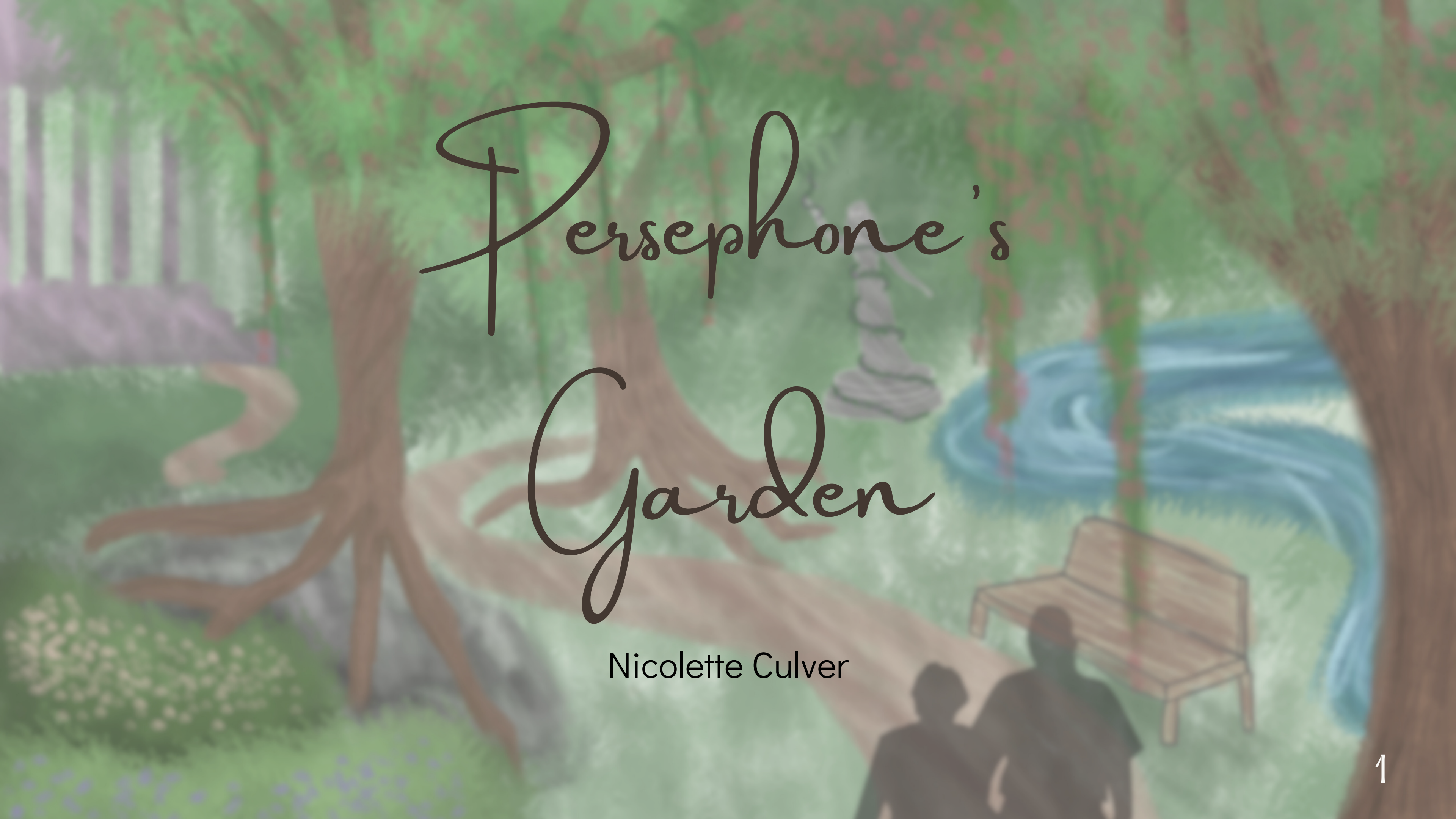




Persephone's Garden

Nicolette Culver

TABLE OF CONTENTS

Cover Page1

Table of Contents.....2

Hero Shot.....3

Client.....4

Proposition.....5

1.Food and Beverage Kiosk.....6-7

Overview.....6

3D Model with Elevations and Exploded View.....7

2.Story Exhibit 1: Persephone'sTransformation...8-10

Overview and Storyboard of Guest Experience.....8

Facade.....9

Original Design.....10

3.Story Exhibit 2: What Happened to Minthe?11-15

Overview.....11

Facade.....12

Storyboard.....13

Guest Flow.....14

Hero Shot.....15

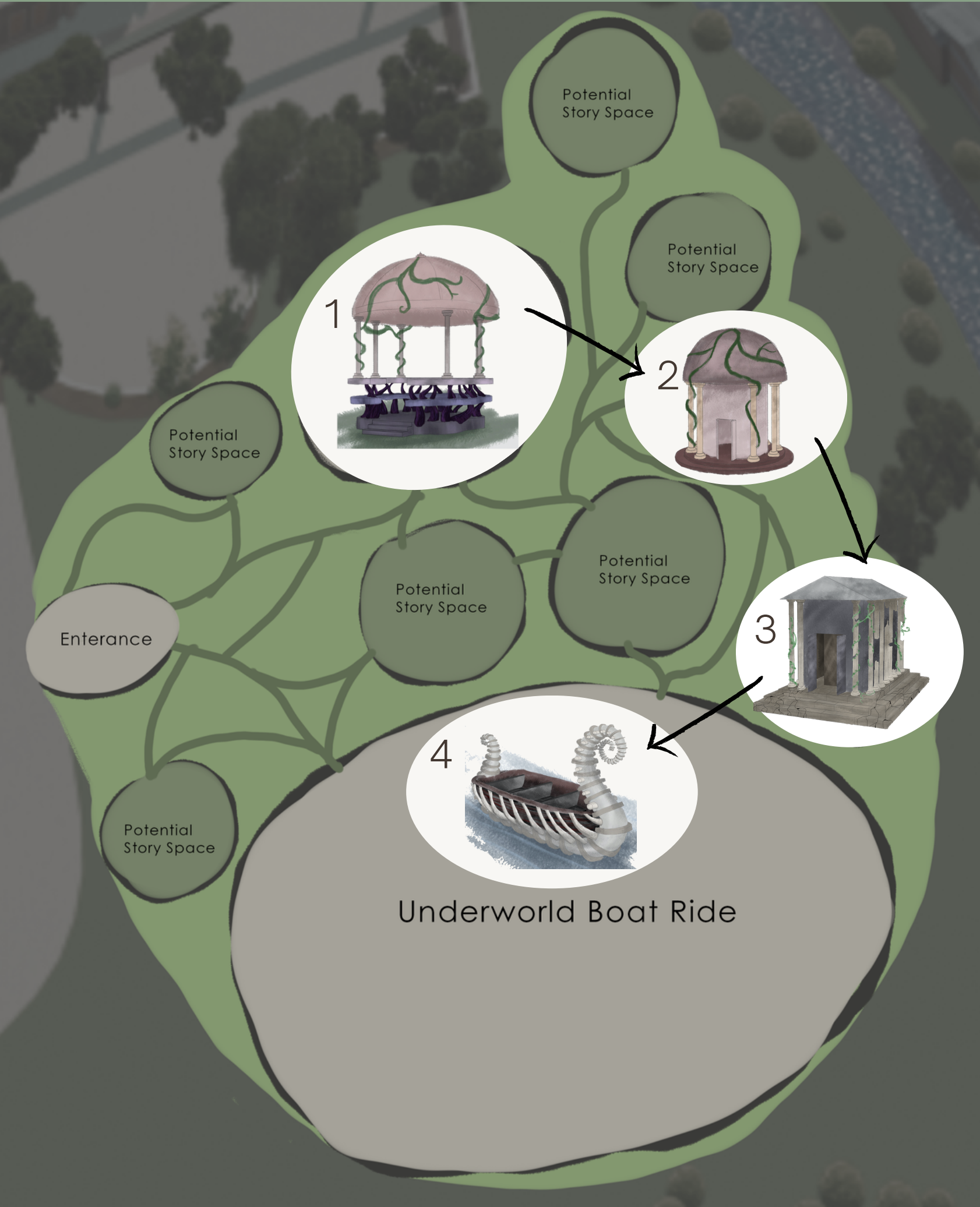
4.Ride Vehicle.....16-19

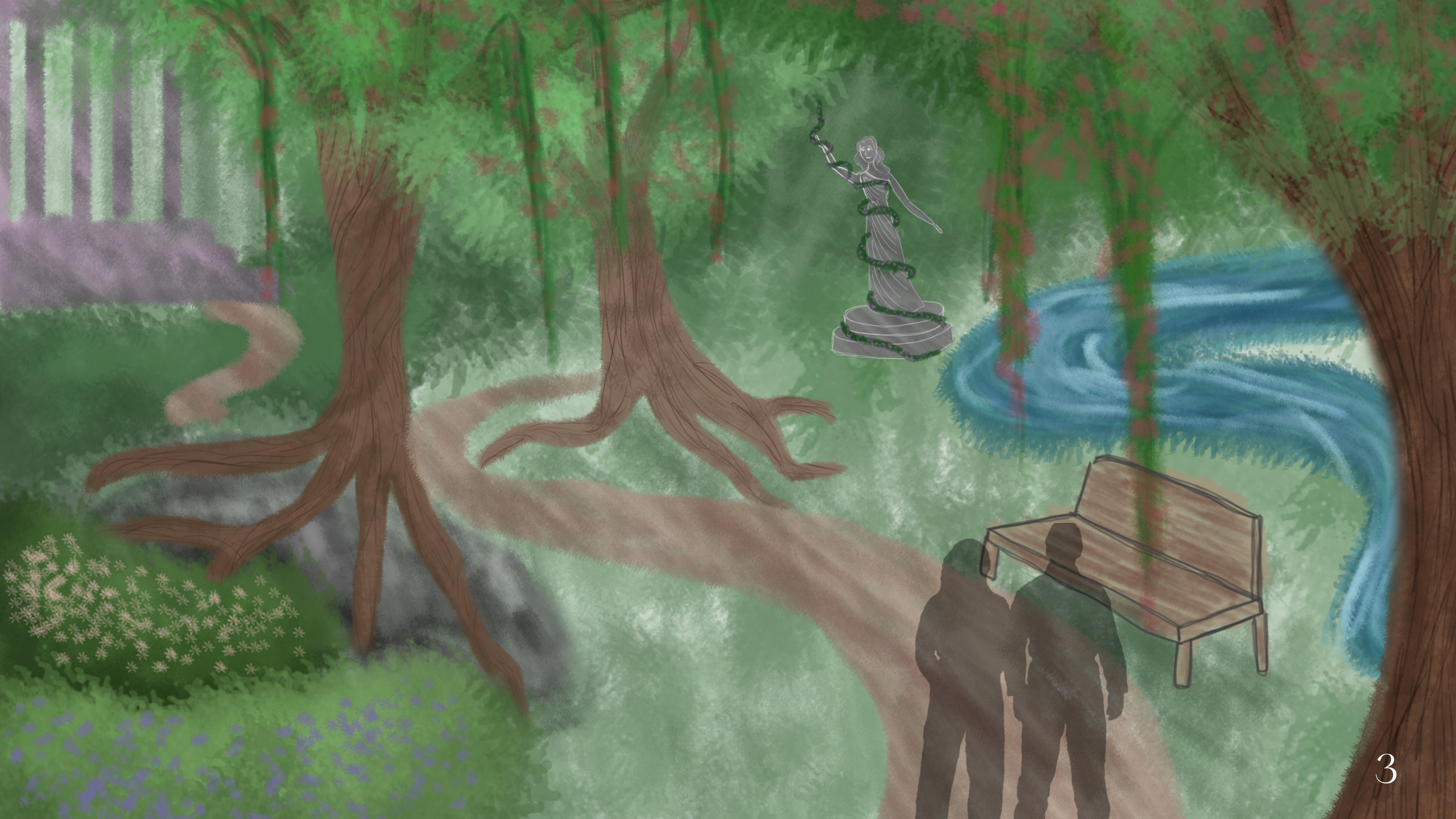
Overview.....16

3D Model with Elevation.....17

Attraction Inspiration.....18

Attraction Storyboard and Story Beats.....19



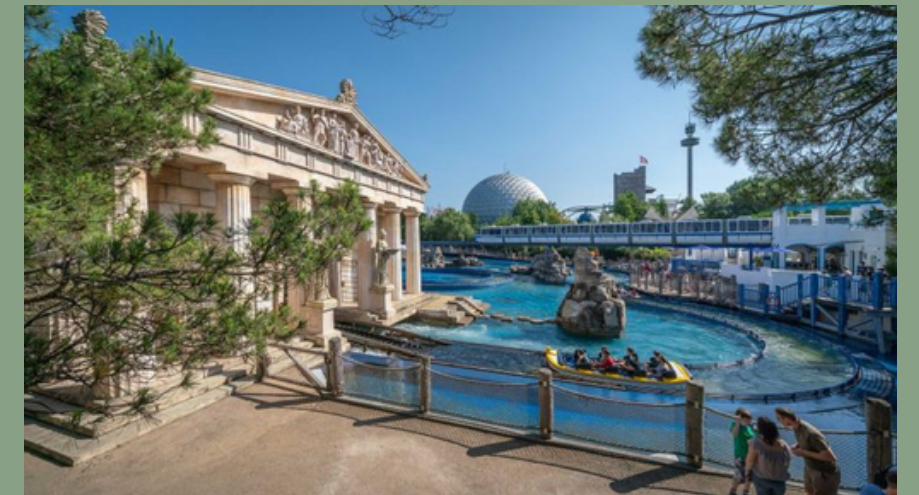


CLIENT

Europa Park

Europa Park is known for celebrating and appreciating 14 countries and their cultures. One of these is "Mykonos," a Greece themed land. In Mykonos, guests of all ages can learn about Greek Mythology and culture.

