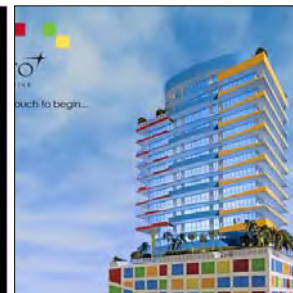
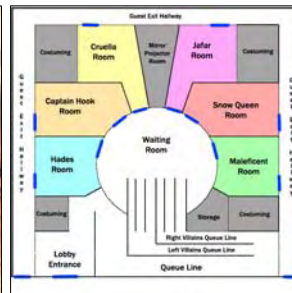
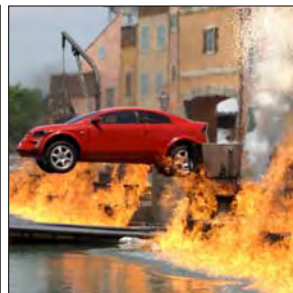


# Technical Portfolio of Mike Brister



# Portfolio of Mike Brister

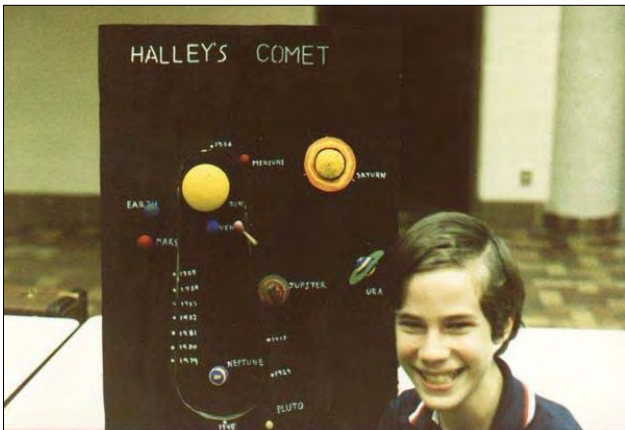
## A little about me...

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 help create 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 mix of technical disciplines including show control, automation, lighting, special effects, fountain animation, and others. This work has been for a diverse array of companies including Walt Disney World, Walt Disney Imagineering, Cirque du Soleil, Six Flags, 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've never designed anything that I didn't already have some idea of how it would work. I enjoy big projects, solving tough puzzles, new technology, and working in multiple disciplines at the same time. I am certain you will find me to be a quick-learning, organized, energetic, and detail-oriented team member who is at home in a complex environment.

This portfolio is a an overview of some projects and companies I've worked for.



# Portfolio of Mike Brister

## The projects in this portfolio...

### LOGIC BOX

Owner  
AMX, Crestron, and Medialon Programmer



### CIRQUE DU SOLEIL

LOVE and Mystère Automation Operator  
AMX, Crestron, and Visual Basic Programmer



