

# Technical Portfolio of Mike Brister

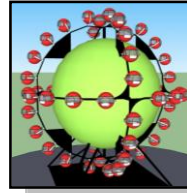
[mike@brister.net](mailto:mike@brister.net)



## The projects in this portfolio...

### ShowGO FX (formerly Logic Box)

AMX, Crestron, and WinCC Flex Programmer  
Medialon Manager v5 Certified Programmer



### Cirque du Soleil

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



### Lights Motors Action Extreme Stunt Show

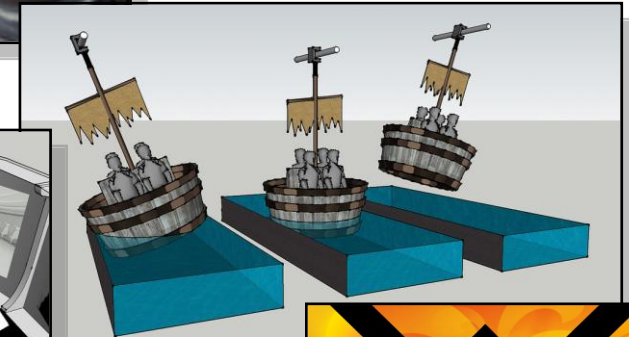
Show Control, Automation, and Special FX Crew Chief

### Walt Disney Imagineering

Lighting Designer and Programmer

### Fantasmic!

Show Control and Automation Crew Chief  
2004 Show Control System Redesign  
"Taste of Fantasmic" Fountain Choreography



### Walt Disney Ride and Show Engineering

AMX, Medialon, and WonderWare Programmer



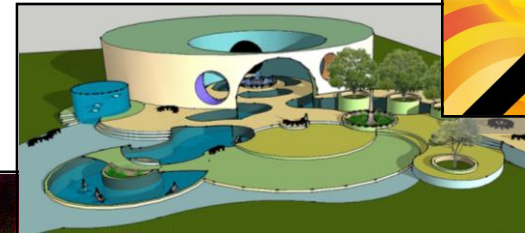
### Google Sketchup Samples

3D Designs and Modeling



### Photoshop Samples

Logos, Designs, and Other Graphics



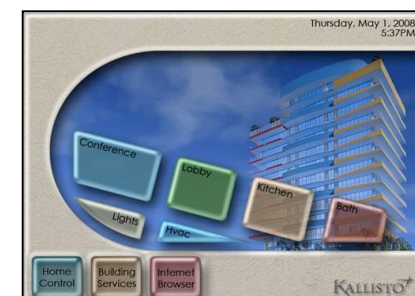
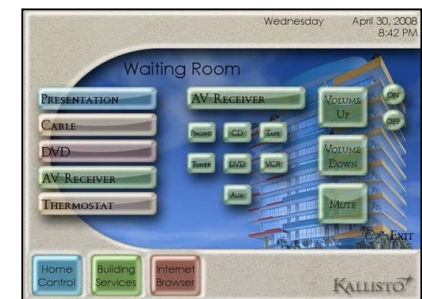
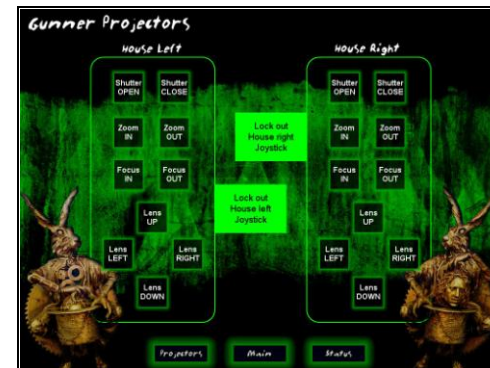
### Website Design