Images of Mykonos

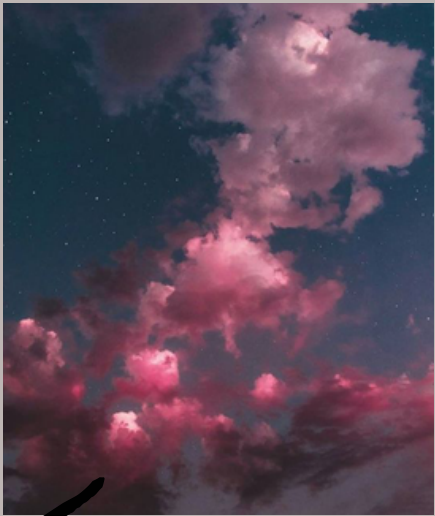
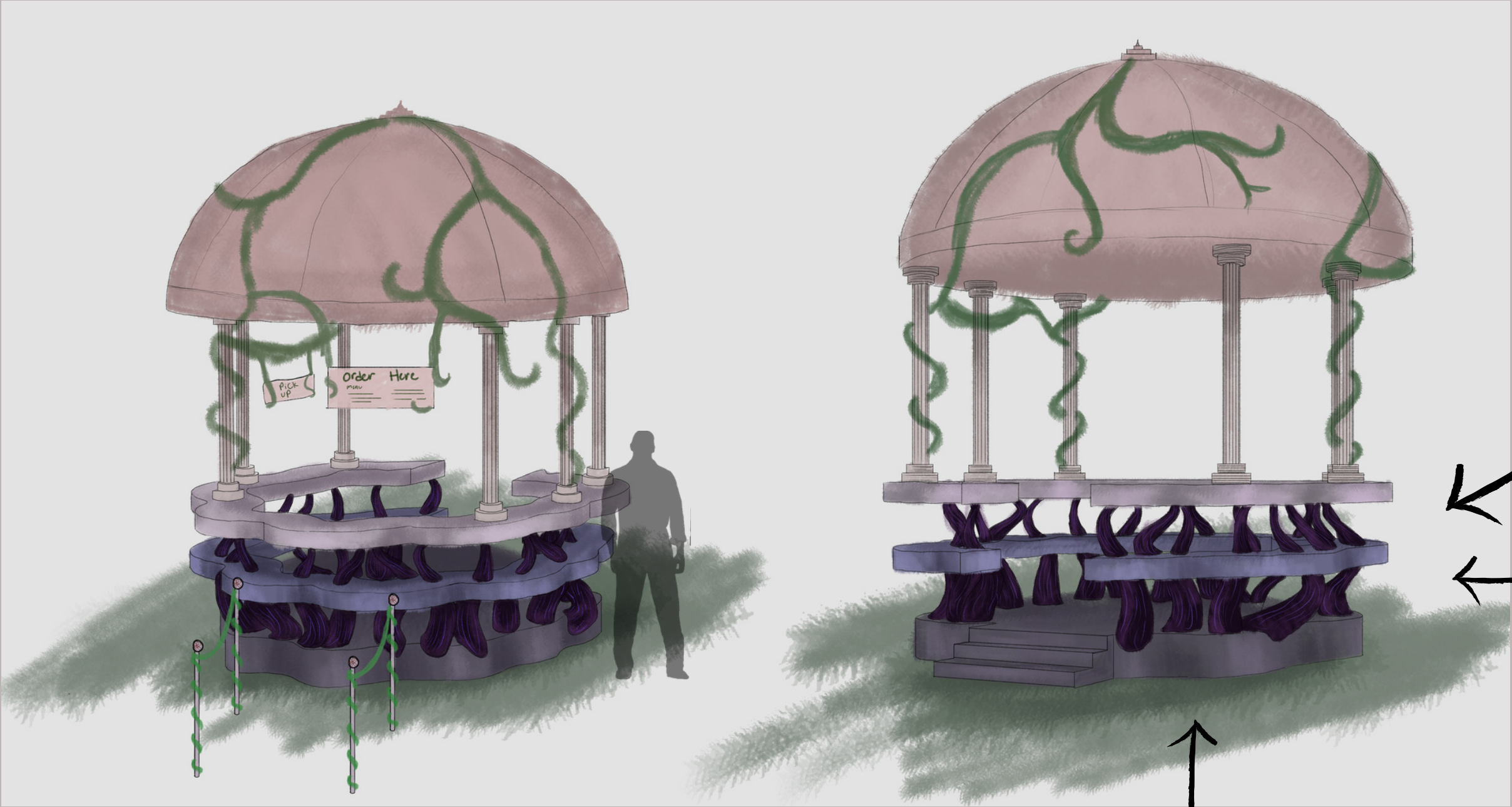


PROPOSITION

I propose four components that will be incorporated in the Mykonos expansion known as "Persephone's Garden"; it is an immersive botanical garden dedicated to Persephone, the Greek goddess of spring and the Underworld. Here guests will wander through Persephone's ever-growing garden while learning about Persephone's journey to becoming the queen of the Underworld. The four components will help tell Persephone's story and inform guests of the goddess' character. Below are images of inspiration for Persephone's garden.



FOOD AND BEVERAGE KIOSK



I was inspired by pink and purple clouds for the organic shaped shelving to emphasis on the fact that Persephone is a goddess and that she is not from the mortal world



I wanted to stay true to Greek Architecture for the kiosk and was inspired by gazebos that are overgrown with plants to represent that Persephone is the goddess of spring. The live plants also contrast the darker elements of the kiosk.

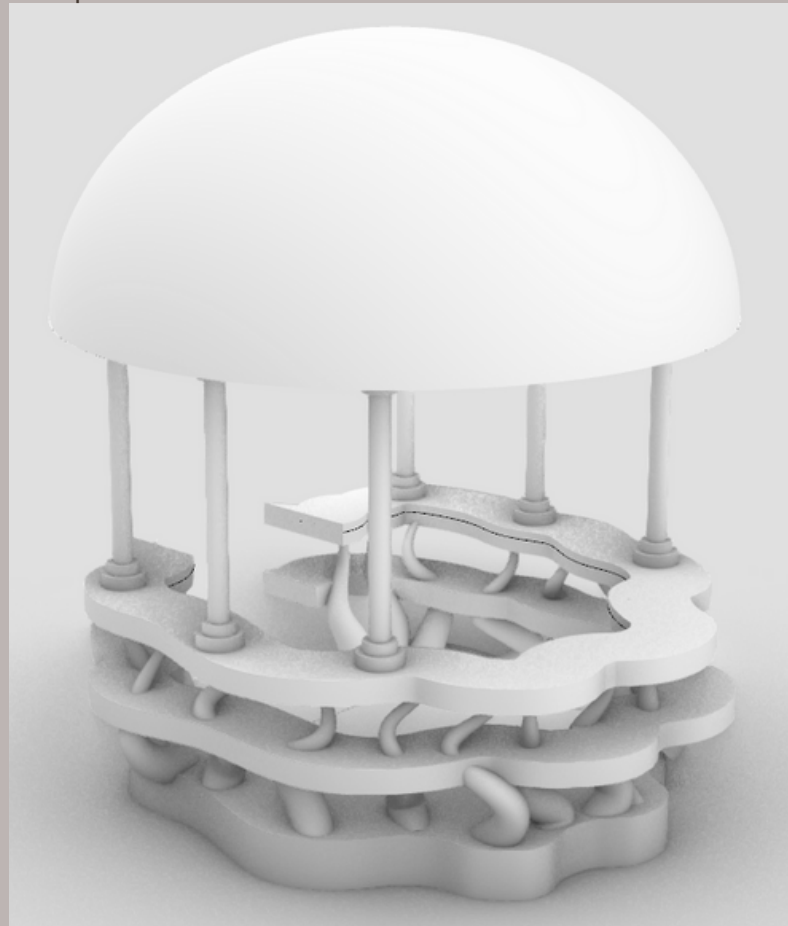


The darker element of the kiosk is the dead vine design that connects the shelving. For the kiosk I wanted to have elements of life and death and I did this by having the dead plant design and live plants that cover the top part of the kiosk.