### LIGHTS MOTORS ACTION EXTREME STUNT SHOW

Show Control / Automation and Special FX Crew Chief

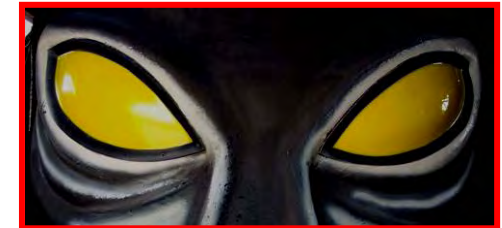


### WALT DISNEY IMAGINEERING

Attraction and Architectural Lighting Design and Programming

### FANTASMIC

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



### WALT DISNEY RIDE AND SHOW ENGINEERING

AMX, Medialon, WonderWare, and MSC / LCU Programmer



### WALT DISNEY WORLD ENTERTAINMENT

Creative Idea Forum Samples

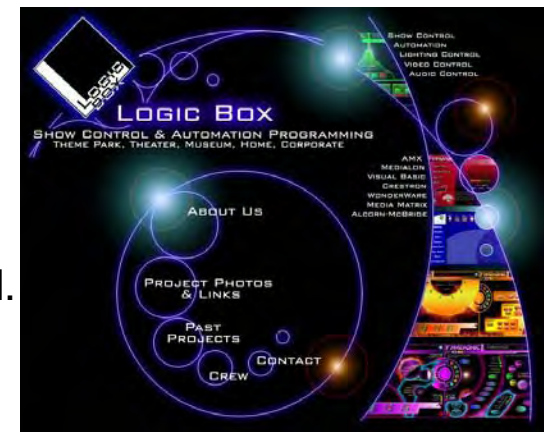


# Portfolio of Mike Brister

## Logic Box

### Owner / Systems Programmer

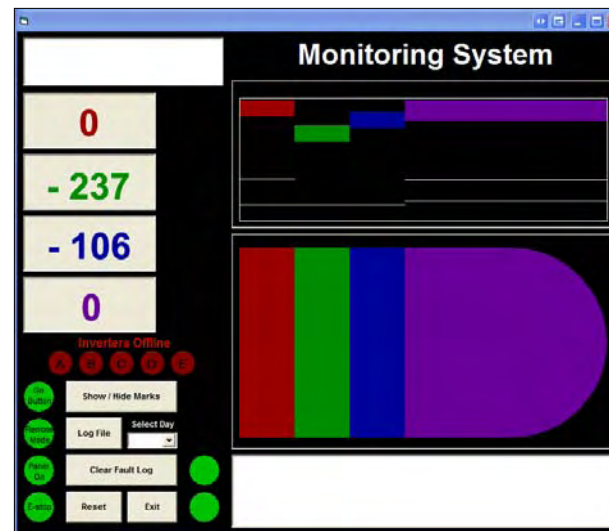
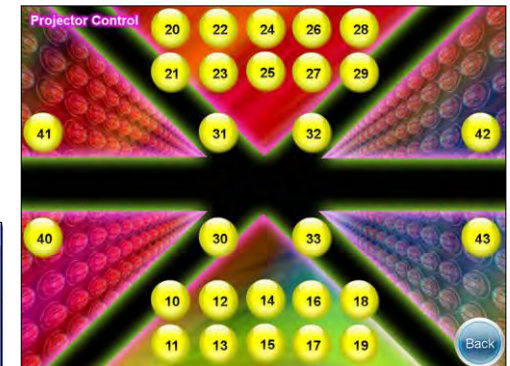
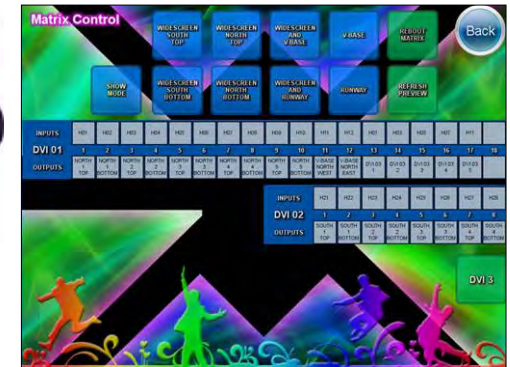
- After working as a freelance AMX programmer in 2006, created a new company called Logic Box with 2 former co-workers from Walt Disney World.
- Programmed the AMX system for the new Cirque du Soleil show, CRISS ANGEL Believe. The system controls 20 DLP projectors over IP and syncs their shutters to the Hippotizer content playback.
- Programmed the Sales Center / Mock-up Model for the Kallisto Condominiums in Miami. Scheduled to program the AMX systems in the condos as well (they are still under construction). Units cost more than a million dollars each.
- Programmed AMX systems for Platt Design Group, Assurant Group, Wycliffe Wordspring Visitors Center, International Bank of Miami, and the South Florida Water Management District.
- Designed the website and graphics for the website: <http://www.logicboxcontrols.com/>.