ShowGOFX.com  
SpencerTechnicalGroup.com  
brister.net



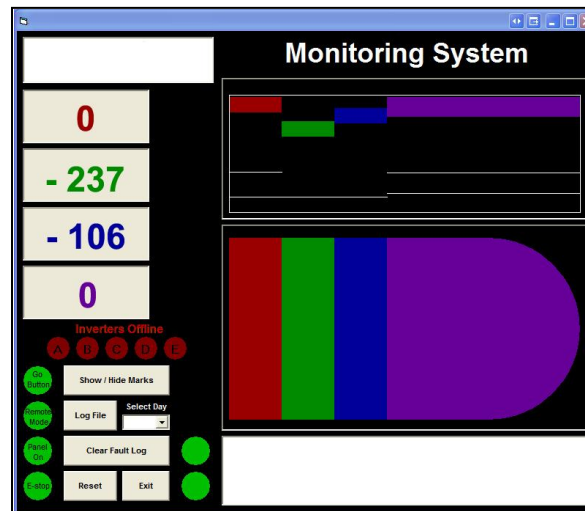
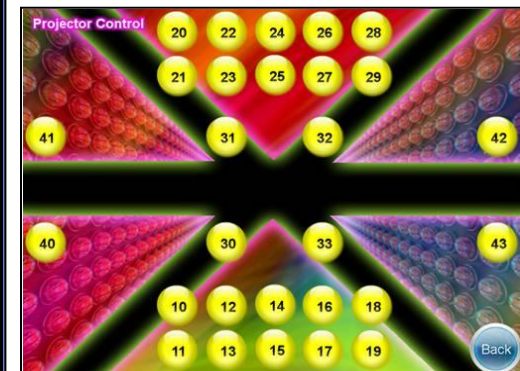
## ShowGO FX (formerly Logic Box) Show Control System Programmer

- Programmed the Medialon show control system for the Pantages Hollywood Theater attraction at Universal Studios Singapore. The system was selected as Medialon's "Best Panel of the Month" for May 2010.
- Programmed the AMX system for the 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 and Mock-up Model for the Kallisto Condominiums in Miami.
- Programmed AMX systems for Platt Design Group, ESRI, 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.showgofx.com/> and <http://www.spencertechnicalgroup.com/>.



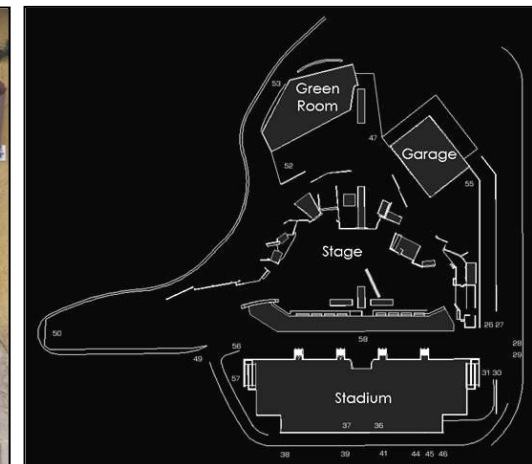
## The Beatles LOVE & Mystère, Cirque du Soleil Automation Operator / Systems Programmer

- Automation Board Operator and Programmer for LOVE. Primary operator for Board 1, which controls over 60 aerialist acrobatic flights and most of the flying scenery. Backup operator for Board 2 (15 stage lifts and 6 video screens) and Board 3 (set and strike in the grid and additional aerialist cues).
- 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.
- 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.



## 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. 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 show music as it played, based on how the live action was proceeding on stage.



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

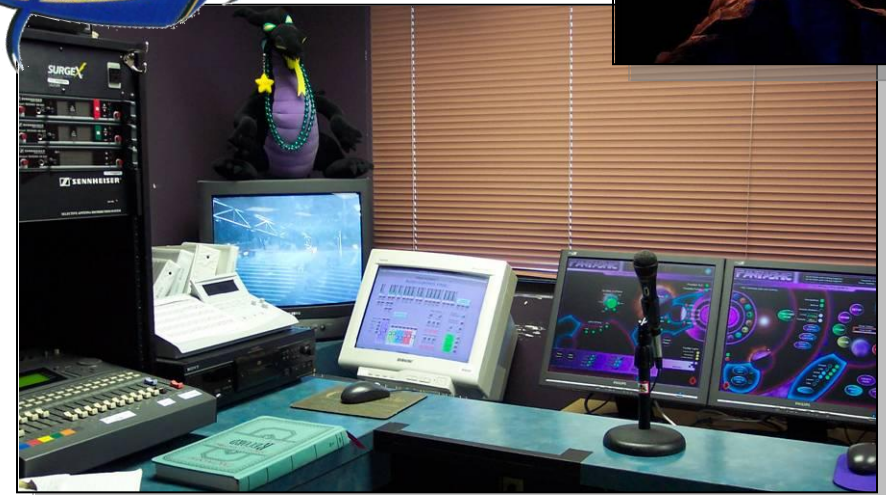
- From 2000 through 2004, I temporarily worked with WDI Florida's Show Lighting Department for several periods ranging from a week to seven months.
- Main responsibilities included documentation and maintaining the artistic integrity of the show lighting in all Magic Kingdom attractions. This included 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.