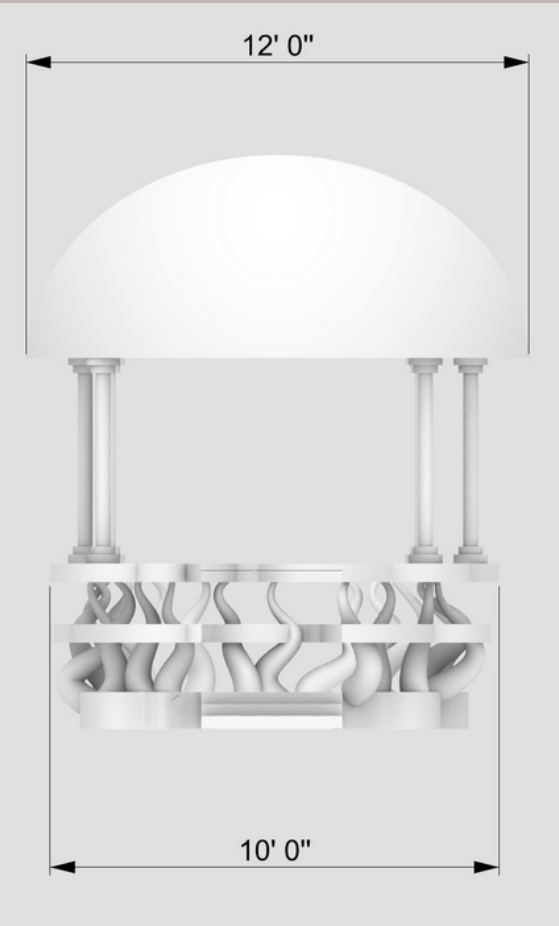


3D MODEL AND ELEVATIONS

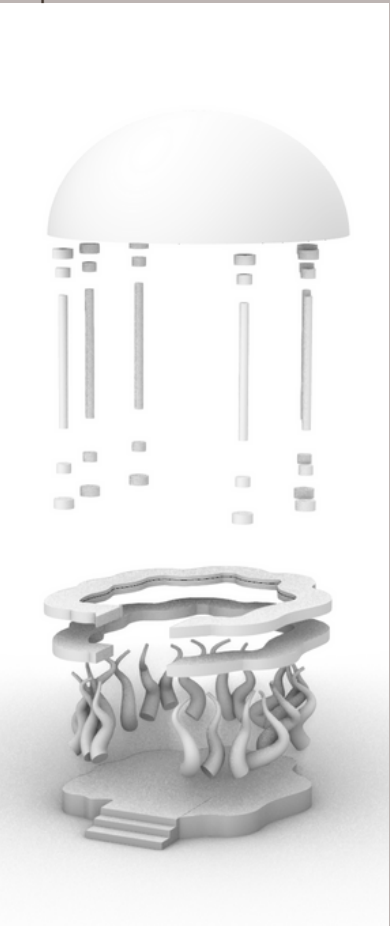
Perspective View



Back View



Exploded View



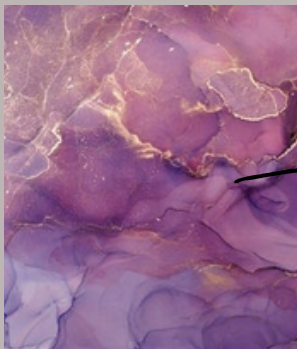
Marble



Stone



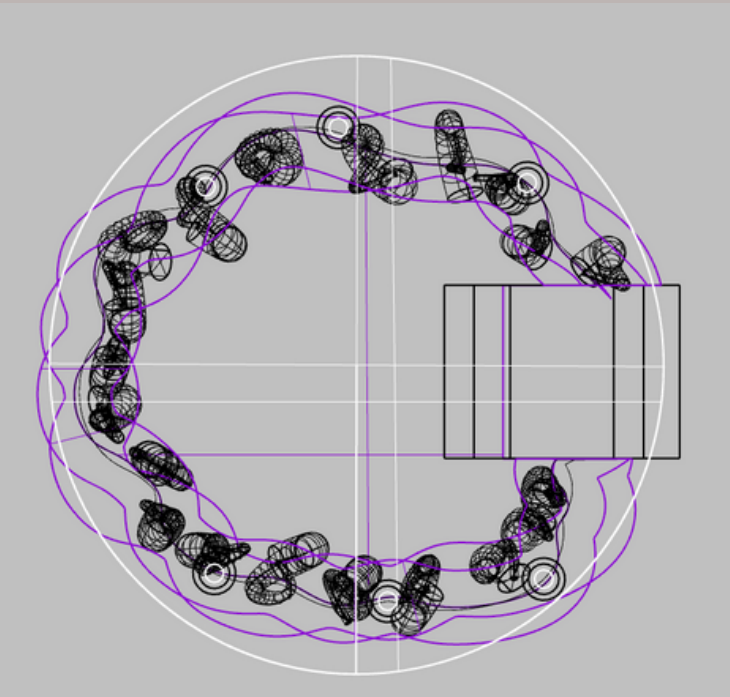
Marble



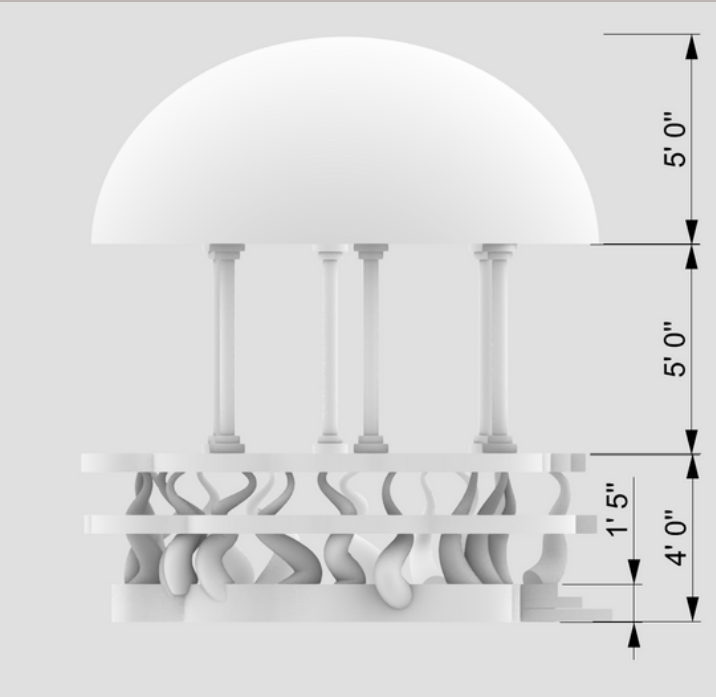
Purple
Fiber Glass



Top View



Side View



STORY EXHIBIT 1:PERSEPHONE'S TRANSFORMATION

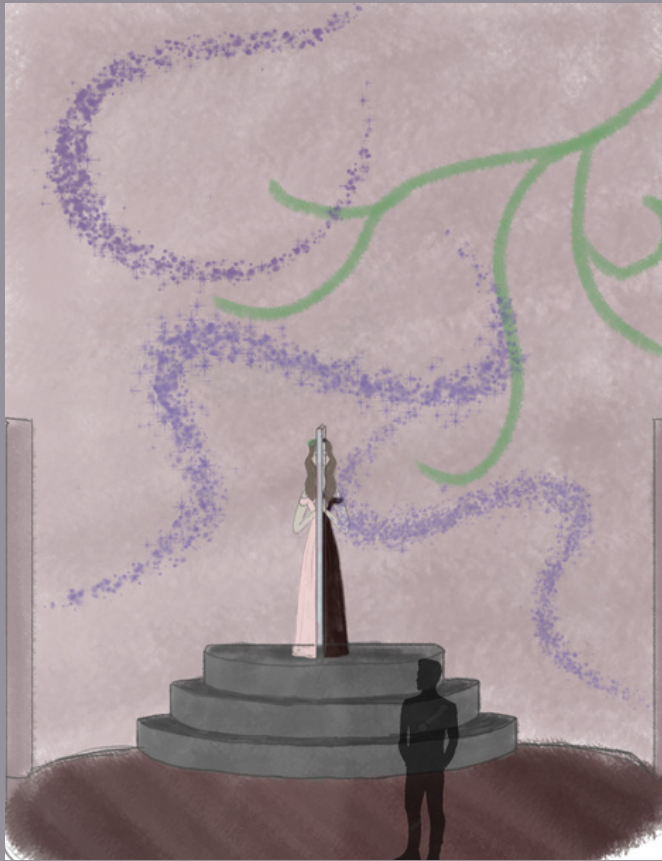
Persephone Statue

Story Board of Experience

1

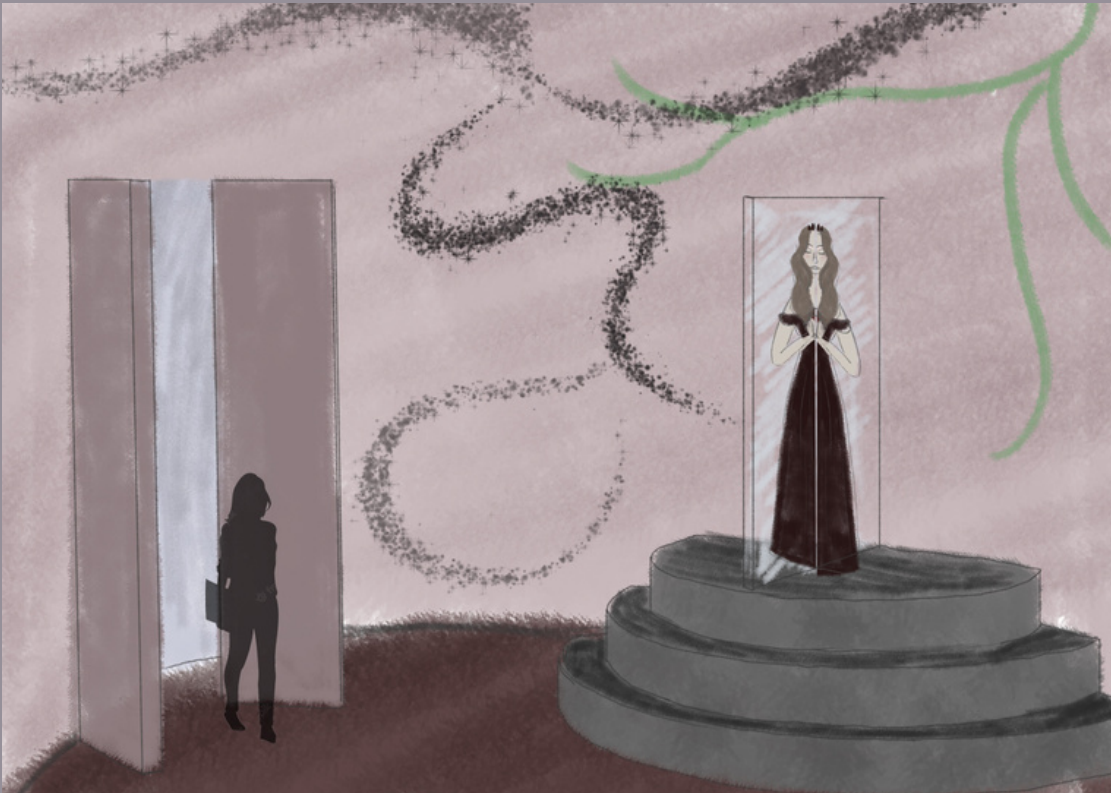


2

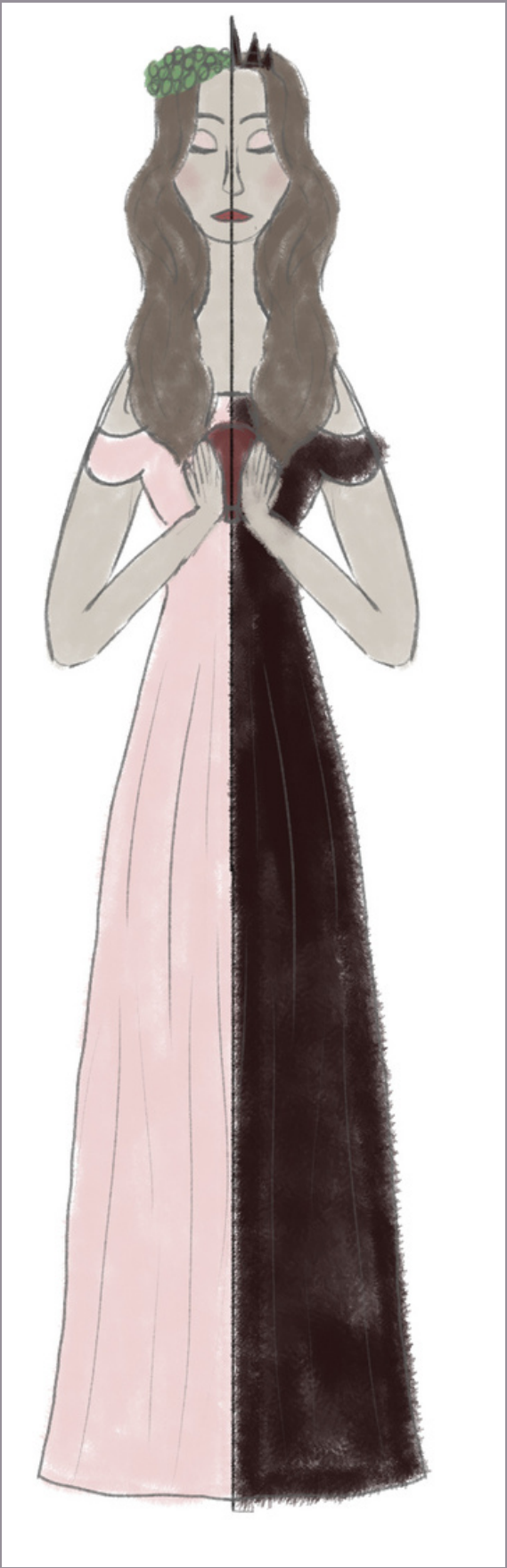
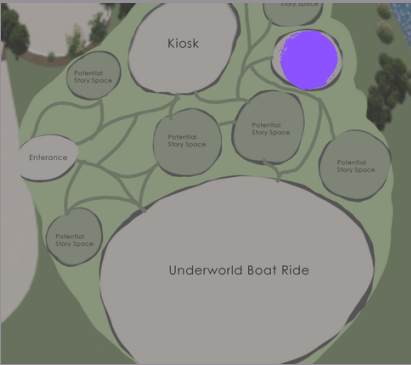


There will be happening around the space to emphasis on the magical transformation that Persephone had.