# Portfolio of Mike Brister

## The Beatles LOVE & Mystère, Cirque du Soleil Automation Operator / Systems Programmer

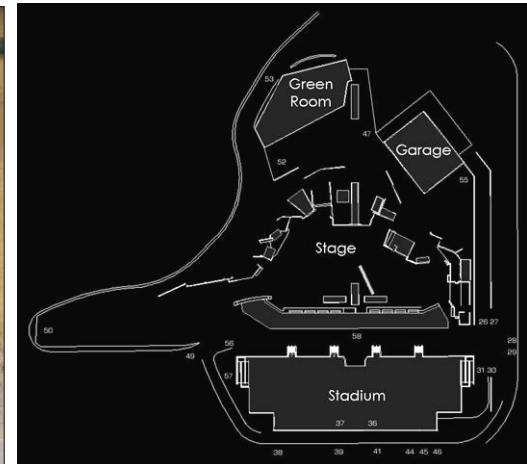
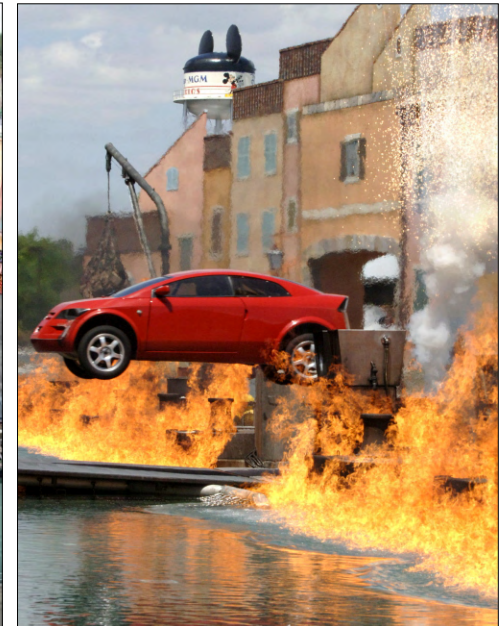
- Automation Board Operator and Programmer for LOVE. Primary operator for Board 1 which controls most of the aerialist cues and flying scenery in the show (107 cues in 90 minutes). Backup operator for Board 3 which does all of the set and strike in the grid.
- Programmed updates to cues in the Stage Technologies NOMAD consoles as requested by the Artistic Department. Updated all documentation and backup systems.
- Designed and programmed an AMX-based projector control system for the Video Department. It allows operation of 28 DLP projectors, thermometers, and 3 matrix switchers over TCP/IP. (See screenshots to the right)
- Before LOVE, Automation Technician for Mystère. Ran all 3 positions: Board Operator, Lift Operator, and roving troubleshooter.
- Programmed and operated the Automation system for the Choreographer's Showcase special event.
- Designed and programmed a Crestron-based cueing system for the Stage Manager's CCTV and a Visual Basic application to provide a better graphical user interface for the Lift Operators (See screenshot to the right).



# Portfolio of Mike Brister

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

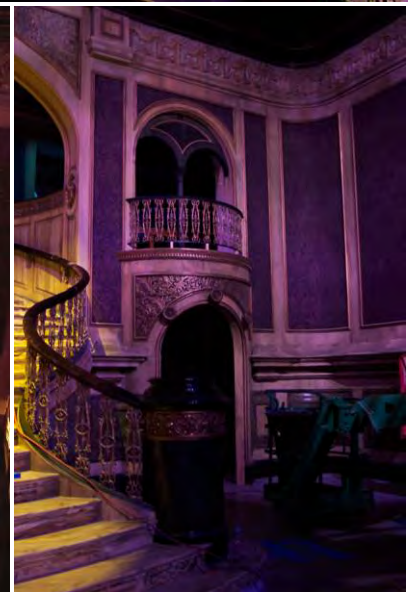
- Worked on the show from the final phase of construction through test and adjust, opening, and the first two years of operation. Very first Technician working on the site.
- Responsible for the programming, operation, troubleshooting, documentation, and training for show control, automation, and special 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 Lighting, Walt Disney Imagineering Lighting Designer / Show Quality Services

