



Portfolio of Mike Brister

mike@brister.net



Portfolio of Mike Brister

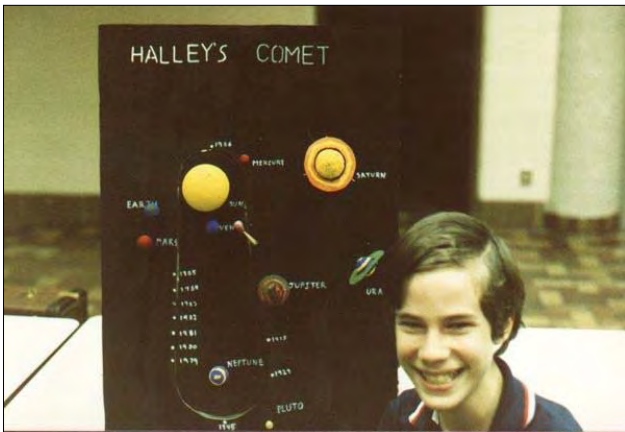
A little about me...

Ever since I first saw animatronics as a child (a picture of the hitchhiking ghosts from a postcard my parents brought back from Disneyland), I've been fascinated by theme parks. Once I finally got my first chance to see one in person, I've wanted nothing more than to design and build themed attractions for a living. I've spent my career working (a lot of very strange jobs) towards that goal ever since.

My 20 years of experience in the theme park and entertainment industries is a wide mix of technical, design, and performance in disciplines including show control / automation, lighting, special effects, show design / writing, art, acting, and puppetry. This work has been for a diverse array of companies including Walt Disney World, Walt Disney Imagineering, Cirque du Soleil, Six Flags, Sid and Marty Krofft, and my own small show control programming company, Logic Box.

Personally, I love creative work but I always approach it with a technical mind. I enjoy big projects, solving tough puzzles, new technology, and working in multiple disciplines at the same time. I'm half science and half science fiction, half artist and half technician, half geek... well, actually, I'm not even a little cool. I'm all geek and always have been (see below).

This portfolio is a somewhat randomly ordered overview of some projects and companies I've worked for. It also contains some contest and open forum submissions I made to a couple of employers (none of them won or were used but I still think they are cool).



Portfolio of Mike Brister

The projects in this portfolio...

FANTASMIC

Show Control / Automation Crew Chief
2004 Show Control System Redesign and Reprogramming
"Taste of Fantasmic" Fountain Design and Programming



LIGHTS MOTORS ACTION EXTREME STUNT SHOW

Show Control / Automation and Special FX Crew Chief

LOGIC BOX CONTROLS

Show Control User Interface Programming



WALT DISNEY IMAGINEERING

Attraction and Architectural Lighting Design and Programming

MICHAEL GRIFFIN, ESCAPE ARTIST

Escape and Show Design



SPLASHTOWN USA

Entertainment Manager and Show Designer



WALT DISNEY WORLD ENTERTAINMENT CREATIVE IDEA FORUM

Raven's Mansion Themed Restaurant
The Incredibles "Supers vs. Villains" Olympics Show
Halloween Funhouse and Villain Meet and Greet Events



OTHER DESIGNS (for my own amusement)

Logos for Cirque du Soleil (internal contests), Splashtown USA, Six Flags, and Sid and Marty Krofft
Egypt Historical Ride
Volcano Ride and Vehicle
Waterpark, Restaurant, and Mini-Golf

HOBBIES

Writing, Photography, and Music Composition

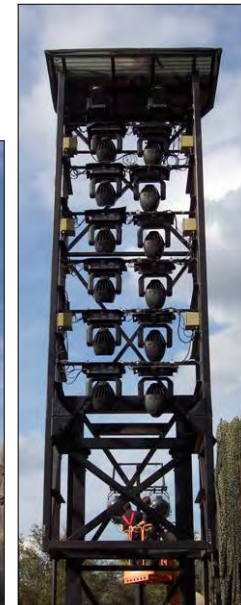
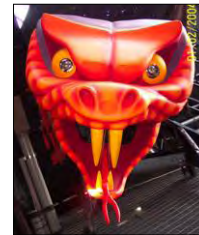
REFERENCES



Portfolio of Mike Brister

Fantasmic!, Walt Disney World Show Control Crew Chief

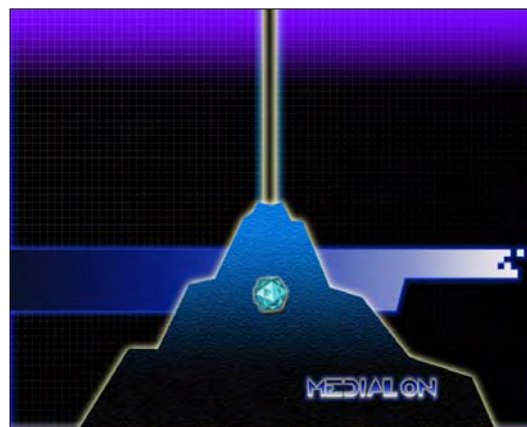
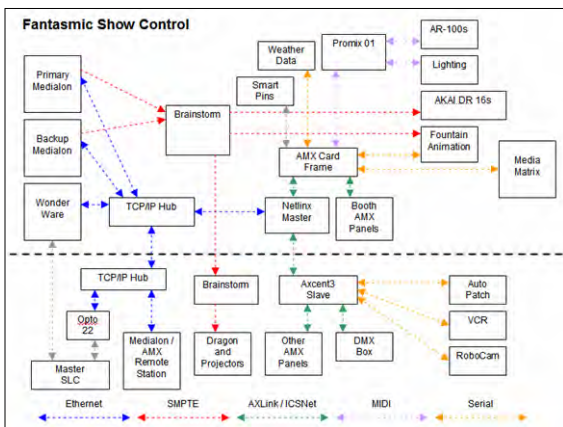
- Worked on the show from installation through opening as the Assistant Propmaster. Responsible for logistics of backstage prop storage (some as much as 15' tall) and choreography (including a cobra puppet operated by 18 people).
- Promoted to Crew Chief of Show Control from 1999 through 2004. Responsible for programming, operation, troubleshooting, documentation, and training for show control systems.
- Show Control systems included 5 lifts, a large robotic dragon, flame systems, lasers, projection, audio playback, fountains and mist screens, and other mechanical and water effects.
- Responsible for the operational procedures for 4 of the 25 Technician show tracks, which usually covered around 15 to 30 people trained in those tracks.
- Designed and programmed fountain animation for additional special events.



Portfolio of Mike Brister

2004 Fantasmic Show Control Rehab Medialon and Wonderware Designer and Programmer

- In 2004, helped design a \$90,000 renovation to the Fantasmic show control systems.
- Programmed Medialon, WonderWare, and AMX software as part of a team of three Programmers.
- Designed the user interface screens shown to the right based on an overall layout built by another member of the team.
- Integrated several automatic error checking routines to allow faster recovery of performer timing problems and equipment failures.
- Designed subroutines that would allow the show to stop and resume (previously not possible due to the nature of film loop cabinets used on the show).



Portfolio of Mike Brister

Taste of Fantasmic!, Walt Disney World Fountain Designer and Programmer

- Designed the animation and programmed the fountains for the short presentation called “Taste of Fantasmic!”. This presentation was intended to allow guests to see at least a short show when inclement weather prevented the full Fantasmic show from running.
- Programmed the fountains on a WholeHog2 lighting console.



Soggy Guests cheer for a “Taste of Fantasmic!”

BY AMANDA ADLER HOLLINGSHEAD

Technicians at Fantasmic! at the Disney-MGM Studios recently collaborated to create an abbreviated version of the nighttime spectacle for nights when weather forces the show’s cancellation.