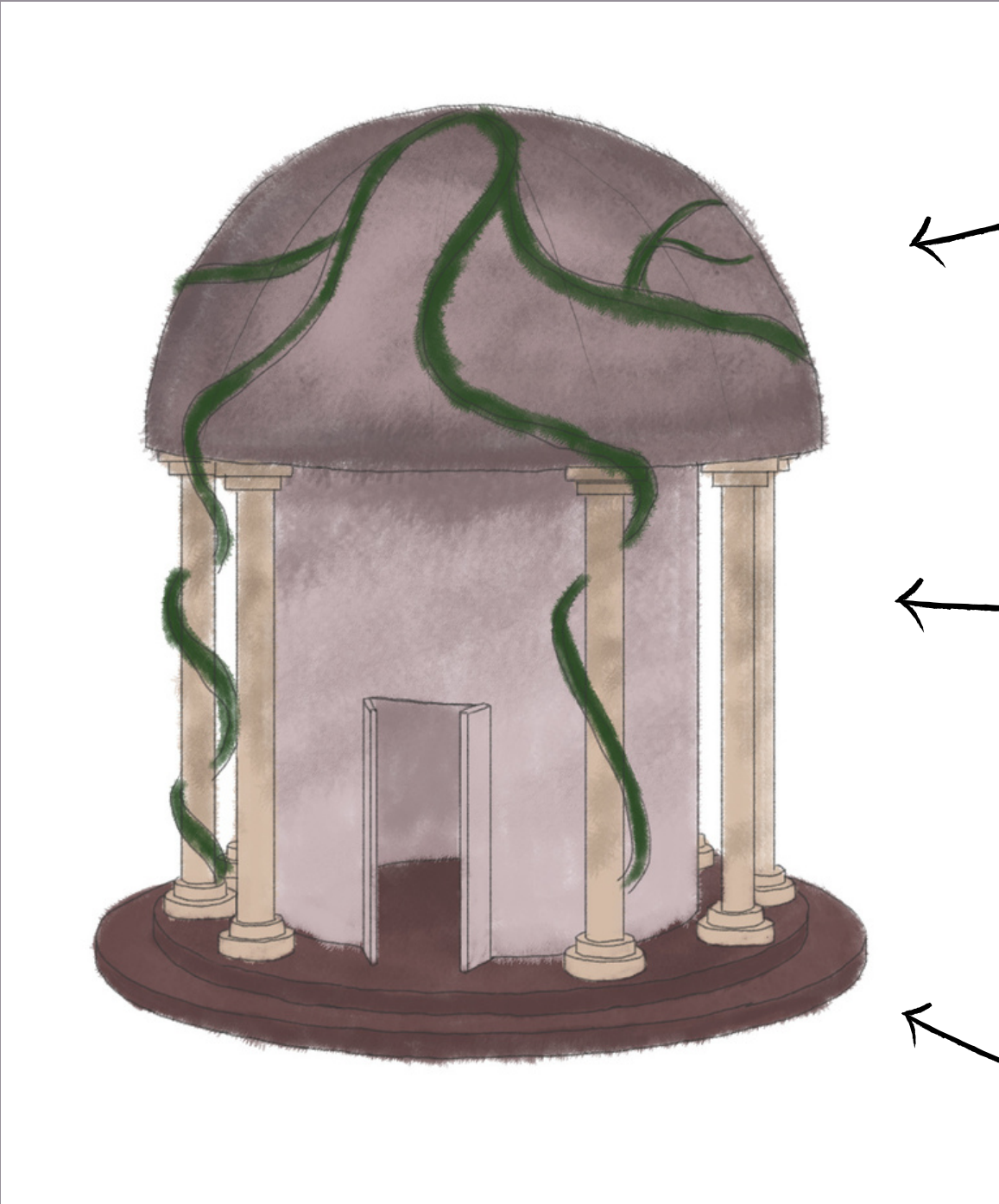
3



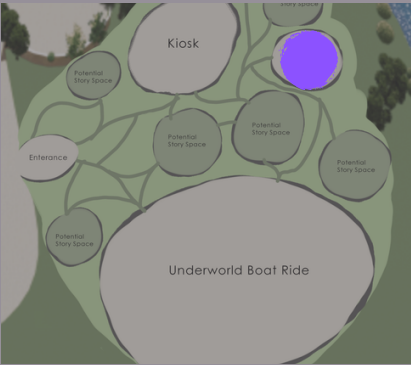
Throughout the exhibit their will be music and narrator on a loop explaining what happened when Persephone ate the pomegranate



ELEVATIONS AND FACADE



Perspective View



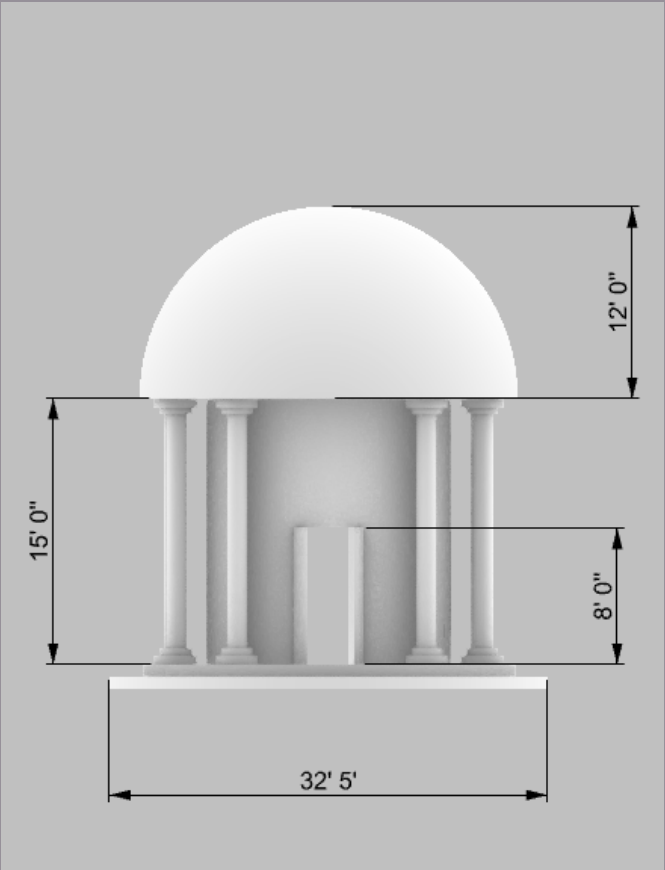
Marble



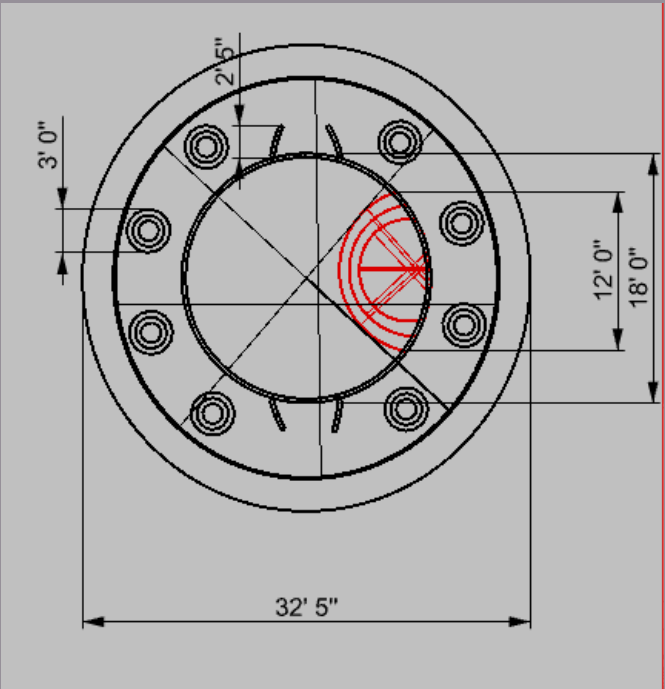
Stone



Marble

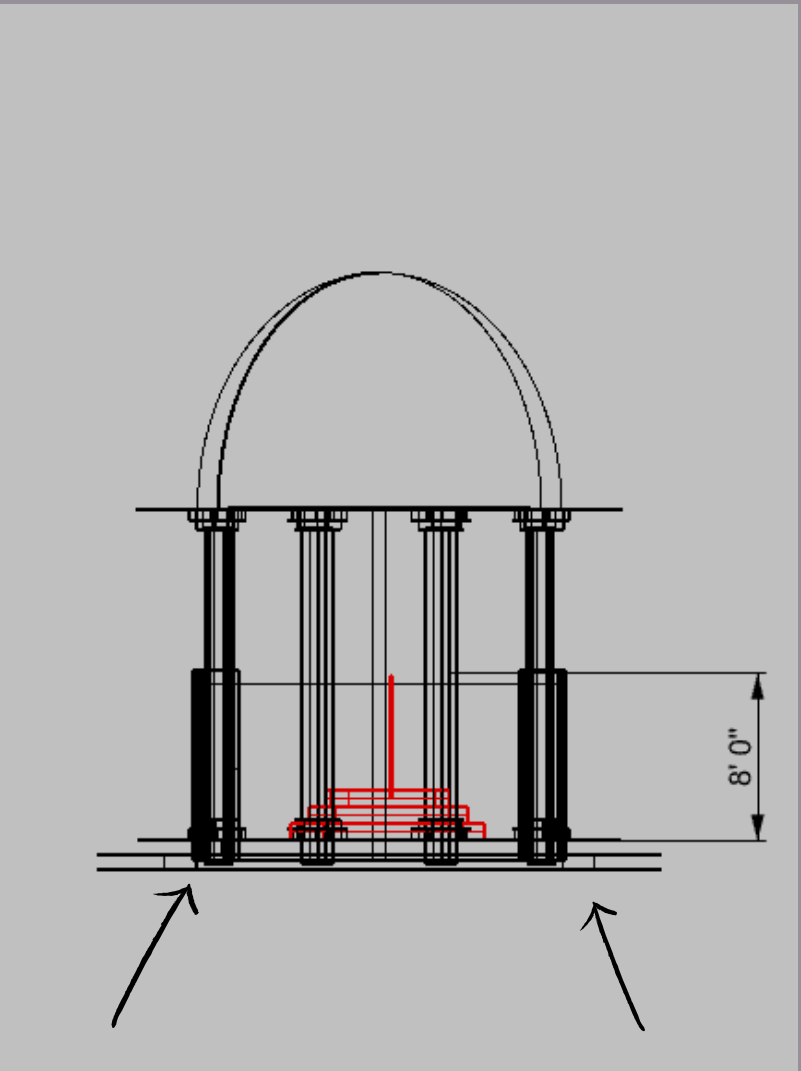


Front View



Top View

Side View



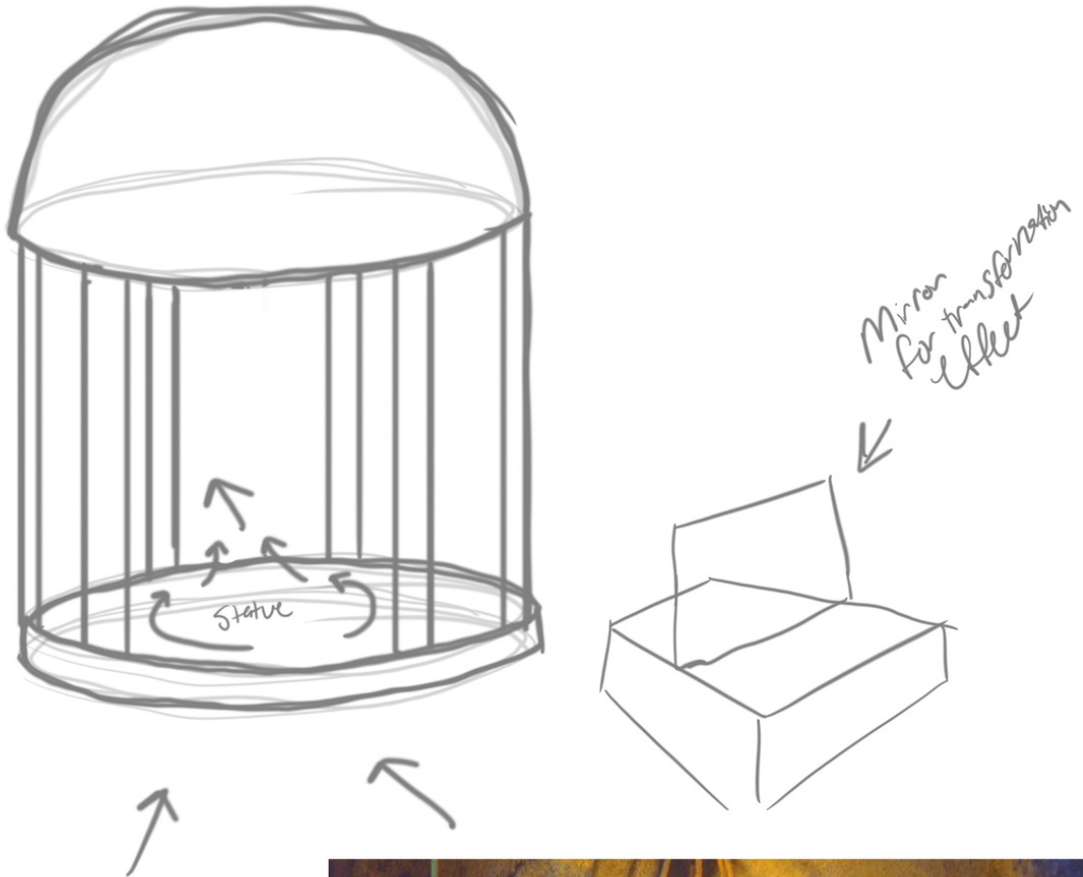
Entrance

Exit

Inspiration Photos



Initial Sketches



For the Exhibit I researched different ways a transformation can happen, but I decided to do a simple effect with a symmetrical statue and mirror. The effect can also be seen on Disneyland's Pirates of the Caribbean