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

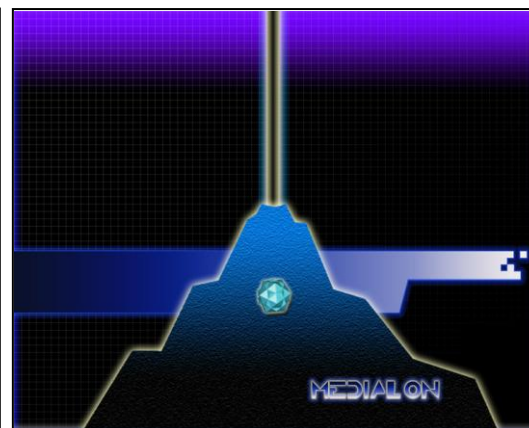
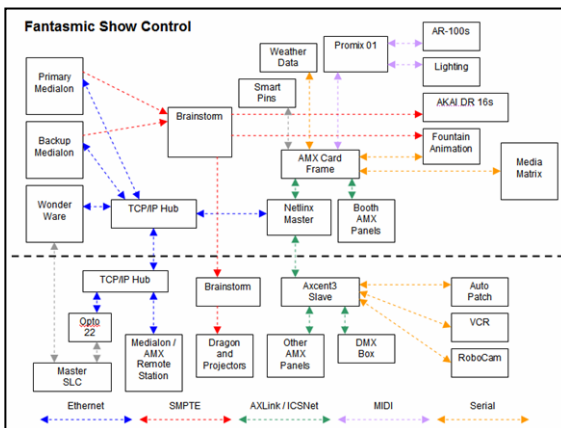
- Worked on the show from installation through opening as the Assistant Props Crew Chief. Responsible for logistics of backstage prop storage (some as much as 15' tall) and backstage traffic choreography (including a cobra puppet operated by 18 people).
- Promoted to Show Control Crew Chief from 1999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

# Fantasmic!



## 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 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).



## Taste of Fantasmic!, Walt Disney World Fountain Choreographer and Programmer

- Choreographed and programmed the dancing fountains for the short presentation called "Taste of Fantasmic!". This gives guests a short show when inclement weather prevents 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

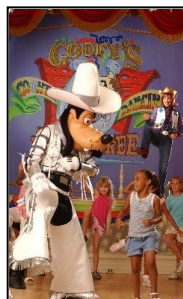
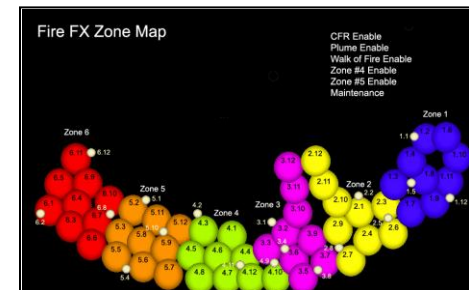
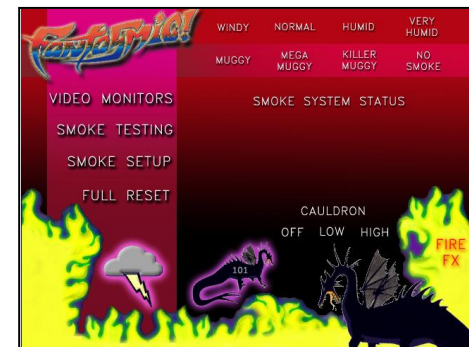


Manager Jeffrey Bruce. "It's a huge win for the Cast Members and a major win for our Guests ... That's what it's all about: leaving the Guests with a "Taste of Fantasmic!"