This 3-4 minute “Taste of Fantasmic!,” presented on nights when non-electrical-activity rain storms prevent Fantasmic! from running, features select elements from the full-length show, including animation projected on mist screens; dancing fountains; laser, pyrotechnic and fire effects; and more.

The idea originated in a recent Entertainment meeting, when Fantasmic! Technicians mentioned that, on nights when inclement weather forced the show’s cancellation, crews still had to fire the pyrotechnics after Guests left for the evening.

Based on that feedback, the Fantasmic! Show Directors decided to put together a sampling of music, featuring “April Showers” from *Bambi* and music from the Fantasmic! soundtrack, to use for this abbreviated show. A team of Technicians then worked together to choreograph the show elements to match the musical selection.

“It’s a great example of how Cast Members working on a show came up with an idea [and made it happen],” said Show Director John Phelan.

Guests got their first glimpse of the abbreviated show earlier this month.

“After [the first showing of ‘Taste of Fantasmic!’] finished, the crowd jumped into a huge roar of applause and screamed like they do after [the full-length] Fantasmic!,” said Entertainment



Photo by Steve Tanglin

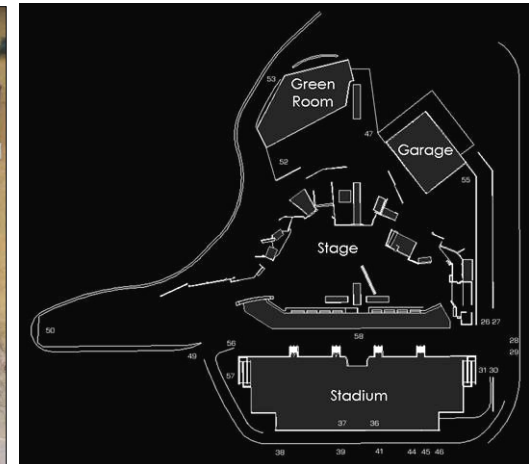
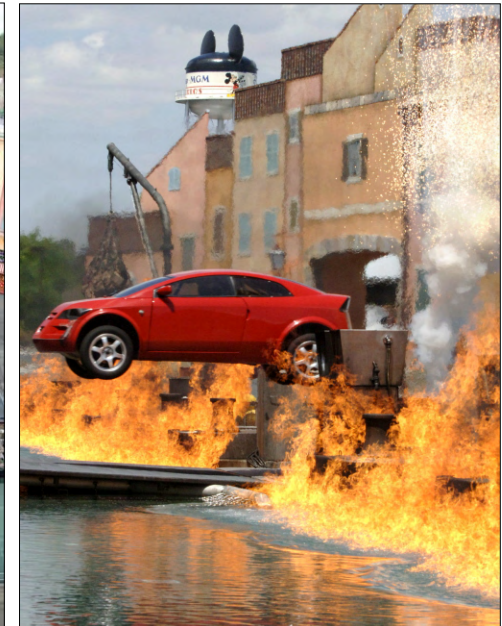
Manager Jeffrey Bruce. “It’s a huge win for the Cast Members and a major win for our Guests ... That’s what it’s all about: leaving the Guests with a ‘Taste of Fantasmic!’”

From left, Fantasmic! Technicians Mark Williams, Mike Brister, Gregg Stevens, John Lyons, Eric Moore and Jim Robertson helped develop the abbreviated “Taste of Fantasmic!”

Portfolio of Mike Brister

Lights Motors Action Extreme Stunt Show, Walt Disney World Show Control / FX Crew Chief

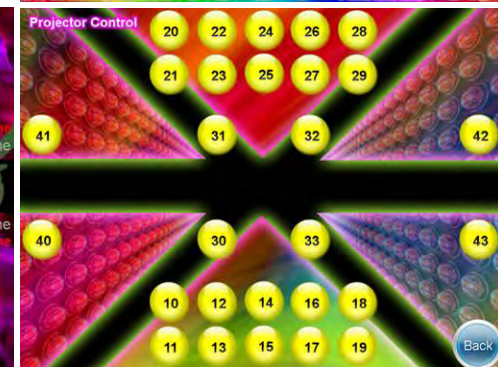
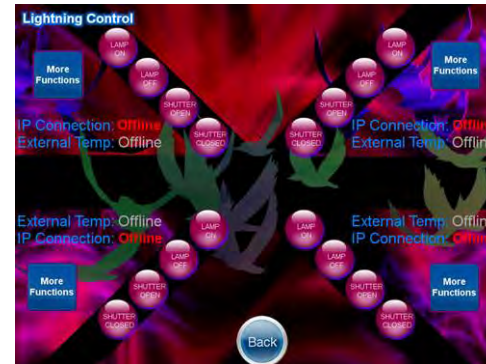
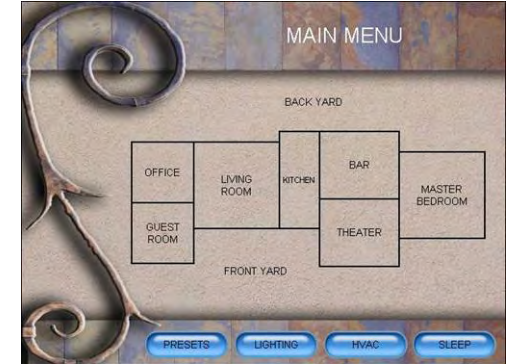
- Worked on the show from the final phase of construction through test and adjust, opening, and the first two years of operation. I was the first Technician working on the site.
- Responsible for the programming, operation, troubleshooting, documentation, and training for show control, automation, and special effects systems. This included the challenge of staying compliant with strict regulations for pyrotechnics attached to vehicles.
- Systems included 3 hydraulic ramps, 20 large scale flame effects, 7 vehicles with on-board pyro, and other mechanical, pyro, and water effects.
- Programmed large parts of the AMX system as part of a team of three including designing a method for altering the length of music on the fly based on how the live action was proceeding on stage.



Portfolio of Mike Brister

Show Control User Interfaces AMX Designer and Programmer

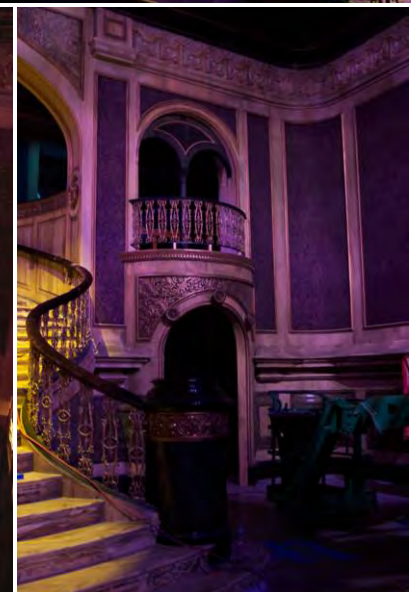
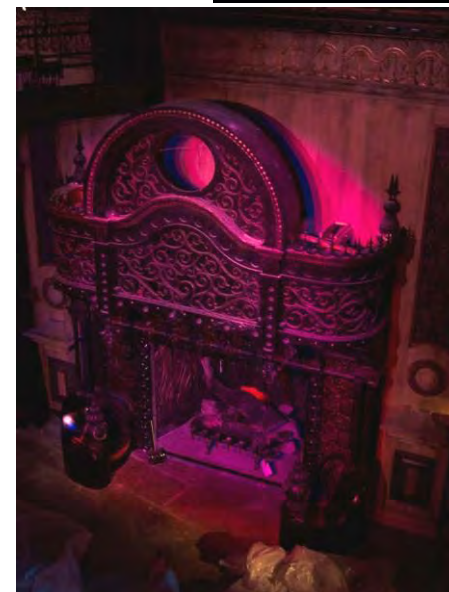
These are examples of show control system user interfaces I have worked on for Walt Disney World, Logic Box, and Cirque du Soleil. A few of the art elements were provided by others for the projects.