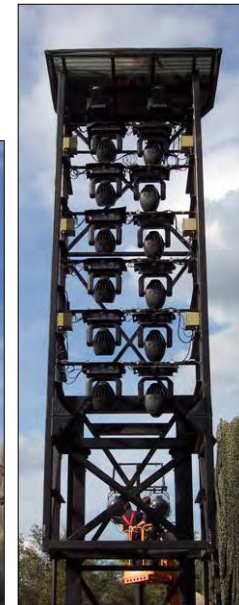
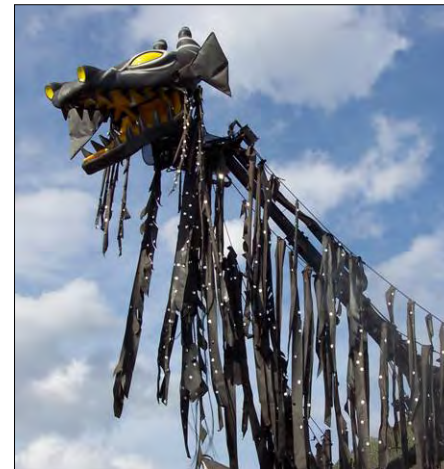
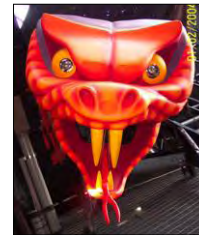
- “Loaned” to WDI Florida’s Show Lighting Department for several periods starting in 2000 for periods ranging from a week to seven months.
- Main responsibilities included documentation and maintaining the artistic integrity of the show lighting in all Magic Kingdom attractions. This included a full fixture by fixture review of every attraction in the park twice a year.
- Programmed moving lights for Star Traders store rehab and Innoventions Playground at Epcot.
- 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 attraction in 2003. This was a temporary attraction at the Disney-MGM Studios park.
- Performed the moving lights rehab for the switch from Alien Encounter to Stitch’s Great Escape attraction.



# Portfolio of Mike Brister

## Fantasmic!, Walt Disney World Show Control Crew Chief

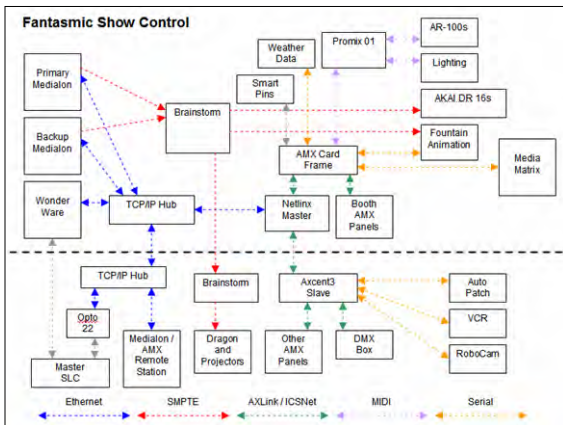
- Worked on the show from installation through opening as the Assistant Propmaster. Responsible for logistics of backstage prop storage (some as much as 15' tall) and backstage choreography (including a cobra puppet operated by 18 people).
- Promoted to Crew Chief of Show Control from 1999 through 2004. 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 (screenshots 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

## Walt Disney Ride and Show Engineering AMX, Medialon, WonderWare, and MSC / LCU Programmer

- Programmed AMX, Medialon, and WonderWare for 2 different updates to the Fantasmic show control system including creating the graphics in Photoshop.
- Programmed AMX and helped design the interface layout for Genesis at Lights Motors Action Extreme Stunt Show.
- Programmed Walt Disney Imagineering's custom show control interface (called MSC) and hardware (called LCUs) for 4 new shows on the Disney Magic Cruise Ship including the magic show, C'est Magique. Also programmed updates to the existing shows, Hercules and Disney Dreams.
- Programmed AMX to interface between live show playback and infrared captioning emitters. This allowed handheld captioning devices to show dialogue in real time. Shows included Festival of the Lion King, Tarzan Rocks, Beauty and the Beast, Castle Forecourt Stage, and Pocahontas (for which the entire system had to be created from scratch).
- Programmed AMX updates to the Ohana Restaurant at the Polynesian Resort, ESPN Club at the Boardwalk Resort, and Goofy's Country Dancin' Jamboree at the Magic Kingdom park.