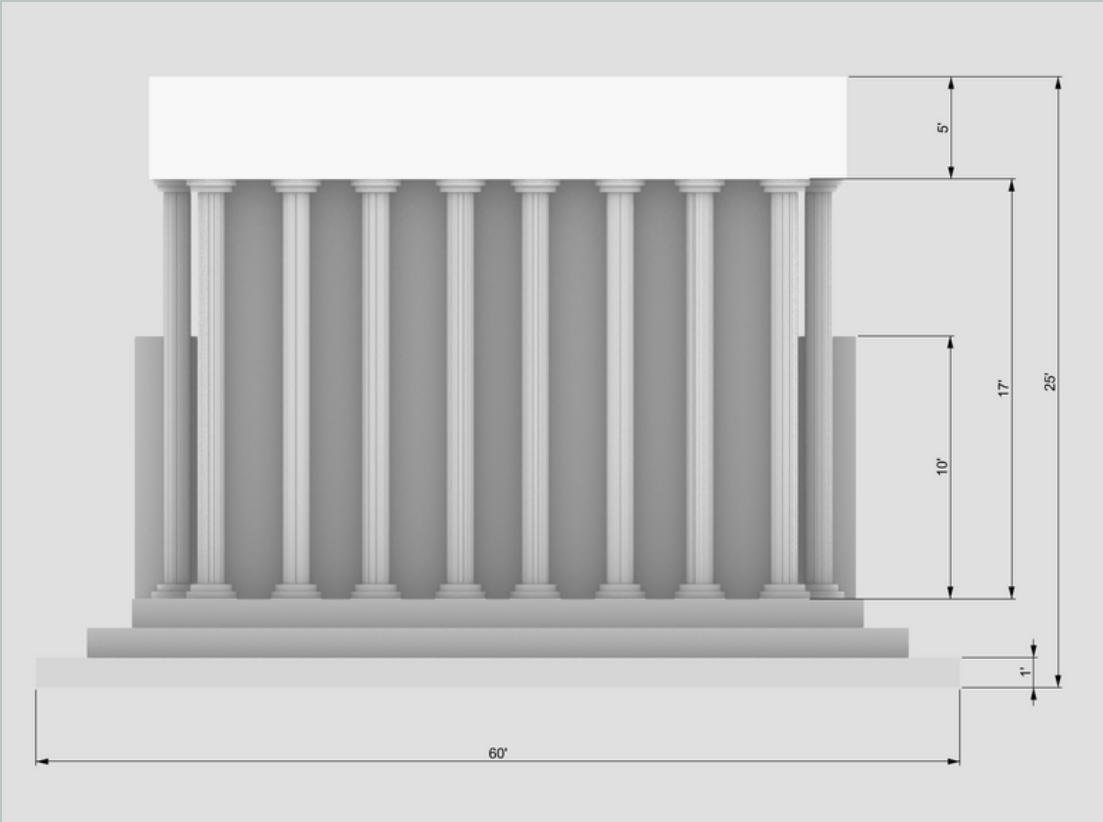
STORY EXHIBIT 2: WHAT HAPPENED TO MINTHE?

Guests stumble upon ruins where the river nymph Minthe used to live. Persephone has kept the ruins in her garden as a reminder to everyone what happens when they cross the goddess. Guests will learn who Minthe was, her relationship with Hades, what happened when Hades married Persephone, and why Minthe disappeared.

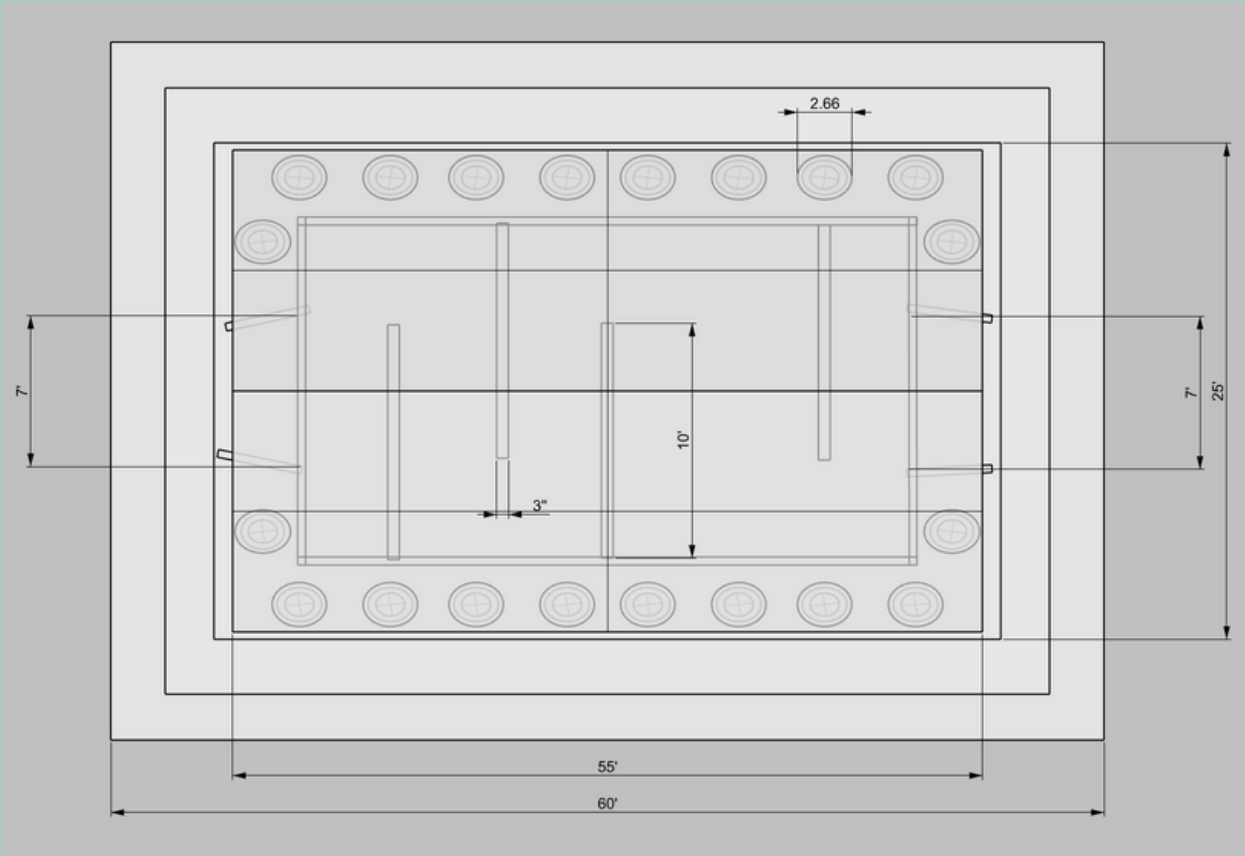
The facade will purposely look worn down. Guests will experience Minthe's memories coming to life so as guests go further into the experience things will appear newer and will see shadows of Minthe.