Portfolio of Mike Brister

Show Lighting, Walt Disney Imagineering Lighting Designer / Show Quality Services

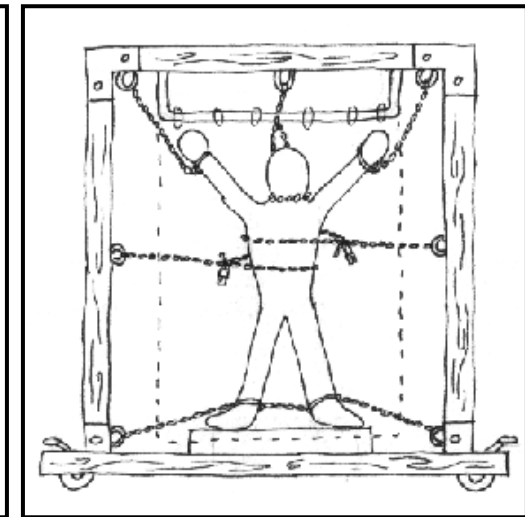
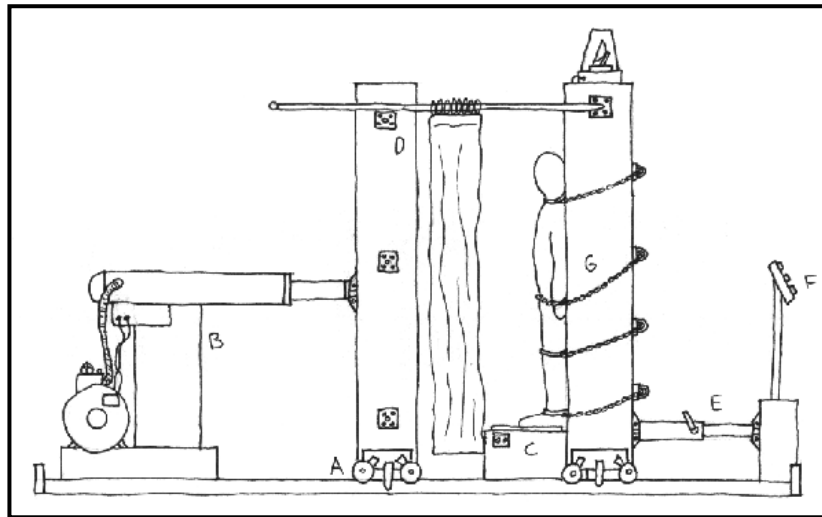
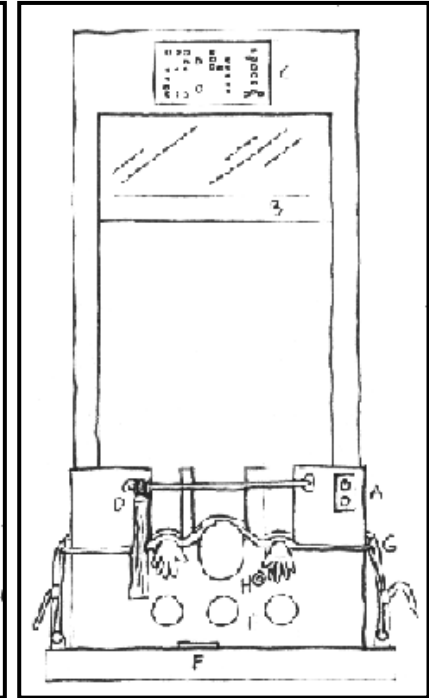
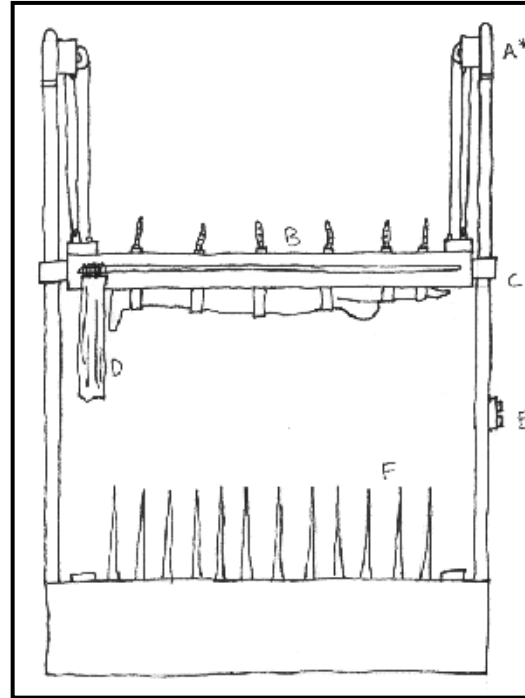
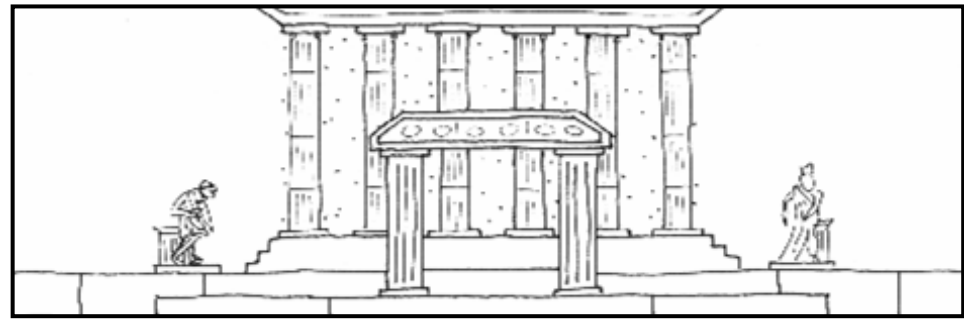
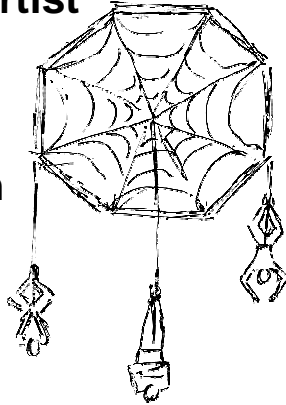
- Starting in 2000, I was “loaned” to WDI Florida’s Show Lighting Department for periods ranging from a week to seven months.
- Main responsibilities included documentation and maintaining the artistic integrity of the show lighting in all Magic Kingdom attractions. This included a full fixture by fixture review of every attraction in the park twice a year.
- Programmed moving lights for Star Traders store rehab and Innoventions Playground.
- Specified character fixtures and designed lighting for small additions, rehabs, new venues, and technology upgrades.
- Assisted with the lighting design for the Haunted Mansion movie sets walkthrough in 2003.
- Performed the moving lights rehab for the switch from Alien Encounter to Stitch’s Great Escape attraction.



