zaps uncontrollably. We spin around again and head down the hill out of control. Unable to stop, we head toward the canyon walls and squeeze through a dark, narrow crevice into the Caverns, and wind around stalactites and stalagmites with bumps and dips like a rollercoaster. We crash through a barrier that reads, "Turn Back". We fly off the edge headed toward oblivion, when suddenly, Time Warp again, back where we started at the Cavern Geological Lab and screech to a sudden stop, while the CECC unit is smoking and fried.

S.P. stumbles back into frame as if flung forward. Clearly dizzy, disheveled, shaken and slightly crispy, S.P. brushes himself off, trying to act as nothing out of the ordinary has happened. S.P. thanks the Guests for participating in this first, historical voyage and encourages Guests, after they exit, to be sure to embark on the guided tour through the Caverns to see real stalactites and stalagmites as nature intended. He walks off camera (in sync, live attendant in white lab coat pulls out his cell phone and walks off stage), as the exit directional graphic comes up on screen. We hear S.P. yelling, off screen, "Morty! I want a raise!"

## ***The End]***