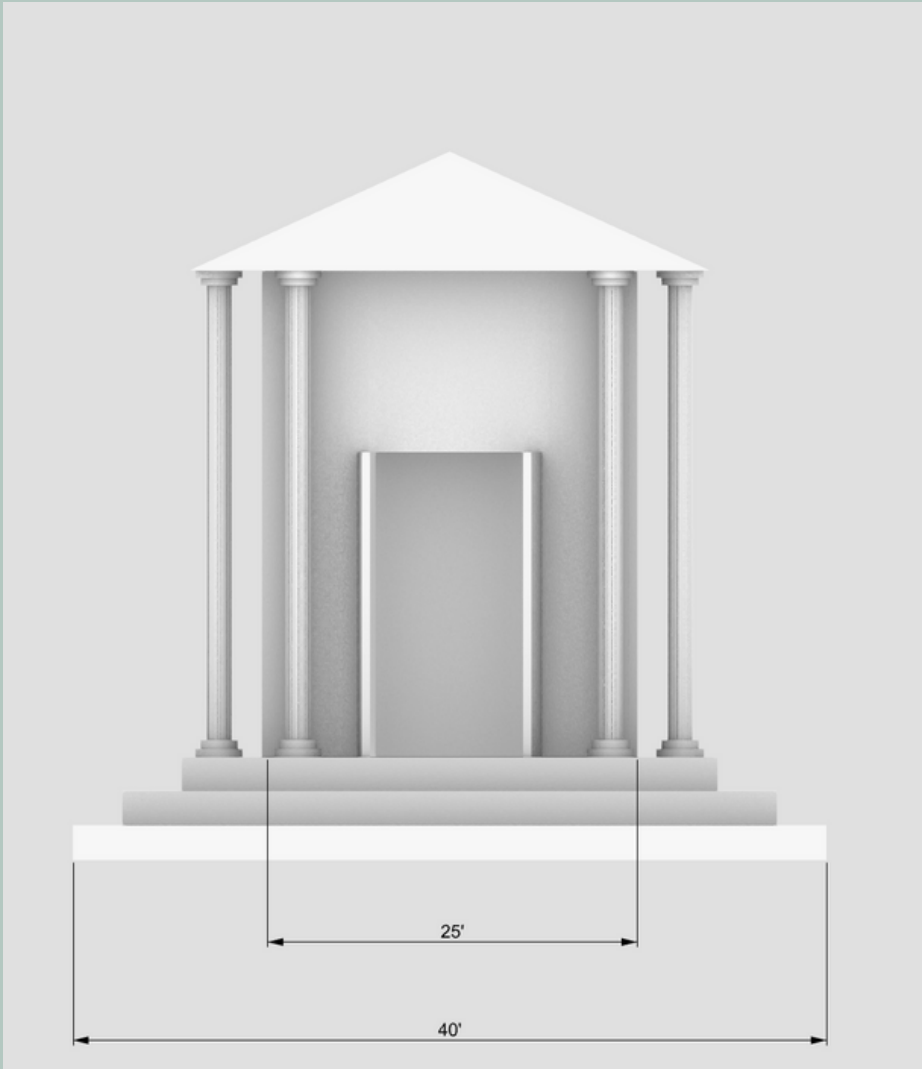
3D MODEL AND ELEVATIONS



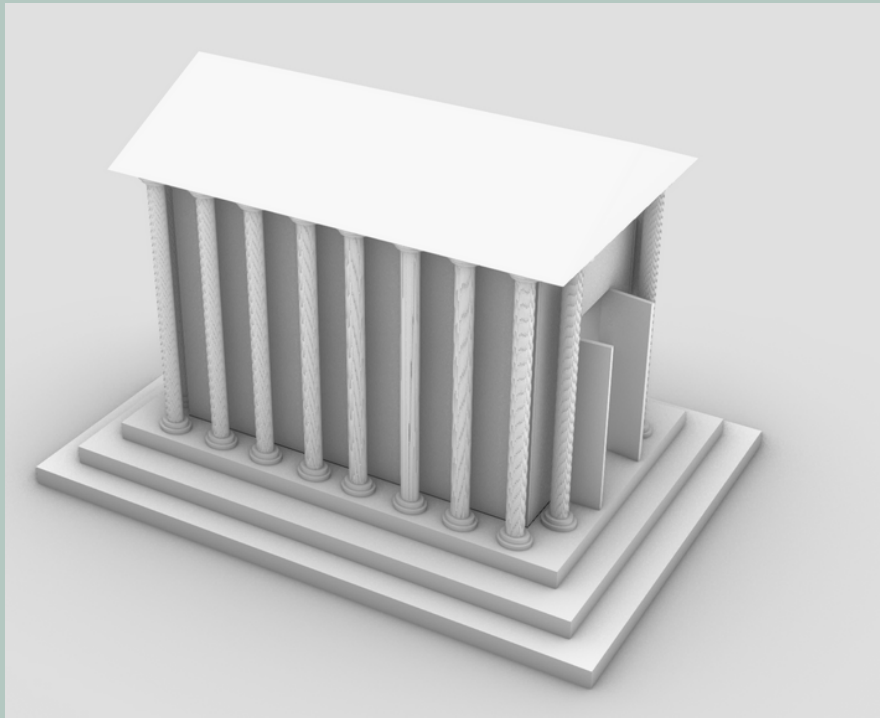
Side View



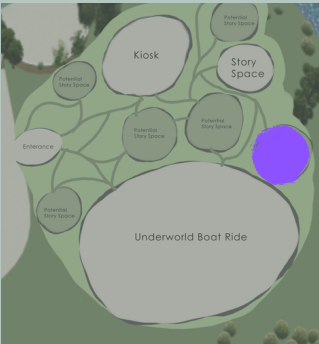
Top View



Front View



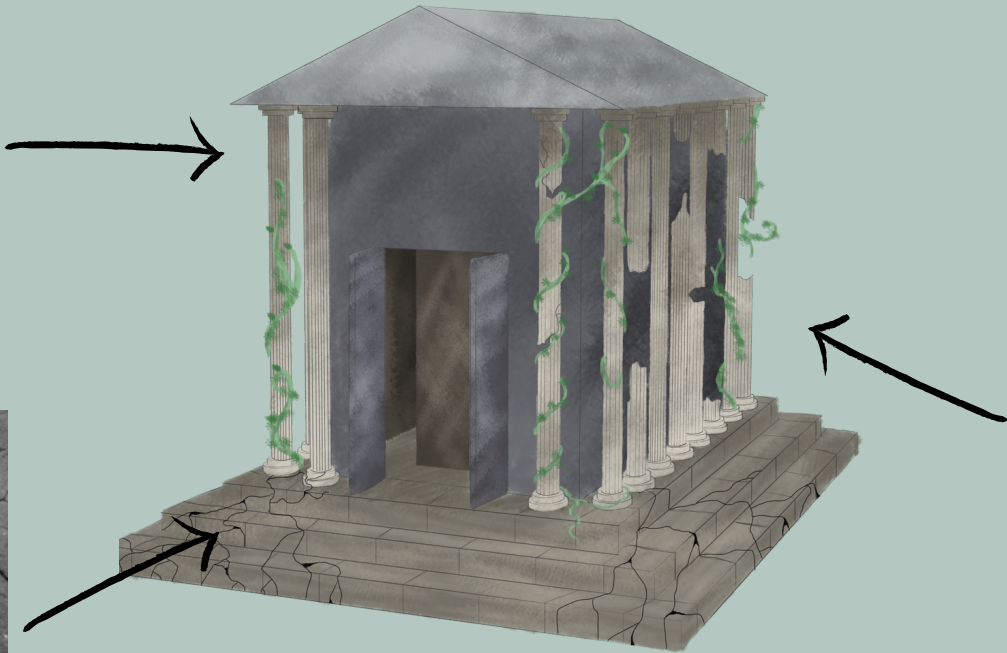
Perspective View



Marble



Cracked Stone



Cracked Stone



Story Board of Guest Experience



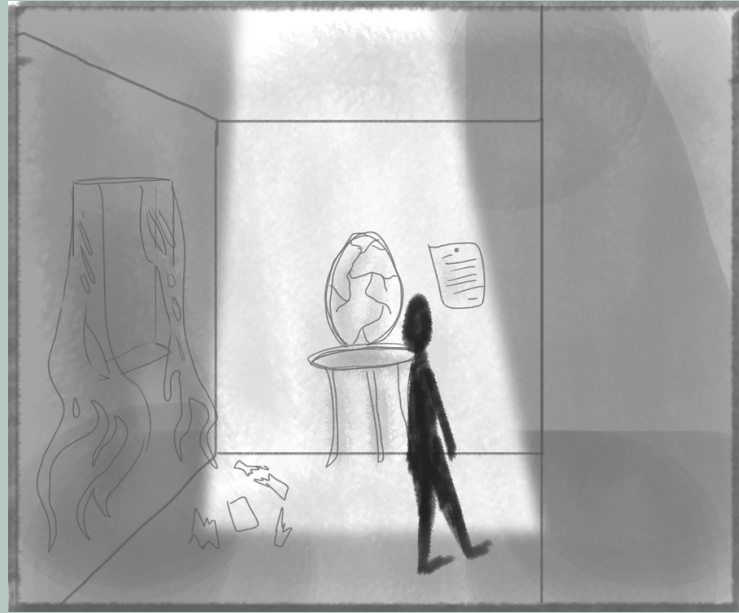
Facade of Experience



Scene 1: Guests will first see a mural with projections and lights showing the flowing River Styx and Minthe playing in the water.



Scene 2: The second scene is a series of gifts from Hades to Minthe. Here guests will hear Minthe singing and laughing in the background and warmer lights are used in this room.



Scene 3: Guests will enter the third room where Hades has told Minthe he is in love with Persephone. Guests will hear things being shattered and crying in the background. There will be cooler lights creating a darker atmosphere. It will also feel colder in this room.



Scene 4: The first part of scene four guests will see Minthe trying to convince Hades to come back to her and leave Persephone. This will be done through silhouette projections.



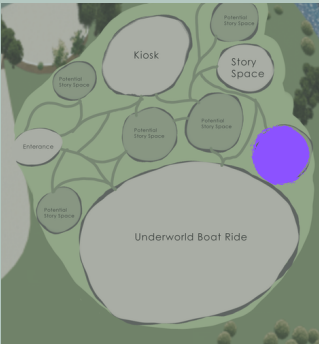
Scene 4: The second part is where Persephone interrupts the conversation and things become heated between Persephone and Minthe.



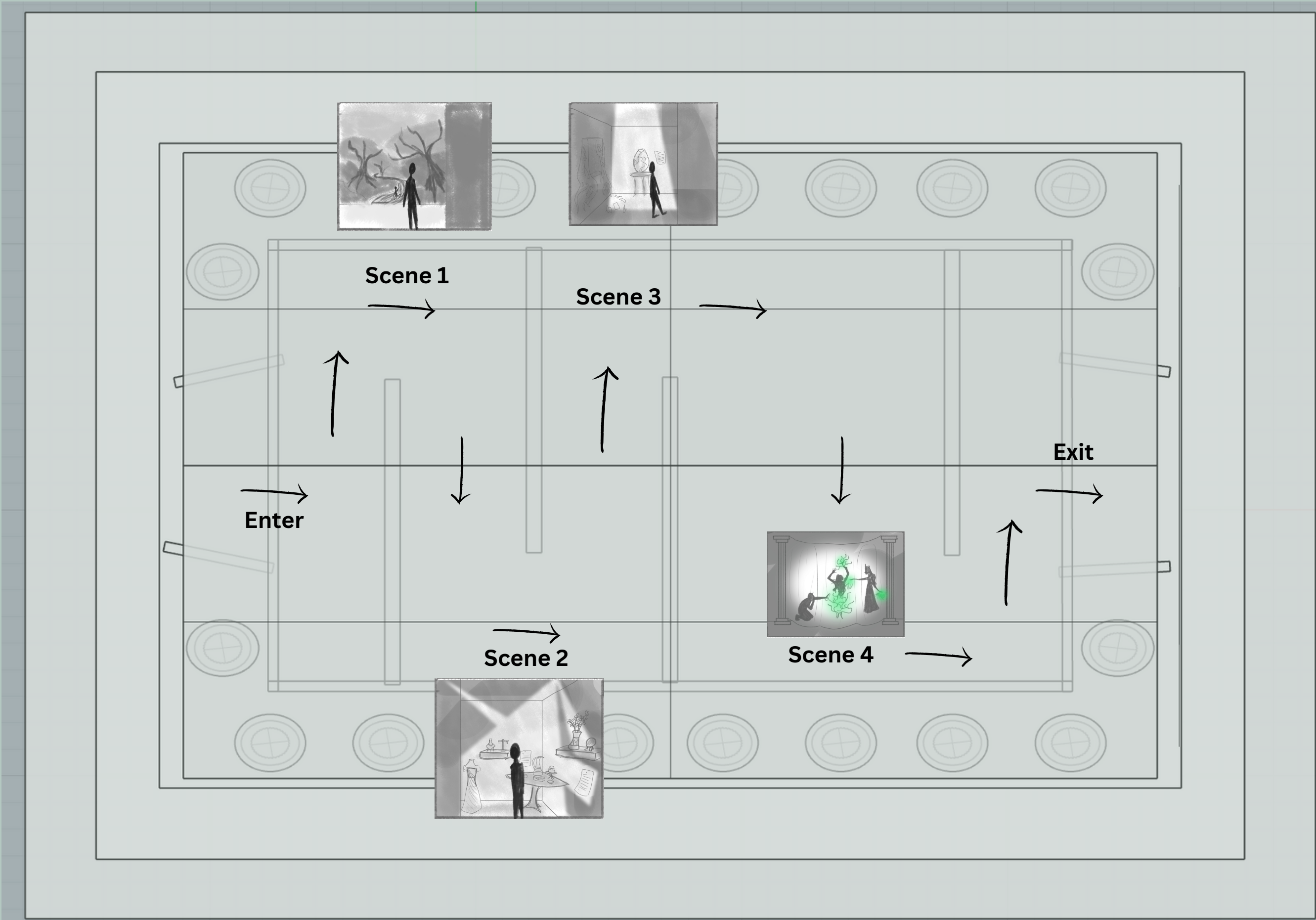
Scene 4: Green magic blasts from Persephone's hand and around Minthe. Minthe screams in horror as she realizes she is being turned into a plant. Hades is crying and begging Persephone to stop.



Scene 4: In the final scene guests see mint growing everywhere. Persephone leaves the room, and Hades is left weeping over Minthe.



GUEST FLOW



Hero Shot of Scene 4



Practical light

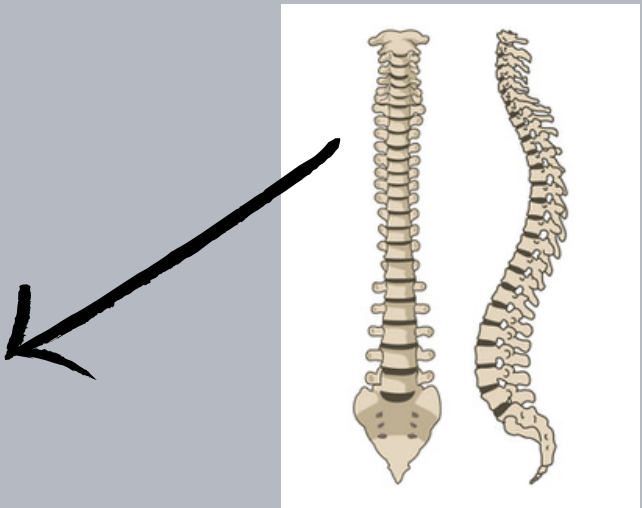
silhouette projections

Laser lighting for green
glow and sparkle effect

Shadow projections were used for the show because it is a 2-3 minute show that will be played on a loop. I also wanted to give the effect that guests are eavesdropping on a conversation they probably shouldn't be listening to.

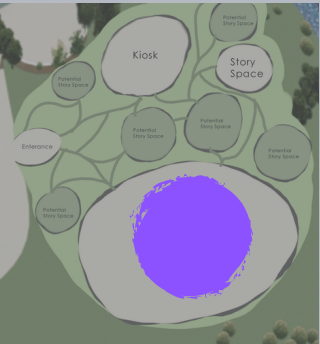


RIDE VEHICLE DESIGN

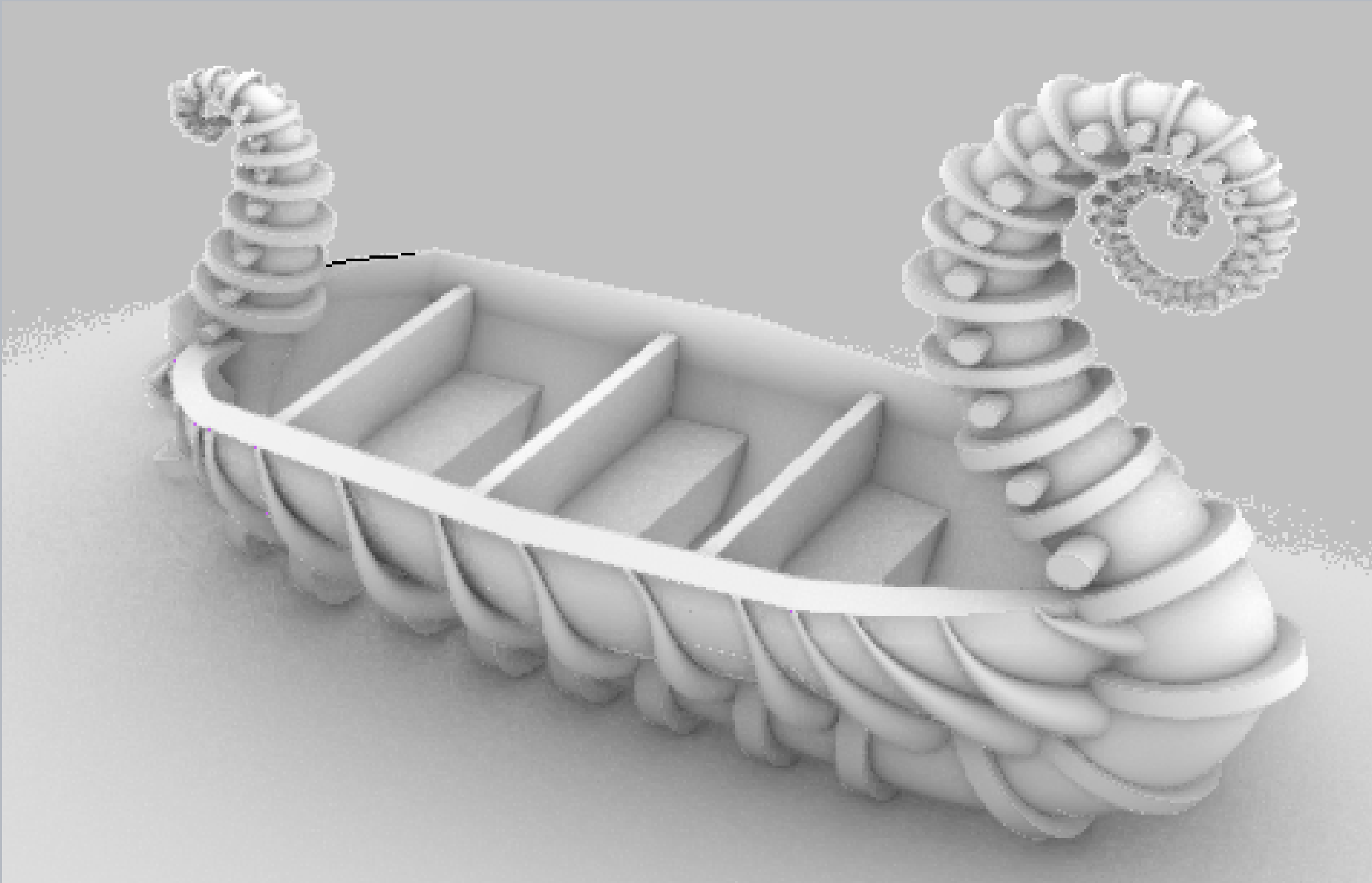


The design was inspired by the anatomy of a human spinal cord. The ride vehicle design is meant to feel like it is decaying.