Portfolio of Mike Brister

Michael Griffin, Escape Artist Escape Designer

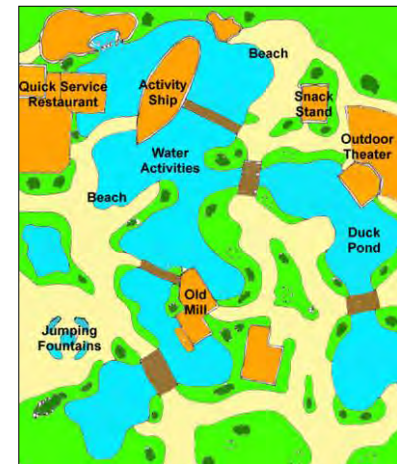
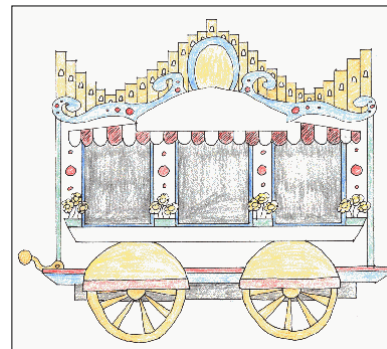
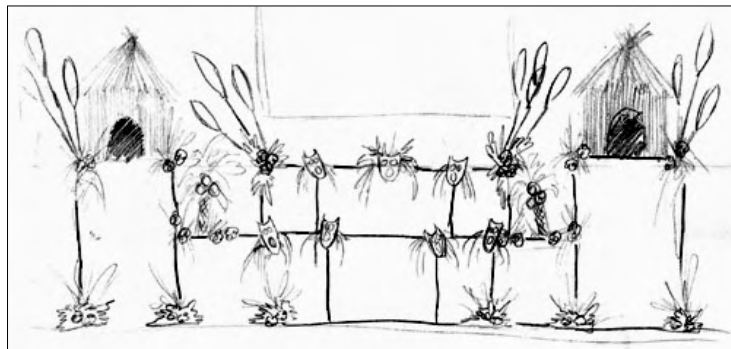
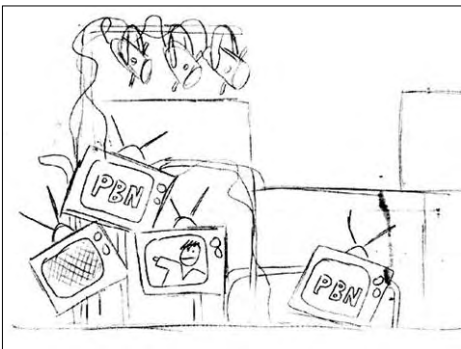
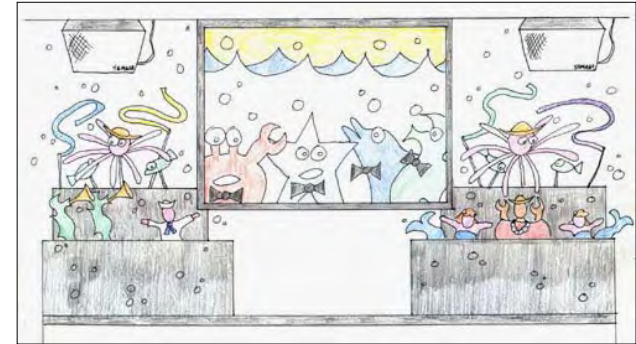
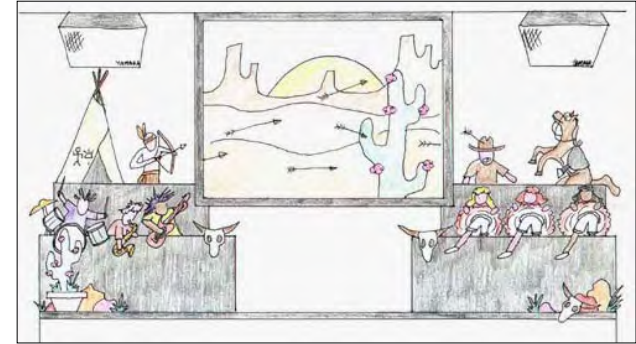
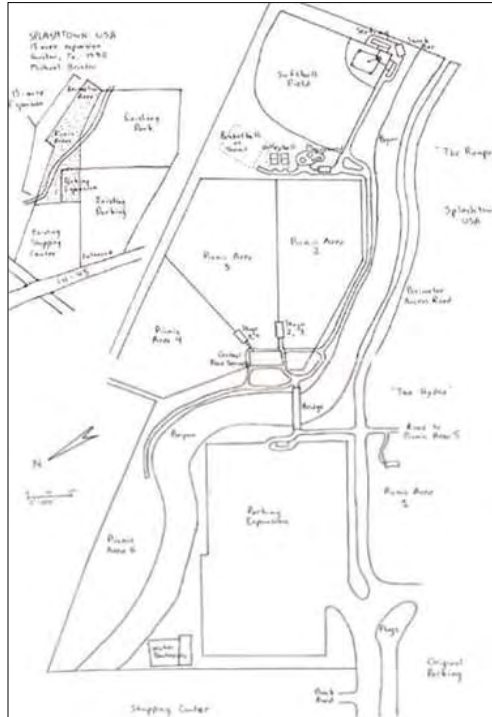
- Started work with Mr. Griffin as an assistant on stage.
- Designed escape and staging concepts for him at his request. These designs eventually became part of a larger concept for a tour that never came to fruition.
- When I designed escapes for Mr. Griffin, he asked me to challenge him. Most of the time, I did not know how he would escape.
- I also designed scenic elements that enhanced each escape apparatus.



Portfolio of Mike Brister

Splashtown USA Entertainment Department Manager

- My first job in High School as a puppeteer and technician. Promoted to Manager by the next year.
- Designed and directed puppet shows in restaurant theater for 2 years using a cast of 14 including live singers and dancers the 2nd year.
- Prepared park theming and master planning concepts as requested by the Director of Operations.
- Created additional entertainment as needed for special events including Halloween events.



Portfolio of Mike Brister

Raven's Mansion Restaurant and Show WDW Entertainment Creative Idea Forum (Unused Submission)

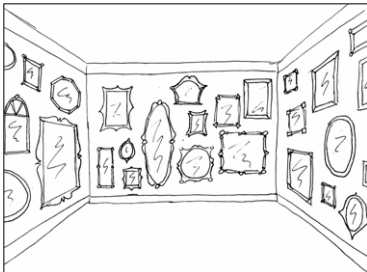
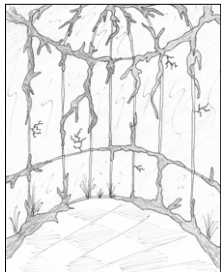
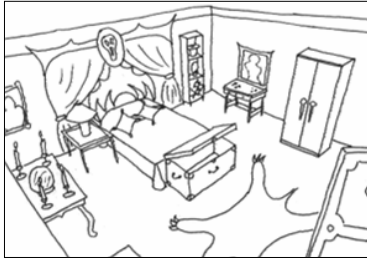
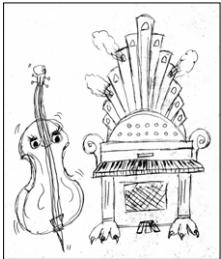
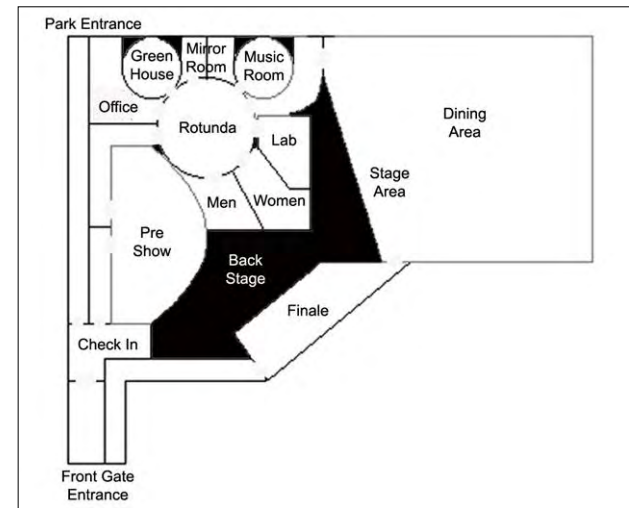
- Proposal I made in 2002 to Vice President of WDW Entertainment at an open forum.

This was a proposal for a new adult-oriented theatrical dining experience at the Disney-MGM Studios or Downtown Disney. The entertainment portions of this experience are divided into 4 basic sections: a live preshow performance featuring intense special effects, an interactive exploration area, a dinner show, and an automated finale presentation.

"The year is 1959 and you are now trapped in the scariest place on Earth: Hollywood, California...