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

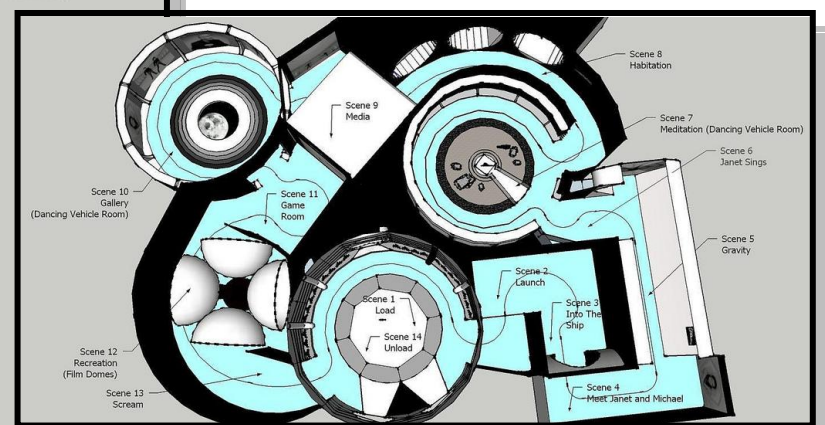
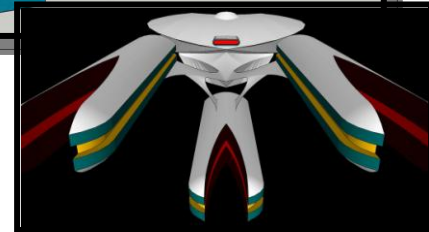
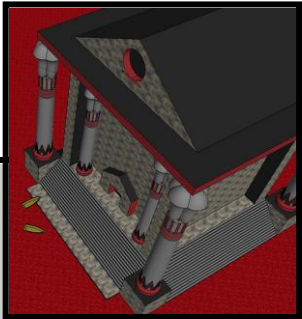
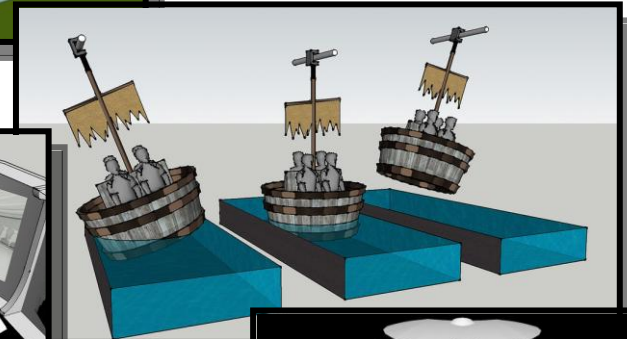
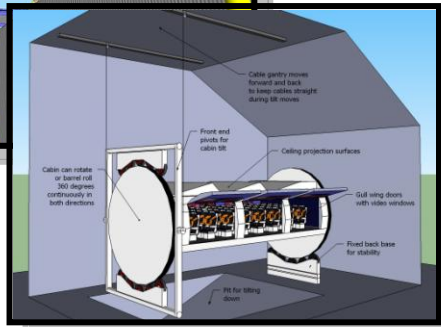
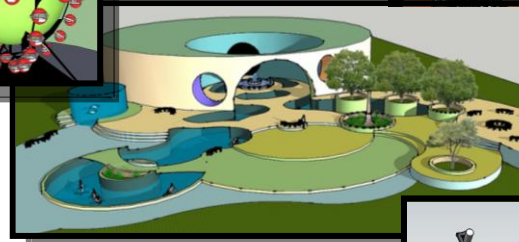
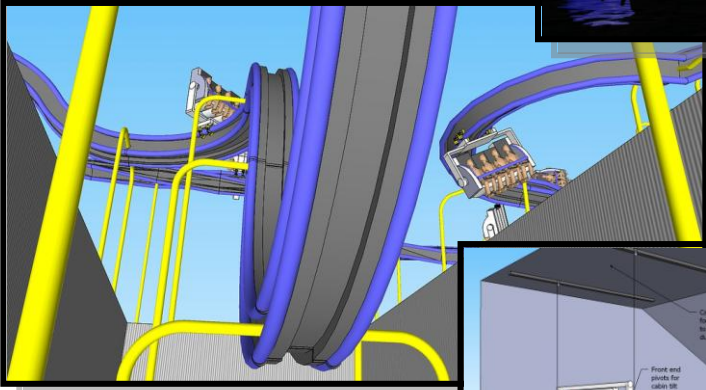
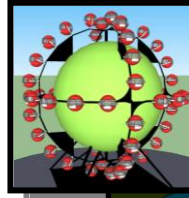
## Walt Disney Ride and Show Engineering AMX, Medialon, WonderWare, and MSC / LCU Programmer