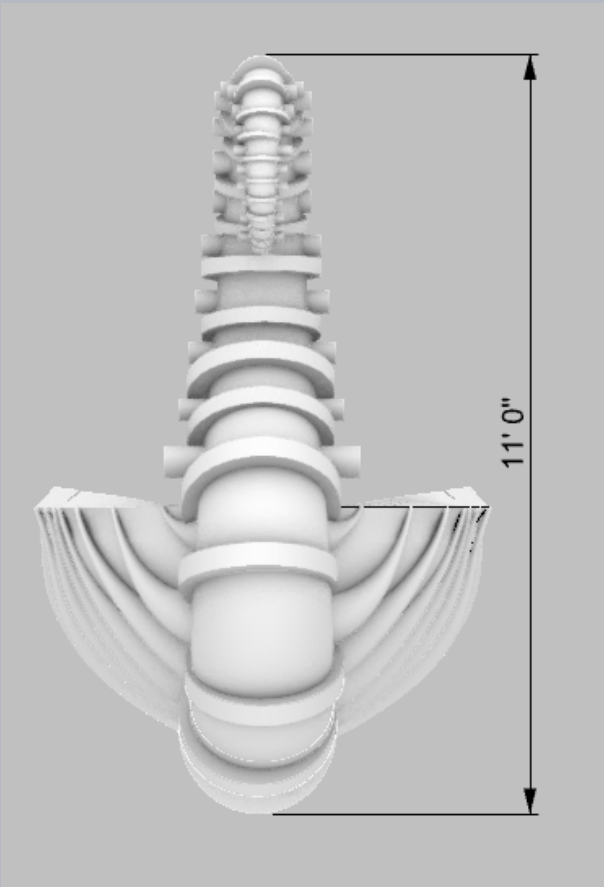
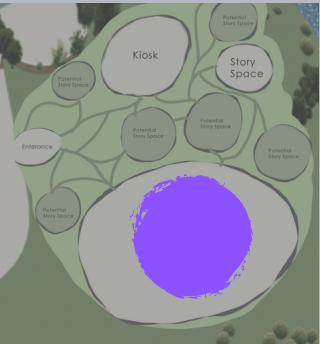
The goal of the design is to create a sense of uneasiness, which is a contrast to the welcoming environment the rest garden has.



3D MODEL AND ELEVATIONS

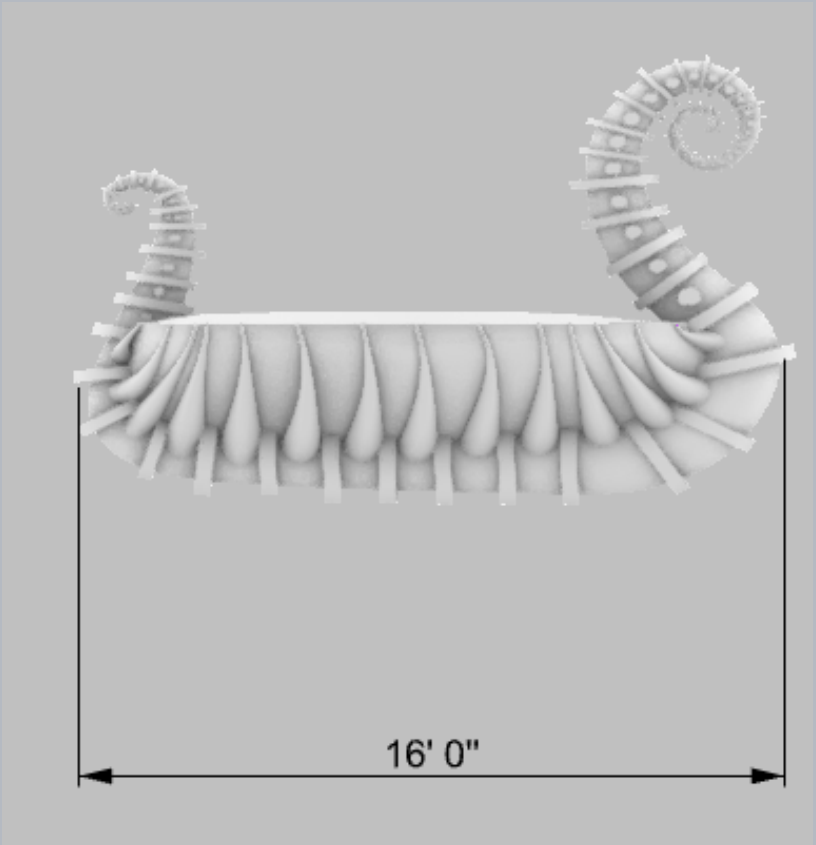
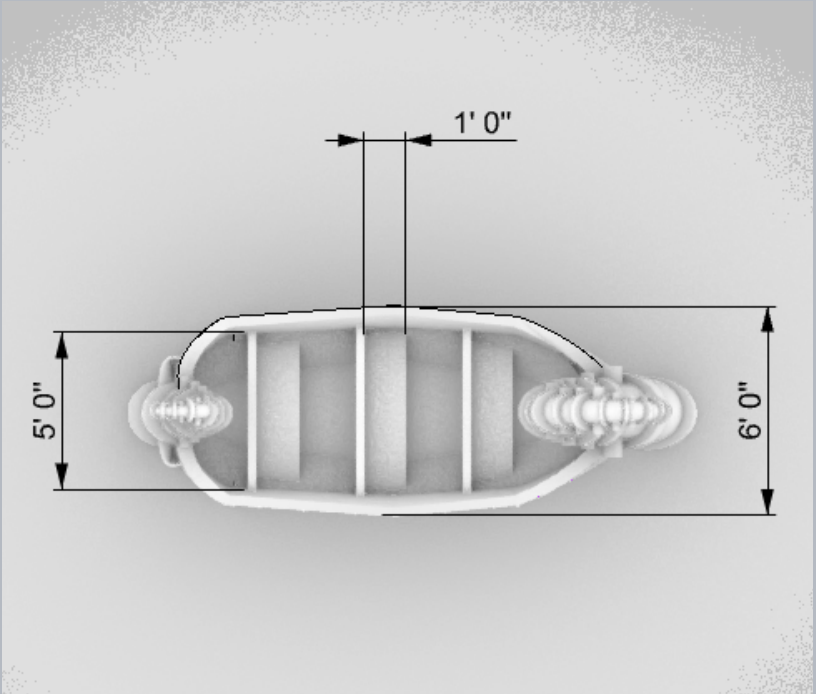


Perspective View



Front View

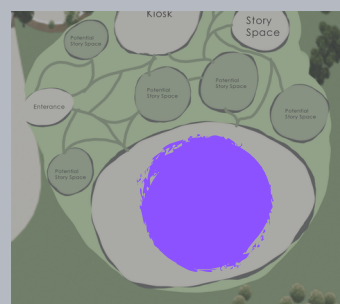
Top View



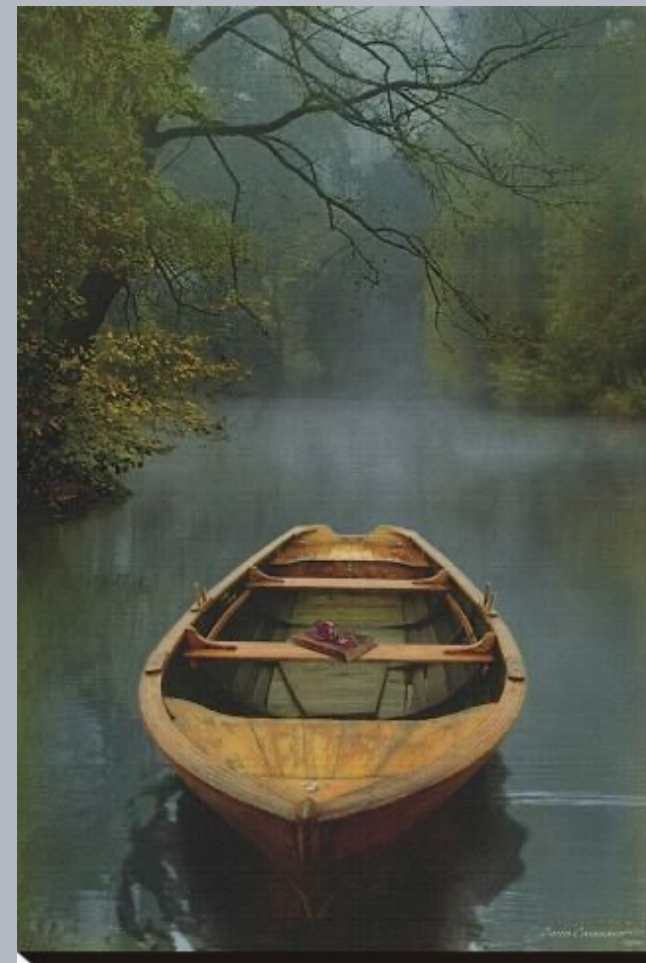
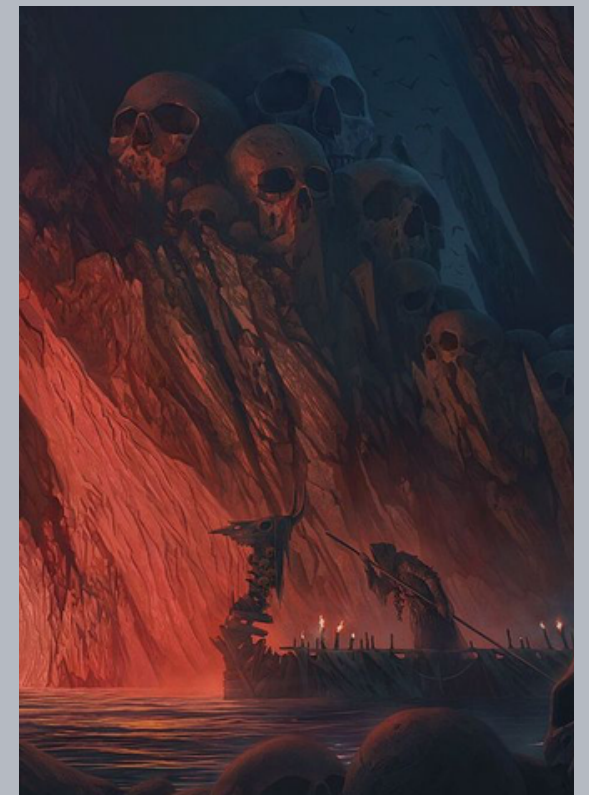
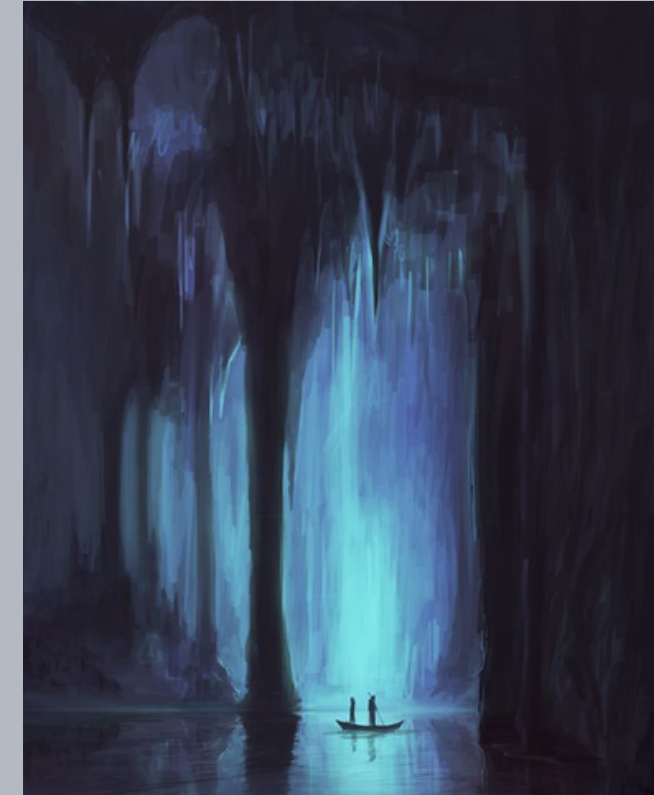
Side View