You have been cordially invited to the lush Hollywood Hills home of the famous 1950's horror and science fiction movie Director, Arthur Raven. The same man that brought you such unforgettable films as *Attack of the 50 foot Librarian*, *It Came from the Tool Shed*, *The Toe*, *Ninja Cyborg vs. The Ice Weasel*, *The Thing Under the Sofa-bed*, *Mutant Wax Zombies from Jupiter* and *Vegetarian Vampires from Venus* now invites you to try and survive an evening of dinner and horror in his mysterious mansion. Legend has it that his home once belonged to an evil magician (who coincidentally was also a mad scientist) and that it is now haunted with many malevolent creatures and spirits. The same spirits that have served as inspiration for such classic Raven films as *Curse of the Mummy's Mommy*, *I Was a Teenage Sea Serpent*, *The Blood and the Dipping Sauce*, *Corridor of Hallways* and *The Monster that ate Des Moines*.

Can you survive the night? Join him tonight for a horrifying adventure and a delicious meal. It promises to be a night you won't forget... provided you live through it. [Insert maniacal laughter here...]"



Portfolio of Mike Brister

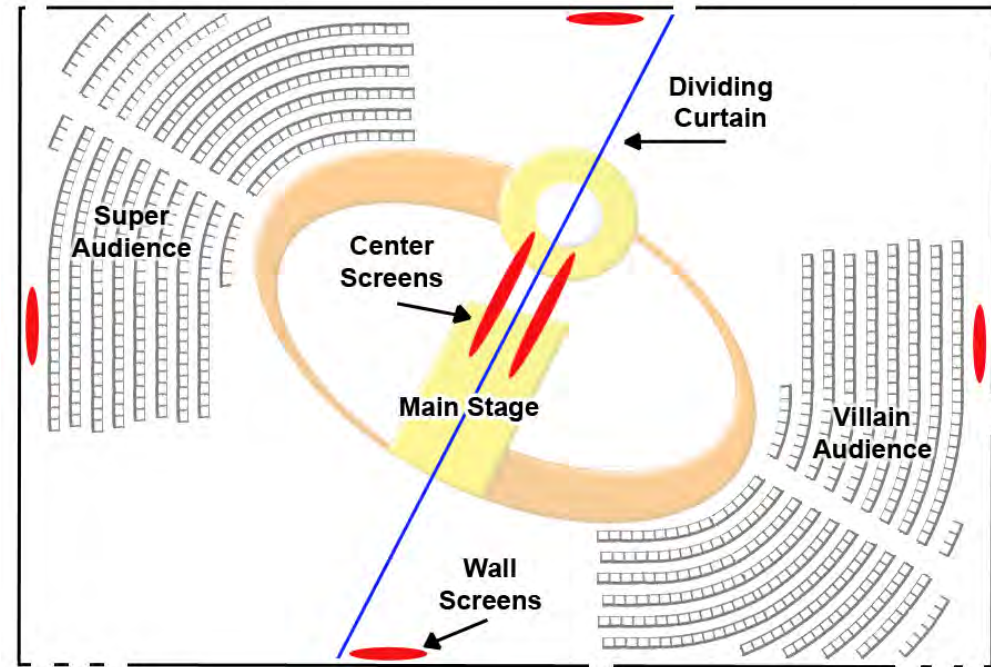
The Incredibles “Supers vs. Villains” Olympics Show WDW Entertainment Creative Idea Forum (Unused Submission)

- Proposal I made in 2006 to Vice President of WDW Entertainment at an open forum.

This was a proposal for a new interactive family show based on the film, The Incredibles.

“The City of Metroville is proud to host this year’s National Superhero Olympics! The Olympics is a series of special challenges designed to select the new National Super Champion, a title sought by every Super since Mr. Incredible earned it during the first games back in 2005. As the Games begin, a pirate video broadcast from Syndrome interrupts the opening ceremonies. He announces that he has the building surrounded by Omnidroids and his only demand for everyone’s safe release is a special match between Supers and Villains. He then reveals that the Villains have already infiltrated the building and are ready for the competition.”

The show is a game show / physical contest between Supers and Villains where park guests play the roles of both. They choose to play on either the Super or Villain teams when they enter the building by two separate entrances. The show consists of a series of simple physical games played by members of the two teams selected at random. While the selected guests play the physical activity on the stage, the rest of the audience participates in the games using keypads at their seats. Depending on the specific game, the audience will either perform tasks to assist their own team or challenge the opposing team. A typical show will consist of 4 to 6 different games randomly picked from a large repertoire so that each show is a unique experience.



Portfolio of Mike Brister

Not So Scary Funhouse and Villains Meet 'n Greet, Walt Disney World WDW Entertainment Creative Idea Forum (Unused Submissions)

- Proposals I made in 2003 and 2006 to Vice President of WDW Entertainment at an open forum.

MICKEY'S NOT SO SCARY FUNHOUSE

This was a proposal for a new enhancement during the Halloween season. This Disney-themed "funhouse" would best be described as "walk-through dark ride with live performers" featuring video, lighting effects, and 15 funhouse rooms painted in ultraviolet colors. There are 8 scenes based on animated shorts and features including *Lonesome Ghosts*, *Alice in Wonderland*, *The Nightmare Before Christmas*, *Hercules*, *The Little Mermaid*, *Pinocchio*, and *The Legend of Sleepy Hollow*.

VILLAINS MEET AND GREET

This proposal was an enhanced "Meet and Greet" for Disney Villain characters with theatrical elements and special effects. Guests enter the venue and wait in a maze-like queue line designed to look like a "cartoon haunted house". At the end of the queue, guests stand in a large circular waiting room where they must choose which of the 6 Villains they would like to meet. In the waiting room, the Magic Mirror from *Snow White* hangs on the wall. While guests wait, the Magic Mirror speaks in its dry, poetic style:

*"Behind 6 doors, six Villains wait,
To give you a Halloween treat,
Mind your manners or you'll seal your fate,
Before entering, please wipe your feet..."*

*"This wall of doors is called Villains Row,
You'll walk through them in good time,
None of these doors lead to restrooms though,
You should've gone before you got in line..."*

When a Villain Room is ready for guests to enter, the Magic Mirror tells a short poem about the Villain and the corresponding door will light up.

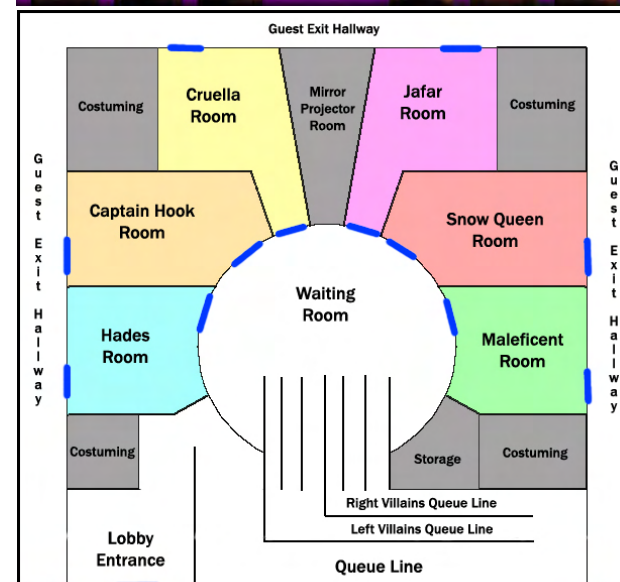
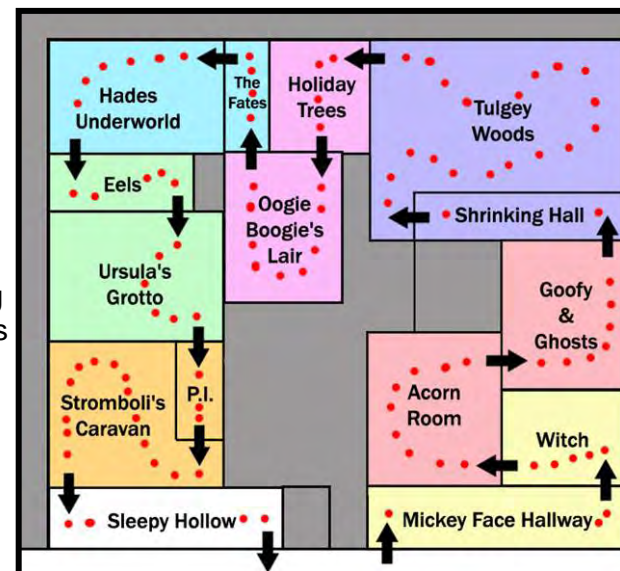
*"Arabian nights can be scary stuff,
In exotic lands afar,
This man's no diamond in the rough,
Come and meet the evil Jafar..."*