- 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 display 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 and Goofy's Country Dancin' Jamboree at the Magic Kingdom park.



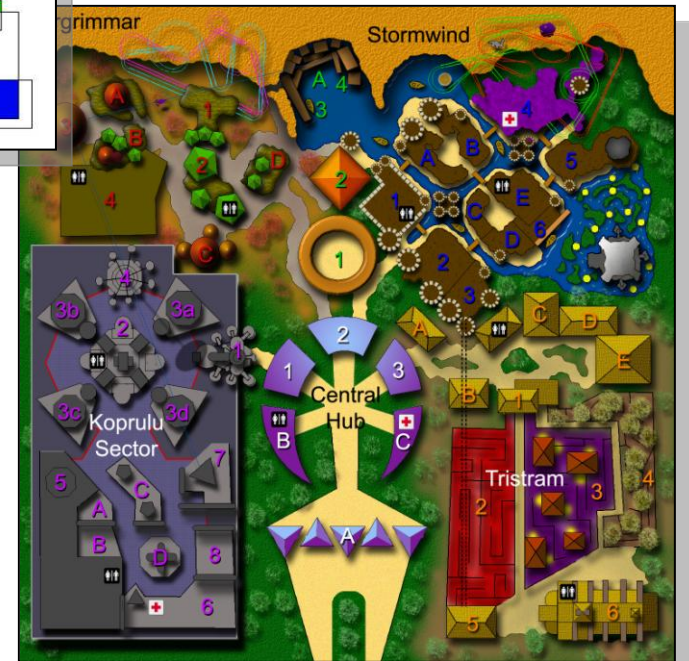
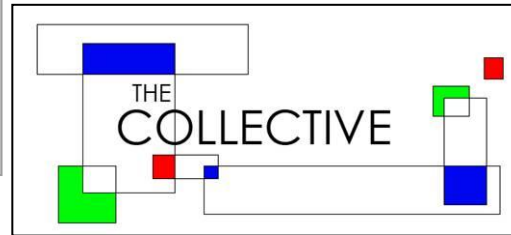
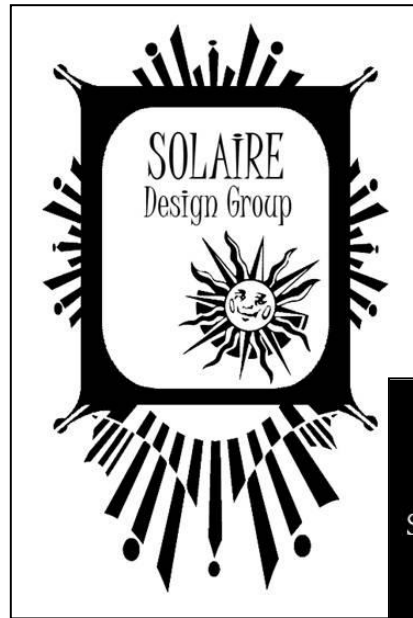
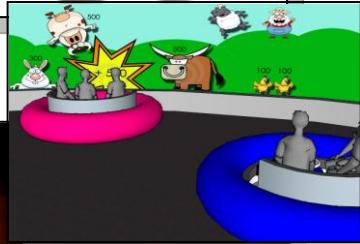
## Google Sketchup Samples

Examples of 3D models I've built using Google Sketchup.



## Photoshop Samples

Examples of work I've done in Photoshop for various projects.



## Website Design

Websites I've designed and created graphics for:

- <http://www.showgofx.com>
- <http://www.spencertechnicalgroup.com>
- <http://www.brister.net>
- <http://www.dcricks.com>