ATTRACTION INSPIRATION

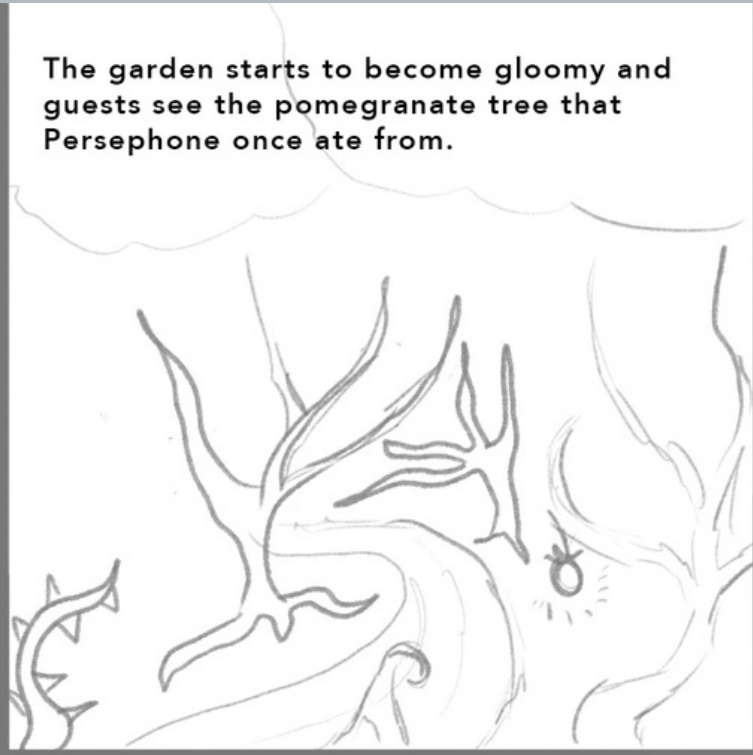
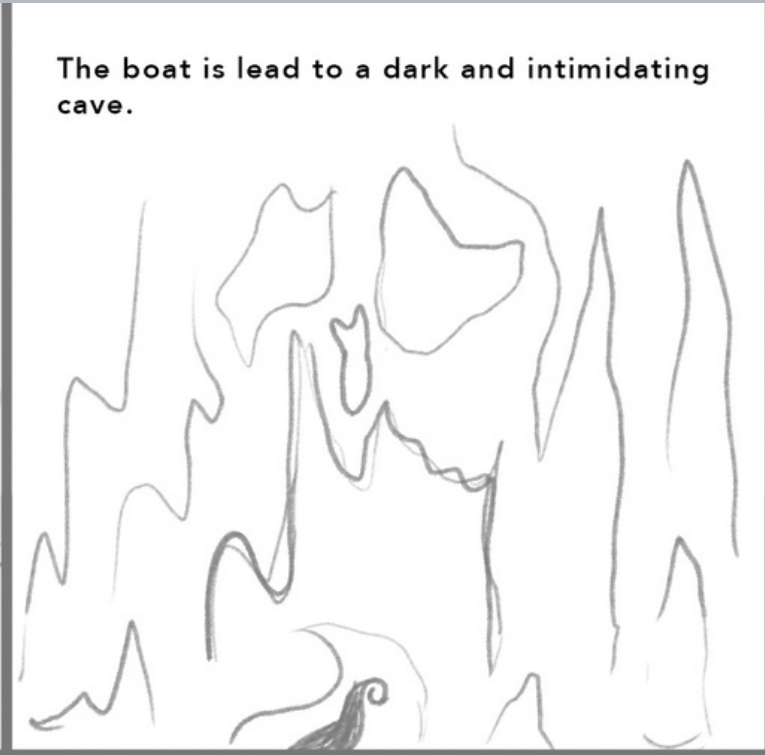
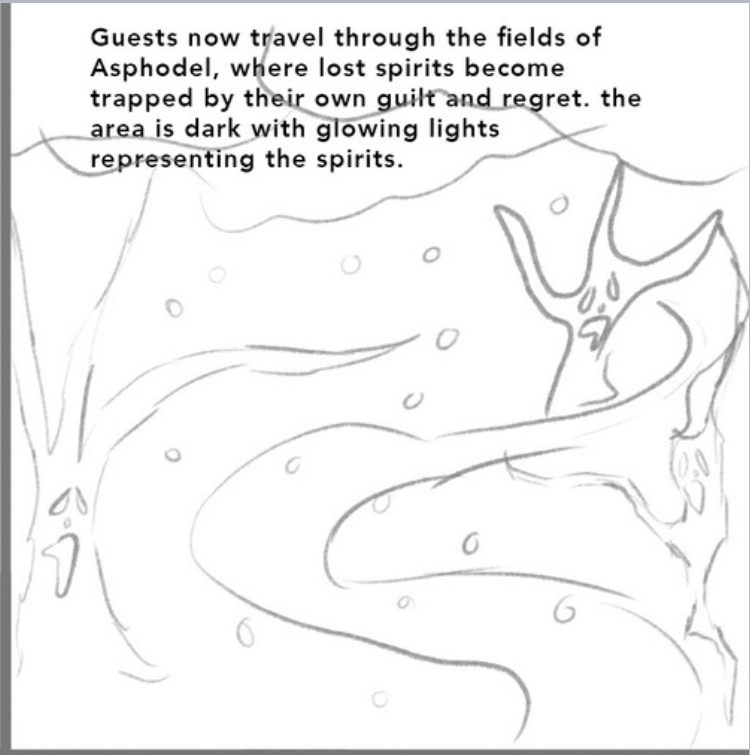
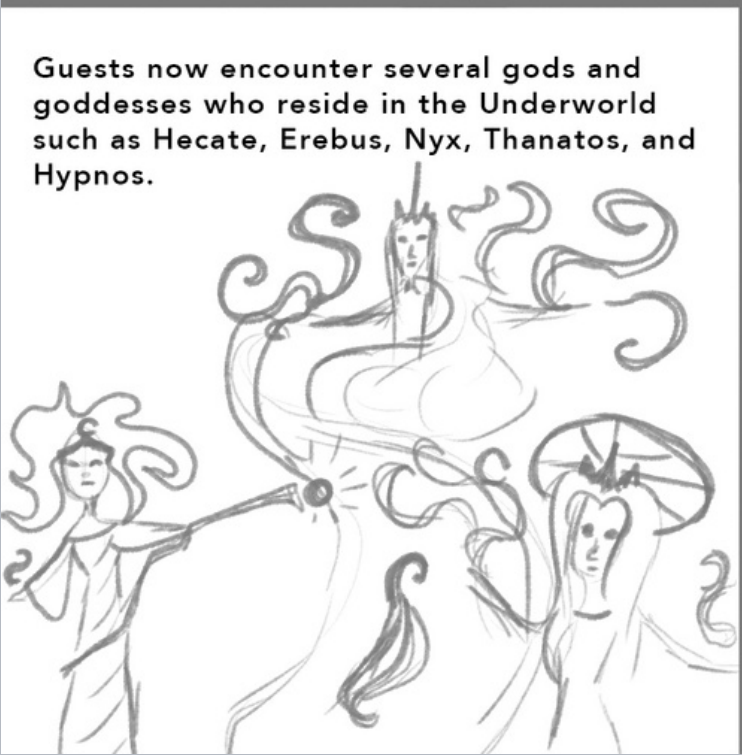
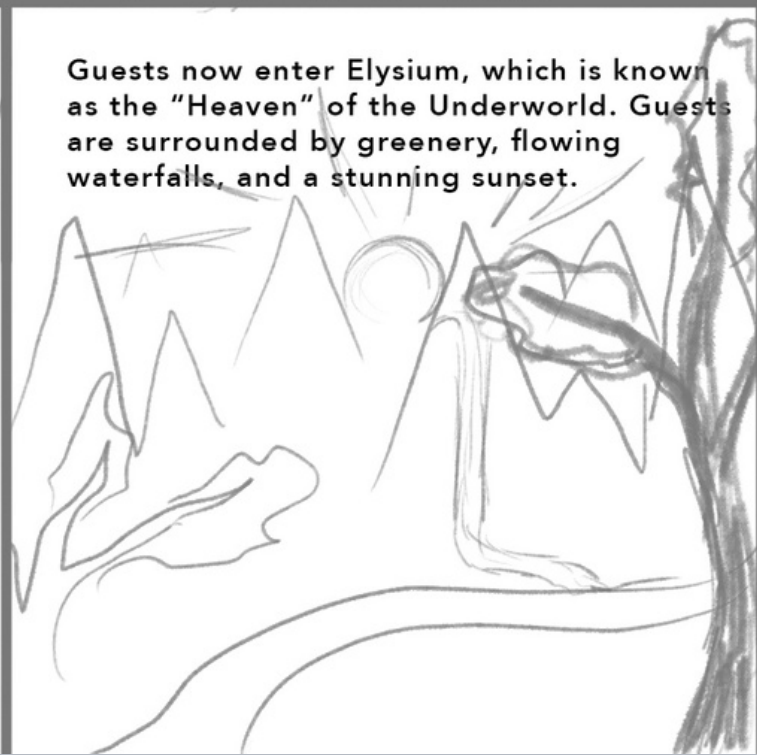
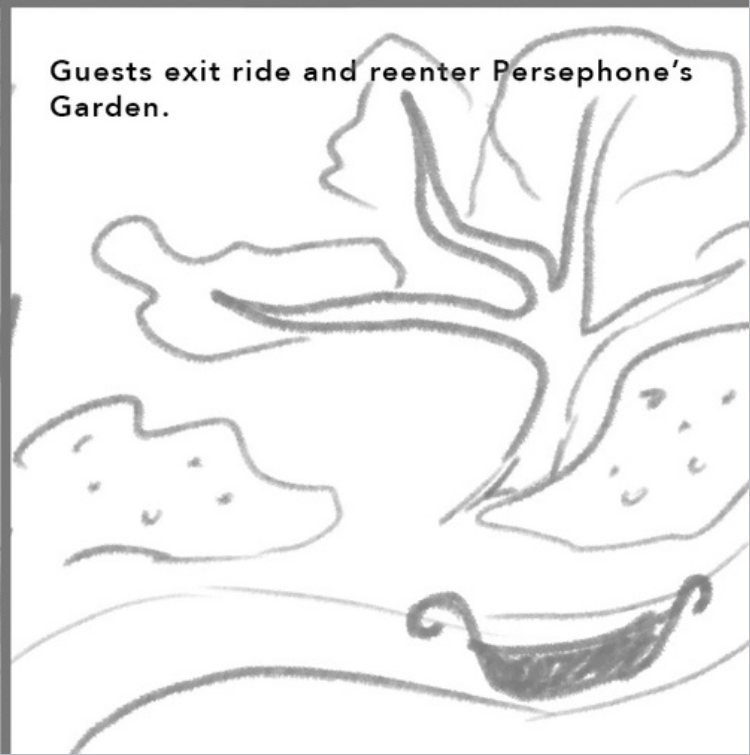
The ride vehicle design will be for the boat ride that is featured in Persephone's Garden. The boat ride is a slow paced attraction along the River Styx which flows through part of the garden and into the Underworld. Throughout the attraction guests will see a variety of things from Cerberus the three headed guard dog to the throne room where guests come face to face with Hades the Greek god of death and the Underworld.

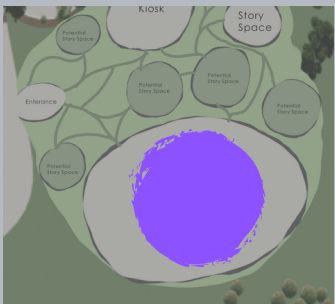


Inspiration for River styx boat ride,which includes dark caves, a throne room, and a cerberus animatronic



ATTRACTION STORYBOARD AND BEATS

Guests are loaded onto boat ride still surrounded by Persephone's Garden. 	The garden starts to become gloomy and guests see the pomegranate tree that Persephone once ate from. 	The boat is lead to a dark and intimidating cave. 	Guests are now in the Underworld and are greeted by the Underworld's three headed guard dog, Cerberus. 	Guests now travel through the fields of Asphodel, where lost spirits become trapped by their own guilt and regret. the area is dark with glowing lights representing the spirits. 
Guests now encounter several gods and goddesses who reside in the Underworld such as Hecate, Erebus, Nyx, Thanatos, and Hypnos. 	Guests have now reached the darkest and deepest point of the Underworld, they are aurrounded by the Furies who are trying to push them into Tartarus. 	Guests flee the Furies and are now in the throne room face to face with Hades and Persephone. 	Guests now enter Elysium, which is known as the "Heaven" of the Underworld. Guests are surrounded by greenery, flowing waterfalls, and a stunning sunset. 	Guests exit ride and reenter Persephone's Garden. 



Thank you!