*"Thru this Mirror on this wall,
Her cruelty and jealousy were seen,
Second fairest of them all,
Come see Snow White's wicked Queen..."*

*"Her fashion trends are a cut above,
Her passions are greater still,
You could say she suffers from 'puppy love',
Say 'hello' to Cruella de Vil..."*

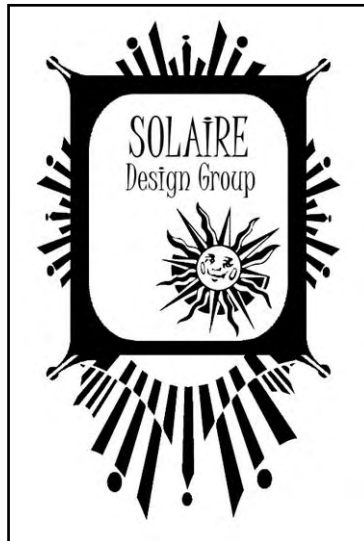
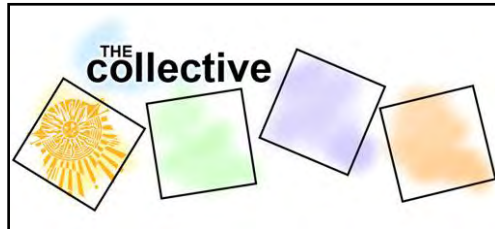
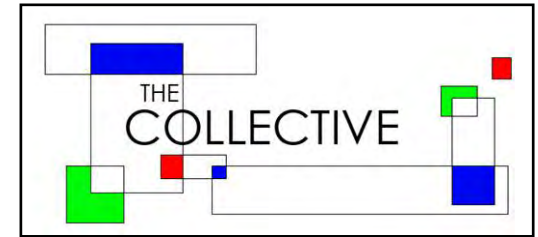
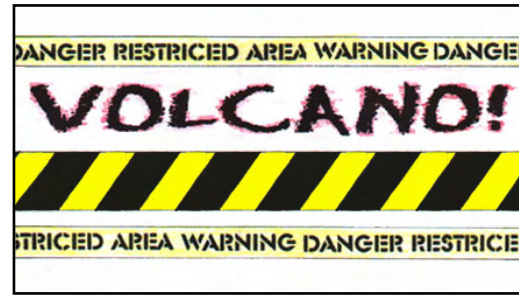
*"This Grecian leader of the Underworld,
Has hair ablaze in blue,
With fists clenched and lips curled,
Hades is now calling for you..."*

They are then led into the greeting room where they see a short production featuring the Villain, greet the Villain, and then pose for pictures.



Portfolio of Mike Brister

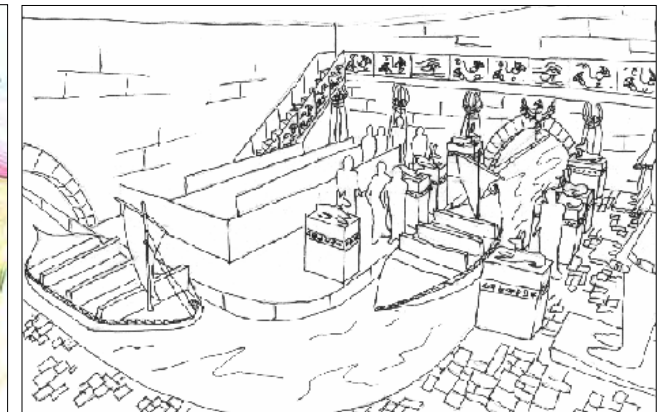
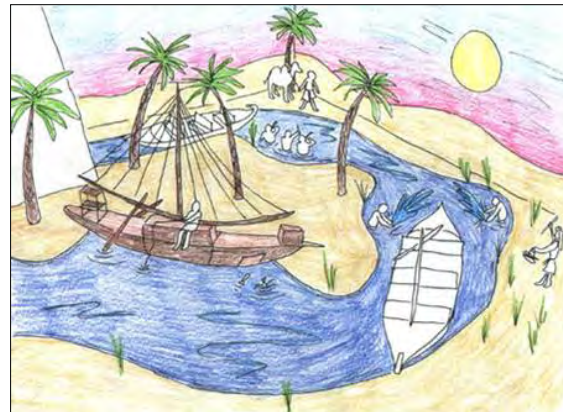
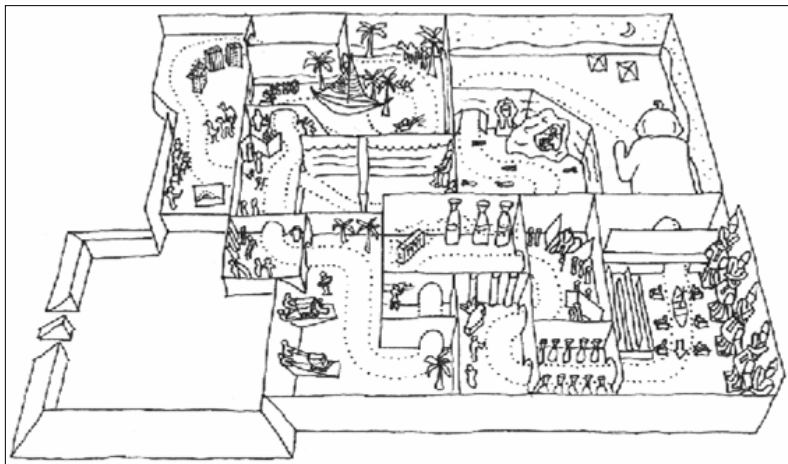
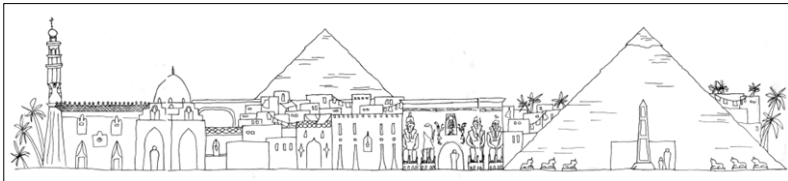
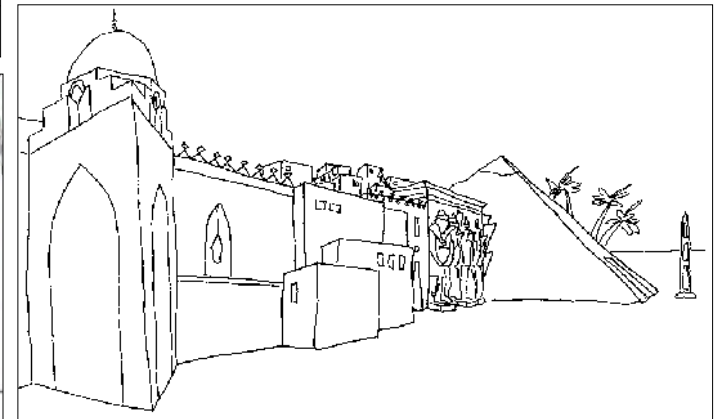
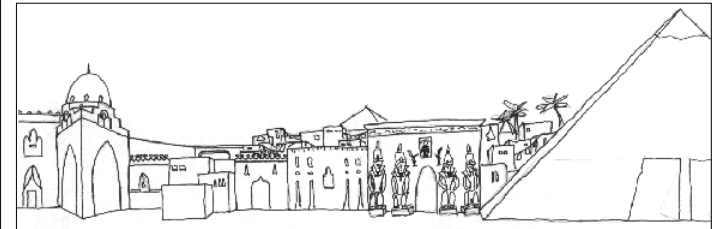
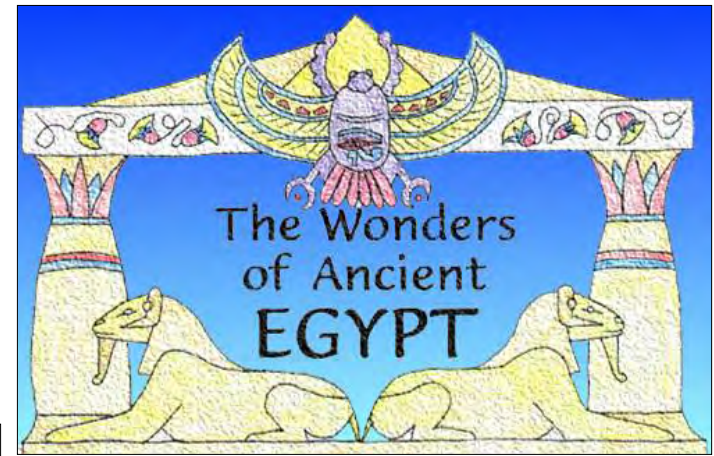
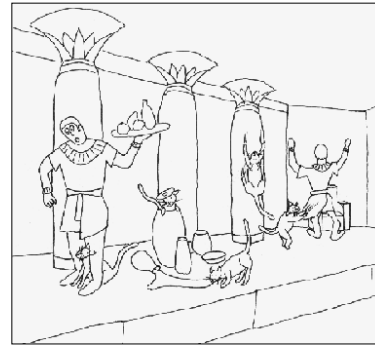
Various Logo Designs



Portfolio of Mike Brister

Other Design Work Egypt Historical Ride

- Design I created as a learning experience in the style of an Epcot World Showcase pavilion. I had the opportunity to present this to WDI Florida in 1999. That presentation resulted in my temporary work with the WDI Show Lighting Department the next year.
- The attraction featured a boat ride, restaurant, museum, and bazaar.
- This was the final version of something I had been working on since High School.

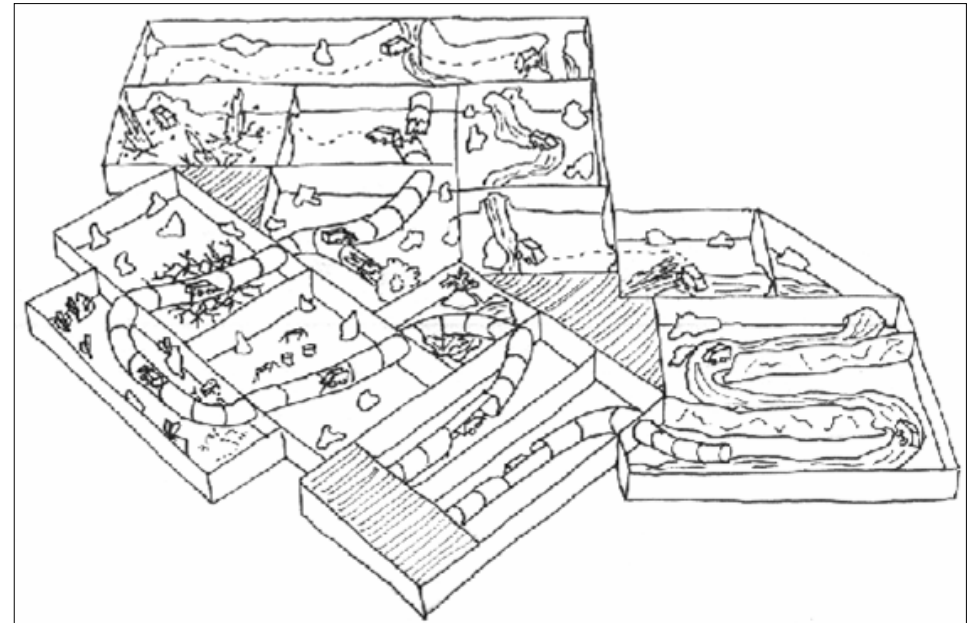
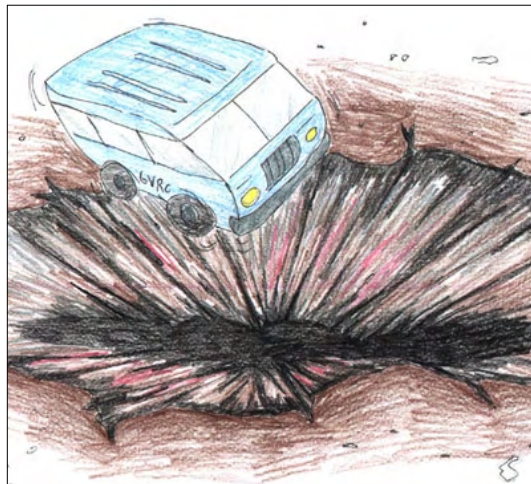
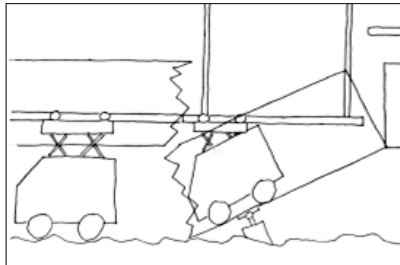
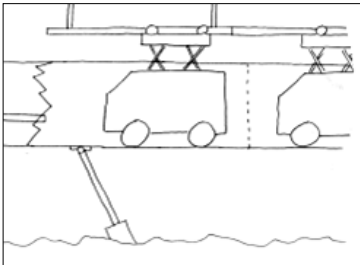
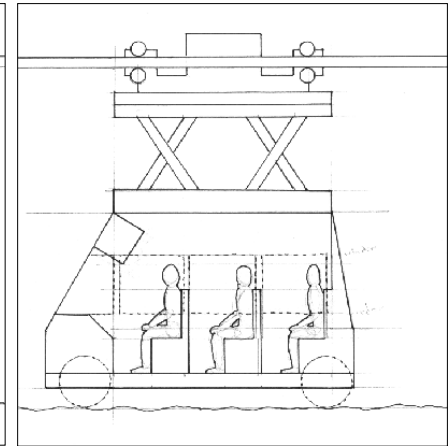
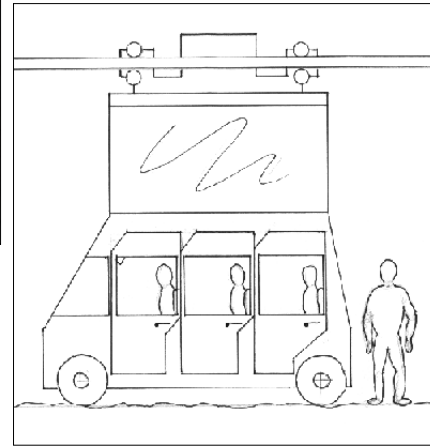
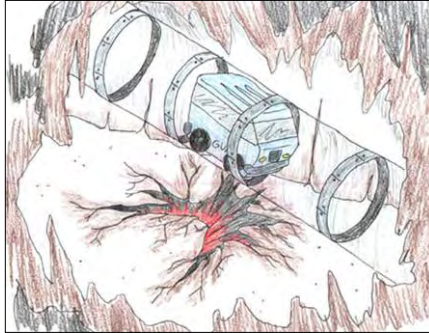
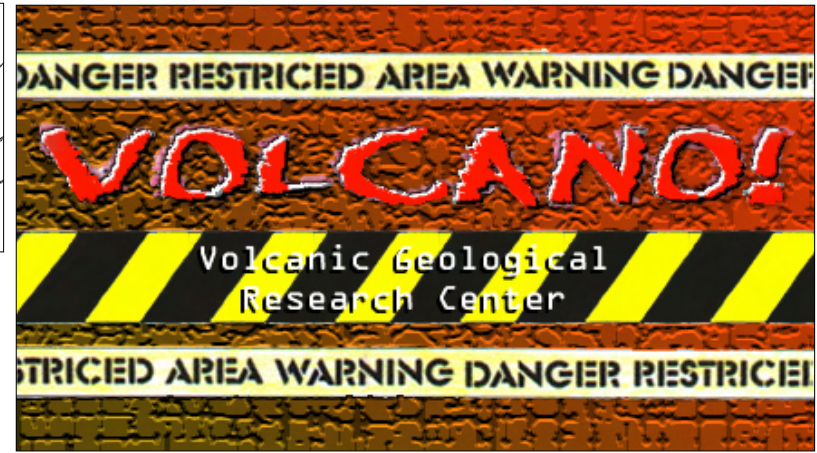
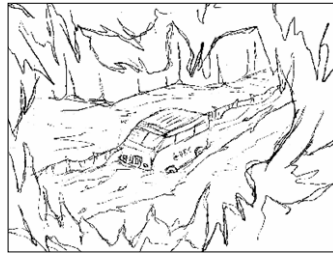


Portfolio of Mike Brister

Other Design Work

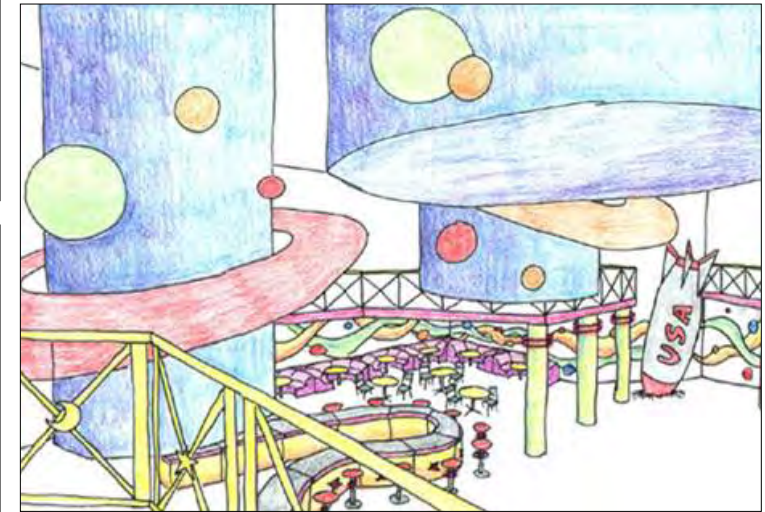
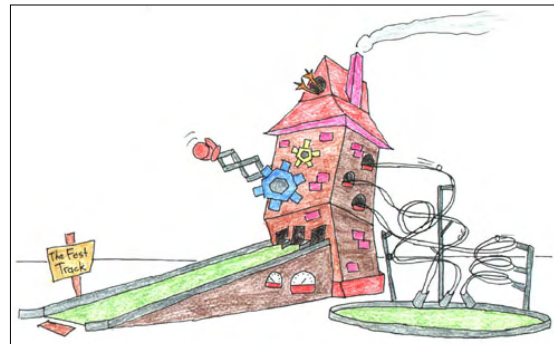
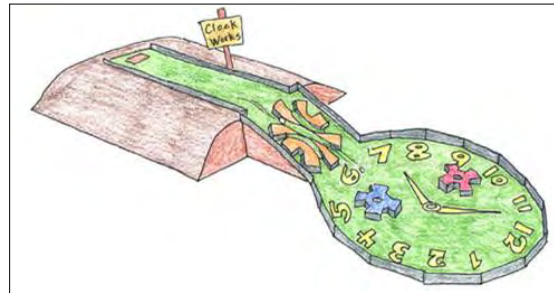
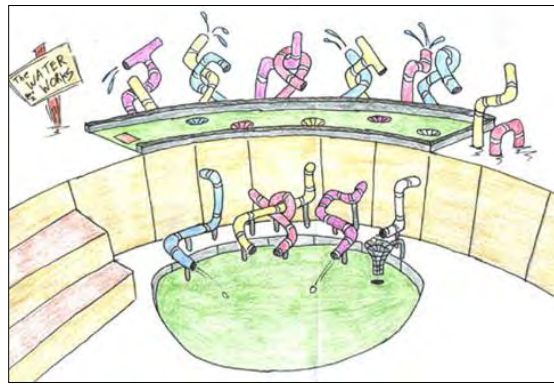
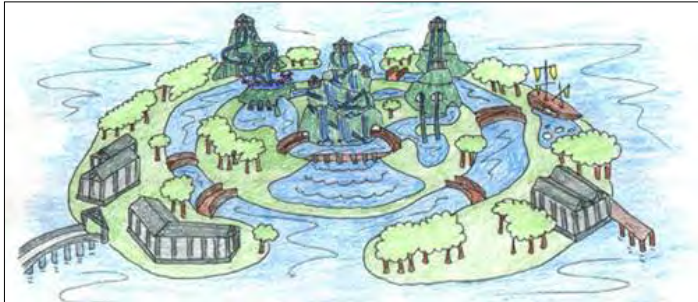
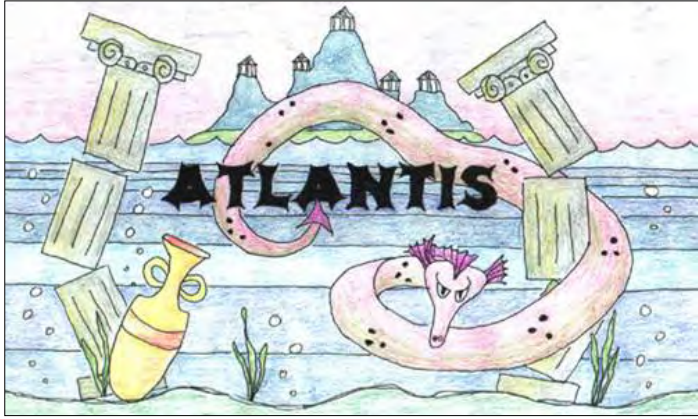
Volcano Ride and Ride Vehicle Concept

- Design I created as a learning experience based on the idea of travelling through an active volcano.
- Ride vehicle is suspended from a motion base with rotation. This allows the vehicle to simulate skidding sideways, sliding up to the edge of a cliff, jumping over ramps and chasms, floating down an underground river, and eventually riding a lava flow.



Portfolio of Mike Brister

Other Design Work Waterpark, Mini Golf, Restaurant



Portfolio of Mike Brister

My Hobbies

Photography, Writing, Music Composition, Web Design

Just a few random samples of what I do for fun. At the bottom are 4 book cover mock-ups I did for my manuscripts. The covers were mainly an excuse to practice my Photoshop skills. I've completed writing but not editing the first 2 novels and have story outlines for the other two. You can see a sample chapter of Shen at: <http://www.brister.net/shen.htm>. The two websites elements shown here are from <http://www.logicboxcontrols.com/> and <http://www.dcricks.com/>.

